

STARFINDER

Character Sheet

Character Name _____ Level _____ Hero Points _____

XP _____

Player Name _____

Background _____

Class _____

Heritage and Traits _____ Size _____

Background Notes _____

Class Notes _____

Gain 1 at the start of each session and when granted by the GM. Spend 1 to reroll a check. Spend All to avoid death.

Attributes

Strength ☐ Partial Boost Dexterity ☐ Partial Boost Constitution ☐ Partial Boost Intelligence ☐ Partial Boost Wisdom ☐ Partial Boost Charisma ☐ Partial Boost

Defenses

Armor Class Shield _____

Hardness _____ Max HP _____ BT _____ HP _____

Armor Proficiencies: Unarmored _____ Light _____ Medium _____ Heavy _____

Fortitude _____ Reflex _____ Will _____

Con Prof Item _____ Dex Prof Item _____ Wis Prof Item _____

Defense & Environmental Protection Notes _____

Hit Points: Maximum _____ Current HP _____ Temporary HP _____

Dying _____ Wounded _____

Resistances and Immunities _____

Conditions _____

Skills

Acrobatics _____ Dex Prof Item Armor _____

Arcana _____ Int Prof Item _____

Athletics _____ Str Prof Item Armor _____

Computers _____ Int Prof Item _____

Crafting _____ Int Prof Item _____

Deception _____ Cha Prof Item _____

Diplomacy _____ Cha Prof Item _____

Intimidation _____ Cha Prof Item _____

_____ Lore _____ Int Prof Item _____

_____ Lore _____ Int Prof Item _____

Medicine _____ Wis Prof Item _____

Nature _____ Wis Prof Item _____

Occultism _____ Int Prof Item _____

Performance _____ Cha Prof Item _____

Piloting _____ Dex Prof Item _____

Religion _____ Wis Prof Item _____

Society _____ Int Prof Item _____

Stealth _____ Dex Prof Item Armor _____

Survival _____ Wis Prof Item _____

Thievery _____ Dex Prof Item Armor _____

Languages

Perception

_____ Wis Prof Item _____

Senses and Notes _____

Speed

_____ feet

Special Movement _____

Strikes

Melee Strikes

Weapon _____ Damage _____

Str Prof Item _____

Traits and Notes _____

Weapon _____ Damage _____

Str Prof Item _____

Traits and Notes _____

Ranged Strikes

Weapon _____ Range (ft.) _____ Mag/Exp _____ Damage _____

Dex Prof Item _____

Traits and Notes _____

Weapon _____ Range (ft.) _____ Mag/Exp _____ Damage _____

Dex Prof Item _____

Traits and Notes _____

Weapon _____ Range (ft.) _____ Mag/Exp _____ Damage _____

Dex Prof Item _____

Traits and Notes _____

Weapon Proficiencies

Unarmed _____ Simple _____ Martial _____ Advanced _____ Other _____

Critical Specializations _____

Class DC

Base Key Prof Item _____

Reminders

Proficiency _____

Untrained +0

Trained 2 + level

Expert 4 + level

Master 6 + level

Legendary 8 + level

Action Icons

Single Action

Two-Action Activity

Three-Action Activity

Free Action

Reaction

Ancestry and General Feats — Class Abilities

Level 1	Ancestry and Heritage Abilities	Class Feats and Features
	Ancestry Feat	
	Background Skill Feat	
2	Skill Feat	Class Feat
3	General Feat	Class Feature
4	Skill Feat	Class Feat
5	Ancestry Feat	Boosts Class Feature
6	Skill Feat	Class Feat
7	General Feat	Class Feature
8	Skill Feat	Class Feat
9	Ancestry Feat	Class Feature
10	Skill Feat	Boosts Class Feat
11	General Feat	Class Feature
12	Skill Feat	Class Feat
13	Ancestry Feat	Class Feature
14	Skill Feat	Class Feat
15	General Feat	Boosts Class Feature
16	Skill Feat	Class Feat
17	Ancestry Feat	Class Feature
18	Skill Feat	Class Feat
19	General Feat	Class Feature
20	Skill Feat	Boosts Class Feat

Inventory

Held Items		Bulk
Consumables		Bulk
Worn Items	Invested	Bulk
Weapons	Mag	Bulk

Bulk

Light Items 10 light Bulk items = 1 Bulk

Encumbered Bulk 5 + Str

Maximum Bulk 10 + Str

Maximum Invested 10

Valuables	Price	Bulk
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Wealth Credits

UPB (Universal Polymer Base)

Character Sketch

Origin and Appearance

Port of Call

Home World

Age

Gender & Pronouns

Height

Weight

Appearance

Personality

Attitude

Deity or Philosophy

Edicts

Anathema

Likes

Dislikes

Catchphrases

Campaign Notes

Notes

Allies

Enemies

Faction

Actions and Activities

Name

Actions

Traits

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Trigger

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Effects

