

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	Staff of mystic healing	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	_t

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

SKILL CHECKS

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	1d4	15
Difficult device Disarm or reset a sentry turret or similar trap		rounds 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

1



DEFENSIVE ITEMS

NAME	EAC BONUS	KAC BONUS	ТҮРЕ	LEVEL	MAX DEX BONUS	CHECK PENALTY	SPEED ADJUST	UPGRADE SLOTS
UPGRADES					SPECIAL			
NAME	EAC BONUS	KAC BONUS	ТҮРЕ	LEVEL	MAX DEX BONUS	CHECK PENALTY	SPEED ADJUST	UPGRADE SLOTS
UPGRADES					SPECIAL			ļ
NAME	EAC BONUS	KAC BONUS	ТҮРЕ	LEVEL	MAX DEX BONUS	CHECK PENALTY	SPEED ADJUST	UPGRADE SLOTS
	ENGBOILDO					TENALT		02010
UPGRADES					SPECIAL			
NAME	EAC BONUS	KAC BONUS	ТҮРЕ	LEVEL	MAX DEX BONUS	CHECK PENALTY	SPEED ADJUST	UPGRADE SLOTS
UPGRADES					SPECIAL			
				-'. <u>.</u>				
TOTALS	EAC BONUS	KAC BONUS			MAX DEX BONUS	CHECK PENALTY	SPEED ADJUST	UPGRADE SLOTS
						<u> </u>	I	
ARMOR CLASS								
	Т	OTAL		ARMOR BONUS	DEXTERITY MOD	MISC MOD	MISC MOD	MISC MOD
ENERGY ARMOR CLASS		=	10	+	+	+	+	+
	T	OTAL		ARMOR BONUS	DEXTERITY	MISC MOD	MISC MOD	MISC MOD
KINETIC ARMOR CLASS		=	10	+				+
		OTAL	TOTAL KAC					
AC VS. COMBAT MANEUVE	RS			+ 8				
CONDITIONAL MODS								

SAVING THROWS

	TOTAL	CLASS BONUS	CLASS BONUS	ABILITY MOD	FEAT MOD	RESISTANCE MOD	MISC MOD	MISC MOD
FORTITUDE SAVE		= •	+ •	+ +		+ +	+	
REFLEX SAVE		=	+ •	+ +	-	+ +	+	
WILL SAVE		= ·	+ ·	+ +	-	+ +	+	
CONDITIONAL MODS								

DEFENSIVE ABILITIES AND CLASS FEATURES

NAME	DESCRIPTION	SOURCE



ATTACK BONUSES

BASE ATTACK BONUS (BAB)				CLASS BONUS	CLAS	S BONUS CLASS BONUS	TOTAL
MELEE ATTACK BONUS	BASE ATTACK BONUS	STRENGTH MOD	MISC MOD	TOTAL	MODS		
RANGED ATTACK BONUS	BASE ATTACK BONUS		MISC MOD	TOTAL	MODS		
THROWN RANGED ATTACK BONUS	BASE ATTACK BONUS	STRENGTH MOD	MISC MOD	TOTAL =	MODS		

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

ATTACK/WEAPON	ATTACK BONUS	DAMAGE	CRITICAL	RANGE	ТҮРЕ	LEVEL	AMM0/USAGE
SPECIAL							

ATTACK/WEAPON	ATTACK BONUS	DAMAGE	CRITICAL	RANGE	ТҮРЕ	LEVEL	AMM0/USAGE
SPECIAL							

ATTACK/WEAPON	ATTACK BONUS	DAMAGE	CRITICAL	RANGE	ТҮРЕ	LEVEL	AMM0/USAGE
SPECIAL							

ATTACK/WEAPON	ATTACK BONUS	DAMAGE	CRITICAL	RANGE	ТҮРЕ	LEVEL	AMM0/USAGE
SPECIAL							
ATTACK/WEAPON	ATTACK BONUS	DAMAGE	CRITICAL	RANGE	ТҮРЕ	LEVEL	AMM0/USAGE
ATTACK/WEAPON	ATTACK BONUS	DAMAGE	CRITICAL	RANGE	ТҮРЕ	LEVEL	AMM0/USAGE
ATTACK/WEAPON SPECIAL	ATTACK BONUS	DAMAGE	CRITICAL	RANGE	ТҮРЕ	LEVEL	AMM0/USAGE

OFFENSIVE ABILITIES AND CLASS FEATURES

NAME	DESCRIPTION	SOURCE

SKILLS

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

SPECIAL SKILL ABILITIES

LANGUAGES

4



FEATS								
NAME	DESCRIPTION						SOURCE	
		+	+	+	+	+	=	
TOTAL FEATS		FEATS BY LEVEL	RACIAL BONUS	CLASS BONUS	CLASS BONUS	CLASS BONUS	MISC BONUS	TOTAL

THEME BENEFITS

L

LEVEL	NAME	DESCRIPTION
1ST		
6TH		
12TH		
18TH		

RACIAL TRAITS

EQUIPMENT

AUGMENTATIONS

	LEVEL
BRAIN	LEVEL
THROAT	LEVEL
LUNGS	LEVEL
ARMS	LEVEL
ARMS	LEVEL
ARMS	LEVEL
ARMS	
ARMS	LEVEL
	LEVEL
HANDS	LEVEL
HANDS	LEVEL
HANDS	LEVEL
HANDS	LEVEL



OTHER SYSTEMS	LEVEL

EARS	LEVEL
EYES	LEVEL
HEART	LEVEL
SKIN	LEVEL
LEGS	LEVEL
SPINAL COLUMN	LEVEL
1	

WEAPONS & WEAPON F	INS & WEAPON FUSIONS			
NAME	LEVEL	PRICE	BULK	
				_
				_
ARMOR & ARMOR UPGE	RADE	5		

NAME	LEVEL	PRICE	BULK

MAGIC ITEMS	EMS		
NAME	LEVEL	PRICE	BULK



GEAR				MONEY
GEAR	LEVEL	PRICE	BULK	CREDSTICK
				HARD CURRENCY
				STORED
				LOCATION
				OTHER CURRENCY
				UPBS
				OTHER VALUA
				ART, GEMS, JEWLERY, TRADE GOOD
				-
				-
				-
				-
				·
				-
				HOLDINGS
				HOLDINGS
	TOTALS			VEHICLES
	TOTALS			

HARD CURRENCY STORED LOCATION OTHER CURRENCY UPBS DTHER VALUABLES

ART, GEMS, JEWLERY, TRADE GOODS, ETC.	BULK	VALUE

HOLDINGS	VALUE

VEHICLE	LEVEL	VALUE

CARRYING CAPACITY

-			
	UNENCUMBERED	ENCUMBERED	OVERBURDENED



SPELLCASTING

CLASS CASTER LEVEL SPELLS KNOWN SAVE DC LEVEL SPELLS PER DAY BONUS ABILITY BONUS BONUS SPELLS Image: Second colspan="4">Image: Second colspan="5"</tdo

ASTER L	EVEL				
SPELLS (NOWN	SAVE DC	LEVEL	SPELLS PER DAY	ABILITY BONUS	BONUS SPELLS
		D			
		1			
		З			
		З			
		4			
		5			
		6			
CONNECT	ION, NOTES	, ETC.			

SPELL-LIKE ABILITIES

SPELL NAME	TIMES PER DAY	SAVE DC

SPELLS KNOWN

LEVEL	SPELL NAME	SAVE DC	SR?	RANGE	DURATION	DESCRIPTION
	l			L	ļ	1



	DRONE		SPEED			
	NAME	LEVEL		FEET	SQUARES	МРН
	DRONE CHASSIS	SIZE	FLY			
			SWIM			
	ABILITIES	TOTAL CURRENT	CLIMB			
	SCORE MOD TEMP TEMP SCORE MOD	HIT POINTS	OTHER			
DETERNY RESOLVE POINTS AL AL CONSTITUTION AL INITIATIVE INITIATIVE INITIATIVE INITIATIVE INITIATIVE TOTAL DEKENY INITIATIVE INITIATIVE INITIATIVE EAC INITIATIVE INITIATIVE INITIATIVE INITIATIVE INITIATIVE INITIATIVE INITIATIVE INITIATIVE INITIATIVE INITIATIVE INITIATIVE	STR		SKILLS			
	DEX	RESOLVE POINTS	CLASS SKILL SKILL	NAME	SKILL TOTAL RANKS	ABILITY MISC MOD MOD
	CON					+
	INT				=	+ +
	INTELLIGENCE					+ +
		TOTAL DEX MOD MISC MOD				+ +
	CHARISMA		H			+ +
EAC TOTAL BASE BBMSE DEKTEBUTY MISC MOD KAC TOTAL BASE BBMSE DEKTEBUTY MISC MOD KAC TOTAL BASE BBMSE DEKTEBUTY MISC MOD KAC TOTAL BASE BBMSE DEKTEBUTY MISC MOD NISC MOD MISC MOD MISC MOD MISC MOD MISC MOD SPECIAL TOTAL BASKS ABMSE MISC MOD MISC MOD SPECIAL TOTAL BASKS ABMSE MISC MOD MISC MOD MISC MOD SPECIAL TOTAL BASKS ABMSE MISC MOD MISC MOD MISC MOD SPECIAL TOTAL BASKS ABMSE MISC MOD MISC MOD MISC MOD WILL SAVE TOTAL BAMAGE CRITICAL AMMO MISC MOD MISC MOD ATTACK/WEAPON ATTACK DAMAGE CRITICAL AMMO SPECIAL SPECIAL SPECIAL	DEFENSES		H			
	FAC TOTAL BASE	ARMOR DEXTERITY BONUS MOD MISC MOD MISC MOD	H			
	ENERGY ARMOR CLASS	+ + +	H—			+ +
KINETIC ARMOR CLASS +		ARMOR DEXTERITY BONUS MOD MISC MOD MISC MOD	_ H			+ +
SPECIAL SPECIAL FORTITUDE TOTAL BANKS ABILITY REFLEX SAVE = = + REFLEX SAVE TOTAL BANKS ABILITY RESISTANCE MISC MOD MISC MOD MISC MOD MISC MOD MISC MOD MISC MOD MISC MOD MILL SAVE TOTAL BANKS ABILITY RESISTANCE MISC MOD MISC MOD MISC MOD SATTACK/WEAPON ATTACK DEFENSE MISC MOD ATTACK/WEAPON ATTACK DEFENSE MISC MOD SPECIAL MISC MOD SPECIAL MISC MOD SPECIAL MISC		+ + +	_ H			+ +
FORTITUDE TOTAL SONES ABILITY RESISTANCE MISC MOD MISC MOD SAVE = +	DR ENERGY RESISTANC	E			=	+ +
FORTITUDE TOTAL BAYES ABILITY RESISTANCE MISC MOD MISC MOD SAVE = +	SPECIAL				=	+ +
SAVE = +					=	+ +
REFLEX SAVE TOTAL BONUS ABILITY RESISTANCE MISC MOD M			LANGL	IAGES		
REFLEX SAVE = MILL SAVE = + + H FEATS FEATS <td></td> <td></td> <td></td> <td></td> <td></td> <td></td>						
WILL SAVE = ATTACK/WEAPON ATTACK DAMAGE CRITICAL AMMO SPECIAL SPECIAL SPECIAL SPECIAL ABMAGE CRITICAL AMMO SPECIAL SPECIAL SPECIAL SPECIAL SPECIAL			FEATS			
OFFENSE ATTACK/WEAPON ATTACK/BAPON SPECIAL SPECIAL SPECIAL SPECIAL SPECIAL						
SPECIAL ATTACK/WEAPON ATTACK DAMAGE CRITICAL SPECIAL SPECIAL SPECIAL ABILITIES						
ATTACK/WEAPON ATTACK DAMAGE CRITICAL AMMO SPECIAL SPECIAL SPECIAL	ATTACK/WEAPON ATTACK	DAMAGE CRITICAL AMMO	MODS			
ATTACK/WEAPON ATTACK DAMAGE CRITICAL AMMO SPECIAL SPECIAL SPECIAL SPECIALABILITIES	SPECIAL					
	ATTACK/WEAPON ATTACK	DAMAGE CRITICAL AMMO				
	SPECIAL			AL <u>ABILI</u>	TIES	
ATTACK/WEAPUN ATTACK DAMAGE CRITICAL AMMO						
	ATTACK/WEAPON ATTACK	DAMAGE CRITICAL AMMÓ				
SPECIAL	SPECIAL					

BACKGROUND

APPEARANCE		FAMILY		
AGE HEIGHT	WEIGHT	PARENT	RACE	CLASS
GENDER	SKIN	DESCRIPTION		
HAIR	EYES	PARENT	RACE	CLASS
				CLASS
ETHNICITY	HOME WORLD	DESCRIPTION		
TATTOOS/SCARS/PIERCINGS/MARKS		PARENT	RACE	CLASS
		DESCRIPTION		
		SPOUSE	RACE	CLASS
			RACE	CLASS
		DESCRIPTION		
GENERAL DESCRIPTION				
		SIBLING	RACE	CLASS
		_		
		DESCRIPTION		
				01.000
PERSONALITY		SIBLING	RACE	CLASS
		DESCRIPTION		
GENERAL DESCRIPTION				
		SIBLING	RACE	CLASS
		_		
		DESCRIPTION		
		CHILDREN		
LIKES				
		_		
		EXTENDED FAMILY		
DISLIKES				
		FAMILY NOTES		
QUIRKS				
PHOBIAS		AFFILIATION/		
		FACTION SYMBOL	NOTES	
		1		
CATCHPHRASES				

HISTORY	CHARACTER SKETCH
BIRTH AND CHILDHOOD	
BIRTH AND CHILDHOOD	
ADOLESCENCE	
	1
TRAINING	
L	
EARLY ADVENTURES	

HOME/HIDEOUT/BASE

DETAILS							

ADVENTURES

ADVANCEMENT		ACHIEVEMENTS	
BASE BASE SCORE SCORE	EXPERIENCE	MOST WEAPON DAMAGE DEALT	
STR INT STRENGTH INTELLIGENCE DEX WIS	CURRENT XP	MOST SPELL DAMAGE DEALT	
DEXTERITY WISDOM CON CHA CONSTITUTION CHARISMA	NEXT LEVEL	NUMBER OF TIMES HIT BY A CRIT	
LEVEL CLASS POINTS P	HIT ABILITY POINTS INCREASE FEAT	NUMBER OF DEATHS	
1	+1	HIGHEST AC HIT	
2			
		HIGHEST AC ACHEIVED	
3	+1	MOST CREDITS POSSESSED AT ONE TIME	
4	\square		
5		MOST CREDITS GAINED AT ONE TIME	
	+1	COMPUTERS HACKED	
6		TRAPS DISABLED/SPRUNG	
7	+1		
8		GREATEST NUMBER OF FOES IN ONE FIGH	т
		UNIQUE MONSTERS SLAIN	
9	+1		
10		ENEMY STARSHIPS DEFEATED	
11	+1	NEW PLANETS/SYSTEMS DISCOVERED	
12		NEW ALIEN CREATURES DISCOVERED	
13	+1	NEW SENTIENT SPECIES CONTACTED	
14			
15		ALIEN RUINS EXPLORED	
16	+1		ES SLAIN
		ABERRATION	MAGICAL BEAST
17	+1	ANIMAL	MONSTROUS HUMANOID
18		CONSTRUCT (MAGICAL)	00ZE
19		CONSTRUCT (TECHNOLOGICAL)	OUTSIDER PLANT
	+1	FEY	UNDEAD
20		HUMANOID	VERMIN

NOTABLE NPCs

ALLIES/FELLOW ADVENTURERS		FOES			



CAMPAIGN LOG

DATE	DESCRIPTION	XP GAINED	LEVELED?	DIED?	NOTABLE FOE





CREW	NOTES
CAPTAIN	
ENGINEERS	
GUNNERS	
PILOT	
SCIENCE OFFICERS	

POWER CORE	SYSTEMS	EXPANSION BAY	′S 🚺 🕻 CARGO/	PASSENGERS
	J			
DRIFT ENGINE				
	AGE			
LIFE SUPPORT (1	-10)			
) MALFUNCTIONING 🔲 WRECK	(ED		
SENSORS (11-30)]	GLITCHING	MALFUNCTIONING	WRECKED
) MALFUNCTIONING 🔲 WRECK	ED FORWARD	FORWARD	FORWARD
WEAPONS ARRA	Y (31-60)			
ENGINES (61-80))	PORT STARBOARD	PORT STARBOARD	
) MALFUNCTIONING 🔲 WRECK		AFT [3]	AFT (2)
POWER CORE (8'	1–00)		[3]	
) MALFUNCTIONING 🔲 WRECK	KED		

STARSHIP COMBAT

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.



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



STARFINDER SOCIETY ROLEPLAYING GUILD

STARFINDER SOCIETY NUMBER

FACTION		BOONS
NAME	REPUTATION	ALLY
NAME	REPUTATION	FACTION
NAME	REPUTATION	PERSONAL
NAME	REPUTATION	PROMOTIONAL
NAME	REPUTATION	SOCIAL
NAME	REPUTATION	STARSHIP
FAME		



						TOTAL	DEX MO	D F	EAT MOD	CLASS	MOD	MISC M
PLAYER NAME			SIZE				=	+		+	+	
GENDER RACE			ALIGNMENT	DEITY					E TAN			
ТНЕМЕ						SPEEC				250		MDU
CLASS AND ARCHETYPE			LEVELS			LAND	FEET		SQUAI	(ES		МРН
						FLY						
CLASS AND ARCHETYPE			LEVELS			SWIM						
SEE PAGE:	S 2, 3, Al	ND 5 FOR CL	ASS FEATURE	S AND THEME BENEF	ITS	CLIMB OTHER						
ABILITY SCORE	ES						AD.	JUST	MENT	5	I	
STRENGTH	KEY?	SCORE		MOD	BOI	IUS	MOD		DAMAGE/F	ENALTY	MOD	
SINCHOIN												
DEXTERITY	KEY?	SCORE		MOD	BOI	NUS	MOD		DAMAGE/P	ENALTY	MOD	
CONSTITUTION	KEY?	SCORE		MOD	BOI	NUS	MOD		DAMAGE/F	ENALTY	MOD	
							_					
INTELLIGENCE	KEY?	SCORE		MOD	BOI	NUS	MOD		DAMAGE/F	ENALTY	MOD	
	KEY?	SCORE		MOD	BOI	NUS	MOD		DAMAGE/F	ENALTY	MOD	
WISDOM					Т							
	KEY?	SCORE		мор	BOI	NUS	MOD		DAMAGE/F	ENALTY	MOD	
CHARISMA												
ARMOR CLASS			:	SEE PAGE 2 FOR DETA	ILS	SAVING	5 THRO	JWS		SEE PAG	GE 2 FOR	SAVING TH
EAC			к	AC			TUDE S	SAVE				
DR		EN	ERGY F	RESISTANCE			X SAV	E				
						WILL 5	5AVE					
SPECIAL						SPECIAL						
SENSES	Ē					SPELL RESISTA	NCE					
		N						TOTAL	TEMPO			RRENT

STAMINA POINTS

RESOLVE POINTS

PERCEPTION

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 targets 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*]

ТҮРЕ	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*]

ТҮРЕ	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 Coup de Grace Fight Defensively Full Attack Run Withdraw

Delay Drop an Item Ready an Action Use a Skill





COMMON CONDITIONS [PAGE 273*]

*All page numbers refer to the Starfinder Core Rulebook.

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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