CHARACTER SHEET STARFINDER

CHARACTER NAME
Kassiopeia

DESCRIPTION

Nanocyte 7	Android	Spacefarer
CLASS/LEVEL	RACE	THEME

Medium	30 ft.	Android	Absalom
SIZE	SPEED	GENDER	HOME WORLD

ALIGNMENT DEITY PLAYER

ABILITY SCORES

	SCORE	MODIFIER	UPGRADED SCORE	UPGRADED MODIFIER
STR STRENGTH	18	+4		
DEX DEXTERITY	14	+2		
CON CONSTITUTION	18	+4		
INT INTELLIGENCE	11	+0		
WIS WISDOM	12	+1		
CHA CHARISMA	8	-1		

INITIATIVE

TOTAL		DEX MODIFIER		MISC MODIFIER
+2	=	+2	+	0

HEALTH AND RESOLVE

	STAMINA POINTS	HIT POINTS	RESOLVE POINTS
TOTAL	70	46	7
CURRENT			

ARMOR CLASS

		TOTAL		ARMOR BONUS		DEX MOD		MISC MOD
EAC	ENERGY ARMOR CLASS	22	=10+	10	+	2	+	0
KAC	KINETIC ARMOR CLASS	24	=10+	12	+	2	+	0

AC VS. COMBAT MANEUVERS 32 = 8 + KAC

DR RESISTANCES

SKILLS

SKILL RANKS PER LEVEL 42

	TOTAL		RANKS		CLASS BONUS		ABILITY MOD		MISC MOD
☑ ACROBATICS* (DEX)	+13	=	7	+	3	+	2	+	1
☑ ATHLETICS* (STR)	+15	=	7	+	3	+	4	+	1
☐ BLUFF (CHA)	+1	=	0	+		+	-1	+	2
†☑ COMPUTERS (INT)	+4	=	1	+	3	+	0	+	0
†☐ CULTURE (INT)	+2	=	0	+		+	0	+	2
☐ DIPLOMACY (CHA)	+1	=	0	+		+	-1	+	2
☐ DISGUISE (CHA)	+1	=	0	+		+	-1	+	2
†☑ ENGINEERING (INT)	+4	=	1	+	3	+	0	+	0
☐ INTIMIDATE (CHA)	+1	=	0	+		+	-1	+	2
†☑ LIFE SCIENCE (INT)	+4	=	1	+	3	+	0	+	0
†☑ MEDICINE (INT)	+4	=	1	+	3	+	0	+	0
†☐ MYSTICISM (WIS)	+4	=	3	+		+	1	+	0
☑ PERCEPTION (WIS)	+11	=	7	+	3	+	1	+	0
†☑ PHYSICAL SCIENCE (INT)	+7	=	3	+	3	+	0	+	1
☑ PILOTING (DEX)	+9	=	4	+	3	+	2	+	0
†☑ PROFESSION (CHA, INT, OR WIS) Quartermaster	+8	=	4	+	3	+	1	+	0
†☐ PROFESSION (CHA, INT, OR WIS)		=		+		+		+	
☐ SENSE MOTIVE (WIS)	+1	=	0	+		+	1	+	0
†☑ SLEIGHT OF HAND* (DEX)	+5	=	2	+	3	+	2	+	-2
☑ STEALTH* (DEX)	+4	=	1	+	3	+	2	+	-2
☐ SURVIVAL (WIS)	+3	=	0	+		+	1	+	2

†Trained Only ☑ Class Skill *Armor check penalty applies

SKILL NOTES

SAVING THROWS

	TOTAL		BASE SAVE		ABILITY MOD		MISC MOD
FORTITUDE (CONSTITUTION)	+9	=	5	+	4	+	0
REFLEX (DEXTERITY)	+7	=	2	+	2	+	3
WILL (WISDOM)	+3	=	2	+	1	+	0

ATTACK BONUSES

BASE ATTACK BONUS (BAB) 7

	TOTAL		BAB		STR MOD / DEX MOD		MISC MOD
MELEE ATTACK	+11	=	7	+	4	+	0
RANGED ATTACK	+9	=	7	+	2	+	0
THROWN ATTACK	+11	=	7	+	4	+	0

WEAPONS

WEAPON	LEVEL	ATTACK BONUS	DAMAGE
Frosthaft Doshko, Subzero	7	+12	2d10 +11 C

CRITICAL	RANGE	TYPE	AMMO/USAGE	SPECIAL
Enfeeble	-	Advanced Melee	- / -	Powered (capacity 20, usage 1), R

WEAPON	LEVEL	ATTACK BONUS	DAMAGE
Laser Rifle, Corona	6	+10	2d6 +7 F

CRITICAL	RANGE	TYPE	AMMO/USAGE	SPECIAL
Burn 1d6	120ft.	Longarm	- / 1 Charges	-

WEAPON	LEVEL	ATTACK BONUS	DAMAGE
Magma Sledge, Rhyolite	5	+12	1d10 +11 B & F

CRITICAL	RANGE	TYPE	AMMO/USAGE	SPECIAL
Staggered	-	Advanced Melee	- / -	Powered (capacity 20, usage 2), R

WEAPON	LEVEL	ATTACK BONUS	DAMAGE
Nova Lance, Yellow Star	7	+12	3d4 +11 E & F

CRITICAL	RANGE	TYPE	AMMO/USAGE	SPECIAL
Wound	-	Advanced Melee	- / -	Powered (capacity 20; usage 1), R

Permission granted to photocopy for personal use. © 2017 Paizo Inc.

ABILITIES

Racial Traits (Android)
Constructed, Exceptional Vision, Flat Affect, Nanite Upgrade

Theme Benefits (Spacefarer)
Theme Knowledge, Eager Dabbler

Class Features (Nanocyte)
Nanite Surge
Nanite Array (Sheath Array (Primary), Cloud Array (Primary), Gear Array (Primary), Sheath Array (Secondary), Cloud Array (Secondary), Gear Array (Secondary), Sheath Array (Tertiary), Cloud Array (Tertiary)
Primary Nanite Faculty (Obliteration), Primary Faculty Techniques, Defensive Dispersal
Nanocyte Knack (Abundant Nanites, Heavy Armor Edge, Sensory Nanites)
Weapon Specialization, Cyto-Conversion, Manifold Array

SPELLS KNOWN

0 SPELLS KNOWN: 0

	SPELLS KNOWN	SPELLS PER DAY	SPELL SLOTS USED
1ST	0	0	0
2ND	0	0	0
3RD	0	0	0
4TH	0	0	0
5TH	0	0	0
6TH	0	0	0

FEATS AND PROFICIENCIES

Weapon Proficiencies
Advanced Melee, Basic Melee, Longarm
Small Arm

Armor Proficiences
Heavy, Light

Feats
Nanite Integration (Rebooting Nanites)
Weapon Specialization (Small Arms)
Weapon Specialization (Longarms)
Weapon Specialization (Basic Melee)
Weapon Specialization (Advanced Melee)
Heavy Armor Proficiency
Step Up And Strike, Step Up
Versatile Focus
Weapon Focus (Advanced Melee)

EQUIPMENT

	LEVEL	BULK
Golemforged Plating III	7	2
Mobility Enhancer, Mk 1	3	0
Frosthaft Doshko, Subzero	7	0
Nova Lance, Yellow Star	7	0
Magma Sledge, Rhyolite	5	0
Laser Rifle, Corona	6	0
Snap Whip, Thunderstrike	3	0
Starknife, Tactical	1	0.1
Hunting Rifle	1	1
Battery, Standard (x2)	1	0
Rounds, Longarm and Sniper (x2)	1	0.2
Gear Maintenance Kit		0.1
Field Ration (1 week)	0	1
Clothing, Everyday	1	0.1
Serum of Healing, Mk 1 (x2)	1	0.2

CREDITS: 1,468

TOTAL BULK: 4

OTHER WEALTH

CARRYING CAPACITY

UNENCUMBERED	ENCUMBERED	OVERBURDENED
	9	18

LANGUAGES

Common, Common, Common

EXPERIENCE POINTS

XP EARNED: 0

NEXT LEVEL

Permission granted to photocopy for personal use. © 2017 Paizo Inc.