



STARFINDER

NAME _____

CLASSES/LEVELS _____

CHARACTER THEME _____

RACE _____ SIZE _____ TYPE _____

ALIGNMENT _____ AFFILIATION/FACTION _____

CAMPAIGN _____

Character Level

ATTRIBUTES INITIATIVE

	STR	DEX	CON	INT	WIS	CHA
SCORE						
MOD						
UPGRADED SCORE						
UPGRADED MOD						

MODIFIER

 = +

TOTAL DEX MOD MISC MOD

HEALTH

 	STAMINA	 	HIT-POINTS	 	RESOLVE	
	CURRENT		CURRENT		CURRENT	

ARMOR CLASS EAC

10 + + + + = E

DEX MOD RACIAL ARMOR _____

TOTAL

CONDITIONAL MODIFIERS

KAC

10 + + + + = K

DEX MOD RACIAL ARMOR _____

TOTAL

AC VS. COMBAT MANEUVERS CM

8 + KAC =

SAVES

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

RESISTANCES

DR

SR

COMBAT

	TOTAL	=	BASE ATTACK BONUS	+	ABILITY MOD	+	MISC MOD	+	_____	+	TEMP MOD
MELEE (STRENGTH)	 	=	 	+	 	+	 	+	 	+	
RANGED (DEXTERITY)	 	=	 	+	 	+	 	+	 	+	
THROW (STRENGTH)	 	=	 	+	 	+	 	+	 	+	

CONDITIONAL MODIFIERS

WEAPONS & ATTACKS

WEAPON	LEVEL	ATTACK+	DAMAGE	CRIT	RANGE	TYPE	AMMO	BULK	SPECIAL

NOTES:

STARFINDER

MOVEMENT & GEAR

EQUIPMENT & TECHNOLOGICAL ITEMS	NAME/MODEL	LVL	HANDS	BLK	CAP	USAGE	LOCATION	DESCRIPTION	

DEFENSIVE MAGIC ITEMS

ITEM _____ Lvl _____ AC+ _____

ITEM _____ Lvl _____ AC+ _____

Record additional magic item info, such as bulk and location, on Special Equipment sheet.

ARMOR

Type _____ Lvl _____

EAC + _____ KAC+ _____ Max DEX _____ Check _____

Speed _____ Upgrade Slots _____ Bulk _____

Upgrades _____

POWER ARMOR

Lvl _____

EAC + _____ KAC+ _____ Max DEX _____ Check _____

Speed _____ Upgrade Slots _____ Wpn Slots _____ Bulk _____

STR _____ Size _____ Capacity _____ Usage _____

Upgrades _____

MOVEMENT

	SPEED [SQ.]	SWIM [SQ.]	FLY [MNV.]
Walk			
Hustle (x2)			
Run (x4)		X	

ENCUMBRANCE

BULK TALLY

FROM ARMOR _____

FROM WEAPONS _____

FROM EQUIPMENT _____

LIMIT _____ TOTAL BULK

CARRYING CAPACITY

	LOAD	LIMITS	SPEED	MAX DEX+	STR CHECK	DEX CHECK
UNENCUMBERED		NORM	NORM	NORM	NORM	NORM
ENCUMBERED		-10 ft.	+2	-5	-5	-5
OVERBUDENED		5 ft.	0	-5	-5	-5

FINANCES

STANDARD CREDITS

CREDSTICKS #/Total _____

SAVINGS Location/Total _____

INVESTMENTS Type/Total _____

NET WORTH Total Assests _____

PHYSICAL CURRENCY BLK

--	--

ASSETS AND TRADE GOODS

#	TYPE	VALUE	BLK

STARFINDER

SPECIAL EQUIPMENT

MAGIC & HYBRID ITEMS

ITEM	LVL	BLK	LOCATION	DESCRIPTION

COMPUTERS

COMPUTER _____ TIER _____ User Interface _____ Bulk/Size _____

Access _____ Modules _____

Upgrades _____ Countermeasures _____

COMPUTER _____ TIER _____ User Interface _____ Bulk/Size _____

Access _____ Modules _____

Upgrades _____ Countermeasures _____

CYBERNETICS & BIOTECH

AUGMENTATION	LVL	SYSTEM	DESCRIPTION

DRONE

DESIGNATION _____

CHASSIS _____ SIZE _____

SENSES _____ PERCEPTION _____

ATTRIBUTES						HEALTH	
STR	DEX	CON	INT	WIS	CHA	HP	
						MAX	CURRENT
MOD						INITIATIVE	
						(DEX)	+ _____ = _____

•SPEED _____ (x2 _____) (RUN _____) •CLIMB _____ (x2 _____) (RUN _____)

•FLY _____ (x2 _____) (RUN _____) (_____)

ARMOR CLASS	EAC	BASE	+ DEX MOD	+ MODS	=
KAC	BASE	+ DEX MOD	+ MODS	=	

SPECIAL QUALITIES _____

SAVES	BASE	ABILITY	MISC	
	T	=	+	+
	R	=	+	+
W	=	+	+	
MODIFIERS _____				

ATTACKS	ATTACK	BONUS	DMG
		+	()
		+	()
		+	()
		+	()
SPECIAL _____			

MODS

Initial _____

Initial _____

1st _____

3rd _____

5th _____

7th _____

10th _____

13th _____

15th _____

17th _____

20th _____

Limited A.I. Expert A.I. True A.I.

Upgraded Power Core

Advanced Mods

SKILL UNITS _____

FEATS _____

MAGICAL INFORMATION

MYSTIC

MYSTIC SPELLS KNOWN

Level	0	1	2	3	4	5	6
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

SPELLS PER DAY

Save DC = 10 + WIS modifier _____ + Spell Level

Caster Level	Spells Per Day						
	0	1	2	3	4	5	6
	∞						
DC							

CONNECTION

NAME _____

ASSOCIATED SKILLS _____

SPELLS

- 1ST _____ 4TH _____
 2ND _____ 5TH _____
 3RD _____ 6TH _____

CONNECTION POWERS

1ST LEVEL _____

3RD LEVEL _____

6TH LEVEL _____

9TH LEVEL _____

12TH LEVEL _____

18TH LEVEL _____

SPELL LIST

8
Per Day _____

1ST
Per Day 00000 _____ 00000 _____
 00000 _____ 00000 _____
 00000 _____ 00000 _____
 00000 _____ 00000 _____
 00000 _____ 00000 _____

2ND
Per Day 00000 _____ 00000 _____
 00000 _____ 00000 _____
 00000 _____ 00000 _____
 00000 _____ 00000 _____
 00000 _____ 00000 _____

3RD
Per Day 00000 _____ 00000 _____
 00000 _____ 00000 _____
 00000 _____ 00000 _____
 00000 _____ 00000 _____
 00000 _____ 00000 _____

4TH
Per Day 00000 _____ 00000 _____
 00000 _____ 00000 _____
 00000 _____ 00000 _____
 00000 _____ 00000 _____
 00000 _____ 00000 _____

5TH
Per Day 00000 _____ 00000 _____
 00000 _____ 00000 _____
 00000 _____ 00000 _____
 00000 _____ 00000 _____
 00000 _____ 00000 _____

6TH
Per Day 00000 _____ 00000 _____
 00000 _____ 00000 _____
 00000 _____ 00000 _____
 00000 _____ 00000 _____
 00000 _____ 00000 _____

RELIGIOUS INFO

HOLY SYMBOL

DEITY _____

Title _____

Alignment _____ Portfolio _____

Centers of Worship _____

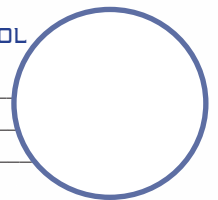
CLERICAL AFFILIATION

Rank _____ Title _____

Church Faction _____

Seminary _____ Current Assignment _____

Superior _____ High Priest _____



STARFINDER

SPELLBOOK

SPELL			Level	Cast Time
Saving Throw	Resistance	Target / Effect / Area	Range	
Duration	School		Ref	
Description				

SPELL			Level	Cast Time
Saving Throw	Resistance	Target / Effect / Area	Range	
Duration	School		Ref	
Description				

SPELL			Level	Cast Time
Saving Throw	Resistance	Target / Effect / Area	Range	
Duration	School		Ref	
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Saving Throw	Resistance	Target / Effect / Area	Range	
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Saving Throw	Resistance	Target / Effect / Area	Range	
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Saving Throw	Resistance	Target / Effect / Area	Range	
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Saving Throw	Resistance	Target / Effect / Area	Range	
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