STARFORGED

QUICK REFERENCE — YEAR 2677

ABILITY MODIFIERS

SCORE	MOD	SCORE	MOD	SCORE	MOD
1	-5	8-9	-1	14-15	+2
2-3	-4	10-11	+0	16-17	+3
4-5	-3	12-13	+1	18-19	+4
6-7	-2			20	+5

PROFICIENCY & DIFFICULTY

Prof Bonus: Lv1-4 +2, 5-8 +3, 9-10 +4   **DC:** 10/15/20/25/30

SKILLS BY ABILITY

STR: Athletics

DEX: Acrobatics, Sleight of Hand, Stealth

INT: Investigation, Lore, Technology

WIS: Insight, Medicine, Perception

CHA: Deception, Intimidation, Performance, Persuasion

DEATH & DYING

Death Save: d20 (no mods). 10+ = success, 9- = fail

3 Successes: Stable at 0 HP I **3 Failures:** Dead

Nat 1: 2 failures I **Nat 20:** Regain 1 HP

Massive: Full HP to negative max = instant death

ARMOR CLASS

ARMOR	AC	COVER	BONUS
None	10 + Dex	Half	+2
Light	12 + Dex	3/4	+5
Medium	14 + Dex(max2)	Total	Can't target
Heavy	16 (no Dex)		
Shield	+2		

COMBAT ACTIONS

Attack	Weapon/spell attack
Cast	Activate spell
Dash	Double movement
Disengage	No opportunity attacks
Dodge	Attacks vs you disadv.
Help	Ally gains advantage
Hide	Stealth to conceal
Ready	Prepare for trigger
Search	Perception/Investigation
Use Object	Interact with item

CONDITIONS

Blinded: Auto-fail sight; attacks disadv.

Charmed: Can't attack charmer; they have adv. social

Frightened: Disadv. while source visible

Grappled: Speed 0

Incapacitated: No actions/reactions

Invisible: Attacks vs you disadv.; yours adv.

Paralyzed: Incapacitated; auto-fail Str/Dex; melee crits

Poisoned: Disadv. attacks & checks

Prone: Disadv. attacks; melee vs you adv., ranged disadv.

Restrained: Speed 0; disadv. attacks/Dex saves

Stunned: Incapacitated; auto-fail Str/Dex

Unconscious: Incapacitated, prone; auto-fail; melee crits

DAMAGE TYPES

Kinetic: B/P/S

Energy: Fire/Cold/Lightning/Thunder

Plasma: (as Fire)

Laser: (as Radiant)

Void: Necrotic/Psychic

Toxin: Poison

OMNI-LINK (P.10)

Scan (Wis): Detect threats, track targets

Query (Int): Recall info, identify, decipher

Hack (Int): Disable, bypass, seize control

Sync (Bonus): Grant ally advantage

Usage: Prof + Int mod/short rest. Push = System Strain

INFAMY TIERS (P.43)

LVL	INFAMY	TIER	LVL	INFAMY	TIER
1	0	Unknown	6	1000	Celebrated
2	100	Recognized	7	1500	Influential
3	250	Notable	8	2000	Powerful
4	500	Respected	9	2500	Legendary
5	750	Established	10	3500	Transcendent

SPELL SLOTS (P.50)

LVL	1ST	2ND	3RD	4TH	5TH
1	2	–	–	–	–
2	3	–	–	–	–
3	4	2	–	–	–
4	4	3	–	–	–
5	4	3	2	–	–
6	4	3	3	–	–
7	4	3	3	1	–
8	4	3	3	2	–
9	4	3	3	3	1
10	4	3	3	3	2

SHIP COMBAT (P.53)

Systems: Engines, Weapons, Shields, Sensors (0 = disabled)

Maneuver: Opposed Dex + Tech checks

Fire: Attack vs target system. Hit = -1 to that system

Critical: Nat 20 = -2 to system OR hull breach (1d6 crew dmg)

Repair: Engineering check DC 15 = +1 to damaged system

CLASS RESOURCES

CLASS	RESOURCE	MAX	RECOVERY
Arcanist	PP/TC/CR	Lvl x3	All long, Lvl short
Gun-Jock	Adrenaline	Prof bonus	Long rest
Scoundrel	Cunning	Level	All long, 1 short
Space Jammer	Groove	Lvl x3	All long, Lvl short
Void-Walker	Void Energy	Lvl x3	All long, Lvl short