CHARACTER SHEET STARFINDER

CHARACTER NAME
Twitch

DESCRIPTION

Mechanic 7	Ysoki	Themeless	
CLASS/LEVEL	RACE	THEME	
Small	30 ft.	Male	
SIZE	SPEED	GENDER	HOME WORLD
Chaotic Good			
ALIGNMENT	DEITY	PLAYER	

ABILITY SCORES

	SCORE	MODIFIER	UPGRADED SCORE	UPGRADED MODIFIER
STR STRENGTH	11	+0		
DEX DEXTERITY	18	+4		
CON CONSTITUTION	10	+0		
INT INTELLIGENCE	23	+6		
WIS WISDOM	12	+1		
CHA CHARISMA	10	+0		

INITIATIVE

TOTAL		DEX MODIFIER		MISC MODIFIER
+6	=	+4	+	2

HEALTH AND RESOLVE

	STAMINA POINTS	HIT POINTS	RESOLVE POINTS
TOTAL	49	44	9
CURRENT			

ARMOR CLASS

		TOTAL		ARMOR BONUS		DEX MOD		MISC MOD
EAC	ENERGY ARMOR CLASS	21	=10+	7	+	4	+	0
KAC	KINETIC ARMOR CLASS	21	=10+	7	+	4	+	0

AC VS. COMBAT MANEUVERS 29 = 8 + KAC

DR RESISTANCES

SKILLS

SKILL RANKS PER LEVEL 70

	TOTAL		RANKS		CLASS BONUS		ABILITY MOD		MISC MOD
☐ ACROBATICS* (DEX)	+7	=	3	+		+	4	+	0
☑ ATHLETICS* (STR)	+5	=	2	+	3	+	0	+	0
☐ BLUFF (CHA)	+0	=	0	+		+	0	+	0
†☑ COMPUTERS (INT)	+18	=	7	+	3	+	6	+	2
†☐ CULTURE (INT)	+7	=	1	+		+	6	+	0
☐ DIPLOMACY (CHA)	+0	=	0	+		+	0	+	0
☐ DISGUISE (CHA)	+0	=	0	+		+	0	+	0
†☑ ENGINEERING (INT)	+21	=	7	+	3	+	6	+	5
☐ INTIMIDATE (CHA)	+0	=	0	+		+	0	+	0
†☐ LIFE SCIENCE (INT)	+13	=	7	+		+	6	+	0
†☑ MEDICINE (INT)	+16	=	7	+	3	+	6	+	0
†☐ MYSTICISM (WIS)	+1	=	0	+		+	1	+	0
☑ PERCEPTION (WIS)	+11	=	7	+	3	+	1	+	0
†☑ PHYSICAL SCIENCE (INT)	+16	=	7	+	3	+	6	+	0
☑ PILOTING (DEX)	+8	=	1	+	3	+	4	+	0
†☑ PROFESSION (CHA, INT, OR WIS) Quartermaster	+16	=	7	+	3	+	6	+	0
†☐ PROFESSION (CHA, INT, OR WIS)		=		+		+		+	
☐ SENSE MOTIVE (WIS)	+1	=	0	+		+	1	+	0
†☐ SLEIGHT OF HAND* (DEX)	+4	=	0	+		+	4	+	0
☐ STEALTH* (DEX)	+6	=	0	+		+	4	+	2
☐ SURVIVAL (WIS)	+3	=	0	+		+	1	+	2

†Trained Only ☑ Class Skill *Armor check penalty applies

SKILL NOTES

SAVING THROWS

	TOTAL		BASE SAVE		ABILITY MOD		MISC MOD
FORTITUDE (CONSTITUTION)	+5	=	5	+	0	+	0
REFLEX (DEXTERITY)	+9	=	5	+	4	+	0
WILL (WISDOM)	+3	=	2	+	1	+	0

ATTACK BONUSES

BASE ATTACK BONUS (BAB) 5

	TOTAL		BAB		STR MOD / DEX MOD		MISC MOD
MELEE ATTACK	+5	=	5	+	0	+	0
RANGED ATTACK	+9	=	5	+	4	+	0
THROWN ATTACK	+5	=	5	+	0	+	0

WEAPONS

WEAPON	LEVEL	ATTACK BONUS	DAMAGE
Unarmed Strike	0	+5	1d3 +7 B

CRITICAL	RANGE	TYPE	AMMO/USAGE	SPECIAL
	-	Basic Melee	- / -	Archaic, Nonlethal

WEAPON	LEVEL	ATTACK BONUS	DAMAGE
Laser Rifle, Corona	6	+9	2d6 +7 F

CRITICAL	RANGE	TYPE	AMMO/USAGE	SPECIAL
Burn 1d6	120ft.	Longarm	20 / 1 Charges	-

WEAPON	LEVEL	ATTACK BONUS	DAMAGE

CRITICAL	RANGE	TYPE	AMMO/USAGE	SPECIAL

WEAPON	LEVEL	ATTACK BONUS	DAMAGE

CRITICAL	RANGE	TYPE	AMMO/USAGE	SPECIAL

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ABILITIES

Racial Traits (Ysoki)
Cheek Pouches, Darkvision, Moxie, Scrounger

Theme Benefits (Themeless)
General Knowledge - Class Skill, General Knowledge - Ability, Certainty

Class Features (Mechanic)
Artificial Intelligence (Drone), Bypass, Custom Rig
Mechanic Trick (Overclocking, Quick Repair, Repair Drone), Weapon Specialization
Overload, Remote Hack, Expert Rig, Miracle Worker

SPELLS KNOWN

0 SPELLS KNOWN: 0

	SPELLS KNOWN	SPELLS PER DAY	SPELL SLOTS USED
1ST	0	0	0
2ND	0	0	0
3RD	0	0	0
4TH	0	0	0
5TH	0	0	0
6TH	0	0	0

FEATS AND PROFICIENCIES

Weapon Proficiencies
Basic Melee, Grenade, Longarm
Small Arm

Armor Proficiences
Light

Feats
Weapon Specialization (Small Arms)
Weapon Specialization (Basic Melee)
Skill Focus (Engineering), Toughness
Weapon Specialization (Longarms)
Longarm Proficiency

EQUIPMENT

	LEVEL	BULK
Ability Crystal (Magic), MK 2	7	0
Ysoki Refractor Suit	6	0.1
Backup Generator	4	1
Laser Rifle, Corona	6	1
Battery, Standard (x3)	1	0

CREDITS: 0

TOTAL BULK: 2

OTHER WEALTH

CARRYING CAPACITY

UNENCUMBERED	ENCUMBERED	OVERBURDENED
	5	11

LANGUAGES

EXPERIENCE POINTS

XP EARNED

NEXT LEVEL

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