

CHARACTER SHEET

STARFINDER

CHARACTER NAME

DESCRIPTION

CLASS/LEVEL

RACE

THEME

SIZE	SPEED	GENDER	HOME WORLD
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SPEED

GENDER HOME WORLD

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

	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

