

CHARACTER NAME

Pabu

DESCRIPTION

Mechanic 2

CLASS/LEVEL

Small

30 ft

M

Skittermunder

RACE

Vesk-3 (Oeddertrchonk)

Xenoseeker

THEME

SIZE

NG

SPEED

Friendship

GENDER HOME WORLD

Luke

ALIGNMENT

DEITY

PLAYER

ABILITY SCORES

	SCORE	MODIFIER	UPGRADED SCORE	UPGRADED MODIFIER
STR STRENGTH	10	0	10	0
DEX DEXTERITY	15	2	15	2
CON CONSTITUTION	10	0	10	0
INT INTELLIGENCE	12	1	12	1
WIS WISDOM	10	0	10	0
CHA CHARISMA	16	3	16	3

SKILLS

SKILL RANKS PER LEVEL

4+Int

	TOTAL	RANKS	CLASS BONUS	ABILITY MOD	MISC MOD
□ ACROBATICS* (DEX)	2	=	2	+ 2	+ 0
■ ATHLETICS* (STR)	5	= 2 + 3	+ 0	+ 0	+ 0
□ BLUFF (CHA)	3	=	3	+ 0	+ 0
†□ COMPUTERS (INT)	7	= 2 + 3	+ 1	+ 1	+ 0
†□ CULTURE (INT)	0	=	0	+ 1	+ 0
□ DIPLOMACY (CHA)	5	= 2 + 3	+ 0	+ 0	+ 0
□ DISGUISE (CHA)	3	=	3	+ 0	+ 0
†□ ENGINEERING (INT)	7	= 2 + 3	+ 1	+ 1	+ 0
□ INTIMIDATE (CHA)	3	=	3	+ 0	+ 0
†□ LIFE SCIENCE (INT)	5	= 1 + 3	+ 1	+ 0	+ 0
†□ MEDICINE (INT)	0	=	0	+ 1	+ 0
†□ MYSTICISM (WIS)	0	=	0	+ 0	+ 0
■ PERCEPTION (WIS)	4	= 1 + 3	+ 0	+ 0	+ 0
†□ PHYSICAL SCIENCE (INT)	0	=	0	+ 1	+ 0
□ PILOTING (DEX)	2	=	2	+ 0	+ 0
†□ PROFESSION (CHA, INT, OR WIS) <i>Maintenance</i>	0	=	0	+ 0	+ 0
†□ PROFESSION (CHA, INT, OR WIS)		=		+ 0	+ 0
□ SENSE MOTIVE (WIS)	0	=	0	+ 0	+ 0
†□ SLEIGHT OF HAND* (DEX)	0	=	0	+ 2	+ 0
□ STEALTH* (DEX)	2	=	2	+ 0	+ 0
□ SURVIVAL (WIS)	0	=	0	+ 0	+ 0

†Trained Only ■ Class Skill *Armor check penalty applies

SKILL NOTES Life Science Checks are reduced by 5 for identifying rare creatures

CHARACTER SHEET

STARFINDER

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INITIATIVE

	TOTAL	DEX MODIFIER	MISC MODIFIER
	2	+ 2	+ 0

HEALTH AND RESOLVE

	STAMINA POINTS	HIT POINTS	RESOLVE POINTS
TOTAL	12	14	2
CURRENT	12	14	2

ARMOR CLASS

	TOTAL	ARMOR BONUS	DEX MOD	MISC MOD
EAC ENERGY ARMOR CLASS	13	= 10 + 1	+ 2	+ 0
KAC KINETIC ARMOR CLASS	14	= 10 + 2	+ 2	+ 0

AC VS. COMBAT MANEUVERS

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	22 = 8 + KAC

DR RESISTANCES

	DR	RESISTANCES

SAVING THROWS

	TOTAL	BASE SAVE	ABILITY MOD	MISC MOD
FORTITUDE (CONSTITUTION)	3	= 3	+ 0	+ 0
REFLEX (DEXTERITY)	5	= 3	+ 2	+ 0
WILL (WISDOM)	1	= 1	+ 0	+ 0

ATTACK BONUSES

	TOTAL	BAB	STR MOD	MISC MOD
MELEE ATTACK	2	= 2	+ 0	+ 0
RANGED ATTACK	4	= 2	+ 2	+ 0
THROWN ATTACK	2	= 2	+ 0	+ 0

WEAPONS

WEAPON	LEVEL	ATTACK BONUS	DAMAGE
Survival knife	1	+ 2	1d4+1 S
Crucial	-	-	Slash
Ammunition	-	-	AMMO/USAGE
Arithmuth laser pistol	1	+ 4	1d4+1 F
Burn 1d4	80g	Fire	20/1 (20)
WEAPON	LEVEL	ATTACK BONUS	DAMAGE
Frag Grenade	1	+ 2	1d6 P
Crucial	-	-	Pierce
AMMO/USAGE	-	-	Drawn
Sticky bomb	1	+ 2	-
Crucial	-	-	Entangle
AMMO/USAGE	-	-	Drawn
Entangle	2d4 rounds	-	-

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ABILITIES

Grappler: +2 to grapple maneuver

Hyper: 1/d - 1 extra move action

Low-light vision: Dim as normal

Overload - standard action make powered item nonfunctional for 1 round

Reduce DC to 1D rare creatures using Life Science by 5

Bypass: +1 insight bonus for computer and engineer checks (up every 4)

Custom Rig: appropriate tool for com and engineer checks
MK I Comm to communicate or control drone (2,500 ft.)

Mechanic Tricks: 2nd level and every 2 after

Svg throw DC (10 + int mod + 1/2 mech level)

Skill check DC (10 + int + 1/2 x Mech)

Hack Directory: aware of Hack countermeasures on fail
can recheck to deactivate countermeasures

FEATS AND PROFICIENCIES

Armor: Light

Weapons: Basic melee, grenades,
small arms

Mobility (Combat): +4 bonus
to AC against opportunity
attacks

Weapon specialization
w/ basic melee, small arms

Multi weapon fighting
easier full attack (1)

EQUIPMENT

LEVEL

BULK

Second skin (250)

1

L

Survival knife (95)

1

L

Armorth laser pistol (350)

1

L

1 frag grenade (35)

1

L

1 sticky bomb grenade (170)

1

L

5 flash light

1

Lx5

hunting rifle (broken)

1

L

Jump Jet