

# STARFINDER



PLAYER  
CHARACTER FOLIO

\*All page numbers refer to the *Starfinder Core Rulebook*.

## 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			
UPGRADES					SPECIAL			
UPGRADES					SPECIAL			
UPGRADES					SPECIAL			
<b>TOTALS</b>								

## ARMOR CLASS

<b>ENERGY ARMOR CLASS</b>	<b>TOTAL</b>	<b>= 10</b>	<b>+</b>	<b>ARMOR BONUS</b>	<b>+</b>	<b>DEXTERITY MOD</b>	<b>+</b>	<b>MISC MOD</b>	<b>+</b>	<b>MISC MOD</b>	<b>+</b>	<b>MISC MOD</b>
<b>KINETIC ARMOR CLASS</b>	<b>TOTAL</b>	<b>= 10</b>	<b>+</b>	<b>ARMOR BONUS</b>	<b>+</b>	<b>DEXTERITY MOD</b>	<b>+</b>	<b>MISC MOD</b>	<b>+</b>	<b>MISC MOD</b>	<b>+</b>	<b>MISC MOD</b>
<b>AC VS. COMBAT MANEUVERS</b>	<b>TOTAL</b>	<b>=</b>	<b>TOTAL KAC</b>	<b>+</b>	<b>8</b>							
<b>CONDITIONAL MODS</b>												

## SAVING THROWS

<b>FORTITUDE SAVE</b>	<b>TOTAL</b>	<b>=</b>	<b>CLASS BONUS</b>	<b>+</b>	<b>CLASS BONUS</b>	<b>+</b>	<b>ABILITY MOD</b>	<b>+</b>	<b>FEAT MOD</b>	<b>+</b>	<b>RESISTANCE MOD</b>	<b>+</b>	<b>MISC MOD</b>	<b>+</b>	<b>MISC MOD</b>
<b>REFLEX SAVE</b>	<b>TOTAL</b>	<b>=</b>	<b>CLASS BONUS</b>	<b>+</b>	<b>CLASS BONUS</b>	<b>+</b>	<b>ABILITY MOD</b>	<b>+</b>	<b>FEAT MOD</b>	<b>+</b>	<b>RESISTANCE MOD</b>	<b>+</b>	<b>MISC MOD</b>	<b>+</b>	<b>MISC MOD</b>
<b>WILL SAVE</b>	<b>TOTAL</b>	<b>=</b>	<b>CLASS BONUS</b>	<b>+</b>	<b>CLASS BONUS</b>	<b>+</b>	<b>ABILITY MOD</b>	<b>+</b>	<b>FEAT MOD</b>	<b>+</b>	<b>RESISTANCE MOD</b>	<b>+</b>	<b>MISC MOD</b>	<b>+</b>	<b>MISC MOD</b>
<b>CONDITIONAL MODS</b>															

## DEFENSIVE ABILITIES AND CLASS FEATURES

NAME	DESCRIPTION	SOURCE

## ATTACK BONUSES

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

## ATTACKS

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

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

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

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

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

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

## 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
<input type="checkbox"/>	ACROBATICS		=		+		+	DEX	+		+		+		-		
<input type="checkbox"/>	ATHLETICS		=		+		+	STR	+		+		+		-		
<input type="checkbox"/>	BLUFF		=		+		+	CHA	+		+		+		-	⊗	
<input type="checkbox"/>	COMPUTERS*		=		+		+	INT	+		+		+		-	⊗	
<input type="checkbox"/>	CULTURE*		=		+		+	INT	+		+		+		-	⊗	
<input type="checkbox"/>	DIPLOMACY		=		+		+	CHA	+		+		+		-	⊗	
<input type="checkbox"/>	DISGUISE		=		+		+	CHA	+		+		+		-	⊗	
<input type="checkbox"/>	ENGINEERING*		=		+		+	INT	+		+		+		-	⊗	
<input type="checkbox"/>	INTIMIDATE		=		+		+	CHA	+		+		+		-	⊗	
<input type="checkbox"/>	LIFE SCIENCE*		=		+		+	INT	+		+		+		-	⊗	
<input type="checkbox"/>	MEDICINE*		=		+		+	INT	+		+		+		-	⊗	
<input type="checkbox"/>	MYSTICISM*		=		+		+	WIS	+		+		+		-	⊗	
<input type="checkbox"/>	PERCEPTION		=		+		+	WIS	+		+		+		-	⊗	
<input type="checkbox"/>	PHYSICAL SCIENCE*		=		+		+	INT	+		+		+		-	⊗	
<input type="checkbox"/>	PILOTING		=		+		+	DEX	+		+		+		-	⊗	
<input type="checkbox"/>	PROFESSION*		=		+		+		+		+		+		-	⊗	
<input type="checkbox"/>	PROFESSION*		=		+		+		+		+		+		-	⊗	
<input type="checkbox"/>	PROFESSION*		=		+		+		+		+		+		-	⊗	
<input type="checkbox"/>	SENSE MOTIVE		=		+		+	WIS	+		+		+		-	⊗	
<input type="checkbox"/>	SLEIGHT OF HAND*		=		+		+	DEX	+		+		+		-		
<input type="checkbox"/>	STEALTH		=		+		+	DEX	+		+		+		-		
<input type="checkbox"/>	SURVIVAL		=		+		+	WIS	+		+		+		-	⊗	
<b>TOTAL RANKS</b>			=		+		+		+		+		+		-		
		<b>TOTAL</b>		<b>CLASS RANKS</b>		<b>CLASS RANKS</b>		<b>CLASS RANKS</b>		<b>INT MOD × LEVEL</b>		<b>MISC RANKS</b>					

## SPECIAL SKILL ABILITIES


## LANGUAGES




# EQUIPMENT

## AUGMENTATIONS

BRAIN	LEVEL

THROAT	LEVEL

LUNGS	LEVEL

ARMS	LEVEL

HANDS	LEVEL

FEET	LEVEL



OTHER SYSTEMS	LEVEL

EARS	LEVEL

EYES	LEVEL

HEART	LEVEL

SKIN	LEVEL

LEGS	LEVEL

SPINAL COLUMN	LEVEL

## WEAPONS & WEAPON FUSIONS

NAME	LEVEL	PRICE	BULK

## MAGIC ITEMS

NAME	LEVEL	PRICE	BULK

## ARMOR & ARMOR UPGRADES

NAME	LEVEL	PRICE	BULK







## DRONE

NAME	LEVEL
DRONE CHASSIS	SIZE

## ABILITIES

	SCORE	MOD	TEMP SCORE	TEMP MOD	TOTAL CURRENT	
<b>STR</b> STRENGTH					<b>HIT POINTS</b>	
<b>DEX</b> DEXTERITY					<b>RESOLVE POINTS</b>	
<b>CON</b> CONSTITUTION					<b>AI</b>	
<b>INT</b> INTELLIGENCE					<input type="checkbox"/> LIMITED <input type="checkbox"/> EXPERT <input type="checkbox"/> TRUE	
<b>WIS</b> WISDOM					<b>INITIATIVE</b>	
<b>CHA</b> CHARISMA					TOTAL	DEX MOD MISC MOD
						= +

## DEFENSES

<b>EAC</b> ENERGY ARMOR CLASS	TOTAL	BASE AC	ARMOR BONUS	DEXTERITY MOD	MISC MOD	MISC MOD
<b>KAC</b> KINETIC ARMOR CLASS	TOTAL	BASE AC	ARMOR BONUS	DEXTERITY MOD	MISC MOD	MISC MOD
<b>DR</b>	ENERGY RESISTANCE					
<b>SPECIAL</b>						

<b>FORTITUDE SAVE</b>	TOTAL	SAVE BONUS	ABILITY MOD	RESISTANCE MOD	MISC MOD	MISC MOD
<b>REFLEX SAVE</b>	TOTAL	SAVE BONUS	ABILITY MOD	RESISTANCE MOD	MISC MOD	MISC MOD
<b>WILL SAVE</b>	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
<input type="checkbox"/>			=	+	
<input type="checkbox"/>			=	+	+
<input type="checkbox"/>			=	+	+
<input type="checkbox"/>			=	+	+
<input type="checkbox"/>			=	+	+
<input type="checkbox"/>			=	+	+
<input type="checkbox"/>			=	+	+
<input type="checkbox"/>			=	+	+
<input type="checkbox"/>			=	+	+
<input type="checkbox"/>			=	+	+
<input type="checkbox"/>			=	+	+
<input type="checkbox"/>			=	+	+
<input type="checkbox"/>			=	+	+
<input type="checkbox"/>			=	+	+
<input type="checkbox"/>			=	+	+

## LANGUAGES

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## FEATS


## MODS


## SPECIAL ABILITIES






## ADVANCEMENT

		BASE SCORE			BASE SCORE	EXPERIENCE	
STR STRENGTH			INT INTELLIGENCE			CURRENT XP	
DEX DEXTERITY			WIS WISDOM			NEXT LEVEL	
CON CONSTITUTION			CHA CHARISMA				
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	





# STARSHIP

## STARSHIP NAME

TIER

MAKE AND MODEL

SIZE

FRAME

SPEED

MANEUVERABILITY

DRIFT RATING

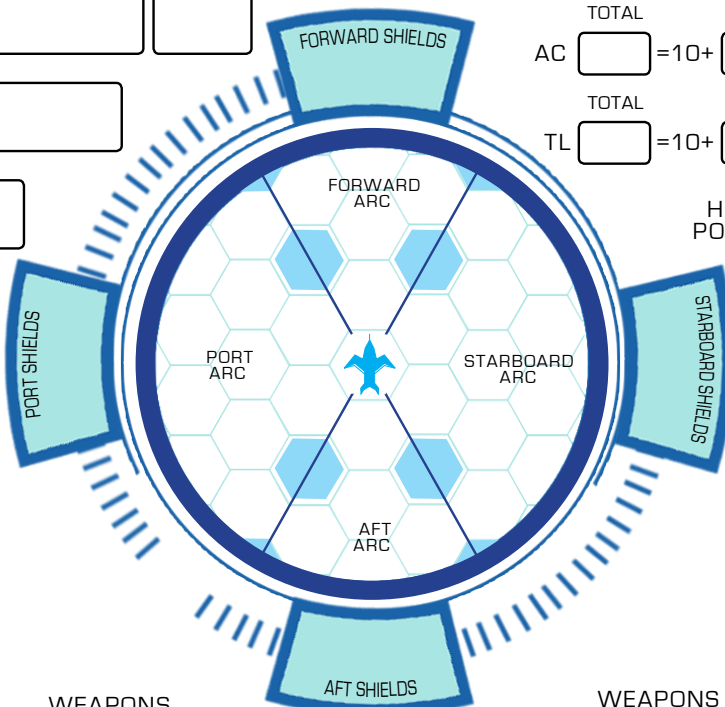
WEAPONS  
(FORWARD)

WEAPONS  
(PORT)

WEAPONS  
(AFT)

WEAPONS  
(STARBOARD)

WEAPONS  
(TURRET)



TOTAL AC  = 10 +  PILOT RANKS +  ARMOR BONUS +  SIZE MOD +  MISC MOD

TOTAL TL  = 10 +  PILOT RANKS +  COUNTER-MEASURES +  SIZE MOD +  MISC MOD

HULL POINTS

TOTAL

CURRENT

DAMAGE THRESHOLD

CRITICAL THRESHOLD

SHIELD TOTAL

MODIFIERS

## CREW

CAPTAIN

ENGINEERS

GUNNERS

PILOT

SCIENCE OFFICERS

## NOTES


POWER CORE

## SYSTEMS


## EXPANSION BAYS


## CARGO/PASSENGERS


DRIFT ENGINE

## 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

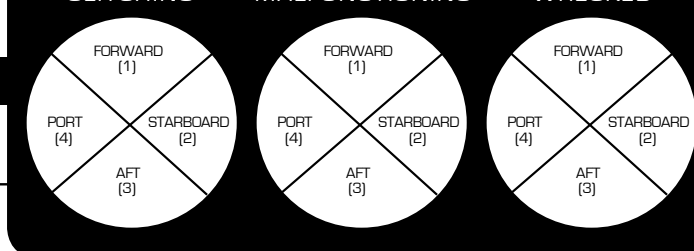
POWER CORE (81-00)

GLITCHING  MALFUNCTIONING  WRECKED

GLITCHING

MALFUNCTIONING

WRECKED



\*All page numbers refer to the *Starfinder Core Rulebook*.

## 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



## 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

ABILITY	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	

## SAVING THROWS

SEE PAGE 2 FOR SAVING THROWS

FORTITUDE SAVE	
SPECIAL	
REFLEX SAVE	
SPECIAL	
WILL SAVE	
SPECIAL	
SPELL RESISTANCE	

## SENSES

PERCEPTION

	TOTAL	TEMPORARY	CURRENT
HIT POINTS			
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

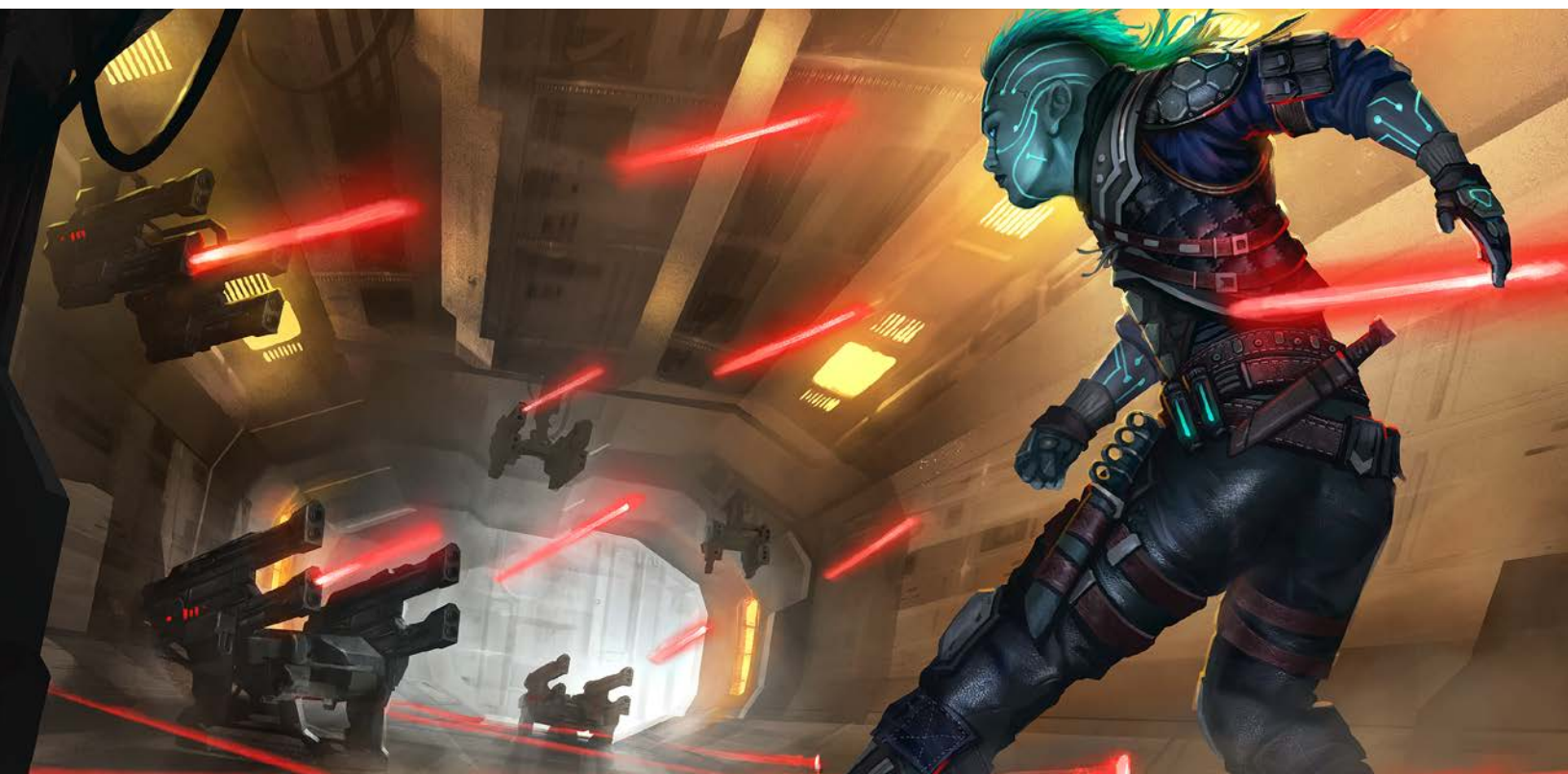
Attack of Opportunity

### 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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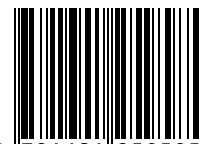


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