

CHARACTER NAME

CLASS	LEVEL	SKILLS	BAB	FORT	REF	WILL	HP	STAMINA
BONUSES (STARTING HP/FEATS)								
TOTALS								

RACE	THEME	
HOME WORLD	SIZE	GENDER
FT	FT	
SPEED	ALIGNMENT	DEITY

ABILITY SCORES

RESET

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

INITIATIVE

TOTAL = = +

HEALTH AND RESOLVE

RESET

TOTAL	STAMINA POINTS	HIT POINTS	RESOLVE POINTS	EXTRA RESOLVE
CURRENT				

ARMOR CLASS

RESET

EAC ENERGY ARMOR CLASS	TOTAL	ARMOR BONUS	DEX MOD	MISC MOD
	= 10 +			
KAC KINETIC ARMOR CLASS	TOTAL	ARMOR BONUS	DEX MOD	MISC MOD
	= 10 +			
AC VS. COMBAT MANEUVERS	TOTAL	= 8 + KAC		
DR	RESISTANCES			

SKILLS

RESET

SKILL RANKS PER LEVEL /

ARMOUR CLASS PENALTY

	TOTAL	RANKS	CLASS BONUS	ABILITY MOD	MISC MOD
<input type="checkbox"/> ACROBATICS* (DEX)					
<input type="checkbox"/> ATHLETICS* (STR)					
<input type="checkbox"/> BLUFF (CHA)					
<input checked="" type="checkbox"/> COMPUTERS (INT)					
<input checked="" type="checkbox"/> CULTURE (INT)					
<input type="checkbox"/> DIPLOMACY (CHA)					
<input type="checkbox"/> DISGUISE (CHA)					
<input checked="" type="checkbox"/> ENGINEERING (INT)					
<input type="checkbox"/> INTIMIDATE (CHA)					
<input checked="" type="checkbox"/> LIFE SCIENCE (INT)					
<input checked="" type="checkbox"/> MEDICINE (INT)					
<input checked="" type="checkbox"/> MYSTICISM (WIS)					
<input type="checkbox"/> PERCEPTION (WIS)					
<input checked="" type="checkbox"/> PHYSICAL SCIENCE (INT)					
<input type="checkbox"/> PILOTING (DEX)					
<input checked="" type="checkbox"/> PROFESSION (CHA, INT, OR WIS)					
<input checked="" type="checkbox"/> PROFESSION (CHA, INT, OR WIS)					
<input type="checkbox"/> SENSE MOTIVE (WIS)					
<input checked="" type="checkbox"/> SLEIGHT OF HAND* (DEX)					
<input type="checkbox"/> STEALTH* (DEX)					
<input type="checkbox"/> SURVIVAL (WIS)					

†Trained Only Class Skill *Armor check penalty applies

SKILL NOTES

SAVING THROWS

RESET

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

ATTACK BONUSES

RESET

BASE ATTACK BONUS (BAB)

MELEE ATTACK	TOTAL	BAB	STR MOD	MISC MOD
	=			
RANGED ATTACK	TOTAL	BAB	DEX MOD	MISC MOD
	=			
THROWN ATTACK	TOTAL	BAB	STR MOD	MISC MOD
	=			

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

ABILITIES

RESET

Large empty box for writing abilities.

RESET

EQUIPMENT

LEVEL BULK

Table with 3 columns: Equipment Name, Level, Bulk. Multiple rows for listing equipment.

ARMOR

RESET

Table for armor stats: ARMOR MODEL, LEVEL, EAC BONUS, KAC BONUS, MAX DEX BONUS, BULK, AC PENALTY, SPEED ADJUSTMENT, UPGRADE SLOTS.

ARMOR NOTES

Large empty box for writing armor notes.

FEATS AND PROFICIENCIES

RESET

Large empty box for writing feats and proficiencies.

CREDITS

Input box for Credits.

TOTAL BULK

Input box for Total Bulk.

OTHER WEALTH

Large empty box for writing other wealth.

CARRYING CAPACITY

COMMERCIAL INDUSTRIAL STARFINDER OVERBURDENED

UNENCUMBERED

ENCUMBERED

Input box for Unencumbered.

Input box for Encumbered.

Input box for Overburdened.

EXPERIENCE POINTS

XP EARNED

NEXT LEVEL

Input boxes for XP Earned and Next Level.

SPELLS

RESET

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

DRONE NAME

RESET

DESCRIPTION

RESET

CHASSIS TYPE	SIZE	LEVEL	LAND SPEED	FLY SPEED	CLIMB SPEED				
	GOOD SAVES	POOR SAVES	ABILITY INCREASES	STR	DEX	INT	WIS	CHA	SPEED MOD
FORTITUDE	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
REFLEX	<input type="checkbox"/>	<input type="checkbox"/>							
WILL	<input type="checkbox"/>	<input type="checkbox"/>							

PLAYER

ABILITY SCORES

RESET

	CHASSIS SCORE	MODIFIER	ABILITY INCREASE	MOD BONUS
STR STRENGTH	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
DEX DEXTERITY	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
CON CONSTITUTION	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
INT INTELLIGENCE	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
WIS WISDOM	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
CHA CHARISMA	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

HEALTH

RESET

TOTAL HIT POINTS	<input type="text"/>	CURRENT HIT POINTS	<input type="text"/>
TOTAL	<input type="text"/>	DEX MODIFIER	<input type="text"/>
	=	MISC MODIFIER	<input type="text"/>
		+	<input type="text"/>

INITIATIVE

ARMOR CLASS

RESET

EAC ENERGY ARMOR CLASS	TOTAL	<input type="text"/>	MOD BONUS	<input type="text"/>	+	DEX MOD	<input type="text"/>
KAC KINETIC ARMOR CLASS	<input type="text"/>	<input type="text"/>	+	<input type="text"/>			
AC VS. COMBAT MANEUVERS	<input type="text"/>	=	8	+	KAC	<input type="text"/>	
DR	RESISTANCES						

SKILLS

RESET

	TOTAL	RANKS	CLASS BONUS	ABILITY MOD	MISC MOD				
ACROBATICS (DEX)	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
ATHLETICS (STR)	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
COMPUTERS (INT)	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
ENGINEERING (INT)	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
PERCEPTION (WIS)	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
STEALTH (DEX)	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>

SAVING THROWS

RESET

FORTITUDE (CONSTITUTION)	TOTAL	<input type="text"/>	=	BASE SAVE	<input type="text"/>	+	ABILITY MOD	<input type="text"/>	+	MISC MOD	<input type="text"/>
REFLEX (DEXTERITY)	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>				
WILL (WISDOM)	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>				

ATTACK BONUSES

RESET

				BASE ATTACK BONUS (BAB)	<input type="text"/>						
MELEE ATTACK	TOTAL	<input type="text"/>	=	BAB	<input type="text"/>	+	STR MOD	<input type="text"/>	+	MISC MOD	<input type="text"/>
RANGED ATTACK	<input type="text"/>	=	<input type="text"/>	+	DEX MOD	<input type="text"/>	+	<input type="text"/>			
THROWN ATTACK	<input type="text"/>	=	<input type="text"/>	+	STR MOD	<input type="text"/>	+	<input type="text"/>			

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			

MODS

RESET

Empty box for MODS

FEATS AND ABILITIES

RESET

Empty box for FEATS AND ABILITIES

CARRYING CAPACITY

UNENCUMBERED	ENCUMBERED	OVERBURDENED	CARGO RACK
<input type="text"/>	<input type="text"/>	<input type="text"/>	

NOTES

RESET

