

NICKNAME		Ghost		DRONE SHEET		STARFINDER		
Stealth	S	40, 20	Luke	PLAYER		DESCRIPTION		
CHASSIS	SIZE	SPEED		TOTAL	DEX MODIFIER	MISC MODIFIER	Construct (technological) DC or other state relying on Con treat as 10	
INITIATIVE		$\boxed{} = \boxed{} + \boxed{}$		3		LEVEL		
ABILITY SCORES								
	SCORE	MODIFIER	UPGRADED SCORE	UPGRADED MODIFIER				
STR STRENGTH	12	+1						
DEX DEXTERITY	15	+2						
INT INTELLIGENCE	7	-2						
WIS WISDOM	10	0						
CHA CHARISMA	6	-2						
SKILLS								
SKILL RANKS PER LEVEL								
□ ACROBATICS* (DEX)	TOTAL	RANKS	CLASS BONUS	ABILITY MOD	MISC MOD			
□ ATHLETICS* (STR)	12	= $\boxed{} + \boxed{} + 2 + \boxed{}$						
†□ COMPUTERS (INT)	+1	= $\boxed{} + \boxed{} + 1 + \boxed{}$						
†□ ENGINEERING (INT)	16	= $\boxed{} + \boxed{} + 3 + -2 + \boxed{}$						
□ PERCEPTION (WIS)	-2	= $\boxed{} + \boxed{} + -2 + \boxed{}$						
■ STEALTH* (DEX)	0	= $\boxed{} + \boxed{} + 0 + \boxed{}$						
■ STEALTH* (DEX)	+6	= $\boxed{} + \boxed{} + 2 + \boxed{}$						
FEATS AND PROFICIENCIES								
Climbing claws (half) reactive camo (+10 ske 1/4 when still) weapon mount manipulator arms (2 robot arms) camera	Skill focus (comp) Small arms Spec + 1/2 character level dmg				Skill synergy (comp, stealth)			
HEALTH AND ARMOR CLASS								
HIT POINTS				TOTAL				
40				EAC ENERGY ARMOR CLASS 15				
CURRENT				KAC KINETIC ARMOR CLASS 17				
AC VS. COMBAT MANEUVERS 29				= 8 + KAC				
DR				RESISTANCES				
SAVING THROWS								
BONUS				GOOD		POOR		
■ FORTITUDE (CONSTITUTION)	1						X	
■ REFLEX (DEXTERITY)	5				X			
■ WILL (WISDOM)	1						X	
CARRYING CAPACITY								
UNENCUMBERED				ENCUMBERED		OVERBURDENED		
6				12		> 12		
BAB				BAB		BAB		
TOTAL				STR MOD		MISC MOD		
MELEE ATTACK 4				+ 3 + 1 +				
RANGED ATTACK 5				+ 3 + 2 +				
THROWN ATTACK 4				+ 3 + 1 +				
WEAPONS								
WEAPON	LEVEL	ATTACK BONUS	DAMAGE					
Decoupler, Bruiser	1	+ 5	1d4 + 1					
Decimator	20	Acid	20/2 (6)	SPECIAL				
WEAPON	LEVEL	ATTACK BONUS	DAMAGE					
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