

ABOUT NAVASI

Navasi was raised to inherit her affluent family's business and join the ranks of society's most prominent socialites, but she wanted neither—only freedom. On the eve of her eighteenth birthday, Navasi slipped out of her family's manor and stowed away on a ship to become a space pirate who lived by her own rules. But the reality of life in a pirate enclave hit Navasi like a meteorite, and when the pirates decided to target a medical ship carrying much-needed supplies, it was the last straw. Taking on a new identity, she fled the pirates and started a new life for herself.

Navasi believes in freedom for all, and she takes pride in her ability to take care of herself and her crew. As a scoundrel, fast-talker, and brilliant negotiator, Navasi is happiest when the chips are down and lives hang in the balance, as that's when you truly know who your friends are.



ENVOY



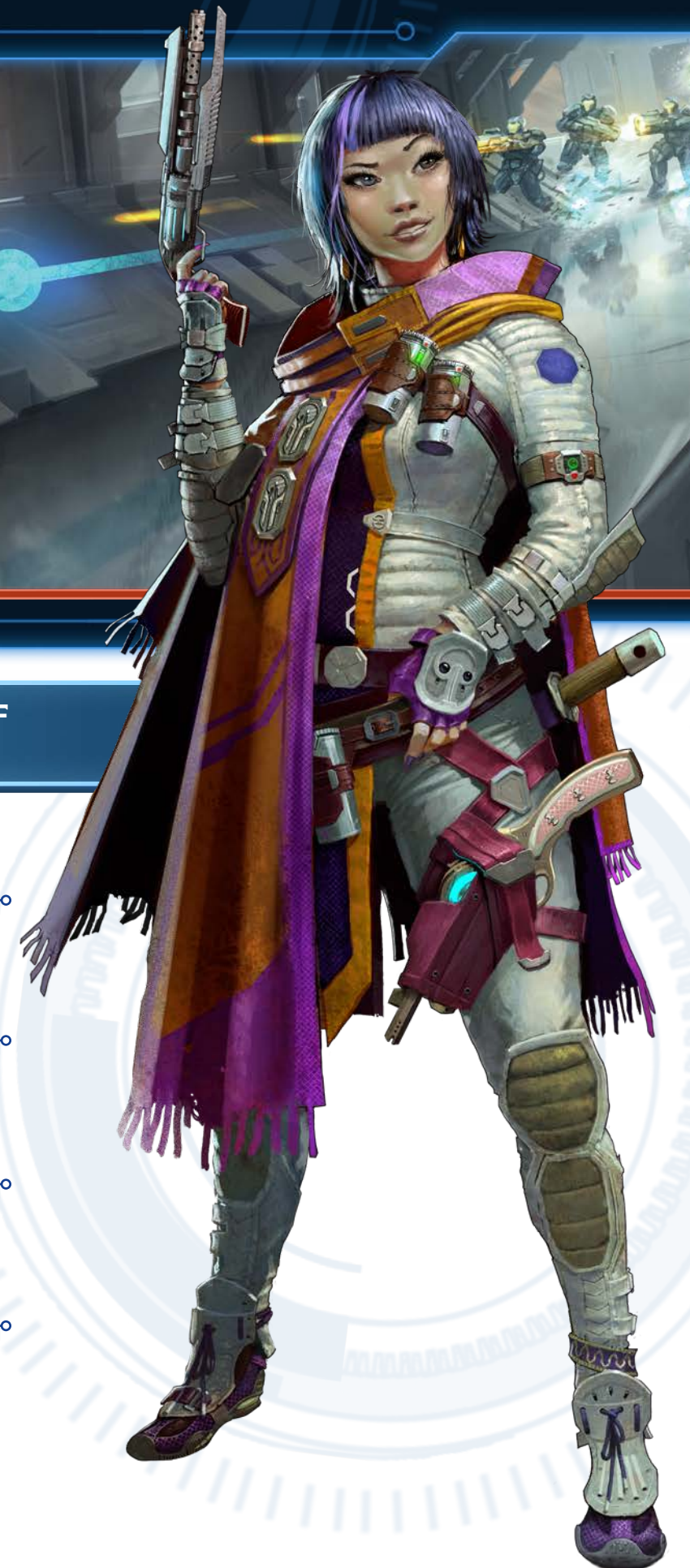
CHOOSE THE ENVOY IF
YOU'D LIKE TO...

BE A CHARISMATIC PEOPLE PERSON

MAKE FRIENDS AND INTIMIDATE FOES

INSPIRE YOUR ALLIES

UNDERMINE YOUR ENEMIES



CHARACTER SHEET


This sheet has all the information you'll need to play a hero in the *Starfinder Beginner Box*. Your adventures are limited only by your imagination, and you can do many more things than those listed on this sheet. Whenever you attempt something especially daring or difficult—often when you find yourself in combat—you roll a 20-sided die (called a **d20**) and add a number to see whether you succeed or fail. Each section tells you when to roll and what to add.

All page numbers refer to the *Heroes' Handbook*, and most **bold** terms are defined in the glossary on page 94.

A ABILITY MODIFIERS AND ABILITY SCORES

Your ability scores represent your raw physical and mental talent. Higher numbers are better. The better an ability score, the better its ability modifier is. Ability modifiers are added to all sorts of rolls—but we've already done that for you here!

Sometimes you'll roll an **ability check** to do something difficult that's based on an ability, such as trying to recall the exact wording of a cryptic message. To roll an Intelligence ability check, for example, you roll a d20 and add your INT (+2). The higher your result, the more likely you are to succeed!

 **ABILITY CHECK = D20 + ABILITY MODIFIER**

B CHARACTER INFORMATION

This summarizes your character. When you overcome obstacles, you'll get **experience points** (XP). When you reach 1,300 XP, you'll level up, becoming stronger and gaining more abilities! See page 90 for more information.

C INITIATIVE AND SPEED

When combat begins, each character rolls an **initiative check** to establish turn order. The character with the highest result takes her turn first, then the next highest goes, and so on, until everyone has taken a turn. Then a new round of combat starts, using that same order.


Your **speed** represents how far you can move during combat; 30 feet is the same as 6 squares on a combat map. Page 77 has more information about movement.

D DEFENSE

Your **Hit Points** measure how hard you are to kill. When you take damage, your current Hit Points are reduced by that amount. You can use **Resolve Points** to get your Hit Points back.

Your **Armor Class** represents how hard it is for enemies to hit you with attacks. The higher the number, the harder you are to hit. You can wear light armor but not heavy armor.

Sometimes you'll need to roll a **saving throw** (also called a save) to try to avoid an enemy spell, a trap, or something similar. There are three kinds of saving throws: Fortitude, Reflex, and Will. No matter which kind you're attempting, you roll a d20 and add your **total save bonus**. If the d20 shows a 20, you automatically succeed, and if it shows a 1, you automatically fail.

 **SAVING THROW = D20 + TOTAL SAVE BONUS**

ABILITY MODS		ABILITY SCORES	
STR	+0	STRENGTH	10
DEX	+2	DEXTERITY	14
CON	+0	CONSTITUTION	10
INT	+2	INTELLIGENCE	14
WIS	+0	WISDOM	10
CHA	+2	CHARISMA	14

RACIAL TRAITS (pages 20–23)	
bonus feat	
bonus trained skill	

CLASS FEATURES (pages 26–45)	
get 'em	
expertise	

FEATS (pages 52–55)	
Deadly Aim	
Iron Will	

SKILLS (pages 46–51)						
SKILL	TOTAL	ABILITY MOD	CLASS	LEVEL	MISC	
ATHLETICS	+1	+0		1		
CULTURE	+6	+2	3	1		
INTERACTION	+6	+2	3	1		
MEDICINE	+6	+2	3	1		
MYSTICISM	+0	+0				
PERCEPTION	+4	+0	3	1		
SCIENCE	+3	+2		1		
STEALTH	+7	+2	3	1		1
SURVIVAL	+0	+0				
TECHNOLOGY	+6	+2	3	1		
Theme Knowledge outlaw Knowledge						

CHARACTER INFORMATION				
NAME	Navasi			PRONOUNS
RACE	human	THEME	outlaw	she/her
ALIGNMENT	chaotic good		CLASS	envoy
		CURRENT XP		LEVEL
				1
				NEXT LEVEL
				1,300

INITIATIVE				SPEED	
TOTAL	+2	+2	MISC	30	FEET

DEFENSE					
HIT POINTS			RESOLVE POINTS		
TOTAL	CURRENT		TOTAL	CURRENT	
12			3		
ARMOR CLASS (AC)	TOTAL	10	+DEX	+ARMOR	+MISC
	13			1	
ARMOR	second skin				
				ARMOR PROFICIENCIES	
				<input checked="" type="checkbox"/> Light <input type="checkbox"/> Heavy	
ARMOR UPGRADES					
SAVING THROWS		TOTAL	ABILITY MOD	CLASS	MISC
FORTITUDE SAVE		+0	+0	0	
REFLEX SAVE		+4	+2	2	
WILL SAVE		+4	+0	2	2

ATTACKS (pages 78–79)				
MELEE ATTACK	TOTAL	+0	STR	0
	+0			
RANGED ATTACK	TOTAL	+2	DEX	0
	+2			
WEAPON	tactical baton			
WEAPON FUSION				
TOTAL ATTACK	DAMAGE	RANGE	SPECIAL PROPERTY	CRITICAL HIT EFFECT
+0	1d4 kinetic	melee		
WEAPON	laser pistol			
WEAPON FUSION				
TOTAL ATTACK	DAMAGE	RANGE	SPECIAL PROPERTY	CRITICAL HIT EFFECT
+2	1d4 fire	80 ft.		
GRENADE (page 64)	fragmentation 1			
TOTAL ATTACK	DAMAGE	RANGE	SPECIAL EFFECT	REFLEX SAVE DC
+2	1d6 kinetic	30 ft.		12

- WEAPON PROFICIENCIES (page 57)
- ☒ Basic Melee
- ☒ Small Arms
- ☒ Grenades
- ☐ Advanced Melee
- ☐ Longarms
- (–4 to attack if not proficient)

J K EQUIPMENT AND SPELLS ARE ON THE RIGHT

E HUMAN RACIAL TRAITS

As a human, you get an extra feat and an extra trained skill! These are already incorporated into your character sheet.

F ENVOY CLASS FEATURES


As a 1st-level envoy, you have access to two class features.

Get 'Em: Once during your turn in combat, you can choose an enemy within 60 feet. You and your allies gain a +1 bonus to your attack rolls to hit that enemy until the start of your next turn. **Action:** None.

Expertise: When you attempt an Interaction skill check (page 48), you can also roll a d6 and add that result to your total.

G ATTACKS

When you take the Melee Attack or Ranged Attack action, you roll a d20 and add your weapon's **total attack bonus**. If your result is equal to or greater than the target's Armor Class (or 10, if you're using a grenade), you hit and you roll damage! If the d20 shows a 20, you automatically hit and roll damage twice! If it shows a 1, you automatically miss.

 **ATTACK ROLL = D20 + TOTAL ATTACK BONUS**

H FEATS

Feats are special tricks you know.

Deadly Aim: When you take the Melee Attack or Ranged Attack action, you can take a –1 penalty to your attack roll to gain a +3 bonus to your damage roll if you hit.

Iron Will: You get a +2 bonus to Will saving throws (this is already incorporated into your character sheet).

I SKILLS

Anyone can use skills to attempt a variety of tasks. As an envoy, you're especially good at interacting with people, learning about new cultures, and patching up your friends. When you use a skill, you roll a d20 and add your **total skill bonus** for that skill.

 **SKILL CHECK = D20 + TOTAL SKILL BONUS**

In addition, you have outlaw knowledge (thanks to your theme), so you get a +5 bonus to Culture skill checks to recall knowledge about the criminal underworld, and about forms of crime, fences, safe-houses, and other elements of criminal activity.

J EQUIPMENT

You have second skin armor and several weapons: a tactical baton, a laser pistol, and 2 fragmentation grenades I. You also have 1 week's worth of field rations, a flashlight, a *healing serum* (page 68), a medkit, a medpatch, and a personal comm unit. You have 31 credits (the galaxy's form of currency) stored digitally on a credstick (page 56).

K SPELLS

Envoys don't cast spells.