

## ABOUT OBOZAYA

Obozaya was born to a family of low-level military bureaucrats. Distinguishing herself with her determination and ferocity on the sports field and in the dueling ring, Obozaya quickly established herself as a top-notch military cadet. She took to military life like a swamp lion to water, but she neglected politics and was discharged from the vesk military, becoming a freelance mercenary instead.

Obozaya seeks glory and recognition. As she's fond of saying, battle is too important to leave to amateurs, and she believes that the best way to win a fight is to move fast and hit hard. Brilliant on the battlefield, Obozaya has little patience for intellectual pursuits not directly related to her vocation. She believes that honor demands honesty, and while she's not against lying by omission, she would rather die than break her word or renege on a contract.



## SOLDIER



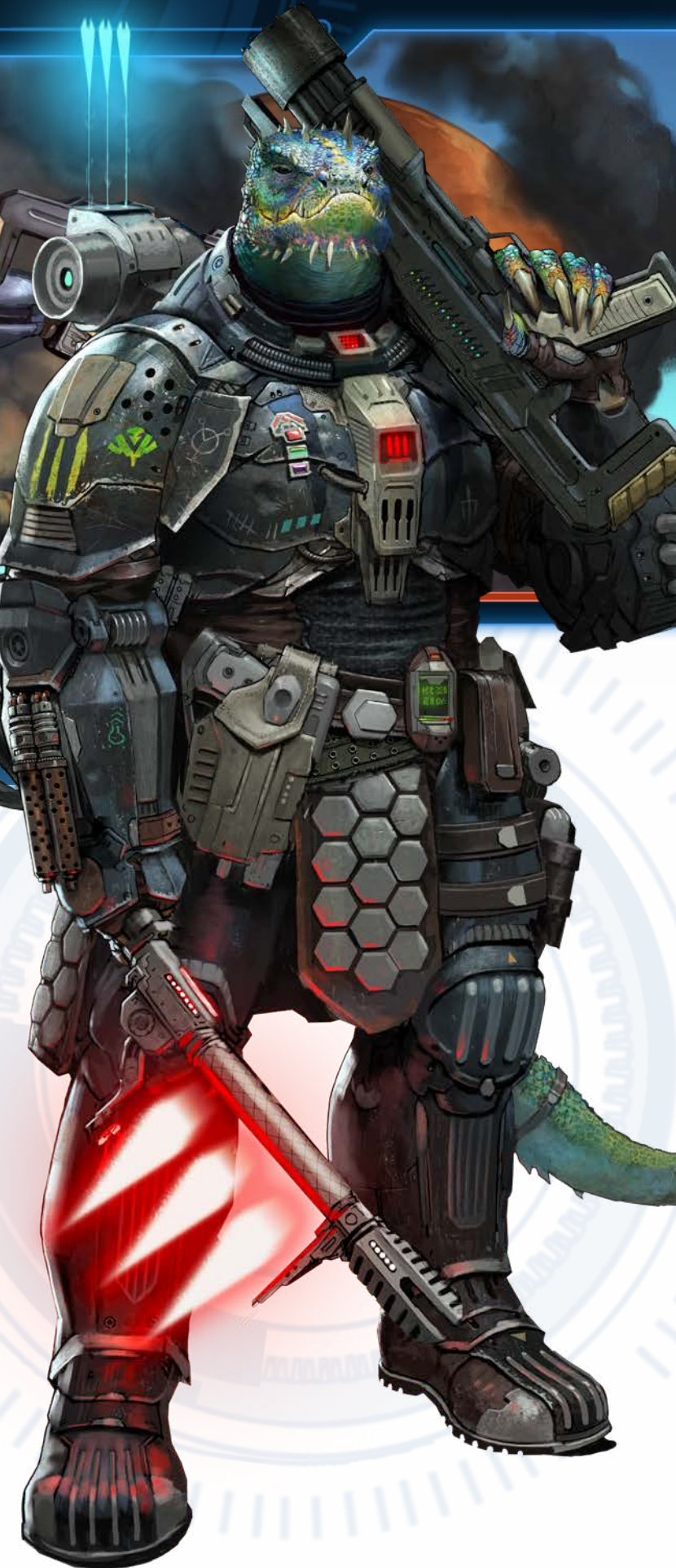
CHOOSE THE SOLDIER  
IF YOU'D LIKE TO...

BE THE STRONGEST AND THE TOUGHEST

USE THE BIGGEST WEAPONS

WEAR THE BEST ARMOR

EXCEL IN MELEE AND RANGED COMBAT





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 break down a door. To roll a Strength ability check, for example, you roll a d20 and add your STR (+3). 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 much. 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 or 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 VESK RACIAL TRAITS

As a vesk, you have four racial traits.

**Armor Savant:** Your tough, scaly hide makes you harder to hurt. You gain

ABILITY MODS		ABILITY SCORES	
STR	+3	STRENGTH	16
DEX	+3	DEXTERITY	16
CON	+0	CONSTITUTION	10
INT	+0	INTELLIGENCE	10
WIS	+0	WISDOM	10
CHA	+0	CHARISMA	10

E RACIAL TRAITS (pages 20–23)

armor savant
darkvision (60 ft.)
fearless
natural weapons

F CLASS FEATURES (pages 26–45)

rapid response

H FEATS (pages 52–55)

Coordinated Shot

I SKILLS (pages 46–51)

SKILL	TOTAL	ABILITY MOD	CLASS	LEVEL	MISC
ATHLETICS	+8	+3	3	1	1
CULTURE	+0	+0			
INTERACTION	+4	+0	3	1	
MEDICINE	+4	+0	3	1	
MYSTICISM	+0	+0			
PERCEPTION	+1	+0		1	
SCIENCE	+0	+0			
STEALTH	+3	+3			
SURVIVAL	+4	+0	3	1	
TECHNOLOGY	+0	+0			

Theme Knowledge	mercenary knowledge
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B CHARACTER INFORMATION

NAME			oobozaya			PRONOUNS		she/her	
RACE		THEME		CLASS		LEVEL			
vesk		mercenary		soldier		1			
ALIGNMENT				CURRENT XP		NEXT LEVEL			
neutral						1,300			

C INITIATIVE

TOTAL	+7	+3	+4	35	FEET
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D DEFENSE

HIT POINTS		RESOLVE POINTS			
TOTAL	CURRENT	TOTAL	CURRENT		
14		4			
ARMOR CLASS (AC)	TOTAL 16	10	+3	ARMOR 2	MISC 1
ARMOR	ceremonial plate		ARMOR PROFICIENCIES <input checked="" type="checkbox"/> Light <input checked="" type="checkbox"/> Heavy		
ARMOR UPGRADES					
SAVING THROWS		TOTAL	ABILITY MOD	CLASS	MISC
FORTITUDE SAVE	+2	+0	2		
REFLEX SAVE	+3	+3	0		
WILL SAVE	+2	+0	2		

G ATTACKS (pages 78–79)

MELEE ATTACK		TOTAL +4	ST +3	+	CLASS 1
RANGED ATTACK		TOTAL +4	ST +3	+	CLASS 1
WEAPON		doshko			
WEAPON FUSION					
TOTAL ATTACK	DAMAGE	RANGE	SPECIAL PROPERTY	CRITICAL HIT EFFECT	
+4	1d10+3 kinetic	melee			
WEAPON		laser rifle			
WEAPON FUSION					
TOTAL ATTACK	DAMAGE	RANGE	SPECIAL PROPERTY	CRITICAL HIT EFFECT	
+4	1d8 fire	120 ft.			
GRENADE (page 64)		shock grenade 1			
TOTAL ATTACK	DAMAGE	RANGE	SPECIAL EFFECT	REFLEX SAVE DC	
+4	VS AC 10 2d8 electricity	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

a +1 bonus to your Armor Class, which is already incorporated into your character sheet.

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

**Fearless:** You're extremely difficult to scare. You gain a +2 bonus to saving throws (page 85) against spells and effects that would cause you to gain the frightened condition (page 86).

**Natural Weapons:** You can make powerful unarmed attacks. Your unarmed strikes (page 60) deal 1d4 kinetic damage (instead of just 1 damage).

F SOLDIER CLASS FEATURES

As a 1st-level soldier, you have a melee fighting style that gives you the rapid response style technique. This increases your speed and gives you a +4 bonus to initiative checks, both of which are already incorporated into your character sheet.

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.

**Coordinated Shot:** When you end your turn adjacent to an enemy (including diagonally) that you hit using the Melee Attack action, your allies gain a +1 bonus to ranged attacks against that enemy until the beginning of your next turn.

I SKILLS

Anyone can use skills to attempt a variety of tasks. As a soldier, you're extremely athletic, and you can patch your allies up in a pinch or guide them through wilderness. 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 mercenary knowledge (thanks to your theme), so you get a +5 bonus to Culture skill checks to recall knowledge about hierarchies, practices, personnel, and so on in the military.

J EQUIPMENT

You have ceremonial plate armor and several weapons: a doshko, a laser rifle, and a shock grenade I. You also have 1 week's worth of field rations, a *healing serum* (page 68), a personal comm unit, a backpack, a canteen, and a lighter. You have 32 credits (the galaxy's form of currency) stored digitally on a credstick (page 56).

K SPELLS

Soldiers don't cast spells.