

STARFINDER



The cover art features three characters in a dynamic pose against a cosmic background. On the left, a female character with blue hair and a blue and black outfit holds a pistol and a sword. In the center, a small, round, orange creature with a gas mask and a backpack holds a pistol. On the right, a large, armored figure with a white mask and a cape holds a large, futuristic weapon. In the background, a large, glowing blue circular symbol with intricate patterns is visible. The overall color palette is dominated by purples, blues, and oranges.

**PLAYER
CHARACTER FOLIO**

RECALL KNOWLEDGE [PAGE 133*]

QUESTION DIFFICULTY	BASE DC
Really easy questions	5
Average questions	15
Very difficult questions	20 to 30

REPAIR MAGIC ITEM OR TECHNOLOGY [PAGES 142 AND 144*]

Technological items are repaired using Engineering, magical items are repaired using Mysticism, and hybrid items are repaired using either skill. A successful check restores a number of Hit Points to the item equal to the check result.

ITEM	EXAMPLE	TIME	DC
Simple technology	Door or wall	10 minutes	15
Complex technology	Computer console	30 minutes	20
Equipment	Weapon or suit of armor	1 hour	15 + 1-1/2 × item level
Magic item	<i>Staff of mystic healing</i>	1 hour	15 + 1-1/2 × item level

ACROBATICS [PAGES 135-136*]

FLY

WIND CONDITIONS	DC	CHECK REQUIRED?	TAKE 10?
Light to moderate (0–20 mph)	15	No	Yes
Strong (21–30 mph)	17	No	Yes
Severe (31–50 mph)	19	No	Yes
Windstorm (51–74 mph)	27	Yes	No
Hurricane force (75–174 mph)	33	Yes	No
Tornado force (175+ mph)	39	Yes	No

TUMBLE

SITUATION	DC†
Move through threatened area	15 + 1-1/2 × opponent's CR
Move through enemy's space	20 + 1-1/2 × opponent's CR

†The DC is increased by 2 for each additional opponent avoided in 1 round.

ATHLETICS [PAGES 136-137*]

CLIMB

OBJECT BEING CLIMBED	DC
A slope of more than 45 degrees, a ladder, or a knotted rope with a wall to brace against	5
An unknotted cable or rope with a wall to brace against, or a knotted rope without a wall to brace against	10
A rough surface or a wall with adequate handholds, an unknotted cable or rope without a wall to brace against, or a ledge from which you are dangling by your hands	15
An uneven surface with narrow handholds	20
A relatively smooth surface with occasional handholds	25
An overhang or ceiling with handholds only	30
A perfectly smooth surface	—

DIPLOMACY [PAGES 139-140*]

CHANGE ATTITUDE

INITIAL ATTITUDE	DC MODIFIER
Hostile	+10
Unfriendly	+5
Indifferent	+0
Friendly	–5
Helpful	–†

† You cannot improve a creature's attitude above helpful.

GATHER INFORMATION

INFORMATION SOUGHT	DC
Common facts or rumors	10
Obscure or secret knowledge	20 or more
Prominent or well-known individual	5 + character's CR
Average or ordinary individual	10 + character's CR
Mysterious or obscure individual	15 + character's CR

ENGINEERING [PAGES 141-142*]

DISABLE DEVICE

DEVICE	EXAMPLE	TIME	DC
Simple device	Jam a door	1 round	10
Tricky device	Sabotage a simple propulsion system	1d4 rounds	15
Difficult device	Disarm or reset a sentry turret or similar trap	2d4 rounds	20
Complex device	Disarm an explosive or a security system from a control panel or similar device	2d4 rounds	25
Equipment	Disable an armor upgrade, powered armor, or a weapon	2d4 rounds	15 + 1-1/2 × item level
Simple lock	—	1 round	20
Average lock	—	1 round	25
Good lock	—	1 round	30
Superior lock	—	1 round	40

MYSTICISM [PAGES 143-144*]

TASK	DC
Disable Magic Device	as Engineering
Identify Magic Item	15 + 1-1/2 × item level
Identify a Spell Being Cast	10 + 5 × spell level

PERCEPTION [PAGES 144-145*]

NOTICE/SEARCH

CIRCUMSTANCE	DC
Hear the sound of battle	0
Notice the smell of a garbage processor	0
Detect the smell of smoke	0
Hear the details of a conversation	0
Notice a creature in plain sight	0
Determine if food is spoiled	5
Hear the sound of a Small or Medium creature walking	10
Hear the details of a whispered conversation	15
Find a typical unmarked cargo hatch	15
Hear the sound of an automatic door opening	20
Find a typical secret compartment	20
Hear a pistol being drawn	20
Sense a creature burrowing 5 feet below you	25
Notice someone picking your pocket	Opposed by Sleight of Hand
Notice a creature using Stealth	Opposed by Stealth
Find a hidden trap	Varies by trap

PILOTING [PAGE 145-146*]

NAVIGATE

FAMILIARITY	DC
Frequently visited or home base	10
Seldom visited	15
Unfamiliar	20

DEFENSE

DEFENSIVE ITEMS

NAME	EAC BONUS	KAC BONUS	TYPE	LEVEL	MAX DEX BONUS	CHECK PENALTY	SPEED ADJUST	UPGRADE SLOTS
UPGRADES					SPECIAL			

NAME	EAC BONUS	KAC BONUS	TYPE	LEVEL	MAX DEX BONUS	CHECK PENALTY	SPEED ADJUST	UPGRADE SLOTS
UPGRADES					SPECIAL			

NAME	EAC BONUS	KAC BONUS	TYPE	LEVEL	MAX DEX BONUS	CHECK PENALTY	SPEED ADJUST	UPGRADE SLOTS
UPGRADES					SPECIAL			

NAME	EAC BONUS	KAC BONUS	TYPE	LEVEL	MAX DEX BONUS	CHECK PENALTY	SPEED ADJUST	UPGRADE SLOTS
UPGRADES					SPECIAL			

TOTALS	EAC BONUS	KAC BONUS			MAX DEX BONUS	CHECK PENALTY	SPEED ADJUST	UPGRADE SLOTS

ARMOR CLASS

ENERGY ARMOR CLASS	TOTAL		ARMOR BONUS	DEXTERITY MOD	MISC MOD	MISC MOD	MISC MOD
	=	10	+	+	+	+	+

KINETIC ARMOR CLASS	TOTAL		ARMOR BONUS	DEXTERITY MOD	MISC MOD	MISC MOD	MISC MOD
	=	10	+	+	+	+	+

AC VS. COMBAT MANEUVERS	TOTAL	TOTAL KAC	
	=		8

CONDITIONAL MODS

SAVING THROWS

FORTITUDE SAVE	TOTAL	CLASS BONUS	CLASS BONUS	ABILITY MOD	FEAT MOD	RESISTANCE MOD	MISC MOD	MISC MOD
	=	+	+	+	+	+	+	+

REFLEX SAVE	TOTAL	CLASS BONUS	CLASS BONUS	ABILITY MOD	FEAT MOD	RESISTANCE MOD	MISC MOD	MISC MOD
	=	+	+	+	+	+	+	+

WILL SAVE	TOTAL	CLASS BONUS	CLASS BONUS	ABILITY MOD	FEAT MOD	RESISTANCE MOD	MISC MOD	MISC MOD
	=	+	+	+	+	+	+	+

CONDITIONAL MODS

DEFENSIVE ABILITIES AND CLASS FEATURES

NAME	DESCRIPTION	SOURCE

ATTACK BONUSES

BASE ATTACK BONUS [BAB]				CLASS BONUS	+	CLASS BONUS	+	CLASS BONUS	=	TOTAL
MELEE ATTACK BONUS	BASE ATTACK BONUS	STRENGTH MOD	MISC MOD	TOTAL		MODS				
		+		+		=				
RANGED ATTACK BONUS	BASE ATTACK BONUS	DEXTERITY MOD	MISC MOD	TOTAL		MODS				
		+		+		=				
THROWN RANGED ATTACK BONUS	BASE ATTACK BONUS	STRENGTH MOD	MISC MOD	TOTAL		MODS				
		+		+		=				

ATTACKS

ATTACK/WEAPON	ATTACK BONUS	DAMAGE	CRITICAL	RANGE	TYPE	LEVEL	AMMO/USAGE
SPECIAL							

ATTACK/WEAPON	ATTACK BONUS	DAMAGE	CRITICAL	RANGE	TYPE	LEVEL	AMMO/USAGE
SPECIAL							

ATTACK/WEAPON	ATTACK BONUS	DAMAGE	CRITICAL	RANGE	TYPE	LEVEL	AMMO/USAGE
SPECIAL							

ATTACK/WEAPON	ATTACK BONUS	DAMAGE	CRITICAL	RANGE	TYPE	LEVEL	AMMO/USAGE
SPECIAL							

ATTACK/WEAPON	ATTACK BONUS	DAMAGE	CRITICAL	RANGE	TYPE	LEVEL	AMMO/USAGE
SPECIAL							

ATTACK/WEAPON	ATTACK BONUS	DAMAGE	CRITICAL	RANGE	TYPE	LEVEL	AMMO/USAGE
SPECIAL							

OFFENSIVE ABILITIES AND CLASS FEATURES

NAME	DESCRIPTION	SOURCE

SKILLS

SKILLS

CLASS SKILL	* SKILL CAN'T BE USED UNTRAINED.	TOTAL	=	SKILL RANKS	+	CLASS BONUS	+	ABILITY MOD	+	FEAT BONUS	+	ITEM BONUS	+	MISC BONUS	-	ARMOR PENALTY	CONDITIONAL MODIFIERS
☐ ACROBATICS			=		+		+	DEX	+		+		+		-		
☐ ATHLETICS			=		+		+	STR	+		+		+		-		
☐ BLUFF			=		+		+	CHA	+		+		+		-	X	
☐ COMPUTERS*			=		+		+	INT	+		+		+		-	X	
☐ CULTURE*			=		+		+	INT	+		+		+		-	X	
☐ DIPLOMACY			=		+		+	CHA	+		+		+		-	X	
☐ DISGUISE			=		+		+	CHA	+		+		+		-	X	
☐ ENGINEERING*			=		+		+	INT	+		+		+		-	X	
☐ INTIMIDATE			=		+		+	CHA	+		+		+		-	X	
☐ LIFE SCIENCE*			=		+		+	INT	+		+		+		-	X	
☐ MEDICINE*			=		+		+	INT	+		+		+		-	X	
☐ MYSTICISM*			=		+		+	WIS	+		+		+		-	X	
☐ PERCEPTION			=		+		+	WIS	+		+		+		-	X	
☐ PHYSICAL SCIENCE*			=		+		+	INT	+		+		+		-	X	
☐ PILOTING			=		+		+	DEX	+		+		+		-	X	
☐ PROFESSION*			=		+		+		+		+		+		-	X	
☐ PROFESSION*			=		+		+		+		+		+		-	X	
☐ PROFESSION*			=		+		+		+		+		+		-	X	
☐ SENSE MOTIVE			=		+		+	WIS	+		+		+		-	X	
☐ SLEIGHT OF HAND*			=		+		+	DEX	+		+		+		-		
☐ STEALTH			=		+		+	DEX	+		+		+		-		
☐ SURVIVAL			=		+		+	WIS	+		+		+		-	X	
TOTAL RANKS				=		+			+		+		+		+		
				TOTAL		CLASS RANKS		CLASS RANKS		CLASS RANKS		INT MOD × LEVEL		MISC RANKS			

SPECIAL SKILL ABILITIES

LANGUAGES

FEATS

[illegible]

TOTAL FEATS

FEATS BY LEVEL

RACIAL BONUS

CLASS BONUS

CLASS BONUS

CLASS BONUS

**MISC
BONUS**

TOTAL

THEME BENEFITS

LEVEL	NAME	DESCRIPTION
1ST		
6TH		
12TH		
18TH		

RACIAL TRAITS

[illegible]

AUGMENTATIONS

FEET	LEVEL



OTHER SYSTEMS	LEVEL

SPINAL COLUMN	LEVEL

WEAPONS & WEAPON FUSIONS

NAME	LEVEL	PRICE	BULK

ARMOR & ARMOR UPGRADES

NAME	LEVEL	PRICE	BULK

MAGIC ITEMS

[illegible]

GEAR

[illegible]

CARRYING CAPACITY

UNENCUMBERED	ENCUMBERED	OVERBURDENED

MONEY

CREDSTICK	
HARD CURRENCY	
STORED	
LOCATION	
OTHER CURRENCY	
UPBS	

OTHER VALUABLES

[illegible]

HOLDINGS

HOLDINGS	VALUE

VEHICLES

VEHICLE	LEVEL	VALUE

CLASS					
CASTER LEVEL					
SPELLS KNOWN	SAVE DC	LEVEL	SPELLS PER DAY	ABILITY BONUS	BONUS SPELLS
		0			
		1			
		2			
		3			
		4			
		5			
		6			
CONNECTION, NOTES, ETC.					

SPELL-LIKE ABILITIES

[illegible][illegible]

DRONE

NAME	LEVEL
DRONE CHASSIS	SIZE

ABILITIES

	SCORE	MOD	TEMP SCORE	TEMP MOD		TOTAL	CURRENT
STR STRENGTH					HIT POINTS		
DEX DEXTERITY					RESOLVE POINTS		
CON CONSTITUTION					AI		
INT INTELLIGENCE					☐ LIMITED ☐ EXPERT ☐ TRUE		
WIS WISDOM					INITIATIVE		
CHA CHARISMA					TOTAL	DEX MOD	MISC MOD
						=	+

DEFENSES

EAC ENERGY ARMOR CLASS	TOTAL	BASE AC	ARMOR BONUS	DEXTERITY MOD	MISC MOD	MISC MOD
KAC KINETIC ARMOR CLASS	TOTAL	BASE AC	ARMOR BONUS	DEXTERITY MOD	MISC MOD	MISC MOD
DR		ENERGY RESISTANCE				
SPECIAL						
FORTITUDE SAVE	TOTAL	SAVE BONUS	ABILITY MOD	RESISTANCE MOD	MISC MOD	MISC MOD
REFLEX SAVE	TOTAL	SAVE BONUS	ABILITY MOD	RESISTANCE MOD	MISC MOD	MISC MOD
WILL SAVE	TOTAL	SAVE BONUS	ABILITY MOD	RESISTANCE MOD	MISC MOD	MISC MOD

OFFENSE

ATTACK/WEAPON	ATTACK	DAMAGE	CRITICAL	AMMO
SPECIAL				
ATTACK/WEAPON	ATTACK	DAMAGE	CRITICAL	AMMO
SPECIAL				
ATTACK/WEAPON	ATTACK	DAMAGE	CRITICAL	AMMO
SPECIAL				

SPEED

	FEET	SQUARES	MPH
LAND			
FLY			
SWIM			
CLIMB			
OTHER			

SKILLS

CLASS SKILL	SKILL NAME	TOTAL	SKILL RANKS	ABILITY MOD	MISC MOD
☐			=	+	
☐			=	+	
☐			=	+	
☐			=	+	
☐			=	+	
☐			=	+	
☐			=	+	
☐			=	+	
☐			=	+	
☐			=	+	
☐			=	+	
☐			=	+	
☐			=	+	
☐			=	+	
☐			=	+	

LANGUAGES

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FEATS

MODS

SPECIAL ABILITIES

BACKGROUND

APPEARANCE

AGE	HEIGHT	WEIGHT
GENDER		SKIN
HAIR		EYES
ETHNICITY		HOME WORLD
TATTOOS/SCARS/PIERCINGS/MARKS		
GENERAL DESCRIPTION		

PERSONALITY

GENERAL DESCRIPTION
LIKES
DISLIKES
QUIRKS
PHOBIAS
CATCHPHRASES

FAMILY

PARENT	RACE	CLASS
DESCRIPTION		
PARENT	RACE	CLASS
DESCRIPTION		
PARENT	RACE	CLASS
DESCRIPTION		
SPOUSE	RACE	CLASS
DESCRIPTION		
SIBLING	RACE	CLASS
DESCRIPTION		
SIBLING	RACE	CLASS
DESCRIPTION		
SIBLING	RACE	CLASS
DESCRIPTION		
CHILDREN		
EXTENDED FAMILY		
FAMILY NOTES		

AFFILIATION/FACTION

FACTION SYMBOL	NOTES

HISTORY

BIRTH AND CHILDHOOD

ADOLESCENCE

TRAINING

EARLY ADVENTURES

CHARACTER SKETCH

Case No.	Case Name	Case Type	Case Status	Case Date	Case Time	Case Location	Case Description	Case Details	Case Notes
1	John Doe	Case 1	Open	2023-01-01	10:00	New York	Case 1 Description	Case 1 Details	Case 1 Notes
2	Jane Smith	Case 2	Closed	2023-01-02	11:00	Los Angeles	Case 2 Description	Case 2 Details	Case 2 Notes
3	Bob Johnson	Case 3	Pending	2023-01-03	12:00	Chicago	Case 3 Description	Case 3 Details	Case 3 Notes
4	Alice Brown	Case 4	Open	2023-01-04	13:00	San Francisco	Case 4 Description	Case 4 Details	Case 4 Notes
5	Charlie Davis	Case 5	Closed	2023-01-05	14:00	Seattle	Case 5 Description	Case 5 Details	Case 5 Notes
6	Diana Prince	Case 6	Pending	2023-01-06	15:00	Portland	Case 6 Description	Case 6 Details	Case 6 Notes
7	Frank Miller	Case 7	Open	2023-01-07	16:00	San Diego	Case 7 Description	Case 7 Details	Case 7 Notes
8	Grace Lee	Case 8	Closed	2023-01-08	17:00	San Jose	Case 8 Description	Case 8 Details	Case 8 Notes
9	Harry Wilson	Case 9	Pending	2023-01-09	18:00	San Antonio	Case 9 Description	Case 9 Details	Case 9 Notes
10	Ivy White	Case 10	Open	2023-01-10	19:00	San Jose	Case 10 Description	Case 10 Details	Case 10 Notes
11	Jack Black	Case 11	Closed	2023-01-11	20:00	San Jose	Case 11 Description	Case 11 Details	Case 11 Notes
12	Karen Green	Case 12	Pending	2023-01-12	21:00	San Jose	Case 12 Description	Case 12 Details	Case 12 Notes
13	Liam King	Case 13	Open	2023-01-13	22:00	San Jose	Case 13 Description	Case 13 Details	Case 13 Notes
14	Mia Queen	Case 14	Closed	2023-01-14	23:00	San Jose	Case 14 Description	Case 14 Details	Case 14 Notes
15	Noah King	Case 15	Pending	2023-01-15	00:00	San Jose	Case 15 Description	Case 15 Details	Case 15 Notes
16	Olivia Queen	Case 16	Open	2023-01-16	01:00	San Jose	Case 16 Description	Case 16 Details	Case 16 Notes
17	Peter King	Case 17	Closed	2023-01-17	02:00	San Jose	Case 17 Description	Case 17 Details	Case 17 Notes
18	Quinn King	Case 18	Pending	2023-01-18	03:00	San Jose	Case 18 Description	Case 18 Details	Case 18 Notes
19	Rachel King	Case 19	Open	2023-01-19	04:00	San Jose	Case 19 Description	Case 19 Details	Case 19 Notes
20	Sam King	Case 20	Closed	2023-01-20	05:00	San Jose	Case 20 Description	Case 20 Details	Case 20 Notes
21	Tina King	Case 21	Pending	2023-01-21	06:00	San Jose	Case 21 Description	Case 21 Details	Case 21 Notes
22	Uma King	Case 22	Open	2023-01-22	07:00	San Jose	Case 22 Description	Case 22 Details	Case 22 Notes
23	Victor King	Case 23	Closed	2023-01-23	08:00	San Jose	Case 23 Description	Case 23 Details	Case 23 Notes
24	Wendy King	Case 24	Pending	2023-01-24	09:00	San Jose	Case 24 Description	Case 24 Details	Case 24 Notes
25	Xavier King	Case 25	Open	2023-01-25	10:00	San Jose	Case 25 Description	Case 25 Details	Case 25 Notes
26	Yara King	Case 26	Closed	2023-01-26	11:00	San Jose	Case 26 Description	Case 26 Details	Case 26 Notes
27	Zoe King	Case 27	Pending	2023-01-27	12:00	San Jose	Case 27 Description	Case 27 Details	Case 27 Notes
28	Adam King	Case 28	Open	2023-01-28	13:00	San Jose	Case 28 Description	Case 28 Details	Case 28 Notes
29	Eve King	Case 29	Closed	2023-01-29	14:00	San Jose	Case 29 Description	Case 29 Details	Case 29 Notes
30	Frank King	Case 30	Pending	2023-01-30	15:00	San Jose	Case 30 Description	Case 30 Details	Case 30 Notes
31	Grace King	Case 31	Open	2023-01-31	16:00	San Jose	Case 31 Description	Case 31 Details	Case 31 Notes
32	Harry King	Case 32	Closed	2023-02-01	17:00	San Jose	Case 32 Description	Case 32 Details	Case 32 Notes
33	Ivy King	Case 33	Pending	2023-02-02	18:00	San Jose	Case 33 Description	Case 33 Details	Case 33 Notes
34	Jack King	Case 34	Open	2023-02-03	19:00	San Jose	Case 34 Description	Case 34 Details	Case 34 Notes
35	Karen King	Case 35	Closed	2023-02-04	20:00	San Jose	Case 35 Description	Case 35 Details	Case 35 Notes
36	Liam King	Case 36	Pending	2023-02-05	21:00	San Jose	Case 36 Description	Case 36 Details	Case 36 Notes
37	Mia King	Case 37	Open	2023-02-06	22:00	San Jose	Case 37 Description	Case 37 Details	Case 37 Notes
38	Noah King	Case 38	Closed	2023-02-07	23:00	San Jose	Case 38 Description	Case 38 Details	Case 38 Notes
39	Olivia King	Case 39	Pending	2023-02-08	00:00	San Jose	Case 39 Description	Case 39 Details	Case 39 Notes
40	Peter King	Case 40	Open	2023-02-09	01:00	San Jose	Case 40 Description	Case 40 Details	Case 40 Notes
41	Quinn King	Case 41	Closed	2023-02-10	02:00	San Jose	Case 41 Description	Case 41 Details	Case 41 Notes
42	Rachel King	Case 42	Pending	2023-02-11	03:00	San Jose	Case 42 Description	Case 42 Details	Case 42 Notes
43	Sam King	Case 43	Open	202					

HOME/HIDEOUT/BASE

[illegible]This image shows a full page of blank graph paper. The grid consists of small squares formed by thin, light blue horizontal and vertical lines. There are no margins, text, or other markings on the page.

ADVENTURES

ADVANCEMENT

STR STRENGTH		BASE SCORE	INT INTELLIGENCE		BASE SCORE	DEX DEXTERITY		WIS WISDOM		CON CONSTITUTION		CHA CHARISMA		EXPERIENCE	
														CURRENT XP	
														NEXT LEVEL	
LEVEL	CLASS	STAMINA POINTS	HIT POINTS	ABILITY INCREASE		FEAT									
1				X	+1										
2				X											
3				X	+1										
4				X											
5					+1										
6				X											
7				X	+1										
8				X											
9				X	+1										
10															
11				X	+1										
12				X											
13				X	+1										
14				X											
15					+1										
16				X											
17				X	+1										
18				X											
19				X	+1										
20															

ACHIEVEMENTS

MOST WEAPON DAMAGE DEALT
MOST SPELL DAMAGE DEALT
NUMBER OF TIMES HIT BY A CRIT
NUMBER OF DEATHS
HIGHEST AC HIT
HIGHEST AC ACHIEVED
MOST CREDITS POSSESSED AT ONE TIME
MOST CREDITS GAINED AT ONE TIME
COMPUTERS HACKED
TRAPS DISABLED/SPRUNG
GREATEST NUMBER OF FOES IN ONE FIGHT
UNIQUE MONSTERS SLAIN
ENEMY STARSHIPS DEFEATED
NEW PLANETS/SYSTEMS DISCOVERED
NEW ALIEN CREATURES DISCOVERED
NEW SENTIENT SPECIES CONTACTED
ALIEN RUINS EXPLORED

CREATURE TYPES SLAIN

ABERRATION		MAGICAL BEAST	
ANIMAL		MONSTROUS HUMANOID	
CONSTRUCT (MAGICAL)		OOZE	
CONSTRUCT (TECHNOLOGICAL)		OUTSIDER	
DRAGON		PLANT	
FEY		UNDEAD	
HUMANOID		VERMIN	

NOTABLE NPCs

ALLIES/FELLOW ADVENTURERS		FOES	

CAMPAIGN LOG

[illegible]

STARSHIP NAME

MAKE AND MODEL

SIZE FRAME

SPEED

MANEUVERABILITY

DRIFT RATING

TIER

AC = 10+ + + +

TL = 10+ + + +

PILOT RANKS ARMOR BONUS SIZE MOD MISC MOD

COUNTER-MEASURES SIZE MOD MISC MOD

HULL POINTS

DAMAGE THRESHOLD

CRITICAL THRESHOLD

TOTAL CURRENT

SHIELD TOTAL

MODIFIERS

WEAPONS (FORWARD)

WEAPONS (PORT)

WEAPONS (AFT)

WEAPONS (STARBOARD)

WEAPONS (TURRET)

CREW

CAPTAIN

ENGINEERS

GUNNERS

PILOT

SCIENCE OFFICERS

NOTES

POWER CORE

DRIFT ENGINE

SYSTEMS

EXPANSION BAYS

CARGO/PASSENGERS

CRITICAL DAMAGE

LIFE SUPPORT (1-10)

☐ GLITCHING ☐ MALFUNCTIONING ☐ WRECKED

SENSORS (11-30)

☐ GLITCHING ☐ MALFUNCTIONING ☐ WRECKED

WEAPONS ARRAY (31-60)

ENGINES (61-80)

☐ GLITCHING ☐ MALFUNCTIONING ☐ WRECKED

POWER CORE (81-00)

☐ GLITCHING ☐ MALFUNCTIONING ☐ WRECKED

GLITCHING

MALFUNCTIONING

WRECKED

STARSHIP COMBAT ROUNDS [PAGE 317*]

Each round of starship combat is divided up into the three following phases, resolved in order. Each character onboard a starship typically acts in only one of these phases, depending on her role on the starship (see below). The captain can act in any phase.

- 1. Engineering:** The engineers can repair the starship's systems or give one or more systems a boost. These actions occur simultaneously, so they can be resolved in any order.
- 2. Helm:** Each starship's pilot attempts a Piloting check. The pilot with the lowest result acts first to move his starship (page 317*) and perform stunts (pages 319–320*), followed by the next lowest, and so on, until all starships have moved.
Also during this phase, each of the science officers acts at the same point in the phase as her starship's pilot, but they can decide between them who acts first.
- 3. Gunnery:** The gunners can fire their starships' weapons. Although starships fire in the same order decided upon in the helm phase, the effects of damage are not taken into account until the end of the phase, meaning that all starships can fire, even if they take enough damage to be disabled or destroyed during this phase.

STARSHIP SPEED AND MANEUVERABILITY [PAGE 319*]

Speed	Piloting Check Modifier
4 or less	+2
6	+1
8–10	—
12	–1
14 or more	–2

Maneuverability	Distance Between Turns	Piloting Check Modifier
Clumsy	4	–2
Poor	3	–1
Average	2	0
Good	1	+1
Perfect	0 (see page 319*)	+2

CRITICAL DAMAGE [PAGE 321*]

d%	System	Effect
1–10	Life support	Condition applies to all captain actions
11–30	Sensors	Condition applies to all science officer actions
31–60	Weapons array	Randomly determine one arc containing weapons; condition applies to all gunner actions using weapons in that arc (a turret counts as being in all arcs)
61–80	Engines	Condition applies to all pilot actions
81–100	Power core	Condition applies to all engineer actions except hold it together and patch; a malfunctioning or wrecked power core affects other crew members' actions (see Critical Damage Conditions below)

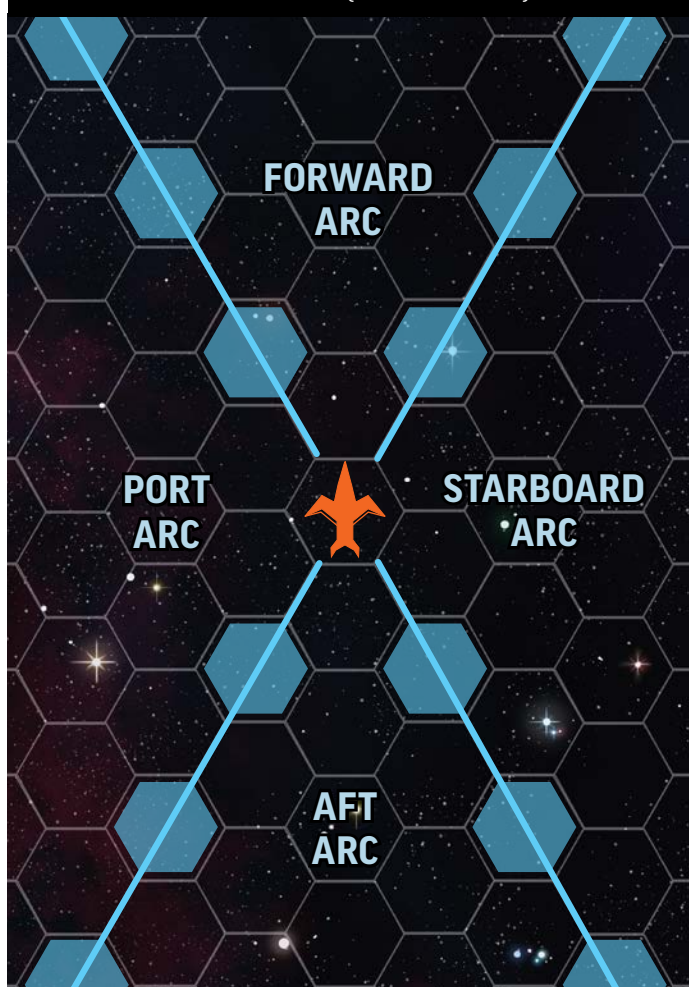
Glitching: All checks attempted involving a glitching system (except the hold it together and patch engineer actions) take a –2 penalty.

Malfunctioning: All checks attempted involving a malfunctioning system (except the hold it together and patch engineer actions) take a –4 penalty. In addition, crew members can't take any push actions using that system. If the power core is malfunctioning, all actions aboard the starship not involving the power core take a –2 penalty; this penalty stacks with penalties from critical damage conditions to other systems.

Wrecked: All checks attempted involving a wrecked system (except the hold it together and patch engineer actions and minor crew actions) automatically fail. A crew member can still take minor actions using that system. If the power core is wrecked, all actions aboard the starship not involving the power core take a –4 penalty; this penalty stacks with penalties from critical damage conditions to other systems.

FIRING AND SHIELD ARCS

Shaded hexes are in both arcs (attacker's choice)



PATCHING CRITICAL DAMAGE [PAGE 323–324*]

Damage Level	Actions to Patch	DC
Glitching	1	10 + 2 × starship's tier
Malfunctioning	2	15 + 2 × starship's tier
Wrecked	3	20 + 2 × starship's tier

This image shows a full page of blank handwriting practice paper. It features approximately 20 evenly spaced, horizontal blue lines across the entire width of the page. The lines are thin and light blue, set against a plain white background. There are no margins, text, or other markings present.

STARFINDER
SOCIETY NUMBER

BOONS

NAME	REPUTATION

NAME	REPUTATION

NAME	REPUTATION

NAME	REPUTATION

NAME	REPUTATION

NAME	REPUTATION

FAME 

ALLY

FACTION

PERSONAL

PROMOTIONAL

SOCIAL

STARSHIP

CHARACTER

PLAYER NAME				SIZE	
GENDER		RACE		ALIGNMENT	DEITY
THEME					
CLASS AND ARCHETYPE				LEVELS	
CLASS AND ARCHETYPE				LEVELS	

SEE PAGES 2, 3, AND 5 FOR CLASS FEATURES AND THEME BENEFITS

INITIATIVE

TOTAL	DEX MOD	FEAT MOD	CLASS MOD	MISC MOD

SPEED

	FEET	SQUARES	MPH
LAND			
FLY			
SWIM			
CLIMB			
OTHER			

ABILITY SCORES

ADJUSTMENTS

	KEY?	SCORE	MOD	BONUS	MOD	DAMAGE/PENALTY	MOD
STRENGTH							
DEXTERITY							
CONSTITUTION							
INTELLIGENCE							
WISDOM							
CHARISMA							

ARMOR CLASS

SEE PAGE 2 FOR DETAILS

EAC	KAC
DR	ENERGY RESISTANCE
SPECIAL	

SENSES

PERCEPTION

SAVING THROWS

SEE PAGE 2 FOR SAVING THROWS

FORTITUDE SAVE	
SPECIAL	
REFLEX SAVE	
SPECIAL	
WILL SAVE	
SPECIAL	
SPELL RESISTANCE	

HIT POINTS	TOTAL	TEMPORARY	CURRENT
STAMINA POINTS			
RESOLVE POINTS			

COMMON COMBAT ACTIONS

A FULL LIST OF ACTIONS APPEARS ON PAGE 244*.

Charge: Full action, move up to double your speed in a straight line, make a single attack at -2, -2 AC until that start of your next turn.

Covering Fire: Standard action, ranged attack roll vs. AC 15, no damage, ally gains +2 AC against next attack.

Feint: Standard action, Bluff check (DC = 10 + foe's Sense Motive bonus or 15 + 1-1/2 × foe's CR), opponent is flat-footed (-2 AC) against your next attack.

Fight Defensively: Standard or full action, -4 to attack rolls, +2 AC until next turn.

Full Attack: Full action, two attacks, each at -4 penalty.

Harrying Fire: Standard action, ranged attack roll vs. AC 15, no damage, ally gains +2 to next attack roll vs. target.

Total Defense: Standard action, +4 AC until next turn.

COMBAT MANEUVERS [PAGE 246*]

Standard action, melee attack vs. KAC + 8.

Bull Rush: Push the target 5 ft., +5 ft. for every 5 by which your attack roll exceeds your target's KAC + 8.

Dirty Trick: Target is blinded, deafened, entangled, off-target, shaken, or sickened for 1 round, +1 round for every 5 by which your attack roll exceeds the target's KAC + 8.

Disarm: The target drops 1 held item, and you can grab it.

Grapple: The target gains the grappled condition, or the pinned condition if your attack roll exceeds the target's KAC + 13.

Reposition: Move your target 5 ft. within reach, +5 ft. for every 5 by which your attack roll exceeds the target's KAC + 8.

Sunder: Deal damage to 1 object held by the target or accessible on the target's body.

Trip: Knock the target prone, or knock it off-kilter in zero-g.

COVER [PAGES 253-254*]

TYPE	AC BONUS	REFLEX SAVE BONUS
Soft cover	+4	—
Partial cover	+2	+1
Regular cover	+4	+2
Improved cover	+8	+4
Total cover*	—	—

*Total cover completely blocks line of effect.

CONCEALMENT [PAGE 253*]

TYPE	MISS CHANCE
Regular concealment	20%
Total concealment	50%

LONG-TERM STABILITY [PAGE 251*]

CONSTITUTION CHECK RESULT	OUTCOME
20 or higher	Heal 1 HP, regain consciousness
10-19	Remain stable, attempt new check in 1 hour
9 or lower	Die

ZERO GRAVITY [PAGE 402*]

Without a means of magical flight or propulsion, a creature in zero-g can't take move actions to move its speed, crawl, or take a guarded step. If a creature is adjacent to or in the same square as an object or another creature one size category smaller than itself or larger, it can take a move action to push off that object or creature, moving at half speed in a direction of its choosing (as appropriate); if that object or creature is moveable, it begins moving in the opposite direction at that same speed.

A creature continues to move in that direction at the same speed at the beginning of its turn each round (without taking any action); it must move the full distance unless it is able to change its motion in some fashion (which is a move action). If a creature runs into a solid object (including another creature) during its movement, it must succeed at a DC 20 Acrobatics or Athletics check to safely stop; failure means that creature gains the off-kilter condition. The second creature must also succeed at a DC 20 Acrobatics or Athletics check to avoid gaining the off-kilter condition.

Weapons in Zero-G: Thrown weapons have their range increments multiplied by 10. In addition, all ranged weapons no longer have a maximum number of range increments—their wielders simply continue to accrue penalties the farther away the target is.

CHARACTER ADVANCEMENT AND LEVEL-DEPENDENT BONUSES

CHARACTER LEVEL	EXPERIENCE POINT TOTAL	ABILITY INCREASE	SPECIAL
1st	—	—	1st feat, theme benefit
2nd	1,300	—	—
3rd	3,300	—	2nd feat
4th	6,000	—	—
5th	10,000	1st	3rd feat
6th	15,000	—	Theme benefit
7th	23,000	—	4th feat
8th	34,000	—	—
9th	50,000	—	5th feat
10th	71,000	2nd	—
11th	105,000	—	6th feat
12th	145,000	—	Theme benefit
13th	210,000	—	7th feat
14th	295,000	—	—
15th	425,000	3rd	8th feat
16th	600,000	—	—
17th	850,000	—	9th feat
18th	1,200,000	—	Theme benefit
19th	1,700,000	—	10th feat
20th	2,400,000	4th	—



ACTIONS IN COMBAT

STANDARD ACTION

- Activate Item
- Attack (melee)
- Attack (ranged)
- Cast a Spell
- Combat Maneuver
- Concentrate to Maintain a Spell
- Covering Fire
- Dismiss a Spell
- Feint
- Fight Defensively
- Harrying Fire
- Total Defense
- Use Special Ability

MOVE ACTION

- Crawl
- Direct or Redirect an Effect
- Draw or Sheathe a Weapon
- Guarded Step
- Manipulate an Item
- Move Your Speed
- Reload
- Stand Up

SWIFT ACTION

- Change Grips
- Drop Prone

REACTION

- Attack of Opportunity

FULL ACTION

- Charge
- Coup de Grace
- Fight Defensively
- Full Attack
- Run
- Withdraw

OTHER ACTIONS

- Combat Banter
- Delay
- Drop an Item
- Ready an Action
- Use a Skill



Encumbered: Speeds are reduced by 10 feet, maximum Dex bonus to AC is reduced to +2, and you take a -5 penalty to Str- and Dex-based checks.

Entangled: You move at half speed; you cannot run or charge; and you take a -2 penalty to AC, attack rolls, Reflex saves, initiative checks, and Dex-based skill and ability checks.

Exhausted: You move at half speed; you cannot run or charge; you take a -3 penalty to AC, attack rolls, melee damage rolls, Reflex saves, initiative checks, and Str- and Dex-based skill and ability checks; and you reduce your encumbered limit by 3 bulk.

Fatigued: You cannot run or charge; you take a -1 penalty to AC, attack rolls, melee damage rolls, Reflex saves, initiative checks, and Str- and Dex-based skill and ability checks; and you reduce your encumbered limit by 1 bulk.

Flat-Footed: You take a -2 penalty to AC, and you cannot take reactions or make attacks of opportunity.

Grappled: You cannot move or take two-handed actions; you take a -2 penalty to AC, most attack rolls, Reflex saves, initiative checks, and Dex-based skill and ability checks; and you cannot make attacks of opportunity.

Nauseated: You're unable to attack, cast spells, or concentrate on spells, and the only action you can take is a single move action per turn.

Off-Kilter: You can't take move actions except to right yourself, you take a -2 penalty to attacks, and you're flat-footed.

Off-Target: You take a -2 penalty to attack rolls.

Overburdened: Speeds are reduced to 5 feet; maximum Dex bonus to AC is reduced to +0; and you take a -5 penalty to Str- and Dex-based checks.

Pinned: You cannot move, you're flat-footed, and you take penalties to the same attributes as for grappled but the penalty is -4.

Prone: You take a -4 penalty to melee attacks, a +4 bonus to AC against ranged attacks, and a -4 penalty to AC against melee attacks.

Shaken: You take a -2 penalty to ability checks, attack rolls, saving throws, and skill checks.

Sickened: You take a -2 penalty to ability checks, attack rolls, weapon damage rolls, saving throws, and skill checks.

Staggered: You can take only a single move or standard action each round and can't take reactions, but you can take swift actions as normal.

Stunned: You drop everything held, you can't take actions, and you're flat-footed.

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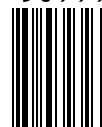
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