

## CHARACTER SHEET

# STARFINDER

## CHARACTER NAME

## DESCRIPTION

CLASS/LEVEL

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RACE

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## THEME

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SIZE	SPEED	GENDER	HOME WORLD
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## ALIGNMENT DEITY

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PLAYER

# ABILITY SCORES

	SCORE	MODIFIER	UPGRADED SCORE	UPGRADED MODIFIER
<b>STR</b> STRENGTH				
<b>DEX</b> DEXTERITY				
<b>CON</b> CONSTITUTION				
<b>INT</b> INTELLIGENCE				
<b>WIS</b> WISDOM				
<b>CHA</b> CHARISMA				

## SKILLS

## SKILL RANKS PER LEVEL

- ACROBATICS\* (DEX)
  - ATHLETICS\* (STR)
  - BLUFF (CHA)
  - + COMPUTERS (INT)
  - + CULTURE (INT)
  - DIPLOMACY (CHA)
  - DISGUISE (CHA)
  - + ENGINEERING (INT)
  - INTIMIDATE (CHA)
  - + LIFE SCIENCE (INT)
  - + MEDICINE (INT)
  - + MYSTICISM (WIS)
  - PERCEPTION (WIS)
  - + PHYSICAL SCIENCE (I)
  - PILOTING (DEX)
  - + PROFESSION  
(CHA, INT, OR WIS)

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  - SENSE MOTIVE (WIS)

Trained Only  Class Skill \*Armor check penalty applies

#### **SKILL NOTES**

INITIATIVE

TOTAL      DEX MODIFIER      MISC MODIFIER  
=      +

## HEALTH AND RESOLVE

STAMINA POINTS	HIT POINTS	RESOLVE POINTS
TOTAL		
CURRENT		

## ARMOR CLASS

## SAVING THROWS

	TOTAL	BASE SAVE	ABILITY MOD	MISC MOD
<b>FORTITUDE</b> (CONSTITUTION)	<input type="text"/>	<input type="text"/> + <input type="text"/> + <input type="text"/>		
<b>REFLEX</b> (DEXTERITY)	<input type="text"/>	<input type="text"/> + <input type="text"/> + <input type="text"/>		
<b>WILL</b> (WISDOM)	<input type="text"/>	<input type="text"/> + <input type="text"/> + <input type="text"/>		

## ATTACK BONUSES

	TOTAL	BAB	STR MOD	MISC MOD
MELEE ATTACK	[ ]	= [ ] + [ ] + [ ]		
RANGED ATTACK	[ ]	= [ ] + [ ] + [ ]		
THROWN ATTACK	[ ]	= [ ] + [ ] + [ ]		

## WEAPONS

WEAPON			LEVEL	ATTACK BONUS	DAMAGE
CRITICAL	RANGE	TYPE	AMMO/USAGE		SPECIAL
WEAPON			LEVEL	ATTACK BONUS	DAMAGE
CRITICAL	RANGE	TYPE	AMMO/USAGE		SPECIAL
WEAPON			LEVEL	ATTACK BONUS	DAMAGE
CRITICAL	RANGE	TYPE	AMMO/USAGE		SPECIAL
WEAPON			LEVEL	ATTACK BONUS	DAMAGE
CRITICAL	RANGE	TYPE	AMMO/USAGE		SPECIAL



