

ABOUT RAIA

Raia was the child of diplomats who taught her the value of all sentient life. The young lashunta was obsessed with studying alien life-forms and dreamed of someday traveling among the stars and meeting new species. She chose to develop as an intellectual damaya lashunta and excelled in her studies at university. After graduating, Raia realized that her passion for studying alien life-forms was actually a calling, and she could exchange her skills for work on ships heading out to undiscovered regions of the galaxy.

Raia seeks out new technology and alternative magical techniques from the aliens she encounters, trading her own knowledge in exchange. She doesn't hold to any unrealistic expectation of noninterference in alien cultures, but believes strongly in doing the right thing and always striving for honor, compassion, and justice.



TECHNOMANCER



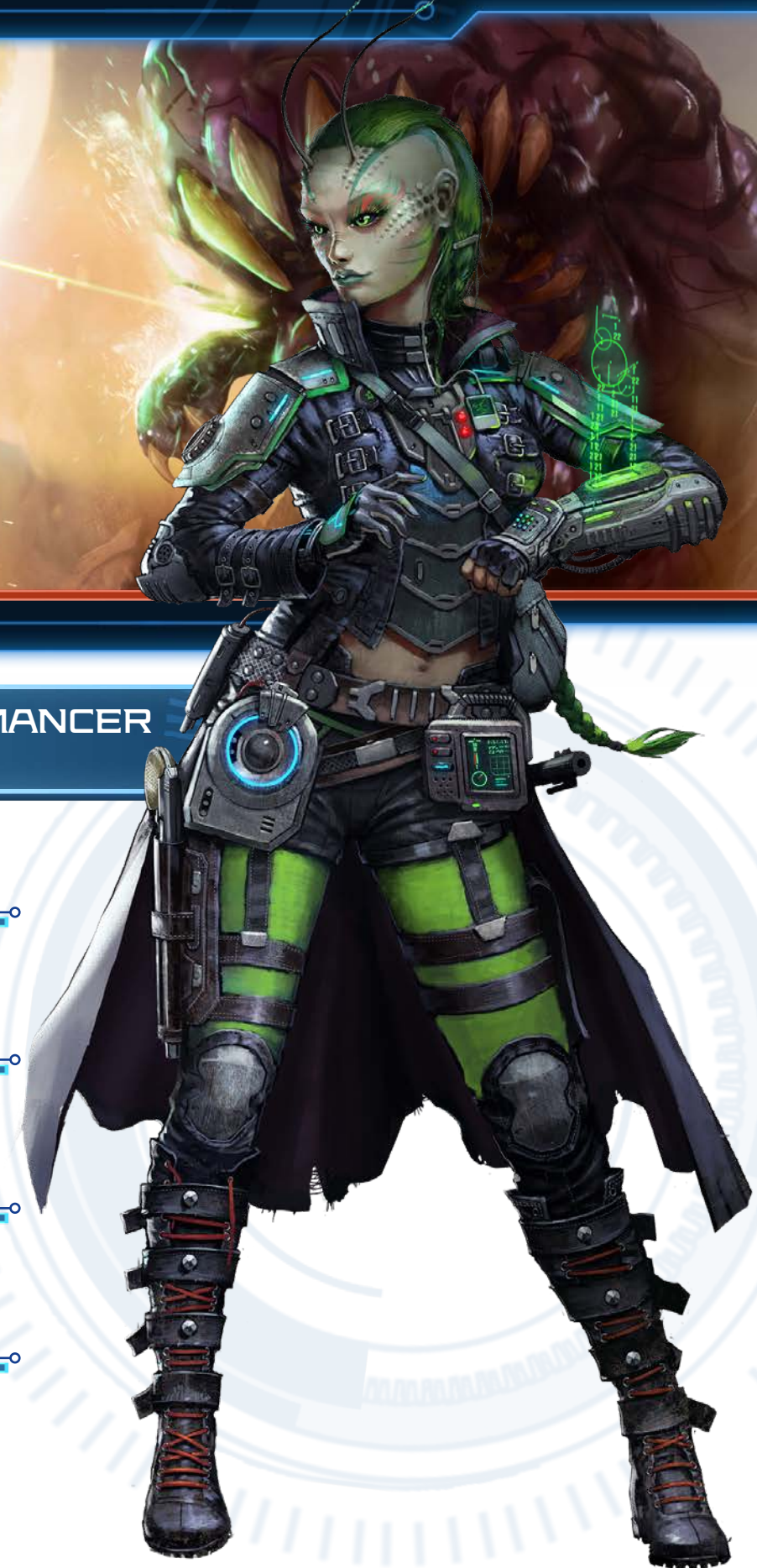
CHOOSE THE TECHNOMANCER
IF YOU'D LIKE TO...

BLEND MAGIC AND TECHNOLOGY

WIELD MAGIC TO BLAST YOUR
ENEMIES

USE TECHNOLOGY TO POWER YOUR
MAGIC

READ MINDS AND COMMUNICATE
TELEPATHICALLY



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** using a d20 and an ability modifier. See page 71 for more information.

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, you roll an **initiative check** to establish turn order. Your **speed** (page 77) represents how far you can move during combat.

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 but not 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. There are three kinds of saving throws: Fortitude, Reflex, and Will. No matter which kind you're attempting, you 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 LASHUNTA RACIAL TRAITS

As a lashunta, you have three racial traits.

Lashunta Magic: You can cast the *daze* (page 41) and *psychokinetic hand* spells (page 41) as many times per day as you like. You can also cast the *detect thoughts* spell (page 33) once per day. This uses the Cast a Spell action, which is explained more on page 82.

Limited Telepathy: You can mentally communicate with creatures within 30 feet. Conversing telepathically with multiple creatures at once is just as difficult as talking with multiple people at once.

Student: You love to learn, and you've picked up knowledge unavailable to others. You gain a +2 bonus to Science and Technology skill checks (this has already been incorporated into your character sheet).

F TECHNOMANCER CLASS FEATURES

Energize Spell: Once per day, you can cast a spell you know without using a spell slot. **Action:** Cast a Spell.

ABILITY MODS		ABILITY SCORES	
STR	+0	STRENGTH	10
DEX	+2	DEXTERITY	14
CON	+0	CONSTITUTION	10
INT	+4	INTELLIGENCE	18
WIS	+0	WISDOM	10
CHA	+0	CHARISMA	10

RACIAL TRAITS (pages 20–23)	
lashunta magic	
limited telepathy	
student	

CLASS FEATURES (pages 26–45)	
energize spell	

FEATS (pages 52–55)	
Fleet	

SKILLS (pages 46–51)					
SKILL	TOTAL	ABILITY MOD	CLASS	LEVEL	MISC
ATHLETICS	+0	+0	+		+
CULTURE	+8	+4	+	3	+
INTERACTION	+1	+0	+		+
MEDICINE	+4	+4	+		+
MYSTICISM	+4	+0	+	3	+
PERCEPTION	+0	+0	+		+
SCIENCE	+10	+4	+	3	+
STEALTH	+6	+2	+	3	+
SURVIVAL	+0	+0	+		+
TECHNOLOGY	+10	+4	+	3	+
Theme Knowledge icon knowledge					

CHARACTER INFORMATION			
NAME	Raia		PRONOUNS
RACE	lashunta	THEME	icon
CLASS	technomancer	LEVEL	1
ALIGNMENT	lawful good	CURRENT XP	NEXT LEVEL
			1,300

INITIATIVE				SPEED	
TOTAL	+2	+2	+	MISC	40 FEET

DEFENSE					
HIT POINTS			RESOLVE POINTS		
TOTAL	CURRENT		TOTAL	CURRENT	
10			5		
ARMOR CLASS (AC)	TOTAL	13	10	+2	+
ARMOR				ARMOR	MISC
				1	+
ARMOR UPGRADES				ARMOR PROFICIENCIES	
				<input checked="" type="checkbox"/> Light <input type="checkbox"/> Heavy	
SAVING THROWS		TOTAL	ABILITY MOD	CLASS	MISC
FORTITUDE SAVE		+0	+0	+	0
REFLEX SAVE		+2	+2	+	0
WILL SAVE		+2	+0	+	2

ATTACKS (pages 78–79)				
MELEE ATTACK	TOTAL	+0	ST	+
				0
RANGED ATTACK	TOTAL	+2	DEX	+
				0
WEAPON		tactical baton		
WEAPON FUSION				
TOTAL ATTACK	DAMAGE	RANGE	SPECIAL PROPERTY	CRITICAL HIT EFFECT
+0	1d4 kinetic	melee		
WEAPON		laser pistol		
WEAPON FUSION				
TOTAL ATTACK	DAMAGE	RANGE	SPECIAL PROPERTY	CRITICAL HIT EFFECT
+2	1d4 fire	80 ft.		
GRENADE (page 64)				
TOTAL ATTACK	DAMAGE	RANGE	SPECIAL EFFECT	REFLEX SAVE DC
VS AC 10				

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

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, 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**

H FEATS

Feats are special tricks you know.

Fleet: While you're wearing no armor or light armor, your movement speed increases by 10 feet (this has already been incorporated into your character sheet).

I SKILLS

Anyone can use skills to attempt a variety of tasks. As a technomancer, you're especially good at learning about new cultures and manipulating 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 icon knowledge (thanks to your theme), so you get a +5 bonus to Culture skill checks to recall knowledge about other icons of your culture, or information about the companies, agencies, laws, and best practices regarding the entertainment business and pop culture in general.

J EQUIPMENT

You have second skin armor and two weapons: a tactical baton and a laser pistol. You also have 1 week's worth of field rations, a flashlight, a tent, a blanket, 2 *healing serums* (page 68), a personal comm unit, a tool kit, and a *spell gem* (page 68) that contains the *magic missile* spell (Section K). You have 36 credits (the galaxy's form of currency) stored digitally on a credstick (page 56).

K SPELLS

You can cast magic spells using the Cast a Spell action (page 82).

You know two 1st-level spells. Three times per day, you can cast any one of them. **1st-Level Spells Used Today:** ☐ ☐ ☐

Magic Missile: You fire two missiles of magical energy at up to two creatures within 100 feet. Each missile deals 1d4+1 force damage. If you give up your move on the turn you cast this, you can fire three missiles instead (at up to three enemies).

Supercharge Weapon: You supercharge a weapon that you touch (even an ally's, if they're adjacent to you). If the weapon's next attack hits (provided it is made before the end of the next round), the attack deals 4d6 additional damage (2d6 if the weapon deals damage to multiple creatures). This bonus damage is of the same type as the weapon's normal damage.

You also know 0-level spells, which you can cast as many times per day as you like. **Dancing Lights:** You create up to four lights within 100 feet. You can have only one *dancing lights* spell active at a time.

Detect Magic: You detect magical effects and items that you can see within 60 feet.

Energy Ray: You shoot a ray of acid, cold, electricity, or fire (choose each time you cast this) at an enemy or object within 25 feet. Make a ranged attack roll (1d20+2) against it. If you hit, the ray deals 1d4 damage of the chosen energy type.

Telepathic Message: You can send a short telepathic message to a creature within 100 feet. Creatures that receive the message can reply telepathically, but no more than one message can be sent each round, and each message cannot exceed 10 words. This spell does not affect creatures with the unliving defensive ability.