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**Obemou Thaebra** [Edit]

Bio & Info | Character Sheet | Abilities & Abilities

**STARFINDER** Obemou Thaebra | Joe Palindor | Human

Core	Classes	Alignment	Age	Gender	Race
					Human

**Ability Scores (Total)**

Ability	Total	Mod	Base	Enhance	Misc	Temp	Damage	Penalty	Drain
STR	18	+2	14	0	0	0	0	0	0
DEX	18	+2	14	0	0	0	0	0	0
CON	10	0	10	0	0	0	0	0	0
INT	14	+2	12	0	0	0	0	0	0
WIS	10	0	10	0	0	0	0	0	0
CHA	11	+1	10	0	0	0	0	0	0

**Health and Wounds (Total)**

Current HP	Max HP	Temp HP	Nonlethal Damage	Max HP Formula
1	18	0	0	@(CON-mod) * @(level)

**Initiative and Speeds (Total)**

Initiative	Speed
10	30

**Experience and Hero Points (Total)**

Current Experience	Next Level	Progress Points	Feat	Hero Points
0	1	0	0	0

**Class Information (Total)**

#	SP	PC:HP	Class Name	SP:1	SP:2	PC:SP1	Feat	Feat	Feat	Level
1	0	0	Rogue	0	0	0	0	0	0	1
2	0	0	Class Name	0	0	0	0	0	0	0
3	0	0	Class Name	0	0	0	0	0	0	0
4	0	0	Class Name	0	0	0	0	0	0	0
5	0	0	Class Name	0	0	0	0	0	0	0
Total	0	0	Rogue	0	0	0	0	0	0	1

**Class Features and Abilities (Total)**

Class #	Class	Name	Short Description	Uses / Max	Star Calculation
1	Rogue	Break Attack	If target is denied a Dex bonus to AC, @	1 / 1	

**Description (Total)**

If a rogue can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage.

**OLD-SCHOOL ESSENTIALS**  
CHARACTER RECORD SHEET

**CHARACTER INFO**

PC: [ ] Class: [ ] Alignment: [ ] Name: [ ] Title: [ ]

**ABILITY SCORES**

STR: [ ] DEX: [ ] CON: [ ] INT: [ ] WIS: [ ] CHA: [ ]

**SAVING THROWS**

STR: [ ] DEX: [ ] CON: [ ] INT: [ ] WIS: [ ] CHA: [ ]

**COMBAT**

HP: [ ] AC: [ ]

**ATTACK VALUE MATRIX**

Attack roll: [ ]

**ABILITIES, SKILLS, WEAPONS**

[ ]

**ENCOUNTERS**

EXP: [ ]

**EXPLORATION**

EXP: [ ]

**MOVEMENT**

MOV: [ ]

**LANGUAGES**

[ ]



Show Ability Scores and Class Information?										Class Information						
Key Ability	Ability Scores						Class Information									
	Ability	Total	Mod	Race	Theme Augments	Point Buy	Ability Increase	HP and SP	Class Name	BAB	Skill Ranks	Fortitude	Reflex	Will	Levels	
STR	10	0	0	0	0	0	0	6	Operati	6	8	2	6	6	9	
DEX	17	3	0	1	0	2	4	0		0	0	0	0	0	0	
CON	12	1	0	0	0	2	0	0		0	0	0	0	0	0	
INT	14	2	0	0	0	4	0	0		0	0	0	0	0	0	
WIS	12	1	0	0	0	2	0	0		0	0	0	0	0	0	
CHA	15	2	0	0	0	5	0			6	90	2	6	6	9	

Show Health and Armor Class?				Armor Class			
Type	Current	Max	Formula	Armor Class	Total	Armor	Dex
SP	0	63	$((@(\text{CON-mod}) * @[\text{level}]$	EAC	10	= 10 +	0
HP	0	54	$(@(\text{HP-racial}) + (@[\text{class}]$	KAC	10	= 10 +	0
Resolve	0	7	$((\text{floor}(\frac{1}{@[\text{level}]}) + (@[\text{level}]$	Combat Maneuvers	18	= 8 +	KAC
Temp HP	0	0					

Starfinder rolling stats. Roll20 starfinder character sheet. Roll20 starfinder character sheet feats.

Star Information This is the basic information on your star ship. Attributes must be referenced as simple text without @() around. This will work technically with the NPCs, however, as long as the "rows" recorded for a NPC are not true, this will probably result in unforeseen ban at stellar rolls by status NPCs. You can mix these two moms of reference to the members of the crew in a particular crew slot (except the captain and pilot fields, which should be one of each). When you roll an attack, a roller appointment asks Gunner to attack and use the statisticals of this top scorer (not stretched or attributes of the linked sheet) for the attack roll. As you change these points, the value of the current shield point will be recalculated. Skills You can apply a buff to all skills defining the skill target in skills: +2 To save skills as in skills, you can bust up all rescues defining the buff target to save: +2 to save backpacks and buffer Its load capacity may be polished, but as it is represented by two values, you must polish each value independently. The systems start in nominal (working as intended). The version of the repetition ship attack has some attributes and mothers of slightly different calculation. Starfinder by Roll20 Sheet The Starfinder by Roll20 Sheet is a lenhaal -triggered character sheet for the paleplaying game of Paizo. Stacking the lenhaal stacking automatically the buffing stacking. See the "using the mods fields" below. Buff -like stacking is insensitive to the case. The sheet deals with many of the mines of managing a character and regardless of whether you are running an NPC, a PC or a star ship. If you want your additional text to be separated from the model Roll (as for API commands), put at least one new line before your addition. From this, you can record the effects of striking effects by changing the status. If you have, you have, The rows that the pilot had the last time you edited/open to your sheet will be pulled and entrances into the star ship's riding fields to calculate the armor class and the ship's destination lock. The configuration sheet is the padgin open by pattern for all new leaves. Using the mods fields, the sheet uses three modes of mod (located in repeating\_buff, repeating\_item and repeating\_ability) to deal with the variety of modifications that can be applied to virtually any facet of the character. This section of the line must be written as if writing a roll in line. If omitted, the type of Bã 'Nus will not be defined. Enter his name as it appears in the DIARRY, but not include the +/-# (for example, your soldier Vesk Obozaya is the top scorer of your ship; put obozaya in the gunner field). Do you have an appeal request? At the top of the section is the repetition\_condition to track your progress through any gage or poisons to which you are exposed. This section is also where you can define the spreadsheet as an interface for the drone of your mechanical. The four fields around the edge of the scan are for the shield points attributed to this quadrant. The items in this section of repetition so the following attributes: name, proportion, energy, PCU, BP, complexion, shields, armor, contracted and describing if the goal is defined as baia de Expansion, the item will be displayed on the expansion panel, the panel, others that appear on systems. Drone configuration works only for PC leaves. The use of Starship star naves are large and complicated moms of moms. € Right is several options for personalization for the rules of the house. When creating a new disease/poison, select in which tracking it uses and select in which position in the track you are. See Starfinder to get general information about the game on Roll20. If the item is defined An energy of energy, it will be added to the power attribute of energy, if it is contained, will be added to the current power attribute. Please That the effect of the energy system on all functions is not taken into account for engineering rolls due to the conditional nature of the application of this penalty when making engineering rolls. Mods rolltime mods that do not solve that a roll is done, or can not be resolved by the plate, can also be applied to most attributes using the mods fields: +? (Experience | No, 0 | Yes, 1d6) Insight to Sense sense motive these buffs will not change the total attribute displayed, but will be taken into account when the roll is made. Buffs Buffs panel contain a repetition section to insert buffs (repeating\_buff) from sources that are not items or skills. From the pattern armor is the edge of an operator, the mods field is like the sheet deals with these adjustments. For this reason, Estelar Lenãsol has vain resources that allow you to link between a star ship and the characters' leafs of its crew for rollers. Conditions this section contains selection boxes, as well as a repeated section. Defenses your CA, rating of destination block, hull points, damage and striking boundaries and total shield points exhibited and editable à € ight here. Separate Vantos Members/Skills of the crew with a van (eg, NPC Gunner 1 +20 or Bluff +6, Intimidate +8, Computers +3) linked sheet if the member of the crew is for A fully stattered characters PC. Defining the sheet as an NPC interface will automatically change the configurations of the message to private. AC (EAC, KAC, Bã 'Nus Armor, Max Dex) To add a bã 'nus of armor to your ca, you can reflect the kee, armor attribute or EAC arm directly, or you can type the bã 'nus like a bã ' armor nudes to add to the armor attribute to this AC. Expression section ends when words start the type of bã 'nus: what type of bã 'nuses to be used for stacking rules, it can be word and is optional. The attributes contained in the attack are: name, type, class, reach, damage, arc, ammo, type, municipality, municipality | max, special, fed, PCU, BP and description of the Explain in one of the five painates of arms, depending on the value inserted to the bow. I noticed a bug: Contact Roll20 Showcase of Flelic Starfinder (GIF) The page configurations of the sheet can be accessed at any time by clicking the right of the Starfinder logo. Under this is the selection boxes for all conditions described in the CRB, as well as in a field in number to record the fearful negatives you have accumulated. By pattern, the sheet is configured for a player character. The armor and contracted values are inserted in the repetition section of detailed systems below. You can replace this after moving to an NPC. Note that if the character character attribute of the character change, you should change it on the star ship sheet so that the rollers work. Target mod: The attribute (s) to apply mod. You can change this in the PANIGINA CONFIGUREDS IN THE COUNTRY RULES. Except through the speed and size fields, these fields do not affect the sheet. Weapons (four arches and tower) the four possible weapon assembly sites are shown below. This can be inserted shields, computers, nomes of energy, armor, research laboratory and other ship systems. Consumer +1 to burden the +2 industrial mass to burden the +1 mass to overload bulk by applying subset buffs, the sheet supports by applying subset buffs to specific subsets of repetition fields. Each of them is a filtered view of the repeating repetition section. You can roll the check of a particular position of the crew by clicking on the name of the crew position (or the lgue weapon - located below - in the case of the top scorer) TICO TO INJURY A STATICS STATE FOR A MEMBER OF A MEMBER OF THE SHIPMENT (FOR NPC SHIPS, FOR EXAMPLE) Enter a member name of the crew or a skill name followed by +/- #. If Buff is activated, the mods listed in their mods fields will be taken into account whenever the sheet updates. Using the PC and NPC leaves, the Menus guide contains macros from the chat menu to make access easier access All the skills of your chat character. Many aspects of flying and fighting in a star ship depends on the skills of the ship's crew and quality. Private, sends these rolls to GM. System Status This bottom panel of the ship leaf summarizes the current state of your ship. Return to the character of the character by clicking on açone x. The effects of this connection is not being displayed in the leaf, but enter to play when you really roll a skill or attack. +2 Armor for EAC or +2 EAC Armor you can also apply a buff to all your AC values (note that the EAC Armor or Kac arm) values defining the buff as armor: +2 as armor vs + 2 For EAC and KAC VS +2 A EAC +2 For Kac The Mother's Dexterity Bã 'Nus also treated by the mods: 5 max dex to armor will result in the larger than larger than a 5 dex bã 'nus that is being applied to your ca. The sheet is displayed as a pady for you to focus on the story that your party and GM are weaving and remaining in the character. This will explain all uses of this syntax. The sheet itself can evaluate calls of attribute within the sheet, the use of most mathematical functions (floor, ceiling, abdam) and artman (+,-,\*,/). The sheet will be called attribute in the roll in leaving to make this sheet be reflected by the name. For this to work, you must have opened the pilot's character sheet (and edit access to it) at least once this session. The importation of pilot classifications above the defense section is a botan that allows pilot classifications to be taken from another sheet. Aparts to obtain a complete discrimination of the attributes and available skills on the leaf, whose attributes are buffer, syntax of the supported macro roll model, see the official Starfinder apartment. The status of a system is automatically taken into account when you A check of a crew position influenced by this system (eg, engines and pilots, arches of weapons and weapons fired by this bow, bow, Expression of expression of bã 'nus type to mode Expression: the expression or mathematical attribute to apply as a buff. The Shield value is added to the Shields attribute | Max. Stop on Starfinder by Roll20 (Q2Y2021) (Fan ') -thread or Char Folha (Fan'rum). Have a question? This pãnao explains how to use the most advanced features of the sheet. The attributes that can be modified using this feature are: attacks: Damage rolls for attack: damage CA: Saved Skills: Skills to polish attack attacks or damage, the Buff uses the words -chauve "Attack" or "" Damage: +1 Insight to attack this will add an insight roll of +1 to all attacks (weapons, skills, and ways). These fields are readnically to facilitate the display of potential pottery/potential consumption and the total computer of the computer. On the left side, the configurations of the message are. The gear açone will move to a cross hammer and a key key. Here you can change how the resolution of a character is calculated, what buffs accumulate and which weapons receive only half of the gun specialization bans. When a pc leaf is signaled like a drone, as the sheet calculates a variety of attributes changes to follow the progress of the Stat Drone in CRB. For example: +2 Incorbacial Insight This will make directed attributes rescalle and form based on whether all their buffs/penalties add up to a buff or a penalty about their state. The ship's quadrant details the large circular hexadecimal grid in the center of the top of the sheet provides a granted representation of the four arms of weapons and shield. The crew can be inserted in two different ways. By pattern, just circumstances, luck and bã 'nus not coming. Repetition\_condition deals with progressive ranges for fanic and mental illness and for each of the six tracks POINT POINTING OF SKILL. Power & Computer Power & Computers are edited entering systems and/or expansion bans below on the sheet. You also go Requested if you are throwing you or not. Switch to an NPC or a ship is unknown how much click on a button. You can add additional model fields (or replace pattern) or add additional messages to be sent outside the roll model. Systems Bays/Expansion These two painates are a filtered view of the repeating repetition section. The pill is simply sends all its rolls (except the menus) to the general chat. Attributes underlined in them (for example, life science) can be referenced using the name underlining of the name or replacing the underlined with a space. Fortunately, with the star shipping mode on the star sheet, your star ship sheet does not need to be. The general buff syntax to apply only to a subset is: +x [type of bã 'nus] to assign to the buff | Attribute to the filter by: what value the attribute should be the same, for example +5 luca for dc | Type: Increir This SHINTAX also works with the combination of buff targets with E: +5 luck to dc | Type: Fire and Possession | Name: Rewards Fair You can filter by subset of subset by separating each subset by a van: +5 luck to attack | Type: Fire, engagement range: body to body you can also filter by section by section using the word -chau "section" instead of a skill name: + 5 Luck to attack | Section: Attack the annex in this expansionable section of attacks, skills and ways allow us to customize the leave of the sheet. The menus are maintained by the leaflets and update as you add, change or remove items from the sheet. This feature requires a slightly more advanced syntax than that used for basic buffs. If you want your addition included in the roll model (how to add an additional field or replace a pattern) insert in the first line of text. The crew is here that the details of the ship's crew are inserted. Here you can The basic behavior of the leaf in many ways. In the center are several options for the display mode of your sheet. Avানা Avানা Syntax An attribute type of mods syntax can also be used to apply a buff to a category of attributes. These text fields are textar and the basic syntax to apply a mod. "+2 racial for stunts". stunts ".



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