

# STARFINDER

## Character Sheet

Character Name \_\_\_\_\_ Level \_\_\_\_\_ Hero Points \_\_\_\_\_

XP

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.

Player Name \_\_\_\_\_ Background \_\_\_\_\_

Ancestry \_\_\_\_\_ Class \_\_\_\_\_

Heritage and Traits \_\_\_\_\_ Size \_\_\_\_\_

Background Notes \_\_\_\_\_

Class Notes \_\_\_\_\_

### 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

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**Armor Proficiencies**

Unarmored	Light	Medium	Heavy
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

**10** + + +  
Base Dex\* Prof Item  
\*Use armor's Dex cap if lower

**Fortitude** **Reflex** **Will**

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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	<input type="checkbox"/>	+ + -
Arcana	<input type="checkbox"/>	+ +
Athletics	<input type="checkbox"/>	+ + -
Computers	<input type="checkbox"/>	+ +
Crafting	<input type="checkbox"/>	+ +
Deception	<input type="checkbox"/>	+ +
Diplomacy	<input type="checkbox"/>	+ +
Intimidation	<input type="checkbox"/>	+ +
Lore	<input type="checkbox"/>	+ +
Lore	<input type="checkbox"/>	+ +
Medicine	<input type="checkbox"/>	+ +
Nature	<input type="checkbox"/>	+ +
Occultism	<input type="checkbox"/>	+ +
Performance	<input type="checkbox"/>	+ +
Piloting	<input type="checkbox"/>	+ +
Religion	<input type="checkbox"/>	+ +
Society	<input type="checkbox"/>	+ +
Stealth	<input type="checkbox"/>	+ + -
Survival	<input type="checkbox"/>	+ +
Thievery	<input type="checkbox"/>	+ + -

### 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
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Critical Specializations \_\_\_\_\_

### Class DC

**10** + + +  
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**

**Inventory**

Level	Ancestry and Heritage Abilities	Class Feats and Features
1	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


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

**Wealth Credits**



**UPB** (Universal Polymer Base)

## Character Sketch

## Origin and Appearance

Port of Call	Homeworld	Age	Gender & Pronouns	Height	Weight
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Appearance

## Personality

Attitude	Deity or Philosophy
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Edicts	Anathema
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Likes

Dislikes

Catchphrases

## Campaign Notes

Notes

Allies

Enemies

Faction

## Actions and Activities



Name	Actions	Traits	Page #
Effects			



Name	Actions	Traits	Page #
Effects			



Name	Actions	Traits	Page #
Effects			

Name	Actions	Traits	Page #
Effects			

## Free Actions and Reactions

Name	 	Traits	Page #
Trigger			
Effects			

Name	 	Traits	Page #
Trigger			
Effects			

Name	 	Traits	Page #
Trigger			
Effects			

Name	 	Traits	Page #
Trigger			
Effects			

### Magical Tradition

Arcane  Occult  
 Primal  Divine

Prepared Caster  
 Spontaneous Caster

### Spell Statistics



#### Spell Attack

+   
 Key Prof

#### Spell DC

10 +   
 Base Key Prof

### Cantrips

Cantrips per Day

Cantrip Rank   
1/2 your level rounded up

Name	Actions	Prep

### Focus Spells

Focus Points

Focus Spell Rank   
1/2 your level rounded up

**Focus Pool** Equals the number of focus spells you have (maximum 3).  
**Refocus** Spend 10 minutes to regain 1 Focus Point.

Name	Actions

### Innate Spells

Name	Actions	Freq

### Spell Slots

Spells per Day

Spell Rank

<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
1	2	3	4	5	6	7	8	9	10
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

### Spells

Name	Actions	Rank	Prep	Name	Actions	Rank	Prep

### Rituals

Name	Rank	Cost	Name	Rank	Cost