

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
<b>STR</b> STRENGTH					
<b>DEX</b> DEXTERITY					
<b>CON</b> CONSTITUTION					
<b>INT</b> INTELLIGENCE					
<b>WIS</b> WISDOM					
<b>CHA</b> CHARISMA					

INITIATIVE

TOTAL =  =  +

HEALTH AND RESOLVE

RESET

TOTAL	STAMINA POINTS	HIT POINTS	RESOLVE POINTS	EXTRA RESOLVE
CURRENT				

ARMOR CLASS

RESET

<b>EAC</b> ENERGY ARMOR CLASS	TOTAL	ARMOR BONUS	DEX MOD	MISC MOD
	= 10 +			
<b>KAC</b> KINETIC ARMOR CLASS	TOTAL	ARMOR BONUS	DEX MOD	MISC MOD
	= 10 +			
AC VS. COMBAT MANEUVERS	TOTAL	= 8 + <b>KAC</b>		
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

<b>FORTITUDE</b> (CONSTITUTION)	TOTAL	BASE SAVE	ABILITY MOD	MISC MOD
	=			
<b>REFLEX</b> (DEXTERITY)	TOTAL	BASE SAVE	ABILITY MOD	MISC MOD
	=			
<b>WILL</b> (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 recording abilities.

RESET

EQUIPMENT

LEVEL BULK

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

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 armor notes.

FEATS AND PROFICIENCIES

RESET

Large empty box for recording feats and proficiencies.

CREDITS

Input box for Credits.

TOTAL BULK

Input box for Total Bulk.

OTHER WEALTH

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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.

LANGUAGES

RESET

Large empty box for recording languages.

# 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
<b>STR</b> STRENGTH	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<b>DEX</b> DEXTERITY	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<b>CON</b> CONSTITUTION	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<b>INT</b> INTELLIGENCE	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<b>WIS</b> WISDOM	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<b>CHA</b> 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

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

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

