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## Roll20 starfinder character sheet wiki

This archive is the collection of all the community-contributed character sheets available for use on Roll20. Contributing Full Character Sheet documentation can be found on Roll20 Wiki: Building Character Sheets. Pull requests are processed weekly and should be submitted no later than 6am PST Mondays, approximately 13:00-14:00 UTC. Previous submissions are encouraged to allow peer review from other contributors. On Monday, a Roll20 employee will review the content to ensure that it meets the standards documented on the Roll20 Wiki. Comments, concerns, and changes resulting from auditing will need to be addressed before the pull request can be merged into the database. Internationalization & Translations We use Crowdin to crowdsource and manage translations for various aspects of our site. Check out the Help Center articles and Community Wiki documentation below to learn about translations and to help us make Roll20 available in as many languages as possible! Sheet translations submitted outside Crowdin will not be accepted and/or will be overwritten by Crowdin. Improve Existing Character Sheets To help improve an existing sheet, just clone this repository. Make your changes, test them in the app using the Custom Accessible with a Roll20 Pro account, and send a pull request. Create your own If you would like to contribute a new page for the community to use, just clone this repository and follow the github instructions. New sheets will need to meet the required minimum standards contained in the Roll20 Wiki. Create a sheet.json File When you are ready to submit your template for public use, create a sheet.json file in your sheet's folder (see the kitchensink folder for an example sheet.json file). This file is required to be named sheet.json. The file has the following fields: html: The exact name, including chapter, of the sheet HTML file (such as kitchensink.html). css: The exact name, including the surrender, of the CSS file for the sheet (e.g. kitchensink.css). author: A simple string telling who contributed toward the cover (e.g. Riley Dutton) roll20userid: A simple string telling role20 user ID's of the authors (e.g. 1 or 45672.145678). Just used so that we know who should credit internally, will not be displayed publicly on the site. patron: Place the URL of a Patreon campaign here, and it will appear below your sheet's description when selected. (e.g. amp;lt;name&gt;); tiptee: Place the URL of a Tipeee here, and it will appear below your sheet's description when selected. (e.g. amp;lt;name&gt;); preview: The exact name, including kapub emphasis, on an image file included in your sheet folder that displays a preview/screenshot of the sheet (will be displayed in-app with 500x500 resolution) (e.g. kitchensink.png). instructions: Markdown-formatted instructions for using the sheet. If there are any setup steps, special reels you want to make the player aware of, etc., this&lt;name&gt; &lt;lt;/name&gt; &lt;lt;/name&gt; place to place that information. Try to be brief. After we have reviewed your sheet if we approve it, we will add it to the approved.yaml file in the root directory which will cause it to be available to everyone on the main Roll20 website. If we reject your sheet, we will comment on your Github commit and let you know what changes need to be made before it can be accepted. PLEASE VERIFY YOUR SHEET. JSON IS VALID JSON on you send it in! Guidelines The previous guidelines available here have been moved and expanded in Roll20 Wiki: Building Character Sheets. License All of the code (HTML/CSS) of the sheets in this repository is released under mit license (see LICENSE file for details). If you contribute a new sheet or help improve an existing sheet, you agree to your contribution being released under the MIT license as well. Page 2Functional 13th age sheet Important field data for macros. @({STRMOD}) represents the strength of courage on its own. @({STRMODLevel}) is the same mod with the current level attached This works with str replaced with any 3 letter stat abbreviation (Dex, CHA, etc) I recommend using [[]] around these fields when they are added to your macros or else where you see the whole math formula in the roll. Attention: Roll20 is no longer maintaining this document on the Community wiki. For the most up-to-date information, please visit this page at our Help Center for help: Here. The official Roll20 Starfinder blade is a sheet worker driven character sheet for Paizo's Starfinder roleplaying game. The sheet handles many of the minutiae to run a character and whether you're running an NPC, a PC, or a Starship sheet appears as a single page so you can focus on the story your party and GM weaves and stays in character. This wiki article explains how to use the more advanced features of the sheet. Do you have a question? Noticed a bug? Got a feature request? Stop by the official Starfinder sheet Roll20 forum thread. The sheet's settings page can be accessed at any time by clicking on the gear icon to the right of the Starfinder logo. The gear icon will be changed to a crossed hammer and wrench. Click the crossed hammer and wrench to return to the page of the character. Settings sheet This is the default page for all new sheets. Here you can change the basic behavior of the sheets in several ways. On the far left side are the message settings. Public simply sends all your rolls (except for menus) to general chat. Privately, they send the rolls to gm instead. In the middle are several options for your sheet's display mode. By default, the sheet is configured for a player character. Switching to an npc or a ship is as easy as clicking a button. This section is also where you can set the sheet up as an interface for your mechanic drone. The drone setting only works for PC sheets. When a flagged as a drone, how the sheet calculates a variety of attributes changed to comply with drone state in CRB. Setting the blade as an NPC interface will automatically change the message settings to private. You can override this after changing to an NPC. On the right are different customization options for house rules. Here you can change how a character's resolve is calculated, what buffs stack with themselves, and which weapons receive only half the weapon specialization bonus. Using PC and NPC Ark Tab menus contain chat menu macros for easy access to all your character's abilities from chat. The menus are maintained by the sheet workers and will be updated when you add, modify, or remove items from the sheet. Buffs The Buffs box contains a repeating section to specify buffs (repeating\_buff) from sources other than objects or abilities. If a buff is enabled, the mods specified in its mods field will be considered whenever the blade updates. See the Use mods fields section below. Criteria This section contains several check boxes and a repeating section. At the top of the section is the repeating\_condition to track your progress through any pathogens or toxins you are exposed to. Below this are check boxes for all the conditions described in cib as well as a number field for recording any negative levels you have accumulated. The repeating\_condition section handles progression tracks for physical and mental disorders, and for each of the six ability points poison tracks. When you make a new disease/poison, select which track it uses, and then select the position on the track you are on. Using the Mods fieldA sheet uses three mod fields (located in repeating\_buff, repeating\_item, and repeating\_ability) to handle the various changes that can be applied to almost any aspect of the character. From standard armor to an operative's edge, the mods field is how the sheet handles these adjustments. These mods fields are textareas and the basic syntax of applying a mod is that you simply take how buff would be said, I have a +2 race bonus to acrobatics and simplify it to +2 race to acrobatics. This section will explain all uses of this syntax. Basic Syntax Expression Bonus Type to Mod Target Expression: the mathematical expression or attribute that should apply as a buff. This section of the line should be written as if you are writing an inline reel. The sheet itself can evaluate attribute calls within the sheet itself, using most mathematical functions (floor, ceil, abs), and arithmetic (+,-,\*,/). The expression section ends when words start BonusType: Which bonus type to use for stacking rules, can be any word and is optional. If omitted, the bonus type is set to untyped. Mod Target: What attribute(s) to apply mod to. Attributes should be referenced as plain text without @{} surrounding it. eg: +2 insight to acrobatics This will cause the targeted attribute(s) to recalculate and they will format based on whether all their buffs/penalties add up to a or a penalty over their unmodified unmodified Attributes with underscores in them (such as life\_science) can be referenced by using the underscore version of the name, or by replacing the underscore with a space. Buff Stacking Sheet handles buff stacking automatically. By default only circumstance, luck, and untyped bonuses stack. You can change this in the settings page under the House Rules section. Buff type stacking is case insensitive. Rolltime Mods Mods that do not resolve until a roll is made, or that can not be solved by the sheet workers, can also be applied to most attributes using mods fields: +?,[Expertise] No.0] Yes.106] insight to feeling motives These buffs will not change the displayed attribute sum, but will be considered when the roll is made. Advanced syntax Modding a type of attribute Mods syntax can also be used to apply a buff to a category of attributes. The attributes that can be modded using this feature are: Attacks: attack Damage rolls: damage AC: ac Saves: Saves Skills: skills To buff attack or damage rolls, use buff target attack or damage: +1 insight to attack This will add a +1 insight roll to all attacks (weapons, abilities, and spells). AC (EAC, KAC, Armor Bonuses, Max Dex) To add an armor bonus to your AC, you can either refer to kac\_armor or eac\_armor attributes directly, or you can write the bonus as an armor bonus for it to be added to the armor attribute to ac: +2 armor to eac OR +2 armor to eac armor You can also apply a buff to all your ac values (note not eac\_armor or kac\_armor) by setting the buff target as armor: +2 to armor VS+2 to EAC and KAC VS +2 to eac +2 to KAC Maximum Dexterity bonuses also handled via the mods field : 5 max dex to armor will result in no greater than a 5 dex bonus applied to your ac. Skills You can apply a buff to all skills by setting the buff target to skills: +2 to skills Saves As with skills, you can buff all saves by setting the buff target to saves: +2 to save Backpacks and Encumbrance buffing Your carrying capacity can be buffed, but since it is represented by two values, you need to buff each value independently. Consumer +1 to encumber bulk Industrial +2 to encumber bulk +1 to overburden bulk Applying Buffs To Subsets Sheet supports applying buffs to specific subsets of repeating fields. This ability requires a slightly more advanced syntax than is used for basic buffs. The general buff syntax to apply only to a subset is: +X [BonusType] to attribute the buff/attribute to filter by:what value the attribute must be equal to e.g. +5 good luck dcltype:fire This syntax also works by combining buff targets with and: +5 happiness to dcltype:fire and profession|name:bounty hunter You can filter by multiple subsets by separating each subset by one : +5 turn to attack|type:fire,engagement range:melee You can also filter by section type by using the keyword section instead of an ability name: +5 turn to attack|section:attack Attacher This scalable section in i abilities, and spells, you can customize the sheet roll output. You can add additional template fields (or overwrite the default fields), or add additional messages to send outside the scroll template. If you want your extension to be included in the scroll template (for example, to add another field, or overwrite a default), enter it on the first line of the text area. If you want your additional text to be separate from the scroll template (for example, for API commands), put at least one new line before your extension. Using Starship Sheet Starships are large, complicated pieces of machines. Fortunately, with starship mode on the Starfinder sheet, your spaceship blade doesn't have to be. Many aspects of flying and fighting in a starship depend on both the crew's skills and the quality of the ship. Because of this starship the sheet has several features that allow linking between a spaceship and character sheets of its crew for rollers. The effects of this linking will not appear on the sheet itself, but will come in to play when you actually roll a skill or attack. Starship Info This is the basic information about your spaceship. In addition to the speed and size fields, these fields do not affect the sheet. Defense Your AC, goal lock scores, hull scores, injuries and critical thresholds, and total shield points are displayed and editable here. The armor and countermeasures values are indicated in the repeat section systems described below. Importing the piloting trail above the defense section is a button that allows the pilot trail to be pulled from another sheet. For this to work, you must have opened the pilot's character sheet (and have edit access to it) at least once this session. If you have, the ranks that the pilot had the last time you edited/opened his blade will be drawn and indicated in the piloting trail field of the spaceship to calculate the ship's armor class and target lock. Crew This is where details of the crew of the ship are in. Crew can be entered in two different ways. You can scroll the control for a particular crew position by clicking on the name of the crew position (or the specific weapon -below- in the case of the shooter) Static number To enter a static number for a crew member's skill (for NPC vessels for example) enter a crew member name or skill name followed by +/-. Separate multiple crew members/skills with a comma (e.g. NPC Gunner 1 +20 or bluff +6, Scare +8, Computers +3) Linked blade If the crew member is a fully closed character PC, enter their name as it appears in the journal, but do not include +/-(e.g. Your cranked soldier Obozaya is your ship's shooter; put Obozaya in the gunner field). The sheet will create attribute calls in the dimmed roll to refer to that sheet by name. Note that if the character's character\_name attributes change, you must change it on the starship sheet for the scrolls to work. This will technically work with NPCs, but then then as registered for an NPC is not true ranks, this will most likely result in unexpected bonuses to starship rolls for statted NPC. You can mix these two methods to refer to crew members in a particular crew location (with the exception of the captain and pilot fields, of which there should be only one each). Power & Computers Power & Computers is edited by entering systems and/or expansion slots further down the blade. These fields are readily for easy display of the total power output /consumption and the total Computer bonus. Ship Quadrant Details The large circular hex grid in the middle of the top of the sheet provides a graphical representation of the four weapon and shield arches. The four fields around the edge of the circle are for the shield points assigned to that quadrant. When you change these points, the current shield point value is recalculated. Weapons (Four arches, and towers) The four possible weapons mount locations are shown next. Each of these is a filtered view of the repeating repeating\_attack. The ship version of repeating\_attack has slightly different attributes and calculation methods. The attributes found in the attack are: Name, type, class, range, damage\_dice, arc, ammo\_type, ammo|max, special, powered, pcu, bp and description The weapon will appear in one of the five weapon boxes depending on the value indicated for it's arc. When you roll an attack, a roll question will prompt you for which shooter is doing the attack and will use that shooter's stats (static number or linked sheet attribute) for the attack roll. You will also be prompted for whether you shoot at will or not. System/Expansion Bays These two squares are a filtered view of the repeating repeating\_system. This is where shields, computers, power cores, armor, research laboratories and other ship systems can enter. Items in this repeating section have the following attributes: Name, purpose, powered, pcu, bp, comp\_bonus, shields, armor, countermeasures and description If the purpose is set to expansion bays, the object will appear in the window expansion bay, other wise it will appear in the system. If the object is specified as an effect core, it's PCU value will be added to the max power attribute, otherwise it will be added to the current power attribute. The shields value is added to the shields|max attribute. System status This bottom panel on the ship's blade summarizes your ship's current condition. Systems start at nominal (works as intended). From there, you can record the effects of critical effects by changing the status. The status of a system is automatically taken into account when rolling a control from a crew position affected by that system (e.g. engines and pilots, weapon arcs and weapons fired from that arc, etc.). Please note that the power system effect on all roles is not taken into account for engineering rollers due to the conditional nature of applying that penalty when making engineering rollers. Add-on For a Full of the available attributes and abilities found on the sheet, which attributes are buffable, supported macro roll template syntax, see Starfinder official attachments. Attachments.

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