

ABOUT QUIG

Quig taught himself the basics of engineering while growing up in a poor scavenger family. One day he witnessed a bounty hunter capturing her quarry, and he realized that this was what he wanted to do for the rest of his life. That afternoon, Quig gathered up all of his belongings, said farewell to his family, and set off into the wider world as an apprentice bounty hunter. When his mentor retired, Quig was ready to operate on his own and make a name for himself across the Pact Worlds.

Quig is personable and outgoing, and his constant traveling for work has left him with friends and contacts across the Pact Worlds. He prides himself on being a good judge of character, and while he's savvy enough to withhold actual trust until it's been earned, he's not above throwing himself into a fight on behalf of a near-stranger if he's got a good feeling about them.



MECHANIC



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

BUILD AND MODIFY MACHINERY

HAVE THE RIGHT TOOL FOR ANY JOB

HAVE A CYBERNETIC
PROCESSOR IMPLANTED
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HIDE OBJECTS IN YOUR CHEEK POUCHES



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 (+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 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 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. 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 YSOKI RACIAL TRAITS

As a ysoki, you have four racial traits.

Cheek Pouches: You can store a surprising amount of material in your cheek pouches. They serve as the equivalent of a backpack (page 66).

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

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

RACIAL TRAITS (pages 20–23)	
cheek pouches	
darkvision (60 ft.)	
moxie	
scrounger	

CLASS FEATURES (pages 26–45)	
combat tracking	
bypass	
custom rig	

FEATS (pages 52–55)	
Barricade	

SKILLS (pages 46-51)						
SKILL	TOTAL	ABILITY MOD	CLASS	LEVEL	MISC	
ATHLETICS	+4	+0	3	1		
CULTURE	+3	+3				
INTERACTION	+0	+0				
MEDICINE	+3	+3				
MYSTICISM	+0	+0				
PERCEPTION	+4	+0	3	1		
SCIENCE	+7	+3	3	1		
STEALTH	+6	+3		1	2	
SURVIVAL	+6	+0	3	1	2	
TECHNOLOGY	+10	+3	3	1	3	
Theme Knowledge bounty hunter knowledge						

B CHARACTER INFORMATION			
NAME Quig			PRONOUNS he/him
RACE ysoki	THEME bounty hunter	CLASS mechanic	LEVEL 1
ALIGNMENT neutral good		CURRENT XP	NEXT LEVEL 1,300

INITIATIVE				SPEED	
TOTAL	+3	+3	+	MISC	25 FEET

DEFENSE						
HIT POINTS			RESOLVE POINTS			
TOTAL	CURRENT		TOTAL	CURRENT		
12			4			
ARMOR CLASS (AC)	TOTAL	15	10	+3	ARMOR	MISC
	ceremonial plate			2		
ARMOR				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	+5	+3	+	2	+	
WILL SAVE	+0	+0	+	0	+	

G

ATTACKS (pages 78-79)					
MELEE ATTACK		TOTAL +0	+0	+	CLASS 0
RANGED ATTACK		TOTAL +3	+3	+	CLASS 0
WEAPON		tactical baton			
WEAPON FUSION					
TOTAL ATTACK	DAMAGE	RANGE	SPECIAL PROPERTY	CRITICAL HIT EFFECT	
+0	1d4 kinetic	melee			
WEAPON		flamethrower			
WEAPON FUSION					
TOTAL ATTACK	DAMAGE	RANGE	SPECIAL PROPERTY	CRITICAL HIT EFFECT	
+3	1d6 fire	15 ft.	blast		
GRENADE (page 64)		fragmentation I			
TOTAL ATTACK	DAMAGE	RANGE	SPECIAL EFFECT	REFLEX SAVE DC	
+3 VS AC 10	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

Moxie: You can ignore effects that cause you to lose your move. If you choose to give up your move for any reason, you still don't get your move. The staggered condition (page 87) still affects you normally.

Scrounger: You gain a +2 bonus to Stealth, Survival, and Technology skill checks (pages 50–51). This is already incorporated into your character sheet.

F MECHANIC CLASS FEATURES

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


Combat Tracking: You can give up your move on your turn to track an enemy, giving you a +1 bonus to attack rolls against that enemy. You can track only one enemy at a time. **Action:** None.

Bypass: You gain a +1 bonus to Technology skill checks (page 51). This is already incorporated into your Technology skill!

Custom Rig: You have a customized tool kit you can use when attempting Technology skill checks. This counts as a tool kit (page 67).

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 flamethrower also has the blast special property, which means that when you take the Ranged Attack action, you roll an attack against each creature (even allies!) in a 15-foot cone (see page 83 for what that looks like).

G FEATS

Feats are special tricks you know.

Barricade: You can use this feat to turn one empty, adjacent square (including diagonally) into a makeshift defensive barricade. You and any ally adjacent to one or more such barricades gains a +2 bonus to Armor Class (page 78). A barricade lasts 1d4 rounds before it collapses. **Action:** Use a Special Ability.

I SKILLS

Anyone can use skills to attempt a variety of tasks. As a mechanic, you're especially knowledgeable about 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 bounty hunter knowledge (thanks to your theme). Choose a specific sentient creature that you can identify by name (or alias) to be your mark. You gain a +5 bonus to Culture skill checks to recall knowledge about your mark. You can choose a new mark at the beginning of each day.

J EQUIPMENT

You have ceremonial plate armor and several weapons: a tactical baton, a flamethrower, and 2 fragmentation grenades I. You also have 1 week's worth of field rations, a chemalyzer, a datapad, a fire extinguisher, a flashlight, 2 *healing serums* (page 68), and a personal comm unit. You have 81 credits (the galaxy's form of currency) stored digitally on a credstick (page 56).

K SPELLS

Mechanics don't cast spells.