CHARACTER NAME

CLASS

	LEVEL	SKILLS	BAB	FORT	REF	WILL	HP	STAMINA

TOTALS

RACE

THEME

HOME WORLD

SIZE

GENDER

FT   FT

SPEED   ALIGNMENT   DEITY

PLAYER

ABILITY SCORES

RESET

	SCORE	MODIFIER	UPGRADED SCORE	UPGRADED MODIFIER
STR STRENGTH				
DEX DEXTERITY				
CON CONSTITUTION				
INT INTELLIGENCE				
WIS WISDOM				
CHA CHARISMA				

SKILLS

RESET

SKILL RANKS PER LEVEL /

ARMOUR CLASS PENALTY

	TOTAL		RANKS		CLASS BONUS		ABILITY MOD		MISC MOD
☐ 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 (INT)									
☐ PILOTING (DEX)		=		+		+		+	
†☐ PROFESSION (CHA, INT, OR WIS)		=		+		+		+	
†☐ PROFESSION (CHA, INT, OR WIS)		=		+		+		+	
☐ SENSE MOTIVE (WIS)		=		+		+		+	
†☐ SLEIGHT OF HAND* (DEX)		=		+		+		+	
☐ STEALTH* (DEX)		=		+		+		+	
☐ SURVIVAL (WIS)		=		+		+		+	

†Trained Only ☑ Class Skill *Armor check penalty applies

SKILL NOTES

INITIATIVE

TOTAL		DEX MODIFIER		MODIFIER
	=		+	

HEALTH AND RESOLVE

RESET

	STAMINA POINTS	HIT POINTS	RESOLVE POINTS
TOTAL			
CURRENT			

ARMOR CLASS

RESET

		TOTAL		ARMOR BONUS		DEX MOD		MISC MOD
EAC	ENERGY ARMOR CLASS		=10+		+		+	
KAC	KINETIC ARMOR CLASS		=10+		+		+	

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

DR   RESISTANCES

SAVING THROWS

RESET

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

ATTACK BONUSES

RESET

BASE ATTACK BONUS (BAB)

	TOTAL		BAB		STR MOD		MISC MOD
MELEE ATTACK		=		+		+	

	TOTAL		BAB		DEX MOD		MISC MOD
RANGED ATTACK		=		+		+	

	TOTAL		BAB		STR MOD		MISC MOD
THROWN ATTACK		=		+		+	

WEAPONS

RESET

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

STARFINDER

ABILITIES

RESET

ARMOUR

RESET

ARMOR MODEL			LEVEL	EAC BONUS	KAC BONUS
MAX DEX BONUS	BULK	AC PENALTY	SPEED ADJUSTMENT		UPGRADE SLOTS

ARMOR NOTES

FEATS AND PROFICIENCIES

RESET

LANGUAGES

RESET

EQUIPMENT

RESET

LEVEL BULK

CREDITS

TOTAL BULK

OTHER WEALTH

CARRYING CAPACITY

BACKPACKS
COMMERCIAL
INDUSTRIAL

UNENCUMBERED ENCUMBERED OVERBURDENED

EXPERIENCE POINTS

XP EARNED

NEXT LEVEL

SPELLS

	SCHOOL	CASTING TIME	RANGE	TARGETS	DURATION	SAVING THROW	SPELL RESISTANCE

0 SPELLS KNOWN [   ]

1ST SPELLS KNOWN [   ] SPELLS PER DAY [   ] SPELL SLOTS USED [   ]

2ND SPELLS KNOWN [   ] SPELLS PER DAY [   ] SPELL SLOTS USED [   ]

3RD SPELLS KNOWN [   ] SPELLS PER DAY [   ] SPELL SLOTS USED [   ]

4TH SPELLS KNOWN [   ] SPELLS PER DAY [   ] SPELL SLOTS USED [   ]

5TH SPELLS KNOWN [   ] SPELLS PER DAY [   ] SPELL SLOTS USED [   ]

6TH SPELLS KNOWN [   ] SPELLS PER DAY [   ] SPELL SLOTS USED [   ]

RESET

RESET

DRONE NAME

RESET

DESCRIPTION

RESET

CHASSIS TYPE

SIZE

LEVEL

FT
LAND SPEED

FT
FLY SPEED

FT
CLIMB SPEED

GOOD SAVES

POOR SAVES

ABILITY
INCREASES

STR DEX INT WIS CHA

SPEED MOD

FORTITUDE ☐ ☐
REFLEX ☐ ☐
WILL ☐ ☐

☐ ☐ ☐ ☐ ☐

PLAYER

ABILITY SCORES

RESET

	CHASSIS SCORE	MODIFIER	ABILITY INCREASE	MOD BONUS
STR STRENGTH				
DEX DEXTERITY				
CON CONSTITUTION				
INT INTELLIGENCE				
WIS WISDOM				
CHA CHARISMA				

HEALTH

RESET

TOTAL HIT POINTS

CURRENT HIT POINTS

INITIATIVE

TOTAL = DEX MODIFIER + MISC MODIFIER

ARMOR CLASS

RESET

		TOTAL	MOD BONUS		DEX MOD
EAC	ENERGY ARMOR CLASS			+	
KAC	KINETIC ARMOR CLASS			+	
AC VS. COMBAT MANEUVERS		= 8 + **KAC**			
DR	RESISTANCES				

SKILLS

RESET

	TOTAL		RANKS		CLASS BONUS		ABILITY MOD		MISC MOD
ACROBATICS (DEX)		=		+		+		+	
ATHLETICS (STR)		=		+		+		+	
COMPUTERS (INT)		=		+		+		+	
ENGINEERING (INT)		=		+		+		+	
PERCEPTION (WIS)		=		+		+		+	
STEALTH (DEX)		=		+		+		+	

SAVING THROWS

RESET

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

ATTACK BONUSES

RESET

BASE ATTACK BONUS (BAB)

	TOTAL		BAB		STR MOD		MISC MOD
MELEE ATTACK		=		+		+	

	TOTAL		BAB		DEX MOD		MISC MOD
RANGED ATTACK		=		+		+	

	TOTAL		BAB		STR MOD		MISC MOD
THROWN ATTACK		=		+		+	

RESET

MODS

FEATS AND ABILITIES

WEAPONS

RESET

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

CARRYING CAPACITY

UNENCUMBERED	ENCUMBERED	OVERBURDENED	CARGO RACK

RESET

NOTES