

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		$\boxed{} = \boxed{} + \boxed{}$		2		LEVEL		
ABILITY SCORES								
	SCORE	MODIFIER	UPGRADED SCORE	UPGRADED MODIFIER				
STR STRENGTH	12	+1						
DEX DEXTERITY	14	+2						
INT INTELLIGENCE	6	-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	= $\boxed{} + 3 + -2 + 5$						
□ PERCEPTION (WIS)	-2	= $\boxed{} + \boxed{} + -2 + \boxed{}$						
■ STEALTH* (DEX)	0	= $\boxed{} + \boxed{} + 0 + \boxed{}$						
MODS	FEATS AND PROFICIENCIES							
Climbing claws (half) reactive camo (+10 ske 1/4 when still) weapon mount manipulator arms (2 more arms)	Skill focus (comp) Small arms Spec + 1/2 character level dmg							
Camera	Skill synergy (comp, stealth)							
HEALTH AND ARMOR CLASS								
HIT POINTS				TOTAL ENERGY ARMOR CLASS				
TOTAL 30				12				
CURRENT 30				KAC KINETIC ARMOR CLASS 14				
AC VS. COMBAT MANEUVERS 20				= 8 + KAC				
DR				RESISTANCES				
SAVING THROWS								
FORTITUDE (CONSTITUTION)				BONUS	GOOD	POOR		
REFLEX (DEXTERITY)				1		X		
WILL (WISDOM)				5	X			
				1		X		
CARRYING CAPACITY								
UNENCUMBERED				ENCUMBERED				
6				12				
OVERBURDENED				> 12				
BONUS (BAB) 3								
MELEE ATTACK				TOTAL BAB STR MOD MISC MOD				
4				= $3 + 1 + \boxed{}$				
RANGED ATTACK				TOTAL BAB DEX MOD MISC MOD				
5				= $3 + 2 + \boxed{}$				
THROWN ATTACK				TOTAL BAB STR MOD MISC MOD				
4				= $3 + 1 + \boxed{}$				
WEAPONS								
WEAPON	LEVEL	ATTACK BONUS	DAMAGE					
Decoupler, Bruiser	1	+ 5	1d4 + 1					
CRITICAL	RANGE	TYPE	AMMO/USAGE	SPECIAL				
Decoupling	20	A	20/2 (18)					
WEAPON	LEVEL	ATTACK BONUS	DAMAGE					
CRITICAL	RANGE	TYPE	AMMO/USAGE	SPECIAL				
WEAPON	LEVEL	ATTACK BONUS	DAMAGE					
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