

# STARFINDER

## DESCRIPTION

RESET

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HOME WORLD

PLAYER	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100
1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100

RESET

	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				

## RESET

## SKILL RANKS PER LEVEL

## ARMOUR CLASS PENALTY

<input type="checkbox"/> ACROBATICS* (DEX)	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
<input type="checkbox"/> ATHLETICS* (STR)	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
<input type="checkbox"/> BLUFF (CHA)	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
+ <input type="checkbox"/> COMPUTERS (INT)	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
+ <input type="checkbox"/> CULTURE (INT)	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
<input type="checkbox"/> DIPLOMACY (CHA)	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
<input type="checkbox"/> DISGUISE (CHA)	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
+ <input type="checkbox"/> ENGINEERING (INT)	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
<input type="checkbox"/> INTIMIDATE (CHA)	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
+ <input type="checkbox"/> LIFE SCIENCE (INT)	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
+ <input type="checkbox"/> MEDICINE (INT)	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
+ <input type="checkbox"/> MYSTICISM (WIS)	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
<input type="checkbox"/> PERCEPTION (WIS)	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
+ <input type="checkbox"/> PHYSICAL SCIENCE (INT)	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
<input type="checkbox"/> PILOTING (DEX)	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
+ <input type="checkbox"/> PROFESSION (CHA, INT, OR WIS)	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
<hr/>									
+ <input type="checkbox"/> PROFESSION (CHA, INT, OR WIS)	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
<hr/>									
<input type="checkbox"/> SENSE MOTIVE (WIS)	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
+ <input type="checkbox"/> SLEIGHT OF HAND* (DEX)	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
<input type="checkbox"/> STEALTH* (DEX)	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
<input type="checkbox"/> SURVIVAL (WIS)	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>

†Trained Only ☒ Class Skill \*Armor check penalty applies

## SKILL NOTES

TOTAL		DEX		MISC
		MODIFIER		MODIFIER
<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>

RESET

	STAMINA POINTS	HIT POINTS	RESOLVE POINTS
TOTAL	<input type="text"/>	<input type="text"/>	<input type="text"/>
CURRENT	<input type="text"/>	<input type="text"/>	<input type="text"/>

## RESET

<b>EAC</b>	ENERGY ARMOR CLASS	TOTAL	= 10 +	ARMOR BONUS	+ DEX MOD	+ MISC MOD
		<input type="text"/>		<input type="text"/>	<input type="text"/>	<input type="text"/>
<b>KAC</b>	KINETIC ARMOR CLASS	<input type="text"/>	= 10 +	<input type="text"/>	<input type="text"/>	<input type="text"/>
AC VS. COMBAT MANEUVERS		<input type="text"/>	= 8 +	<b>KAC</b>		
DR		RESISTANCES				

## RESET

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

## RESE

BASE ATTACK BONUS  
ET (BAB)

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"/>

## RESE

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

