

CHARACTER SHEET

STARFINDER

CHARACTER NAME

DESCRIPTION

CLASS/LEVEL

RACE

THEME

SIZE	SPEED	GENDER	HOME WORLD
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ALIGNMENT DEITY

PLAYER

ABILITY SCORES

	SCORE	MODIFIER	UPGRADED SCORE	UPGRADED MODIFIER
STR STRENGTH				
DEX DEXTERITY				
CON CONSTITUTION				
INT INTELLIGENCE				
WIS WISDOM				
CHA 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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(CHA, INT, OR WIS)

 - 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
FORTITUDE (CONSTITUTION)	<input type="text"/>	<input type="text"/> + <input type="text"/> + <input type="text"/>		
REFLEX (DEXTERITY)	<input type="text"/>	<input type="text"/> + <input type="text"/> + <input type="text"/>		
WILL (WISDOM)	<input type="text"/>	<input type="text"/> + <input type="text"/> + <input type="text"/>		

ATTACK BONUSES

MELEE ATTACK	TOTAL	BAB	STR MOD	MISC MOD
	<input type="text"/>	<input type="text"/> + <input type="text"/> + <input type="text"/>		
RANGED ATTACK	TOTAL	BAB	DEX MOD	MISC MOD
	<input type="text"/>	<input type="text"/> + <input type="text"/> + <input type="text"/>		
THROWN ATTACK	TOTAL	BAB	STR MOD	MISC MOD
	<input type="text"/>	<input type="text"/> + <input type="text"/> + <input type="text"/>		

WEAPONS

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