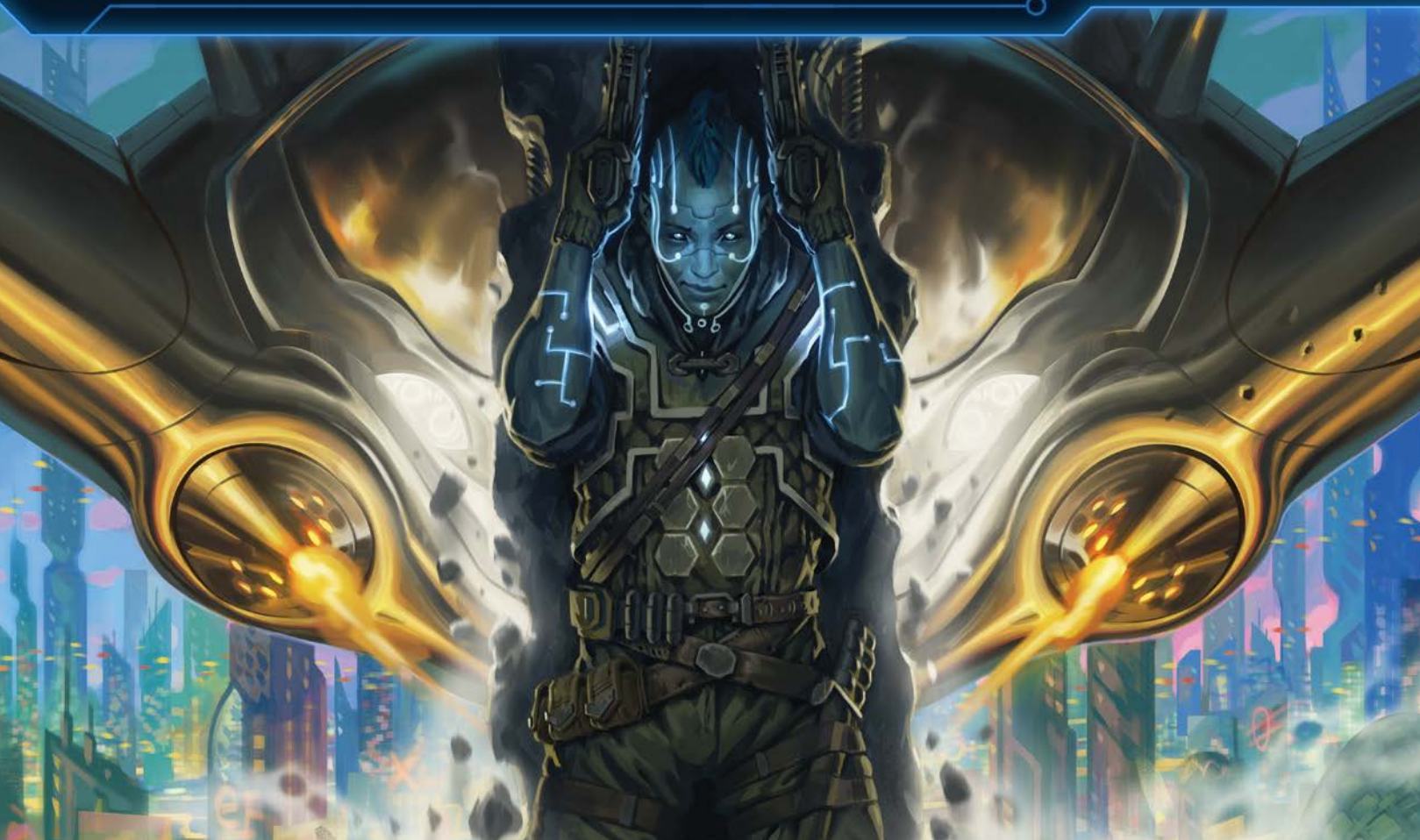


ABOUT ISEPH

Iseph awoke in an abandoned storage facility with no memory of who they were or who they had been. Confused and disoriented, with only some basic downloaded knowledge of the world they'd just been born into, Iseph fled the place of their "birth." They became a pilot, learning to fly rock-hopper shuttles and mining tugs, but Iseph was disturbed by the prejudice and jealousy androids still encountered from some humans, and so they trained as a black ops expert to fight those who would harm androids.

Iseph is something of a loner, but they desperately crave companionship and are fiercely loyal to those few who prove themselves trustworthy. As a result of their personal experience as a biomechanical android in a largely biological society, Iseph questions or rejects many aspects of mainstream culture and enjoys exploring the countercultures to be found on different worlds.



OPERATIVE



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

USE A STEALTHY APPROACH

TRICK YOUR FOES TO DEAL
MORE DAMAGE

EXCEL AT A VARIETY OF SKILLS

BE BOTH A PERSON AND A MACHINE



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, you roll an **initiative check** to establish turn order. Your **speed** (page 77) represents how far you can move during combat.

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**

E ANDROID RACIAL TRAITS

As an android, you have four racial traits.

Constructed: You count as both a person and a machine. You don't need to breathe, and you don't take any damage from being in a vacuum.

Darkvision: You can see up to 60 feet in darkness (page 73), though this vision is black and white only.

Flat Affect: You find emotions confusing, including your own. You take a –2 penalty to Interaction skill checks (page 48), and others take a –2 penalty to Interaction checks involving you.

ABILITY MODS		ABILITY SCORES	
STR	+0	STRENGTH	10
DEX	+4	DEXTERITY	18
CON	+0	CONSTITUTION	10
INT	+2	INTELLIGENCE	14
WIS	+0	WISDOM	10
CHA	+0	CHARISMA	10

E RACIAL TRAITS (pages 20–23)

constructed
darkvision (60 ft.)
flat affect
upgrade slot

F CLASS FEATURES (pages 26–45)

specialization (ghost)
operative's edge
trick attack

H FEATS (pages 52–55)

Great Fortitude

I SKILLS (pages 46–51)

SKILL	TOTAL	ABILITY MOD	CLASS	LEVEL	MISC
ATHLETICS	+7	+0	3	1	3
CULTURE	+7	+2	3	1	1
INTERACTION	-1	+0			-1
MEDICINE	+4	+2		1	1
MYSTICISM	+1	+0			1
PERCEPTION	+5	+0	3	1	1
SCIENCE	+7	+2	3	1	1
STEALTH	+11	+4	3	1	3
SURVIVAL	+5	+0	3	1	1
TECHNOLOGY	+7	+2	3	1	1

Theme Knowledge spacefarer knowledge

B CHARACTER INFORMATION

NAME Iseph			PRONOUNS they/them
RACE android	THEME spacefarer	CLASS operative	LEVEL 1
ALIGNMENT neutral good	CURRENT XP	NEXT LEVEL 1,300	

C INITIATIVE

TOTAL	+5	+4	+	MISC 1	SPEED 30 FEET
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D DEFENSE

HIT POINTS		RESOLVE POINTS					
TOTAL	CURRENT	TOTAL	CURRENT				
12		5					
ARMOR CLASS (AC)	TOTAL 15	10	+4	+	ARMOR 1	+	MISC
ARMOR	second skin			ARMOR PROFICIENCIES			
					<input checked="" type="checkbox"/> Light	<input type="checkbox"/> Heavy	
ARMOR UPGRADES	leapers						
SAVING THROWS		TOTAL	ABILITY MOD	CLASS	MISC		
FORTITUDE SAVE	+2	+0	+	0	+	2	
REFLEX SAVE	+6	+4	+	2	+		
WILL SAVE	+2	+0	+	2	+		

G ATTACKS (pages 78–79)

MELEE ATTACK		TOTAL +0	STO +0	+	CLASS 0
RANGED ATTACK		TOTAL +4	DEF +4	+	CLASS 0
WEAPON		tactical baton			
WEAPON FUSION					
TOTAL ATTACK	DAMAGE	RANGE	SPECIAL PROPERTY	CRITICAL HIT EFFECT	
+0	1d4 kinetic	melee			
WEAPON		semi-auto pistol			
WEAPON FUSION					
TOTAL ATTACK	DAMAGE	RANGE	SPECIAL PROPERTY	CRITICAL HIT EFFECT	
+4	1d4 kinetic	30 ft.		stagger	
GRENADE (page 64)					
TOTAL ATTACK	DAMAGE	RANGE	SPECIAL EFFECT	REFLEX SAVE DC	
VS AC 10					

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

Upgrade Slot: You have leapers (page 59), which are armor upgrades normally installed in armor, installed directly in your body! If you get a different armor upgrade, you can swap out your leapers for the new upgrade or install the new upgrade in your armor and have both.

F OPERATIVE CLASS FEATURES

As a 1st-level operative, you have access to three class features.

Specialization (Ghost): You get a +3 bonus to Athletics and Stealth skill checks (which has already been incorporated into your character sheet).

Operative's Edge: You have diverse training, giving you a +1 bonus to initiative checks and most skill checks (which has already been incorporated into your character sheet).

Trick Attack: When you take the Melee Attack or Ranged Attack action with a basic melee weapon or small arm, you can first attempt a Stealth skill check (page 50) with a DC of 20. If you succeed, you gain a +2 bonus to your attack roll. If your attack hits and you deal damage, you also roll 1d4 and add the result to that damage. Even if you fail the Stealth check, you can still attack; you simply don't gain a bonus to your attack roll and don't add any extra damage if you hit. **Action:** None.

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**

Your semi-auto pistol also has the stagger critical hit effect (page 57), which means that when you take the Ranged Attack action and the d20 shows a 20, your target can either move or take an action on its next turn, but it can't do both!

H FEATS

Feats are special tricks you know.

Great Fortitude: You have a +2 bonus to Fortitude saving throws (this is already incorporated into your character sheet).

I SKILLS

Anyone can use skills to attempt a variety of tasks. As an operative, you're extremely good at being stealthy, and you are also quite knowledgeable about cultures, science, and technology. 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 spacefarer knowledge (thanks to your theme), so you get a +5 bonus to Science skill checks to recall knowledge about strange new worlds or features of space.

J EQUIPMENT

You have second skin armor and two weapons: a tactical baton and a semi-auto pistol. You also have leapers (page 59) installed directly in your body. You have 1 week's worth of field rations, a datapad, 2 *healing serums* (page 68), a personal comm unit, and a tool kit. You have 17 credits (the galaxy's form of currency) stored digitally on a credstick (page 56).

K SPELLS

Operatives don't cast spells.