

STARFINDER CHARACTER SHEET



A ABILITY MODS		ABILITY SCORES	
STR		STRENGTH	
DEX		DEXTERITY	
CON		CONSTITUTION	
INT		INTELLIGENCE	
WIS		WISDOM	
CHA		CHARISMA	

E RACIAL TRAITS (pages 20-23)	

F CLASS FEATURES (pages 26-45)	

H FEATS (pages 52-55)	

I SKILLS (pages 46-51)					
SKILL	TOTAL	ABILITY MOD	CLASS	LEVEL	MISC
ATHLETICS		STR	+	+	+
CULTURE		INT	+	+	+
INTERACTION		CHA	+	+	+
MEDICINE		INT	+	+	+
MYSTICISM		WIS	+	+	+
PERCEPTION		WIS	+	+	+
SCIENCE		INT	+	+	+
STEALTH		DEX	+	+	+
SURVIVAL		WIS	+	+	+
TECHNOLOGY		INT	+	+	+
Theme Knowledge					

B CHARACTER INFORMATION			
NAME			PRONOUNS
RACE	THEME	CLASS	LEVEL
ALIGNMENT		CURRENT XP	NEXT LEVEL

C INITIATIVE			SPEED	
TOTAL		DEX + MISC		FEET

D DEFENSE				
HIT POINTS		RESOLVE POINTS		
TOTAL	CURRENT	TOTAL	CURRENT	
ARMOR CLASS (AC)	TOTAL	10 + DEX	ARMOR	MISC
ARMOR			ARMOR PROFICIENCIES <input type="checkbox"/> Light <input type="checkbox"/> Heavy	
ARMOR UPGRADES				
SAVING THROWS		TOTAL	ABILITY MOD	CLASS MISC
FORTITUDE SAVE			CON	+
REFLEX SAVE			DEX	+
WILL SAVE			WIS	+

G ATTACKS (pages 78-79)				
MELEE ATTACK	TOTAL	STR	+	CLASS
RANGED ATTACK	TOTAL	DEX	+	CLASS
WEAPON				
WEAPON FUSION				
TOTAL ATTACK	DAMAGE*	RANGE	SPECIAL PROPERTY	CRITICAL HIT EFFECT
WEAPON				
WEAPON FUSION				
TOTAL ATTACK	DAMAGE*	RANGE	SPECIAL PROPERTY	CRITICAL HIT EFFECT
GRENADE (page 64)				
TOTAL ATTACK	DAMAGE	RANGE	SPECIAL EFFECT	REFLEX SAVE DC
VS AC 10				

* Add your STR to melee weapon damage.

WEAPON PROFICIENCIES (page 57)

- ☐ Basic Melee
 ☐ Small Arms
 ☐ Grenades
☐ Advanced Melee
 ☐ Longarms
 (-4 to attack if not proficient)

JK EQUIPMENT AND SPELLS ARE ON THE REVERSE



CREDITS

[illegible]

DC

[illegible]

USED

DC

	DURATION		

USED

DC

	DURATION		

UTILITY SPELL

XP

[illegible]

NOTES