

## CHARACTER NAME

Androide XV - 1

## CHARACTER SHEET

## STARFINDER

## DESCRIPTION

Operativo / 1

CLASS/LEVEL

Androide

RACE

Caçador de Rec.

THEME

Moicano vermelho

Médio

9m

SIZE

SPEED

GENDER

Absolam Station

HOME WORLD

Jaqueta verde

Gosta de pássaros

LN Triuni

ALIGNMENT DEITY

Cody [adaptada por João]

PLAYER

## ABILITY SCORES

	SCORE	MODIFIER	UPGRADED SCORE	UPGRADED MODIFIER
<b>STR</b> STRENGTH	10	0		
<b>DEX</b> DEXTERITY	18	4		
<b>CON</b> CONSTITUTION	12	1		
<b>INT</b> INTELLIGENCE	15	2		
<b>WIS</b> WISDOM	10	0		
<b>CHA</b> CHARISMA	8	-1		

## SKILLS

SKILL RANKS  
PER LEVEL

10

	TOTAL	RANKS	CLASS BONUS	ABILITY MOD	MISC MOD
<input checked="" type="checkbox"/> ACROBATICS* (DEX)	12	1	3	4	4
<input checked="" type="checkbox"/> ATHLETICS* (STR)	1			0	1
<input checked="" type="checkbox"/> BLUFF (CHA)	4	1	3	-1	1
<input checked="" type="checkbox"/> COMPUTERS (INT)	7	1	3	2	1
<input checked="" type="checkbox"/> CULTURE (INT)	7	1	3	2	1
<input type="checkbox"/> DIPLOMACY (CHA)	0			-1	1
<input checked="" type="checkbox"/> DISGUISE (CHA)	4	1	3	-1	1
<input checked="" type="checkbox"/> ENGINEERING (INT)	7	1	3	2	1
<input checked="" type="checkbox"/> INTIMIDATE (CHA)	0			-1	1
<input type="checkbox"/> LIFE SCIENCE (INT)	-			-	1
<input checked="" type="checkbox"/> MEDICINE (INT)	7	1	3	2	1
<input type="checkbox"/> MYSTICISM (WIS)	-			-	1
<input checked="" type="checkbox"/> PERCEPTION (WIS)	5	1	3	0	1
<input type="checkbox"/> PHYSICAL SCIENCE (INT)	-			-	1
<input checked="" type="checkbox"/> PILOTING (DEX)	9	1	3	4	1
<input checked="" type="checkbox"/> PROFESSION (CHA, INT, OR WIS)	-			-	1
<input checked="" type="checkbox"/> PROFESSION (CHA, INT, OR WIS)	-			-	1
<input checked="" type="checkbox"/> SENSE MOTIVE (WIS)	6	1	3	0	-1
<input checked="" type="checkbox"/> SLEIGHT OF HAND* (DEX)	9	1	3	4	1
<input checked="" type="checkbox"/> STEALTH* (DEX)	12	1	3	4	4
<input checked="" type="checkbox"/> SURVIVAL (WIS)	1			0	1

†Trained Only ☒ Class Skill \*Armor check penalty applies

SKILL NOTES Flat effect [+2 Sense Motive DC]

## INITIATIVE

TOTAL	DEX MODIFIER	MISC MODIFIER
5	4	1

## HEALTH AND RESOLVE

	STAMINA POINTS	HIT POINTS	RESOLVE POINTS
TOTAL	7	10	5
CURRENT	7	10	5

## ARMOR CLASS

	TOTAL	ARMOR BONUS	DEX MOD	MISC MOD
<b>EAC</b> ENERGY ARMOR CLASS	15	10	1	4
<b>KAC</b> KINETIC ARMOR CLASS	16	10	2	4
AC VS. COMBAT MANEUVERS	14	8	KAC	
DR	RESISTANCES			

## SAVING THROWS

	TOTAL	BASE SAVE	ABILITY MOD	MISC MOD
<b>FORTITUDE</b> (CONSTITUTION)	1	0	1	
<b>REFLEX</b> (DEXTERITY)	6	2	4	
<b>WILL</b> (WISDOM)	2	2	0	

## ATTACK BONUSSES

BASE ATTACK BONUS (BAB)

0

	TOTAL	BAB	STR MOD	MISC MOD
MELEE ATTACK	0	0	0	0
	TOTAL	BAB	DEX MOD	MISC MOD
RANGED ATTACK	4	0	4	0
	TOTAL	BAB	STR MOD	MISC MOD
THROWN ATTACK	0	0	0	0

## WEAPONS

WEAPON	LEVEL	ATTACK BONUS	DAMAGE
Laser Pistol, Azimuth	1	+4	1d4
CRITICAL	RANGE	TYPE	AMMO/USAGE
Burn 1d4	80	Fire/EAC	20 / 1
SPECIAL			
-			
WEAPON	LEVEL	ATTACK BONUS	DAMAGE
Survival knife	1	+4	1d4
CRITICAL	RANGE	TYPE	AMMO/USAGE
-	-	Slashing	-
SPECIAL			
Analog Operative			
WEAPON	LEVEL	ATTACK BONUS	DAMAGE
CRITICAL	RANGE	TYPE	AMMO/USAGE
SPECIAL			

