

ABOUT KESKODAI

Keskodai was the child of a priest, and he grew up steeped in the values of friendship and diplomacy, feeling a deep connection to the divine. When a plague called the Gray Shakes struck his hometown, Keskodai saw priests of Pharama, goddess of death, offering healing and comfort to the afflicted, and he left home to study in a temple and become a priest of Pharama himself.

Keskodai is a team player, always ready to throw in to help others, and a social butterfly who loves meeting new people. Like many shirrens, he thrills at choice and decision-making. While quite capable in combat, he prefers to act as a healer and medic. Keskodai believes that death is not an ending, but a doorway: an entry into a new existence and way of being. He greets this transition with joyful reverence, which is not always comforting to his patients.



MYSTIC



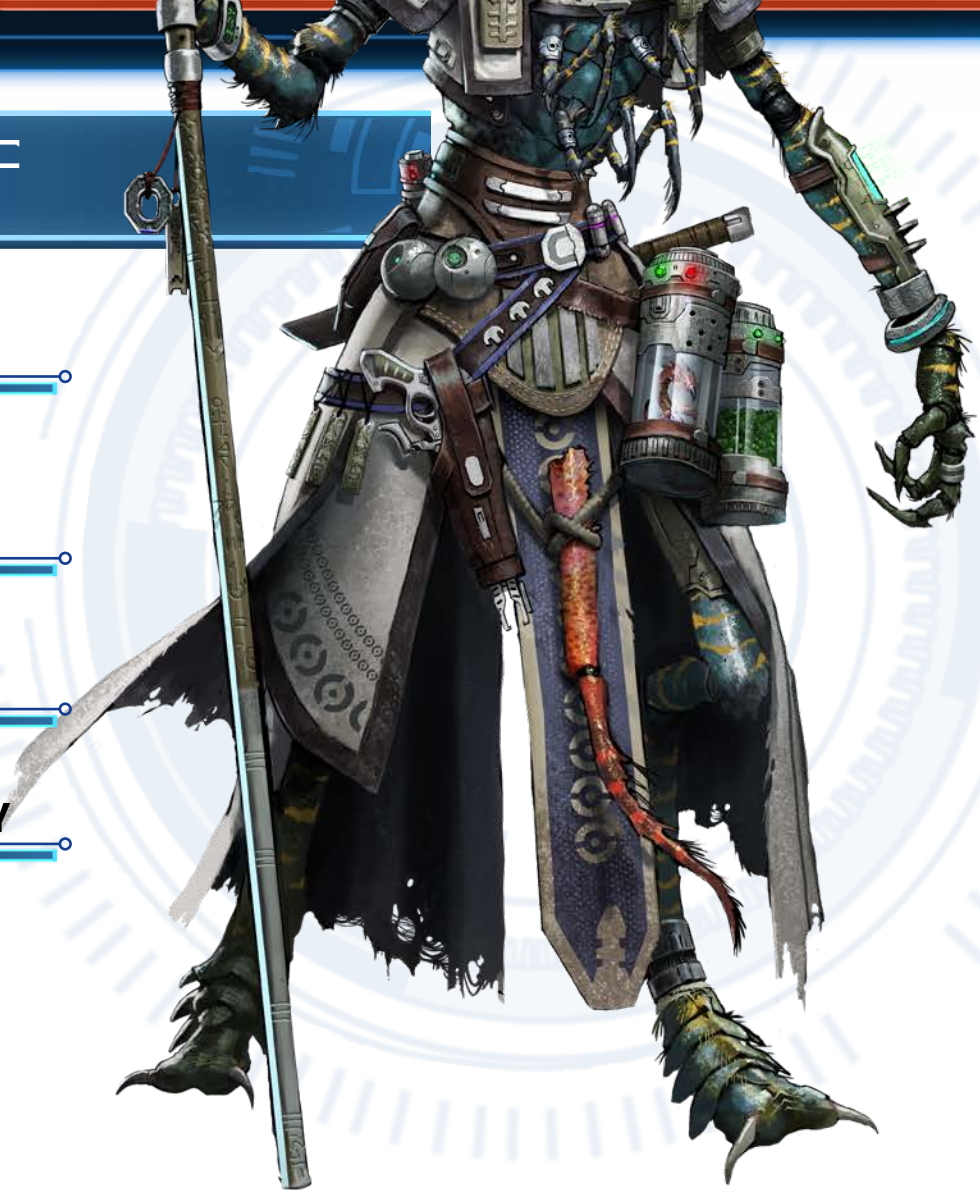
CHOOSE THE MYSTIC
IF YOU'D LIKE TO...

HEAL AND HELP YOUR FRIENDS

SLING PSYCHIC BOLTS AND
TELEKINETIC PROJECTILES

USE AND DETECT MAGIC

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. 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 SHIRREN RACIAL TRAITS

As a shirren, you have four racial traits.

- Blindsense:** You have the Blind-Fight feat as a bonus feat.
- Communalism:** Once per day, before you make an attack roll or skill check, you can decide to roll twice and take the better of the two results. You can do this only if you're within 10 feet of an ally.
- Cultural Fascination:** You gain a +2 bonus to Culture and Interaction skill checks (page 48). These bonuses are already incorporated into those skills!
- 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.

F MYSTIC CLASS FEATURES

- As a 1st-level mystic, you have access to two class features.
- Healing Touch:** Once per day, you can spend 10 minutes to magically restore 5 Hit Points per level to yourself or an ally.
 - Connection (Healer):** You gain the healing channel connection power.
 - Healing Channel:** Three times per day, you can restore 2d8 Hit Points to yourself and each ally within 30 feet. **Action:** Use a Special Ability.

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

RACIAL TRAITS (pages 20–23)
blindsense
communalism
cultural fascination
limited telepathy

CLASS FEATURES (pages 26–45)
healing touch
connection (healer)
healing channel

FEATS (pages 52–55)
Blind-Fight
Great Fortitude

SKILLS (pages 46–51)					
SKILL	TOTAL	ABILITY MOD	CLASS	LEVEL	MISC
ATHLETICS	+0	+0			
CULTURE	+6	+0	3	1	2
INTERACTION	+6	+0	3	1	2
MEDICINE	+4	+0	3	1	
MYSTICISM	+9	+4	3	1	1
PERCEPTION	+8	+4	3	1	
SCIENCE	+0	+0			
STEALTH	+2	+2			
SURVIVAL	+4	+4			
TECHNOLOGY	+1	+0		1	
Theme Knowledge priest knowledge					

CHARACTER INFORMATION				
NAME	Keskodai			PRONOUNS
RACE	Shirren	THEME	priest	CLASS
ALIGNMENT	neutral good	CURRENT XP	mystic	LEVEL
				NEXT LEVEL
				1,300

INITIATIVE				SPEED	
TOTAL	+2	+2	MISC	30	FEET

DEFENSE					
HIT POINTS			RESOLVE POINTS		
TOTAL	CURRENT		TOTAL	CURRENT	
12			5		
ARMOR CLASS (AC)	TOTAL	14	10	+2	ARMOR
ARMOR					MISC
ARMOR UPGRADES					
SAVING THROWS	TOTAL	ABILITY MOD	CLASS	MISC	
FORTITUDE SAVE	+2	+0	0	2	
REFLEX SAVE	+2	+2	0		
WILL SAVE	+6	+4	2		

ATTACKS (pages 78–79)				
MELEE ATTACK	TOTAL	+0	+0	CLASS
RANGED ATTACK	TOTAL	+2	+2	CLASS
WEAPON	battle staff			
WEAPON FUSION				
TOTAL ATTACK	DAMAGE	RANGE	SPECIAL PROPERTY	CRITICAL HIT EFFECT
+0	1d4 kinetic	melee		knockdown
WEAPON	hail pistol			
WEAPON FUSION				
TOTAL ATTACK	DAMAGE	RANGE	SPECIAL PROPERTY	CRITICAL HIT EFFECT
+2	1d4 cold	20 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 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**


Your battle staff also has the knockdown critical hit effect: when you take the Melee Attack action and roll a 20 on the d20, your target loses its next move!

H FEATS

- Feats are special tricks you know.
- Blind-Fight:** You can use this feat when you attempt a Perception check to attack an enemy that's in darkness. If you succeed at the Perception check, the enemy doesn't get the normal +4 bonus to its Armor Class from cover.
 - Great Fortitude:** You get a +2 bonus to Fortitude saving throws (this is already incorporated into your character sheet).

I SKILLS

Anyone can use skills to attempt a variety of tasks. 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 priest knowledge (thanks to your theme), so you get a +5 bonus to Culture and Mysticism skill checks to recall knowledge about religion.

J EQUIPMENT

You have microcord armor and two weapons: a battle staff and a hail pistol. You also have 1 week's worth of field rations, a flashlight, 2 *healing serums* (page 68), a medkit, a medpatch, and a personal comm unit. 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 three 1st-level spells. Three times per day, you can cast any one of them.
- 1st-Level Spells Cast Today:** ☐ ☐ ☐
- Lesser Remove Condition:** You remove either the hampered condition or the staggered condition from yourself or an ally you touch.
 - Mind Thrust:** You deal 2d10 damage to an enemy within 25 feet. The target attempts a Will save (DC = 15) to take half damage (rounded down). This spell doesn't affect creatures with the unliving defensive ability.
 - Mystic Cure:** An ally you touch regains 1d8+4 Hit Points. If the target regains all its HP, you can apply the remaining healing to yourself. If this isn't enough to restore all the target's HP, you can transfer any number of your own HP to the target.

- You also know 0-level spells, which you can cast as many times per day as you like.
- Detect Magic:** You detect magical effects and items that you can see within 60 feet.
 - Ghost Sound:** You create a volume of sound, within 25 feet, that can produce as much noise as 20 normal humans. You can't make specific sounds such as intelligible speech or the exact hum of a particular starship's engines.
 - Telekinetic Projectile:** Make a ranged attack roll (page 79) against an enemy within 25 feet. If you hit, you deal 1d6 kinetic damage.
 - 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.