

CHARACTER SHEET **STARFINDER**

CHARACTER NAME _____ **DESCRIPTION** _____

CLASS/LEVEL _____ RACE _____ THEME _____

SIZE _____ SPEED _____ GENDER _____ HOME WORLD _____

ALIGNMENT _____ DEITY _____ PLAYER _____

ABILITY SCORES

	SCORE	MODIFIER	UPGRADED SCORE	UPGRADED MODIFIER
STR STRENGTH	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
DEX DEXTERITY	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
CON CONSTITUTION	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
INT INTELLIGENCE	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
WIS WISDOM	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
CHA CHARISMA	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

INITIATIVE = +

HEALTH AND RESOLVE

	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"/>

ARMOR CLASS

EAC ENERGY ARMOR CLASS = 10 + + +

KAC KINETIC ARMOR CLASS = 10 + + +

AC VS. COMBAT MANEUVERS = 8 + **KAC**

DR _____ RESISTANCES _____

SKILLS SKILL RANKS PER LEVEL

	TOTAL	RANKS	CLASS BONUS	ABILITY MOD	MISC MOD
<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"/>
† <input type="checkbox"/> PROFESSION (CHA, INT, OR WIS)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<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"/>

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 BASE ATTACK BONUS (BAB)

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

† Trained Only Class Skill * Armor check penalty applies

SKILL NOTES _____

CHARACTER SHEET



ABILITIES

Horizontal lines for writing abilities.

SPELLS KNOWN

0 SPELLS KNOWN

Horizontal lines for writing spells known.

1ST SPELLS KNOWN SPELLS PER DAY SPELL SLOTS USED

Horizontal lines for writing spells known.

2ND SPELLS KNOWN SPELLS PER DAY SPELL SLOTS USED

Horizontal lines for writing spells known.

3RD SPELLS KNOWN SPELLS PER DAY SPELL SLOTS USED

Horizontal lines for writing spells known.

4TH SPELLS KNOWN SPELLS PER DAY SPELL SLOTS USED

Horizontal lines for writing spells known.

5TH SPELLS KNOWN SPELLS PER DAY SPELL SLOTS USED

Horizontal lines for writing spells known.

6TH SPELLS KNOWN SPELLS PER DAY SPELL SLOTS USED

FEATS AND PROFICIENCIES

Horizontal lines for writing feats and proficiencies.

EQUIPMENT

LEVEL BULK

Table for equipment with columns for level and bulk.

CREDITS TOTAL BULK

OTHER WEALTH

CARRYING CAPACITY

UNENCUMBERED ENCUMBERED OVERBURDENED

LANGUAGES

Horizontal lines for writing languages.

EXPERIENCE POINTS

XP EARNED NEXT LEVEL