



CHARACTER				
NAME Tara Lushek				
CLASS/LEVEL Solarian 1	RACE Human		THEME Xenoseeker	
SIZE Medium	SPEED 25 ft.	GENDER Female	HOME WORLD Absalom Station	
ALIGNMENT Neutral Good	DEITY Pharasma		PLAYER Charlotte	

ABILITY SCORES			
	SCORE	UPGRADED SCORE	MODS
STR Strength	16	16	+3
DEX Dexterity	13	13	+1
CON Constitution	10	10	+0
INT Intelligence	10	10	+0
WIS Wisdom	10	10	+0
CHA Charisma	14	14	+2

SKILLS						
	TOTAL	RANKS	CLASS BONUS	ABILITY MOD	MISC MOD	
<input checked="" type="checkbox"/> ACROBATICS* (DEX)	-1	= 0	-	+1	-2	
<input checked="" type="checkbox"/> ATHLETICS* (STR)	+5	= 1	+3	+3	-2	
<input type="checkbox"/> BLUFF (CHA)	+2	= 0	-	+2	+0	
<input checked="" type="checkbox"/> CULTURE (INT)	+4	= 1	+3	+0	+0	
<input checked="" type="checkbox"/> DIPLOMACY (CHA)	+2	= 0	-	+2	+0	
<input type="checkbox"/> DISGUISE (CHA)	+2	= 0	-	+2	+0	
<input checked="" type="checkbox"/> INTIMIDATE (CHA)	+6	= 1	+3	+2	+0	
<input checked="" type="checkbox"/> PERCEPTION (WIS)	+4	= 1	+3	+0	+0	
<input type="checkbox"/> PILOTING (DEX)	+1	= 0	-	+1	+0	
<input checked="" type="checkbox"/> SENSE MOTIVE (WIS)	+0	= 0	-	+0	+0	
<input checked="" type="checkbox"/> STEALTH* (DEX)	-1	= 0	-	+1	-2	
<input checked="" type="checkbox"/> SURVIVAL (WIS)	+4	= 1	+3	+0	+0	

† Trained only ☒ Class skill * Armor check penalty applies

INITIATIVE			
TOTAL		DEX MOD	MISC MOD
+1	=	+1	+0

STAMINA HIT POINTS RESOLVE			
	Stamina	Hit Points	Resolve Points
TOTAL	7	11	3
CURRENT			

ARMOR CLASS					
	TOTAL		ARMOR BONUS	DEX MOD	MISC MOD
EAC ENERGY ARMOR CLASS	13	=10+	+2	+1	+0
KAC KINETIC ARMOR CLASS	15	=10+	+4	+1	+0
KAC+8 AC VS. COMBAT MANEUVERS	23	=18+	+4	+1	+0

SAVING THROWS					
	TOTAL		BASE SAVE	ABILITY MOD	MISC MOD
Fort (Con)	+2	=	+2	+0	+0
Ref (Dex)	+1	=	+0	+1	+0
Will (Wis)	+2	=	+2	+0	+0

DAMAGE RES.	ENERGY RES.

MOVEMENT SPEEDS
Speed 25 ft.

EQUIPMENT		
NAME	LEVEL	BULK
Backpack, consumer (empty)	1	–
Beacon	1	1
(5×) Cable line, titanium alloy	1	0
Comm unit, personal	1	L
(2×) Field ration	0	0
Hygiene kit (????)	1	1
Lashunta ringwear I	1	2
(30×) Rounds, small arm	1	L
Semi-auto pistol, tactical	1	L
Solar Weapon		
Space suit	1	1
Starstone compass	1	L
Tent, mass produced (empty)	1	1
Unarmed strike	0	
190 credits		
0 UPB		7/17 bulk

CARRYING CAPACITY	
Encumbered	Overburdened
8 bulk	17 bulk

OTHER

ATTACK BONUSES				
	TOTAL	BAB	ABILITY MOD	MISC MOD
Attack Bonus	+1	= +1	+0	+0
Melee Attack	+4	= +1	+3 (Str)	+0
Ranged Attack	+2	= +1	+1 (Dex)	+0
Thrown Attack	+4	= +1	+3 (Str)	+0
Combat Maneuver Bonus	+4	= +1	+3 (Str)	+0

WEAPONS	
Semi-auto pistol, tactical	RANGE 30 ft.
LEVEL 1	TYPE Ranged
ATTACK BONUS +2	AMMO [USAGE] 9 [1]
DAMAGE 1d6 P	SPECIAL
CRITICAL –	Analog
Solar Weapon (1d6 B) (Su)	RANGE –
LEVEL	TYPE Melee
ATTACK BONUS +4	AMMO [USAGE] 0
DAMAGE 1d6+3 B	SPECIAL
CRITICAL –	–
Unarmed strike	RANGE –
LEVEL 0	TYPE Melee
ATTACK BONUS +4	SPECIAL
DAMAGE 1d3-2 B nonlethal	Archaic, nonlethal
CRITICAL –	

SPELLS
SPELL-LIKE ABILITIES

Weapon Proficiencies
Advanced Melee Weapons, Basic Melee Weapons, Small Arms
Armor Proficiencies
Heavy Armor, Light Armor
Feats
Heavy Armor Proficiency, Spellbane

Abilities

Black Hole (pulled 10', 20 foot radius, DC 12) (Su)
 Std: 20' radius, pull creatures up to 10' toward you (Fort negates)

Solar Weapon (1d6 B) (Su)
 Move: create a weapon

Spellbane
 +2 to saves vs. spells and spell-like abilities.

Stellar Mode (Graviton +1 reflex, Photon +1 damage, Graviton) (Su)
 In combat: either +1 insight to Ref or +1 insight to damage

Supernova (2d6, 10 foot radius, DC 12) (Su)
 Std: 10' radius 2d6 F (ref half)

Theme Knowledge (Ex)
 -5 DC for checks related to Life Science when identify rare creatures.

LANGUAGES

Common	Verbal
Kasatha	Verbal
Shirren	Verbal

EXPERIENCE POINTS

XP EARNED	NEXT LEVEL
0/3 XP	Next level: 2 (3 XP to go)
GAINED:	

NOTES

Tara was content, for a long time, with a life on Absalom Station, cataloging the stories of the Pact Worlds' cultures from afar. A mistaken Drift jump on a routine trip, however, forced the ship to make an emergency landing on an uncharted world, and forced Caitlyn to put theory into practice keeping the passengers alive. It was at this time that her solar powers manifested and she became acutely aware of how big the galaxy was - and upon rescue, she found that she couldn't return to dry theory any longer. The Starfinder Society wasn't about to turn down a recruit, and the young woman soon prepared to set out into the stars again - this time skilled in first contact scenarios, how to survive on an alien world, and if necessary, how to focus her "little light" into a quarterstaff made from solar energy.