

CHARACTER NAME \_\_\_\_\_

DESCRIPTION

CLASS/LEVEL \_\_\_\_\_

RACE \_\_\_\_\_

THEME \_\_\_\_\_

SIZE \_\_\_\_\_

SPEED \_\_\_\_\_

GENDER HOME WORLD \_\_\_\_\_

ALIGNMENT \_\_\_\_\_

DEITY \_\_\_\_\_

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)

TOTAL	RANKS	CLASS BONUS	ABILITY MOD	MISC MOD
_____	=	_____	_____	_____
_____	=	_____	_____	_____

 ATHLETICS\* (STR)

TOTAL	RANKS	CLASS BONUS	ABILITY MOD	MISC MOD
_____	=	_____	_____	_____
_____	=	_____	_____	_____

 BLUFF (CHA)

TOTAL	RANKS	CLASS BONUS	ABILITY MOD	MISC MOD
_____	=	_____	_____	_____
_____	=	_____	_____	_____

+ COMPUTERS (INT)

TOTAL	RANKS	CLASS BONUS	ABILITY MOD	MISC MOD
_____	=	_____	_____	_____
_____	=	_____	_____	_____

+ CULTURE (INT)

TOTAL	RANKS	CLASS BONUS	ABILITY MOD	MISC MOD
_____	=	_____	_____	_____
_____	=	_____	_____	_____

 DIPLOMACY (CHA)

TOTAL	RANKS	CLASS BONUS	ABILITY MOD	MISC MOD
_____	=	_____	_____	_____
_____	=	_____	_____	_____

 DISGUISE (CHA)

TOTAL	RANKS	CLASS BONUS	ABILITY MOD	MISC MOD
_____	=	_____	_____	_____
_____	=	_____	_____	_____

+ ENGINEERING (INT)

TOTAL	RANKS	CLASS BONUS	ABILITY MOD	MISC MOD
_____	=	_____	_____	_____
_____	=	_____	_____	_____

 INTIMIDATE (CHA)

TOTAL	RANKS	CLASS BONUS	ABILITY MOD	MISC MOD
_____	=	_____	_____	_____
_____	=	_____	_____	_____

+ LIFE SCIENCE (INT)

TOTAL	RANKS	CLASS BONUS	ABILITY MOD	MISC MOD
_____	=	_____	_____	_____
_____	=	_____	_____	_____

+ MEDICINE (INT)

TOTAL	RANKS	CLASS BONUS	ABILITY MOD	MISC MOD
_____	=	_____	_____	_____
_____	=	_____	_____	_____

+ MYSTICISM (WIS)

TOTAL	RANKS	CLASS BONUS	ABILITY MOD	MISC MOD
_____	=	_____	_____	_____
_____	=	_____	_____	_____

 PERCEPTION (WIS)

TOTAL	RANKS	CLASS BONUS	ABILITY MOD	MISC MOD
_____	=	_____	_____	_____
_____	=	_____	_____	_____

+ PHYSICAL SCIENCE (INT)

TOTAL	RANKS	CLASS BONUS	ABILITY MOD	MISC MOD
_____	=	_____	_____	_____
_____	=	_____	_____	_____

 PILOTING (DEX)

TOTAL	RANKS	CLASS BONUS	ABILITY MOD	MISC MOD
_____	=	_____	_____	_____
_____	=	_____	_____	_____

+ PROFESSION (CHA, INT, OR WIS)

TOTAL	RANKS	CLASS BONUS	ABILITY MOD	MISC MOD
_____	=	_____	_____	_____
_____	=	_____	_____	_____

+ PROFESSION (CHA, INT, OR WIS)

TOTAL	RANKS	CLASS BONUS	ABILITY MOD	MISC MOD
_____	=	_____	_____	_____
_____	=	_____	_____	_____

 SENSE MOTIVE (WIS)

TOTAL	RANKS	CLASS BONUS	ABILITY MOD	MISC MOD
_____	=	_____	_____	_____
_____	=	_____	_____	_____

+ SLEIGHT OF HAND\* (DEX)

TOTAL	RANKS	CLASS BONUS	ABILITY MOD	MISC MOD
_____	=	_____	_____	_____
_____	=	_____	_____	_____

 STEALTH\* (DEX)

TOTAL	RANKS	CLASS BONUS	ABILITY MOD	MISC MOD
_____	=	_____	_____	_____
_____	=	_____	_____	_____

 SURVIVAL (WIS)

TOTAL	RANKS	CLASS BONUS	ABILITY MOD	MISC MOD
_____	=	_____	_____	_____
_____	=	_____	_____	_____

†Trained Only     Class Skill    \*Armor check penalty applies

SKILL NOTES \_\_\_\_\_

CHARACTER SHEET

STARFINDER

DESCRIPTION

## INITIATIVE

$$\text{TOTAL} = \text{DEX MODIFIER} + \text{MISC MODIFIER}$$

## HEALTH AND RESOLVE

STAMINA POINTS	HIT POINTS	RESOLVE POINTS
TOTAL _____	_____	_____
CURRENT _____	_____	_____

## ARMOR CLASS

$$\text{EAC} = \text{ENERGY ARMOR CLASS} + 10 + \text{DEX MODIFIER} + \text{MISC MODIFIER}$$

$$\text{KAC} = \text{KINETIC ARMOR CLASS} + 10 + \text{DEX MODIFIER} + \text{MISC MODIFIER}$$

$$\text{AC VS. COMBAT MANEUVERS} = 8 + \text{KAC}$$

DR \_\_\_\_\_ RESISTANCES \_\_\_\_\_

## SAVING THROWS

FORTITUDE (CONSTITUTION)	REFLEX (DEXTERITY)	WILL (WISDOM)	BASE ATTACK BONUS (BAB)
_____	_____	_____	_____
_____	_____	_____	_____

MELEE ATTACK	BAB	STR MOD	MISC MOD
_____	=	_____	_____
_____	=	_____	_____

RANGED ATTACK	BAB	DEX MOD	MISC MOD
_____	=	_____	_____
_____	=	_____	_____

THROWN ATTACK	BAB	STR MOD	MISC MOD
_____	=	_____	_____
_____	=	_____	_____

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

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



