

RESET

CHARACTER NAME

RESET

STARFINDER

DESCRIPTION

RESET

CLASS/LEVEL

RACE

THEME

SIZE

FT

FT

SPEED

GENDER

HOME WORLD

ALIGNMENT DEITY

PLAYER

ABILITY SCORES

RESET

STR

STRENGTH

SCORE

MODIFIER

UPGRADED  
SCORE

UPGRADED  
MODIFIER

DEX

DEXTERITY

CON

CONSTITUTION

INT

INTELLIGENCE

WIS

WISDOM

CHA

CHARISMA

SKILLS

RESET

SKILL RANKS  
PER LEVEL

—

ARMOUR CLASS  
PENALTY

☐ 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

HEALTH AND RESOLVE

RESET

TOTAL

DEX  
MODIFIER

MISC  
MODIFIER

=

+

TOTAL

STAMINA POINTS

HIT POINTS

RESOLVE POINTS

CURRENT

ARMOR CLASS

RESET

EAC

ENERGY

ARMOR CLASS

TOTAL

ARMOR  
BONUS

DEX  
MOD

MISC  
MOD

= 10 +

+

+

KAC

KINETIC

ARMOR CLASS

= 10 +

+

+

AC VS.

COMBAT MANEUVERS

= 8 +

KAC

DR

RESISTANCES

SAVING THROWS

RESET

FORTITUDE

(CONSTITUTION)

REFLEX

(DEXTERITY)

WILL

(WISDOM)

TOTAL

BASE SAVE

ABILITY MOD

MISC MOD

=

+

+

=

+

+

=

+

+

ATTACK BONUS

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

RESET

# ARMOUR

## ARMOR NOTES

RESET

## RESET

## CREDITS

TOTAL  
BULK

## OTHER WEALTH



## CARRYING CAPACITY

BACKPACKS  
COMMERCIAL  
INDUSTRIAL  
OVERBURDENED

UNENCUMBERED  

ENCUMBERED

OVERBURDENED

XP  
EARNED

NEXT  
LEVEL

## RESET

0 SPELLS KNOWN

	SPELLS KNOWN	SPELLS PER DAY	SPELL SLOTS USED
1ST			

	SPELLS KNOWN	SPELLS PER DAY	SPELL SLOTS USED
2ND			

3RD SPELLS KNOWN SPELLS PER DAY SPELL SLOTS USED

	SPELLS KNOWN	SPELLS PER DAY	SPELL SLOTS USED
4TH			

SPELLS KNOWN	SPELLS PER DAY	SPELL SLOTS USED

6TH