



User's Manual

Welcome to the Starfinder HUD

The Starfinder HUD is a community created, sheetworker driven Roll20 character sheet for Paizo's Starfinder roleplaying game. The sheet handles many of the minutiae of running a character so that you can focus on the story your party and GM are weaving and staying in character. This User's manual explains how to use the more advanced features of the sheet.

Community Use

This Character Sheet User's Manual and the Character Sheet it pertains to uses trademarks and/or copyrights owned by Paizo Inc., which are used under Paizo's Community Use Policy. We are expressly prohibited from charging you to use or access this content. This Character Sheet User's Manual and the Character Sheet it pertains to is not published, endorsed, or specifically approved by Paizo Inc. For more information about Paizo's Community Use Policy, please visit paizo.com/communityuse. For more information about Paizo Inc. and Paizo products, please visit paizo.com.

Join the Conversation

Have a question? Noticed a bug? Got a feature request? Stop by the [Starfinder HUD Roll20 forum thread](#).

Want to help out with the sheet?

There are many ways to help maintain and improve the sheet. Whether you can translate it into another language, are willing to beta test upcoming releases, or are an arcane scriptomancer of the html/css/javascript schools. Come join the [Starfinder HUD discord channel](#) and see where you can help out.

Navigating the Sheet

Navigating the sheet is done through the buttons to the right of the starfinder hud logo. Core Button will take you to the PC sheet, the Spells button will take you to the PC spells sheet. If the HUD is configured as an NPC or starship, these two buttons will be replaced with the name of the character which will take you to the appropriate sheet.



Sheet Formatting

The sheet uses a google font called [Aldrich](#). Unfortunately Roll20's security protocols do not allow the font to be displayed by default. In order to display the sheet as you will see it in the example images throughout the manual. Either allow the "unsafe scripts" that firefox or chrome will give you a warning about in the address bar, or download the font to your computer to have it pulled from there.

Settings

This is the page that is open by default for all new sheets. Here you can modify the basic behavior of the sheet in several ways.

On the far left side are you communication settings. Public simply sends all your rolls (except for menus) to general chat. Private, sends those rolls to the gm instead.

In the center are several options for your HUD's display mode. By default the HUD is configured for a player character. Changing to an npc or a ship is as easy as clicking a button. This section is also where you can set the HUD up as an interface for your drone.

Setting the HUD as an NPC interface will automatically change the comms settings to private and will change the Core and spells buttons to a button labeled with the name of the character.

To the right are various customization options for house rules. Here you can change how a character's resolve is calculated, what buffs stack with themselves, and what weapons only get half the weapon specialization bonus.



PCs

The PC sheet has two subsheets - the Core sheet, which contains all of your basic character information; and the spells sheet.

The Core Sheet

The Core PC sheet is made up of 11 panes of information. They are:

Character Info & Class Details

This pane has two tabs contained in it. The character details tab contains fields for all of the basic information about a character. The class details tab contains fields for all of your character's basic class info.

Character Info

The fields contained in this tab are:

character_name, class&level, race, race_hp, theme, size, speed, gender, home_world, alignment, deity, player, and languages.

All of these are directly editable by the user except for class&level, which is created based on the information entered in the class details tab (see below). The race_hp attribute is used to calculate your character's total hp.

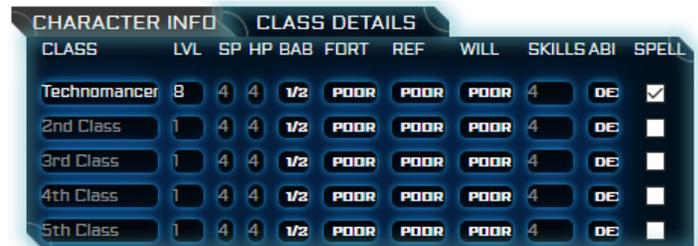


Class Details

The class details tab can handle up to five separate classes, and contains fields for all of the aspects of a class that progress as you level.

The fields contained in this tab are (replace X with the class number 1-5):

class_X_name, class_X_level, class_X_sp, class_X_hp, class_X_bab, class_X_fort, class_X_ref, class_X_will, class_X_skills, and class_X_spells.



Also created from this section is the attribute character_level, which is the character's total level.

The class name and class level attributes will be concatenated to form the class&level attribute in the character info pane which will display all of your classes and their individual levels as "class name class level / class name class level / ...".

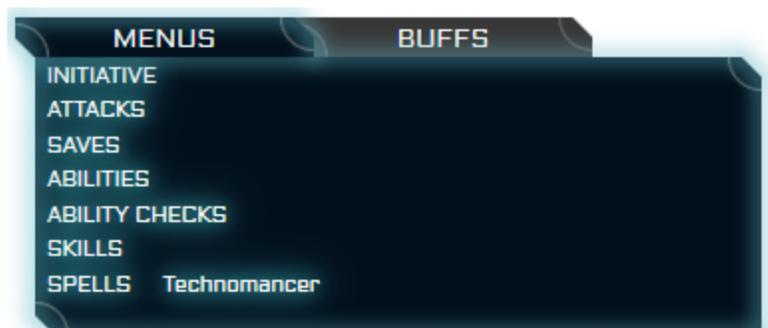
The sheet uses all of the attributes in this tab to calculate your level dependent attributes such as total stamina (sp), total health (hp), total bab (bab), base and total save bonuses, skill points, resolve points (rp), ability DCs, and levels of spells available.

Checkmarking the spell checkbox will enable display of the spells sheet.

Menus & Buffs

Menus

The menus tab contains chat menu macros for easy access to all your character's abilities from chat. The menus are maintained by the



sheetworkers and will update as you add, change, or remove items from the sheet.

Bufs

The bufs pane contains a repeating section for entering bufs (repeating_buff) from sources other than items or abilities. The repeating_buff rows have the attributes repeating_buff_\$X_name, repeating_buff_\$X_mods, and repeating_buff_\$X_toggle. If a buff is enabled, the mods listed in its mods fields will be taken into account whenever the sheet updates. See the handling modifications section below.



Initiative & XP



The initiative pane contains a button to roll your initiative (make sure to have your token selected to have the roll automatically added to the turn tracker), as well as displaying your total initiative mod, and allowing you to select what ability score to base your initiative off of.

The XP fields are to the right of the initiative pane.

Ability Scores

All of your ability scores are contained here. The attributes contained in this pane are (only strength attributes listed, all others follow identical naming scheme):

strength_mod, strength_base, strength, strength_penalty, strength_drain

Ability check rolls are contained in sheet rolls named for each ability score (e.g. %{strength}).

	MOD	TOT	PEN	DRN
STRENGTH	0	10		
DEXTERITY	0	10		
CONSTITUTION	0	10		
INTELLIGENCE	0	10		
WISDOM	0	10		
CHARISMA	0	10		

The two attributes strength_base and strength are linked attributes that occupy the same location on the sheet in the total column. Strength_base is what you enter your ability score into. Strength is then calculated based on your strength_base, any mods affecting strength, and any strength drain that you have accrued.

Your strength_mod attribute is calculated based on your strength score as well as any strength penalty you may have accrued. Note that the effect of penalties increases only at even numbers (2, 4, 6, etc.).

Both penalties and drains can be entered as either negative or positive numbers. The sheet will subtract the absolute value of these attributes.

Health

The health pane contains your stamina, hit points, resolve, and temporary hit points. The attributes contained in this pane are (also included are the |max values):



sp, hp, rp, and temp_hp

Your character's sp, hp, and rp are calculated by the sheet, including any mods to them. This section also uses a dynamic style to change its glow color based on your character's general well-being.

Armor Class

The armor class pane displays all of your abilities to resist attacks. The attributes contained here are:

Eac, eac_armor, eac_ability, kac, kac_armor, kac_ability, cmd, dr, and ac_notes

Your eac, kac, and their armor values are calculated based on the mods you have active from abilities, items, and miscellaneous buffs and the ability score you select for the ac_ability value.



Saving Throws

The saving throws pane displays all of your abilities to resist effects. The attributes contained here are (same naming scheme and capabilities for ref and will):

Fort, fort_base, fort_ability, and save_notes

Saving throw rolls are contained in sheet rolls named for each save (e.g. %{fort}).

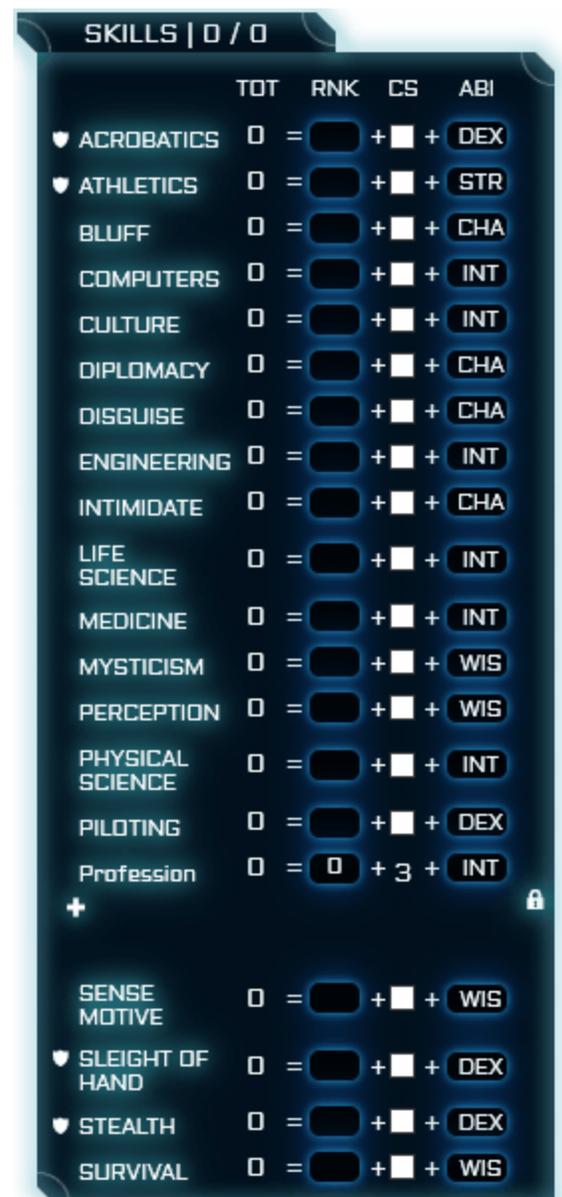
Your fort, and fort_base are calculated based on the mods you have active from abilities, items, and miscellaneous buffs and the ability score you select for the fort_ability value.

Skills

The skills pane is the largest pane when you first create a character. It contains all of the skills a character might possess as well as a repeating section for creating profession or custom skills. This section will discuss these using life science as an example, but all skills except for the profession section follow the same naming scheme as the life science fields. The unique naming scheme of the profession fields will be explained at the end of the skills section.

There are two attributes at the top of the pane that are not included in each skill. These are skill_points and skillPoints|max which are calculated based on the number of ranks you have assigned (for skill_points) and the number of skill points you receive from your class(es), intelligence mod, and any buffs that are active.

Each skill defaults to showing a simplified view that only displays the sheet roll button for that skill as well as the following attributes:



Life_science, life_science_ranks, life_science_class_skill, life_science_ability
Skill rolls are contained in sheet rolls named for each skill (eg. %{life_science})

There will also be a shield icon next to the skill's name if it is affected by armor check penalties (acp).

Hovering over a skill will cause a white cog icon to display. Clicking this icon will expand the skill to reveal the following attributes:

Life_science_acp and life_science_notes

The life_science attribute is calculated based on your ranks in the skill, the class skill bonus (if you have ranks in the skill), the skill's associated ability score, and any mods that you have active from abilities, items, and miscellaneous buffs (including acp if you have checked the acp option).

Profession Skills

The profession skills also follow this naming convention, however, "repeating_profession_\$X_" is used instead of the name of the skill:

repeating_profession_\$X_profession, repeating_profession_\$X_ranks, repeating_profession_\$X_class_skill, repeating_profession_\$X_ability, repeating_profession_\$X_acp, repeating_profession_\$X_notes.

There is also a field unique to profession skills that is editable when in expanded mode, and is displayed as the text of the sheet roll button, repeating_profession_\$X_name.

Attacks

The attacks pane contains the repeating_attack section. Each item in the repeating section has the following attributes (prepend with repeating_attack_\$X_) that are displayed by default:

- Attributes contained in the details view
Name, level, proficiency, category, ability, bonus, range, engagement_range, damage_dice, damage_ability, type, crit, ammo_type, ammo, ammo|max, usage, special
- Attributes contained in the sheet roll button(%{repeating_attack_\$0_roll})
Total, damage_total

Your total attack bonus (aka total) is calculated based on whether you are proficient, your bab, your attack ability and any mods that are active. Your damage total is created from your damage dice, whether you are specialized (and whether your weapon gets full or half specialization bonus), your damage ability (if any), and any buffs that are active.

There are two additional sections to an attack item; additional attacks and attacher. These expandable sections are discussed later in the manual.



Abilities

The abilities pane contains the repeating_ability section. Each item in the repeating section has the following attributes (prepend with repeating_ability_-\$X_) that are displayed by default:

- Attributes contained in the details view
Name, frequency, source, target, duration, attack_ability, attack_bonus, range, engagement_range, damage_dice, damage_ability, attack_type, attack_crit, usage, uses, uses|max, uses, uses_max_base, save_ability, dc, save_type, effect, save_effect, type

Attack calculations

Your total attack bonus (aka attack_total) is calculated based on bab, your attack ability and any mods that are active.

Damage calculations

Your damage total is created from your damage dice, your damage ability (if any), and any buffs that are active.

Save DC calculations

An ability's save DC is calculated as $\frac{1}{2}$ the source's level (If no class is specified, then it is $\frac{1}{2}$ character level) + the ability mod the save is based on + any active buffs.

Rolling an ability

As with attacks, to roll an ability, simply click on the name of the ability (below the details if you have them expanded). The ability will be sent to chat, and fields will be displayed based on what has been enabled in the ability. The example image to the right would show the attack fields, the damage fields, and the save effect fields because all of those fields are expanded. The additional attacks, mods, and attacher sections do not need to be expanded to be active.

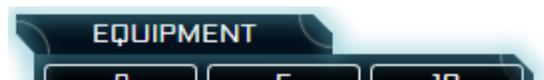
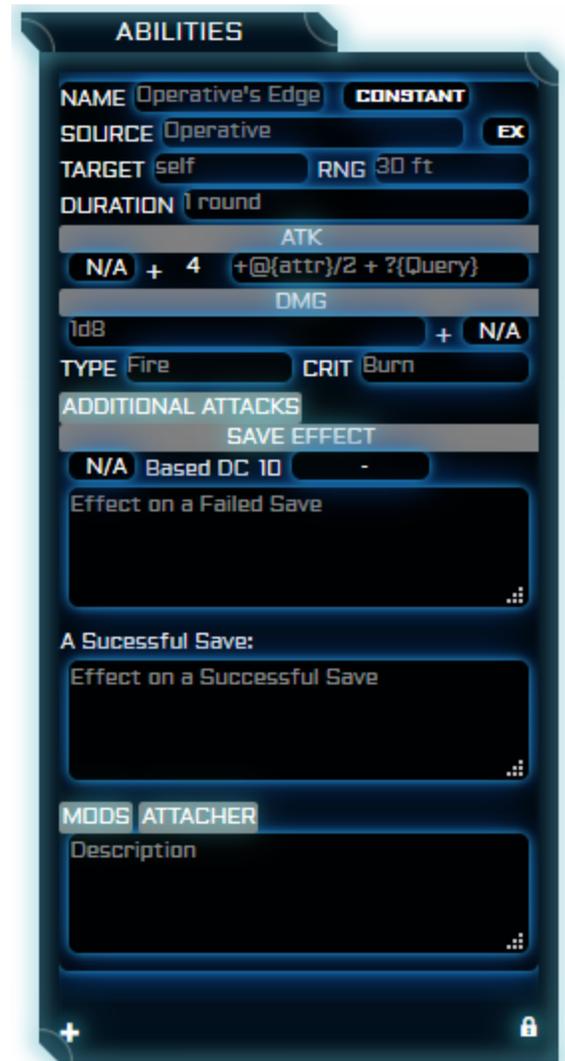
The additional attacks, mods, and attacher expandable sections are discussed later in the manual.

Equipment

The equipment pane contains several pieces of information and features.

Encumbrance

The top three fields in the equipment pane are the attributes carried_bulk, encumber_bulk, and overburden_bulk. As you add items to your inventory, your carried bulk will update (including properly accounting for L and - bulk items). Once your carried bulk equals or exceeds your encumber or overburden



bulk, the appropriate penalties (except for speed) will be applied to your sheet and the value that you have reached becomes highlighted.

Resources

The second row of fields contains the attributes credits, wealth, and upb. These represent the resources that you have on hand. Credits and upb are editable by the user so you can track that big pay day, or paying for that sweet new heavy artillery laser cannon. Wealth is calculated by the sheet based on what you currently have in your inventory.

Inventory

The bottom section of the equipment pane contains the repeating section repeating_item. An item in this repeating section has the following attributes (prepend with repeating_item_\$X_):

Name, equipped, quantity, bulk, and cost.

If an item is not carried, it only affects the wealth of the PC. If the item is carried it applies to the character's carried bulk. If the item is equipped, any mods that it provides are taken into account for calculating other fields on the sheet.

Internal item compendium - Proof of Concept

Located between the add item and edit items buttons at the bottom of the equipment pane is a drop down that defaults to "CRB equipment". This is a feature that owes most of its existence to [u/OmniscientScore](#) and his JSON of all of the core rule book equipment. This drop down is a list of all of the OGL crb equipment. Selecting one of the items will add it to your inventory. If the item has a numerical effect on the character (such as armor), the proper mods will be input to the mods field of the item. If the item is a weapon, an attack entry will be set up with the proper attack and damage settings (based on RAW). This is a proof of concept, and depending on feedback from the community about its utility I will look into doing a similar feature for spells. Please note that this feature can only contain content that is OGL.

The Spells Sheet

If at least one class is marked as a spellcaster, there will be an additional button between CORE and the settings cog at the top of the sheet. This button will take you to the PC spells sheet. The character info, class details, menus, and buffs tabs remain visible on the spells sheet. Below them are a variable number of panes depending on the class level of the spellcasting class(es) and the spell progression route of the class(es).

Spellclasses

This pane displays all of the spellcasting specific details for each of your spellcasting classes. To the right of the spellclasses header is the attribute caster_level which represents your total caster level (including buffs).



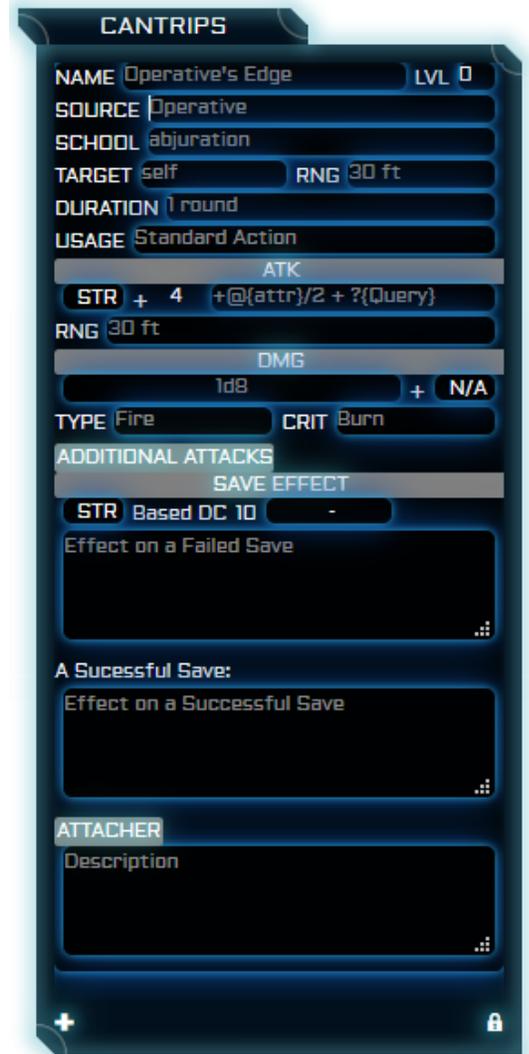
Within the pane itself are up to five sets of spell casting details (horizontal scrolling is enabled if there are more than two. These detail sections contain the following attributes (replace X with the class number, 1-5; replace N with spell level, 1-9):

class_X_casting_ability, class_X_spell_progression, class_X_cantrips_per_day, class_X_cantrips_per_day|max, class_X_level_N_spells_per_day, and class_X_level_N_spells_per_day|max

Both core rulebook casters (mystic and technomancer) use the partial spell progression, and so this is the default. There is however handling for bloodrager style 4th level casting, wizard/cleric style 9th level prepared casting, and sorcerer style spontaneous 9th level casting in case your group is transferring a pathfinder spellcaster into starfinder. If an official class is released with a starfinder version of any of these spellcasting routes, they will be updated to match the RAW.

Spells

Depending on your spellcasting class level, and spell progression, there will then be between 1 and 10 other panes in the spells sheet. These are all filtered views of a single repeating section; repeating_spell. Fields that are the same as in an ability use the same attribute name. The attributes unique to spells (prepend with repeating_spell_\$X_) are level and school. Which pane, and which section of the spells chat menu, the spell appears in depends on what is entered for spell level (a level of 0, or if the level attribute does not resolve to a number from within the sheet, shows up in the cantrips pane).



NPCs

What's an adventure without people to save, town elders in need of help, and big bad evil guys (or gals) and their minions to defeat.

The NPC sheet is where you as gm can easily stat out all of these characters in your world. There are three sections to the NPC sheet. The menu section has already been covered above in the PC sheet overview. The other two sections represent two different ways to bring the party's enemies and allies to life in Roll20.

Starfinder HUD NPC Statblock

The left side of the NPC sheet is a slightly modified version of the statblock format described in the CRB that is fully editable.

At this time, the NPC statblock does not respond to buffs, although this is a feature that will be coming soon. The statblock is separated into several basic fields as per the CRB.

Demo NPC		CR 1/3
XP	200	
RACE & GRAFTS		
NE	MEDIUM	Type (subtype)
INIT	0	SENSES Darkvision (60ft)
PERCEPTION	0	
AURA	Unnatural Aura (30ft)	

General Creature Info

The top of the starfinder HUD statblock is where you can enter all the general information about the creature. From its name to the weird homebrew race of sentient nebulas you've created for your campaign, it all goes here.

Defense

The defense section mostly works just like the defense section of the CRB statblock. Fields for resolve points are included in case your statting out your BBEG and need them to fuel is scary tactics.

DEFENSE	HP	20	/	20	RP	0	/	0
EAC	0	KAC	0	CMD	0	AC Notes		
FORT	0	REF	0	WILL	0	Save Notes		
DEFENSIVE ABILITIES								
DR				IMMUNITIES			SR	
RESISTANCES			WEAKNESSES					

Offense

This section contains two repeating sections; repeating_attack (with filtered views of ranged and melee) and repeating_spell (which is not filtered). These sections work almost identically to their PC counterparts, although many of the fields that were previously calculated by the sheet are now manually entered.

OFFENSE
SPEED
MELEE <input type="checkbox"/> <input type="checkbox"/>
NAME Laser Pistol LVL 0
SPECIALIZED CATEGORY Longarm
ATK STR + 0 +@{(attr)/2 + ?{Query}}
RNG 5 MELEE
DMG 1d8 + N/A +@{(attr)/2 + ?{Que
TYPE direct-fire CRIT Burn
ammo /
USAGE 1 charge SPECIAL heirloom
ADDITIONAL ATTACKS ATTACHER
Description
0 (0 direct-fire),
RANGED <input type="checkbox"/> <input type="checkbox"/>
SPACE 5 ft REACH
SPELLS KNOWN (CL 0)
NAME Operative's Edge LVL
SOURCE Operative
SCHOOL abjuration
TARGET self RNG 30 ft
DURATION 1 round
USAGE Standard Action
ATK DMG ADDITIONAL ATTACKS SAVE EFFECT ATTACHER
Description
Laser Pistol ,
<input type="checkbox"/>

Statistics & Ecology

Here you'll find most of the nuts and bolts of what makes the NPC tick game mechanics wise as well as who they are. Other than all skills being displayed, these sections look just like the CRB versions.

Special Abilities

Unlike with the CRB statblock, all abilities, whether offensive, defensive, or miscellaneous are contained here. This section contains a view of the repeating_ability section, and as with spells, it works the same way except that many fields are fully editable.

Importing an NPC Statblock

The right side of the NPC sheet contains the chat menus (described in the PC sheet), as well as a statblock importer. This feature uses RegEx to extract the details of a creature from the text of the statblock and convert it into attribute values on the sheet. For an example of a

MENUS	IMPORT
--WARNING-- EXPERIMENTAL FEATURE --WARNING--	
<input type="checkbox"/> IMPORT	<input checked="" type="radio"/> PAIZO STATBLOCK <input type="radio"/> SRD STATBLOCK
Paste statblock here, removing line breaks for lines that have wrapped.	

creature in the proper format with all possible fields being used, see the [Space Goblin Monark](#) (CRB 421).

The importer does have some flexibility, and will handle the different order in which official Paizo material and starfindersrd.com (assuming it follows the pattern of d20pfsrd.com) display ecology and special abilities. Note that currently there are at least 5 different statblock formats represented on starfindersrd.com, and not all of them are compatible for immediate import.

It is also reasonably easy to import statblocks created with [u/OmniscientScore's monster builder](#).

Preparing Statblocks for Import

Paizo PDF

- Make sure that random line breaks have not been introduced by the formatting of the PDF
- Remove any notations about "Each" or number of the creature that are part of the encounter
- The tactics section is not currently imported. You will need to copy the contents of this section into the sheet manually.

Starfindersrd.com

Details on this once there is a consensus format on starfindersrd.com. If the only problem with your statblock is that the ecology and special abilities sections are swapped, simply mark the statblock as an SRD statblock.

Sfrpgtools monster builder

1. The CR will move to it's own line when you copy the statblock out of the monster builder and into the import textarea. Move this back to the line with the creature name.
2. If the creature has resolve points, they need to be listed next to the hp, in the format RP ##
3. Remove the "Heads up!..." line.
4. All special abilities sections must be combined into a single section labeled Special Abilities at its top.
5. All abilities in the special abilities section must be denoted as extraordinary, supernatural, or spell like abilities (Ex, Su, and Sp respectively) by putting the proper abbreviation immediately after the name of the ability. Failure to do this step for all abilities will result in some abilities being included in the descriptions of other abilities, or ignored outright. The rest of the statblock will still import correctly.

Once you have properly formatted your statblock, click the import button. It will turn black indicating the import is underway. If the import is successful, you will see the creature's statblock appear in attribute format on the right and the right side of the sheet will return to displaying the menus. If import is unsuccessful, the statblock textarea will remain visible and the import button will return to grey.

My statblock won't import!

If you have checked your statblock to be sure it is formatted correctly and it still won't import, don't fret. This is still an experimental feature. Please post your formatted statblock, or a link to it, on the sheet's forum thread along with what did work, didn't work, or was just plain weird. I'll take a look at it and let you know if it was formatted wrong, or if I just hadn't coded the importer to handle a statblock like it yet. If the latter and it is a first party format, I'll work on getting the capability in for the next update.

Starships

Starships are big, complicated pieces of machinery. Luckily, with the starship mode on the Starfinder HUD, your starship sheet doesn't have to be. Many aspects of flying and fighting in a starship depend on both the crews skills and the quality of the ship. Because of this the starship sheet has several features that allow linking between a starship and the character sheets of its crew for rolls. The effects of this linking will not be displayed on the sheet itself, but will come in to play when you actually roll a skill or attack.

The image displays the Starfinder HUD interface for a Demo Ship. At the top left is the 'STARFINDER HUD' logo, and next to it is a 'Demo Ship' button with a gear icon. The main interface is divided into several sections:

- STARSHIP INFO:** Contains fields for 'Demo Ship', 'STARSHIP NAME', 'TIER', 'MAKE AND MODEL', 'SIZE' (with a 'TINY' dropdown), 'FRAME', 'SPEED', 'CLUMSY', 'MANEUVERABILITY', and 'DRIFT RATING'.
- DEFENSES:** Includes 'TOTAL AC' (0), 'TOTAL TL' (0), 'PILOTING' (0), 'CURRENT HP' (0), 'TOTAL HP' (0), 'THRESHOLDS' for 'DAMAGE' (0) and 'CRITICAL' (10), and 'SHIELD TOTAL' (0).
- CREW:** Lists roles: 'CAPTAIN', 'ENGINEER', 'PILOT', 'SCIENCE OFFICER', and 'GUNNER', each with an associated input field.
- POWER & COMPUTERS:** Features 'POWER' and 'COMPUTER' input fields.
- Ship Layout:** A central circular hexagonal grid representing the ship's deck. The center hexagon contains a white airplane icon. Surrounding it are four larger hexagons labeled 'FORWARD', 'AFT', 'PORT', and 'STARBOARD', each with a small square input field.

Starship Info

This is the basic information about your starship. Except for the speed and size fields, these fields do not affect the sheet.

Defenses

Your AC, target lock rating, hull points, damage and critical thresholds, and total shield points are displayed and editable here. The armor and countermeasure values are entered in the systems repeating section detailed below.

Crew

This is where details on the crew of the ship are entered. Crew can be entered two different ways. You can roll the check for a given crew position by clicking on the name of the crew position (or the specific weapon -located below- in the case of the gunner)

Static number

To enter a static number for a crew member's skill (for NPC ships for instance) enter a crew member name or a skill name followed by +/-#. Separate multiple crew members/skills with a comma (e.g. NPC Gunner 1 +20 or bluff +6, Intimidate +8, Computers +3)

Linked Sheet

If the crew member is a fully statted out character (PC or NPC). Enter their name as it appears in the journal, but do not include the +/-# (e.g. Your vesk soldier Obozaya is your ship's gunner; put Obozaya in the gunner field). The sheet will create attribute calls in the outputted roll to reference that sheet by name. Note that if the character's character_name attribute changes, you must change it on the starship sheet in order for the rolls to work.

You can mix these two methods of referencing crew members in a given crew slot (except for the captain and pilot fields, which there should only ever be one each of).

Power & Computers

You can either enter power usage and computer bonuses here manually, or they will be updated as you add systems to the repeating_system section (detailed below). If manually entering a computer bonus, enter it in the format "+X / +X / ...". The sheet is set up to only accept computers that grant the same bonus for each node. If you do enter different bonuses, only the first bonus will be able to be automatically added to rolls.

Ship Quadrant Details

This large circular hex grid in the center of the top of the sheet gives a graphical representation of the four weapon and shield arcs. The four fields around the edge of the circle are for the shield points assigned to that quadrant. As you change these points, the current shield point value will recalculate.

Weapons (Four arcs, and turret)

The four possible weapon mount locations are displayed next. Each of these is a filtered view of the repeating section repeating_attack. The ship version of repeating_attack has some slightly different attributes and calculation methods.

The attributes contained in the attack are:

Name, type, class, range, damage_dice, arc, ammo_type, ammo, ammo|max, special, powered, pcu, bp, and description



The weapon will display in one of the five weapon panes depending on what value is entered for its arc. When you roll an attack, a roll query will prompt you for which gunner is making the attack and will use that gunner's stats (static number or linked sheet attributes) for the attack roll. You will also be prompted for whether you are firing at will or not.

Systems/Expansion Bays

These two panes are a filtered view of the repeating section repeating_system. This is where shields, computers, power cores, armor, research labs, and other ship systems can be entered. Items in this repeating section have the following attributes:

Name, purpose, powered, pcu, bp, comp_bonus, shields, armor, countermeasure, and description

If the purpose is set to expansion bay, the item will be displayed in the expansion bays pane, otherwise it shows up in systems.

If the item is set as a power core, its PCU value will be added to the max power attribute, otherwise, it is added to the current power attribute. The shields value is added to the shields|max attribute.

System Status

This bottom panel of the ship sheet summarizes your ship's current state. Systems start at nominal (working 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 you roll a check from a crew position influenced by that system (e.g. engines and pilots, weapon arcs and weapons fired from that arc, etc.)

SYSTEM STATUS

LIFE SUPPORT (1-10)	NOMINAL	GLITCHING	MALFUNCTIONING	WRECKED
SENSORS (11-30)	NOMINAL	GLITCHING	MALFUNCTIONING	WRECKED
WEAPONS ARRAY (31-60)				
ENGINES (61-80)	NOMINAL	GLITCHING	MALFUNCTIONING	WRECKED
POWER CORE (81-100)	NOMINAL	GLITCHING	MALFUNCTIONING	WRECKED

	NOMINAL	GLITCHING	MALFUNCTIONING	WRECKED
Visual Arcs				

General Sheet Info

Mods

The sheet uses three mod fields (located in repeating_buff, repeating_item, and repeating_ability) to handle the variety of modifications that can be applied to just about any facet of the character. These mods fields are textareas and the basic syntax to apply a mod is:

	MOD	TOT	PEN	DRN
STRENGTH	0	10		
DEXTERITY	0	10		
CONSTITUTION	0	10		
INTELLIGENCE	0	10		
WISDOM	0	10		
CHARISMA	0	10		

expression [Bonus Type] to MOD TARGET

- Expression: the mathematic expression or attribute to apply as a buff. This section of the line should be written as if writing an inline roll. The sheet itself can evaluate attribute calls within the sheet itself, use of most math functions (floor, ceil, abs), and arithmetic (+, -, *, /). The expression section ends when words begin
- Bonus Type: What bonus type to use for stacking rules, can be any word
- Buff Target: What attribute(s) to apply the mod to. Attributes should be referenced as plain text without the @{} surrounding it.

e.g:

+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 buff or a penalty over their unmodified state. Attributes with underscores in them (e.g. life_science) can be referenced using the underscore version of the name, or by replacing the underscore with a space.

Buff Stacking

The 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 cannot be resolved by the sheetworkers, can also be applied to most attributes using the mods fields:

+?{Expertise|No,0|Yes,1d6} insight to sense motive

These buffs will not change the displayed attribute total, but will be taken into account when the roll is made.

Advanced syntax

Attack and Damage

To buff attack or damage rolls, the buff target uses the keywords "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)

In order to add an armor bonus to your AC, you can either reference the kac_armor or eac_armor attribute directly, or you can type the bonus as an armor bonus for it to be added to the armor attribute for that ac.

+2 armor to eac

OR

+2 to eac armor

You can also apply a buff to all your ac values (note not the 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 are also handled via the mods fields:

5 max dex to armor will result in no greater than a 5 dex bonus being 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 saves

Backpacks and Encumbrance buffing

Your carrying capacity can be buffed, but since it is represented by two values, you must buff each value independently.

Consumer

+1 to encumber bulk

Industrial

+2 to encumber bulk

+1 to overburden bulk

Applying Buffs To Subsets

The sheet supports applying buffs to specific subsets of repeating fields. This capability requires a slightly more advanced syntax than is used for basic buffs. The general buff syntax to apply only to a subset is:

+X [Bonus Type] to attribute to buff|attribute to filter by:what value the attribute must equal

e.g.

+5 luck to dc|type:fire

This syntax also works with combining buff targets with and:

+5 luck to dc|type:fire and profession|name:bounty hunter

You can filter by multiple subsets by separating each subset by a comma:

+5 luck to attack|type:fire,engagement range:melee

You can also filter by section type by using the "section" keyword instead of an ability name:

+5 luck to attack|section:attack

Additional Attacks

This expandable section of attacks, abilities, and spells contains settings for dynamically handling a full attack. The sheet can handle up to 5 attacks in a full attack and will automatically apply your full attack penalty.

The attributes contained in this section are (prepend repeating section syntax onto these):

Full_attack_query, full_attack_number, and full_attack_penalty

The options for full_attack_query are to ask with each attack what you would like to do (using a roll query), always roll a full attack, and never roll a full attack.

You can enter any macro code that could go in an inline roll in this field, including roll queries, and grouped rolls into the full_attack_number and full_attack_penalty fields.

If you do choose to roll a full attack, the number of attacks you entered in for full_attack_number will be rolled and the penalty from full_attack_penalty will be applied. If the number of attacks evaluates to less than 1 or more than 5, the attack will roll 1 or 5 attacks (respectively).

Attacher

This expandable section of attacks, abilities, and spells allows you to customize the sheet roll's output. You can add additional template fields (or overwrite the default ones), or add additional messages to be sent outside of the roll template. If you would like your addition included in the roll template (such as to add an additional field, or overwrite a default one) enter it on the first line of the textarea. If you would like your

additional text to be separate from the roll template (such as for API commands), put at least one new line before your addition.

Appendix A: Buffable Attributes

PC Attributes

Strength, Dexterity, Constitution, Intelligence, wisdom, charisma, sp_max, hp_max, rp_max, temp_hp_max, eac, eac_armor, kac, kac_armor, cmd, fort, ref, will, skill_points, acrobatics, athletics, bluff, computers, culture, diplomacy, disguise, engineering, intimidate, medicine, mysticism, perception, piloting, repeating_profession_\$X_profession*, stealth, survival, repeating_attack_\$X_total¹, repeating_attack_\$X_damage_total², encumber_bulk, overburden_bulk, repeating_ability_\$X_attack_total¹, repeating_ability_\$X_damage_total², repeating_ability_\$X_dc*, caster_level, repeating_spell_\$X_attack_total¹, repeating_spell_\$X_damage_total², repeating_spell_\$X_dc*

Coming Soon - NPC & Starship Attributes

**These attributes should be referenced as if they were not repeating attributes for the purposes of targeting a buff.*

¹These attributes should be referenced via the attack keyword

²These attributes should be referenced via the damage keyword

Appendix B: Tutorials

[The Starfinder HUD Tutorial Series:](#)

- [Starfinder HUD PC Core Sheet \(Solarion\)](#)
- [Starfinder HUD PC Spells Sheet \(Technomancer\)](#)
- [Starfinder HUD NPC Sheet \(Tozeor the Eternal\)](#)
- Starfinder HUD Starship Sheet - Coming Soon

Appendix C: Roll Templates

Full Templates

sf_generic

Used for chat menus, saves, ability checks, and skill rolls.

```
&{template:sf_generic} {{name=}} {{characterid=}} {{title=}} {{r1name=}}
{{r1=}} {{r2name=}} {{r2=}} {{r3name=}} {{r3=}} {{r4name=}} {{r4=}}
{{r5name=}} {{r5=}} {{notes=}} {{buttons0=}} {{buttons1=}} {{buttons2=}}
{{buttons3=}} {{buttons4=}} {{buttons5=}} {{buttons6=}} {{buttons7=}}
{{buttons8=}} {{buttons9=}}
```



sf_attack

Used for weapon attack rolls.

```
&{template:sf_attack} {{name=}} {{characterid=}} {{title=}} {{level=[[must
contain inline roll]]}} {{fullattack=[[must be inline roll]]}} {{r1name=}}
{{r1=}} {{damage1type=}} {{damage1=}} {{crit1damage=}} {{crit1effect=}}
{{r2name=}} {{r2=}} {{damage2type=}} {{damage2=}} {{crit2damage=}}
{{crit2effect=}} {{r3name=}} {{r3=}} {{damage3type=}} {{damage3=}}
{{crit3damage=}} {{crit3effect=}} {{r4name=}} {{r4=}} {{damage4type=}}
{{damage4=}} {{crit4damage=}} {{crit4effect=}} {{r5name=}} {{r5=}}
{{damage5type=}} {{damage5=}} {{crit5damage=}} {{crit5effect=}}
{{range=}} {{ammo_type=}} {{curr_ammo=}} {{rightbanner=}} {{notes=}}
{{buttons0=}} {{buttons1=}} {{buttons2=}} {{buttons3=}} {{buttons4=}}
{{buttons5=}} {{buttons6=}} {{buttons7=}} {{buttons8=}} {{buttons9=}}
```



sf_spell

Used for abilities and spells.

```
&{template:sf_spell} {{name=}} {{characterid=}} {{title=}} {{rightbanner=}}
{{activation=}} {{duration=}} {{targets=}} {{range=}} {{saveflag=}}
{{savedc=}} {{savetype=}} {{effect=}} {{saveeffect=}} {{attackflag=}}
{{fullattack=[[must be an inline roll]]}} {{r1=}} {{damageflag=}}
{{damage1type=}} {{damage1=}} {{crit1damage=}} {{crit1effect=}} {{r2=}}
{{damage2type=}} {{damage2=}} {{crit2damage=}} {{crit2effect=}} {{r3=}}
{{damage3type=}} {{damage3=}} {{crit3damage=}} {{crit3effect=}} {{r4=}}
{{damage4type=}} {{damage4=}} {{crit4damage=}} {{crit4effect=}} {{r5=}}
{{damage5type=}} {{damage5=}} {{crit5damage=}} {{crit5effect=}}
{{notes=}}
```



sf_ship_attack

```
&{template:sf_ship_attack} {{name=}} {{characterid=}} {{title=}} {{arc=}}
{{r1=}}
    {{damage1=}} {{range=}} {{class=}} {{type=}} {{curr_ammo=}}
{{ammo_type=}} {{rightbanner=}} {{notes=}} {{buttons0=}} {{buttons1=}}
{{buttons2=}} {{buttons3=}} {{buttons4=}} {{buttons5=}} {{buttons6=}}
{{buttons7=}} {{buttons8=}} {{buttons9=}}
```

Special Field Behaviors

{{name}} & {{characterid}}

Characterid is not displayed on it's own. It is used to create a hyperlink to the character named in the name field.

{{r#}}, {{crit#damage}} & {{crit#effect}}

The crit fields will only appear if the first roll in the correspond r# field is a critical success.

{{fullattack}} & additional attack/damage fields

The fullattack field only accepts a single inline rolls.

For the sf_attack and sf_spell templates the additional attack rolls, damage rolls, and crit effects (e.g. r2+) will only display if the inline roll in fullattack is at least equal to the roll number. As an example the 2nd set of attack/damage rolls will not display unless the inline roll in fullattack resolves to 2 or more.

{{buttons#}} {{notes}}

The buttons and notes fields are designed for large pieces of text. They have a maximum height, and will switch to a scrollable format if they require more space.

{{saveflag=}}, {{savedc=}}, {{savetype=}}, {{effect=}}, and {{saveeffect=}} and {{attackflag=}} and spell attacks, and {{damageflag=}} and spell damage

This works similarly to the fullattack field controlling additional attacks. If the inline roll in the flag field is 1 or greater, the corresponding fields will be displayed.



Appendix D: Sheet Change Log

0.041518887573

Fixed several issues to make the sheet follow the Open Gaming License for Paizo products. Reintroduced the item compendium.

0.041518422490

Bug Fixes

Fixed several bugs discovered throughout the soft launch.

v0.041517984312

New Features

Starship Sheet is Live!

- Automatic handling for system statuses.
- Link your starship to your character for easy rolling of ship related skills. Enter character names of those fulfilling each role. Separate multiple entries with a comma. If using an NPC ship, enter skill/npc name to be used followed by +/-X and separate multiple skills/npc names with a comma.

Internal Compendium Proof of Concept

- There is now an internal compendium of all of the CRB equipment.
- Items will be added to your inventory with all stats (including mods) properly configured for the sheet
- Weapons will add attacks as well (including parsing of solarion weapon crystals - Weapon crystal attacks display very ugly on the sheet atm)

Changes/Additions to Existing Features

- Ability and Spell fields are now buffable (DC, attack, damage)
- Caster Level is now displayed on the spells sheet, and is buffable (buffing caster level will not affect what spell levels are displayed)
- Encumbrance now applies the appropriate maximum dexterity and ACP effects.

Bug Fixes

- Attack attribute dropdowns do not default to @{strength} correctly

- NPC initiative is not rolling properly - need to add handling for misc so it equals the init mod - the ability score.
- Saves same as initiative
- Same for acrobatics
- ACP is not included in skill rolls
- Pseudo tabs don't work in chrome

Known Issues

- There is an issue with how the windows version of chrome handles the sheet's styling. The corner border highlights for sections do not place correctly in Windows Chrome.

Project Status

- The user's guide will be updated in the next few days.
- This marks the start of stage 4 of the sheet's development, otherwise known as the open beta.
- The sheet has been submitted to the repo. If it is accepted, it should show up as an option in your game settings some time next week (just in time for Valentine's Day).
- The Starfinder Github Repository has been reformatted. There is now a production branch (versions of the sheet that have been submitted to the Roll20 repo), and a development branch(WIP code).

[v0.021509511359](#)

Bug Fixes

- Racial Abilities Chat Menu was not being created
- Misc attribute was not included in some rolls. Not all attributes have been fixed, but many have been improved.

Changes to Existing Features

- The full attack conditional display of the roll template now handles up to 5 attacks, this has changed the value of the full attack query in attacks, abilities, and spells as well as the macros for each of these. Please reselect your full attack settings and delete Macro text to generate current macros.
- The way that buffs are handled for rollable attributes has changed. As before, all buffs are evaluated at edit time and buff formatting and buffed total is displayed according to what can be evaluated by the sheetworkers. In addition, all buffs are now added into the misc attribute of a given roll total as a sum or keep highest inline roll which is then evaluated at roll time for the total. This means that typed bonuses that have a random value such as the Envoy's expertise die can now stack correctly. This change requires now macro editing on the user's part to take effect.
- All roll templates have had some minor styling changes. These style changes come with a few new fields. If you would like to use the new fields, please delete your macro text to cause the sheet to regenerate it.