STARFINDER

CORE RULEBOOK

THE PACT WORLDS SYSTEM

APOSTAE

AUCTURN

LIAVARA

THE DIASPORA

EOX

BRETHEDA

IDARI

ABSALOM STATION

AKITON

TRIAXUS

ABALLON

CASTROVEL

VERCES

STARFINDER

CORE RULEBOOK

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WELCOME TO STARFINDER

Delving into alien ruins in search of lost magic. Matching wits with corporate technomancers and their robot army in the gritty streets of a space station. Strafing a dragon-crewed attack cruiser with your starship, defending a new colony from deadly alien predators, or making first contact with a previously unknown alien empire.

Whether your tools are laser rifles, powered armor, esoteric magic, or simply your powers of persuasion, the Starfinder Roleplaying Game is a game of heroes who change the face of the galaxy, one adventure at a time.

GETTING STARTED

In Starfinder, you and your friends play the crew of a starship exploring the mysteries of a weird universe. Within this framework, however, there are no limits to the characters you can play and stories you can tell. Will you join the Starfinder Society in unearthing alien technology, or seek fame and fortune as a corporate mercenary? Perhaps you're a Xenowarden fighting to protect the ecology of new planets, a mind-reading mystic detective, or an android assassin with a magic sword trying to atone for a dark past. Whatever your mission, you and your team will need all your magic, weapons, and wits to make it through. But most of all, you'll need each other.

Before you can pick up your arc pistol and blast off toward adventure, there are some key things you need to know about running or playing in a Starfinder game. If you're already experienced with roleplaying games, feel free to skip ahead to the next page.

WHAT'S A ROLEPLAYING GAME?

Starfinder is a tabletop adventure roleplaying game (RPG): an interactive story in which one player—the Game Master—sets the scene and presents challenges, while the other players each assume the role of a science fantasy hero and attempt to overcome those challenges. By responding to situations according to their characters' personalities and abilities, the players help to create the story's plot as the outcome of each scene (called an "encounter") leads into the next. Dice rolls combined with preassigned statistics add an element of chance and determine whether characters succeed or fail at the actions they attempt. You can think of an RPG as theater: the players are the actors, while the Game Master is the director. But you don't have to be a skilled actor or storyteller to play the game; just describe what you want your character to do, and let the Game Master and the rules do the rest!

The Players

Before the game begins, players typically invent their own player characters' backgrounds and personalities. While it's possible to play multiple characters at once, it's generally the most fun to have one character per player, so players can really get into their roles. In addition to coming up with character concepts, players use the game's rules to build their characters' numerical statistics, which determine the characters' abilities, strengths, and weaknesses. Chapter 2 provides in-depth instructions for how to create a character, pointing you toward relevant rules in other chapters. One of the reasons this book is so big is that there are tons of optional rules to help you customize an infinite variety of characters!

During the game, the players describe the actions their characters take. Some players particularly enjoy play-acting (or "roleplaying") the game's events as if they were their characters, while others describe their characters' actions as if narrating a story. Do whatever feels best!

Many in-game situations in Starfinder have rules that govern how they're resolved. When a fight breaks out, for example, the rules in Chapter 8 explain how to attack, defend, move, and so on. All the rules players need to play Starfinder can be found in this book.

The Game Master

While the rest of the players must create their characters for a Starfinder game, the Game Master (or GM) is in charge of the story and world. The Game Master is a player, but for the sake of simplicity, she is referred to in this book and other Starfinder products as the Game Master or GM, whereas the other players are referred to simply as players. The Game Master needs to detail the situations she wants the players to experience as part of an overarching story, consider how the actions of the player characters (or PCs) might affect her plans, and understand the rules and statistics for the challenges they will face along the way.

Many Game Masters find it fun and convenient to run premade adventures, in which the game's story and mechanical preparation is largely complete. The Starfinder Adventure Path line fills this role nicely. Other Game Masters enjoy preparing original game material, and many use a blend of both methods. Either way, the rules in Chapter 11 help Game Masters figure out which characters or creatures are appropriate opponents for a given group of player characters, as well as how to adjudicate everything from zero gravity and environmental hazards to what sort of loot PCs should get as rewards for their accomplishments.

During the game, the players roll dice and use their player characters' statistics to determine how in-game actions are resolved. Much like a referee, the Game Master is the final arbiter of any action's success or failure, and she can always override the rules if she disagrees with an interpretation or feels a given rules interaction is breaking the mood.

Unlimited Adventure

A roleplaying game such as Starfinder can be played for as long as the Game Master has an ongoing story she enjoys exploring and advancing with her players. This means the game might last for a few hours, if the story is short and self-contained, or it might last several years. Each time the Game Master and players sit down to play, it's called a game session—most sessions last several hours. Games generally consist of several linked sessions that together form a complete story, called an "adventure." Short adventures that can be played in a single session are commonly referred to

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as "one-shots," while games that last many sessions or contain several linked but distinct adventures are called "campaigns."

WHAT'S IN THIS BOOK?

This book contains all the information you need to play Starfinder, whether you're a player or a Game Master. While some people may want to dive directly into the rules and character creation beginning with Chapter 2, others may want to first learn about Starfinder's setting by perusing Chapter 12.

For players making characters, Chapter 2 provides a step-by-step walk-through of the process that includes references to relevant chapters. Chapter 3 follows with information about the different core races from which you can choose, and Chapter 4 presents classes that determine your character's skills and abilities. Chapters 5–7 include information for further customizing your character's abilities and equipment, while Chapter 10 covers magic and spells for characters with a supernatural element. Feel free to peruse some or all of these sections before embarking on the character creation process. See the first step in Character Creation on page 14 for more details.

Beyond information about character creation, this book also contains the rules you'll need to play the Starfinder RPG. Tactical combat, movement, and related rules are an important part of Starfinder, as is starship combat, and these can be found in Chapters 8 and 9. It's a good idea for players to review these chapters when learning how to play Starfinder, and it's key for Game Masters to understand them so that gameplay and adjudication can flow smoothly.

Game Masters should also review Chapter 11, which collects key GM rules such as Starfinder's common environments, hazards like traps and poisons, instructions for building encounters and preparing and running games, and more. They'll also want to be deeply familiar with the setting presented in Chapter 12, and Game Masters familiar with the Pathfinder RPG and interested in bringing elements of that game into their Starfinder adventures will want to review Chapter 13, which explains how to incorporate legacy material into Starfinder.

Besides this book, you need just a few things to play and run a Starfinder game. Most importantly, you need a prepared Game Master and players with characters they've created ahead of time. (Blank character sheets can be found in the back of this book and online at **paizo.com**.) You also need pencils and a set of polyhedral dice. Each die is referred to using a "d" followed by the number of sides it has (so a four-sided die is a d4). You need at least one d4, d6, d8, d10, d12, and d20, as well as a set of percentile dice ("d%") that generates a number from 1 to 100 (this can be simulated with two 10-sided dice). You also need a tactical battle map with 1-inch squares and a starship battle map with 1-inch hexagons, as well as tokens or miniatures to represent your characters and ships.

Not sure where to start? *Starfinder Flip-Mat: Basic Terrain* and *Starfinder Flip-Mat: Basic Starfield* give you the maps you need to play, and you can find miniatures and cardstock pawns like the *Starfinder Core Rulebook Pawn Collection* at **paizo.com**, along with dice sets and other gaming accessories.

SOME BASIC CONCEPTS

To make the best use of this book, you'll want to be familiar with several key terms and abbreviations. These are used throughout the book, and many are common to tabletop roleplaying in general. For a larger glossary, see page 512.

1d6, d20, etc.

These figures are abbreviations for die rolls and indicate which dice you roll to determine a variable number, such as the amount of damage a weapon deals. The first number tells you how many dice to roll, while the second number tells you the number of sides the die or dice must have; if there's no first number, just roll one die. For example, "roll 2d8" means that you must roll two eight-sided dice, and "roll a d20" means you must roll one 20-sided die. Occasionally, you may need to roll a d3; if you don't have a three-sided die, you can roll a d6 instead—treat a roll of 1 or 2 as a 1, a roll of 3 or 4 as a 2, and a roll of 5 or 6 as a 3.

Abbreviations

Starfinder has many game terms that are typically expressed as abbreviations, including HP (Hit Points), SP (Stamina Points), and RP (Resolve Points). If you miss or forget what an abbreviation means, they're explained in the glossary starting on page 512.

Armor Class (AC)

This is a number representing how hard it is for an enemy to strike your character in combat. A character has two Armor Classes: Energy Armor Class (EAC) and Kinetic Armor Class (KAC).

Attack Roll

An attack roll is a d20 roll that represents your character's attempt to strike another creature in combat.

Check

A check is a d20 roll that may or may not be modified by your character's statistics or another value. The most common types are skill checks and ability checks (which determine whether you successfully perform a task), and initiative checks (which determine when you act in combat).

Combat

Typically, references to combat refer to tactical combat between individual characters, which takes place on a square-gridded battle map and is covered in depth in Chapter 8. Combat can instead refer to starship combat, which uses a hex map; you can find the details of that system in Chapter 9.

Creature

A creature is an active participant in the story or world. This includes player characters (PCs), nonplayer characters (NPCs), and monsters.

Difficulty Class (DC)

This is the target number a creature must meet or exceed when attempting a check in order to accomplish a given task.

Encounter

An encounter is a situation that presents characters with a challenge. This could be a roleplaying challenge where they need to get information, a physical battle, a trap or puzzle, or anything else that requires players to use their wits or their characters' statistics. Characters typically earn experience points for completing encounters.

Experience Points (XP)

Often just called "experience," this is a way of tracking your character's increasing expertise gained as a result of overcoming challenges. When characters earn enough experience points, they advance in level, or "level up" (see Leveling Up on page 26).

Game Master (GM)

The Game Master is the player who adjudicates the rules and controls the various elements of the Starfinder story and world that the players explore. A GM's duty is to provide a fair and fun game—she wants the other players to ultimately succeed in their goals, but only after much heroic striving and danger.

Hit Points (HP) and Stamina Points (SP)

Stamina Points represent how much damage you can take before you're actually hurt, while Hit Points represent how badly hurt you can be before you fall unconscious or die. Stamina Points are lost before Hit Points and are much easier to regain. For a more detailed explanation, see page 22.

Level

A level is an indication of relative power within the game. There are several types of levels. Class level is the number of levels of a specific class that a character has. Character level is the sum of all of the levels a character has in all of her classes. Level can also refer to a spell's level, an item's level, or another scaling mechanic that falls within the framework of the game's rules.

Modifier

A modifier is a number that is added to a roll such as an attack roll, saving throw, or skill check. It can be positive or negative.

Monster

A monster is a nonplayer character. In general, monsters are too strange or unintelligent to be player characters, or are prevented from being them for other reasons. A monster might be a player character's opponent or ally, or serve any other role.

Nonplayer Character (NPC)

A nonplayer character is controlled by the GM for the purpose of interacting with players and helping advance the story.

Player Character (PC)

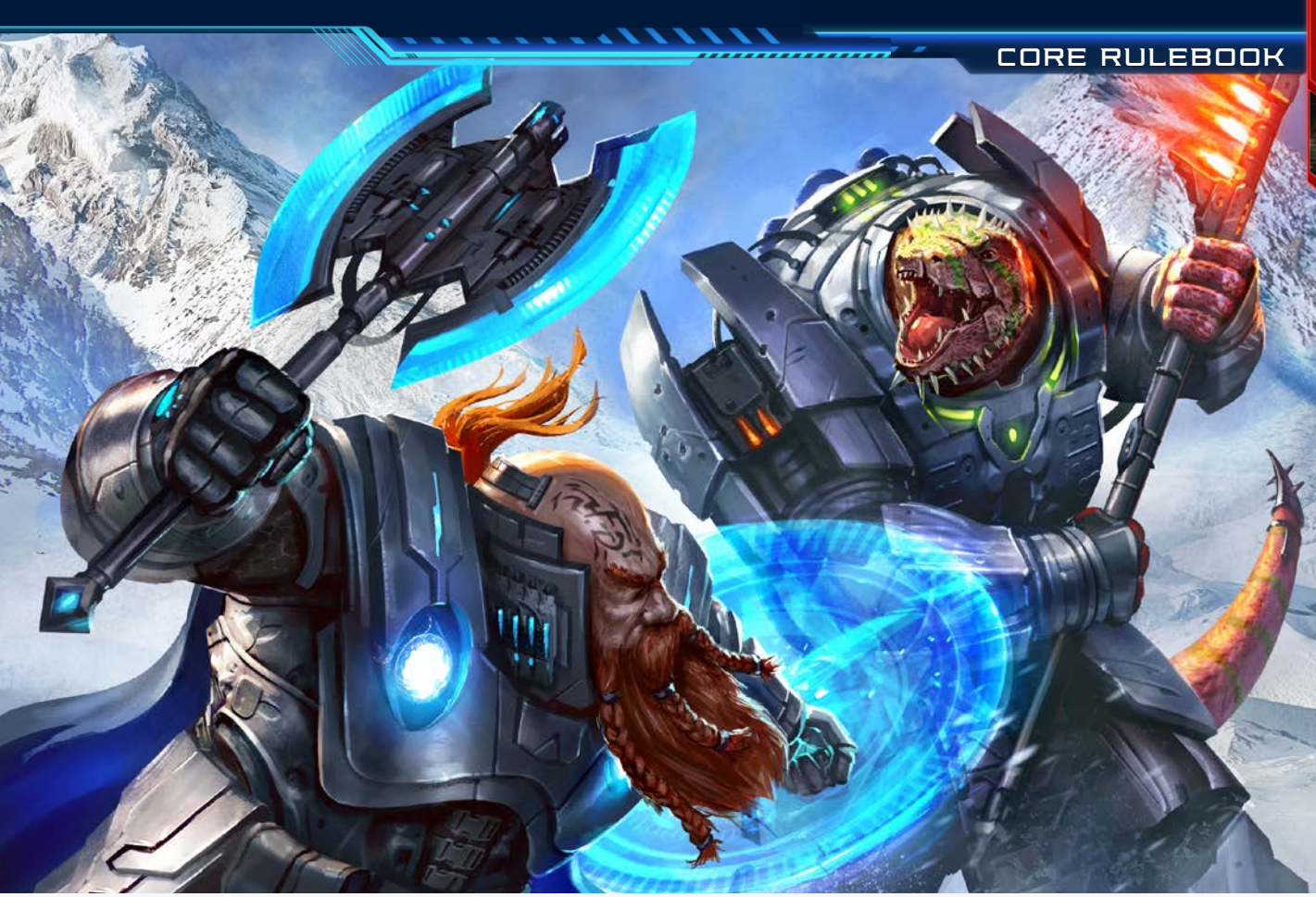
This is a character controlled by a player.

Roleplaying

Describing a character's actions, often while play-acting from the perspective of the character, is referred to as roleplaying. When a player speaks or describes action from the perspective of a character, it is referred to as being "in character."

Round

In tactical combat, a round is a unit of time equal to 6 seconds in the game world; every character who is able to act gets a turn once per round. In starship combat, rounds consist of three phases of actions and don't correlate to a specific amount of time.



Saving Throw
A saving throw is a d20 roll representing your character's attempt to avoid or reduce some harmful effect.

Tier
Tier indicates scaling and is similar in meaning to "level"; it is used for computers and starships, as well as other elements.

OVERVIEW OF PLAY
Building a basic understanding of Starfinder gameplay will help you absorb the game's mechanical details. The following are common aspects of Starfinder play.

Roleplaying
Anytime you're speaking for your character or describing her actions but aren't in combat, you're roleplaying. This could be haggling with a trader, describing your plan to sneak into a research station, or just having a conversation with another player "in character." These situations often require skill checks, in which a player rolls a 20-sided die and adds her modifier from the appropriate skill (see Chapter 5 for more about skills), but they can also involve spells or other special abilities. Sometimes roleplaying may progress into tactical combat. Game Masters should encourage players to be creative and resourceful during roleplaying, while also ensuring that their actions have consequences—don't insult an excitable crime boss unless you're ready to defend yourself!

Exploring
Starfinder is primarily a space opera, and exploring and experiencing new worlds are key parts of the game. Exploration in Starfinder might involve a single space station, a new and alien planet, a faraway solar system, or the vast reaches of space. It might involve any aspect of roleplaying, but it always involves the GM describing the new and exciting scenes the PCs uncover and with which they can interact. Cultures, environments, and other wonders and hazards vary wildly when PCs explore new places. The setting material found in Chapter 12 can help GMs describe the places the PCs venture, and the rules in Chapter 11 explain how to adjudicate the PCs' adventures in strange and hazardous places with regard to their statistics and abilities.

Tactical Combat
When the PCs confront or are accosted by a creature or character, the game shifts to tactical combat. Tactical combat involves characters moving around a tactical battle map, attacking or using magic and other special abilities, and defending themselves from their enemies. In Starfinder, attacking generally involves rolling a 20-sided die, adding modifiers to the result, and comparing the total to enemy statistics such as Armor Class to determine whether a target is hit. When their attacks hit, characters deal a variable amount of damage depending on their weapons and statistics. But of course, the enemy can do the same thing to them! Full details about Starfinder's tactical rules can be found in Chapter 8.

Starship Combat
In combat between starships, the PCs pilot their ship around a starship battle map, trying to maneuver into the best position to fire on their enemies without being hit themselves. Full details about Starfinder's starship combat rules can be found in Chapter 9.

EXAMPLE OF PLAY

Owen the Game Master is running five players through their latest adventure. Rob is playing Kopupali, a damaya lashunta mechanic with her pet drone VV-R9. Judy's playing Kostchek, a shirren envoy who's fond of grenades. Amanda is playing Petal, a ysoki technomancer who's constantly tinkering and is best friends with James's brooding vesk soldier, Obozaya. Rounding out the party is Crix, Jason's human solarian who's a self-obsessed reality-broadcasting star.

The five heroes have accepted a contract from AbadarCorp to explore an ancient temple on a newly discovered world and bring back a mysterious machine that early surveying suggests lies in the temple's heart. They've also heard rumors that they might not be the only team trying to find the artifact...

GM You're in a long, dark hallway, whose walls are covered in strange tentacle designs. At the far end is a door.

Crix: I go in front so that the glow from my stellar weapon can illuminate the area.

Petal: Uh, Crix? You do realize that some of us can see in the dark, right? Your light is basically a giant "come eat me" sign.

Obozaya: I'm the strongest warrior; the honor of going first is mine. I approach the door.

GM As you get close, you see that the door has some sort of intricate locking mechanism made of spikes and gears.

Obozaya: There is no honor here. Only a coward's lock.

Kopupali: Here, Obo—I've got this. I study the lock and try to pick it.

GM Sounds good. Attempt an Engineering check.

Kopupali rolls a d20 and gets a 12. She adds her Engineering skill modifier, which is +9, for a total of 21. The GM consults his notes, which list the lock's Difficulty Class as DC 20, meaning that the result of Kopupali's check is high enough for her to open it.

GM You manage to figure out a pattern in the runes and press three of them in order. As you do, the door slides back and to the side, opening into a new chamber.

Obozaya: *Now* the honor is mine! I go inside.

The GM draws a large chamber on the battle map, with several alcoves and another doorway leading out.

GM Obo, inside you see a 20-foot-tall chamber with a shadowy balcony halfway up. In the center is a statue that looks like a giant bird with tentacles instead of wings and three green gems for eyes. Sprawled on the ground near it is a humanoid corpse wearing modern armor. Do the rest of you enter the room?

The players confer and decide to enter. The GM asks them to place miniatures on the battlemat to show where they're standing.

Kostchek: I study the corpse. Do I recognize anything?

GM Attempt Life Science and Culture checks.

The Life Science check is to determine what kind of creature the corpse was, while the Culture check is to see if Kostchek recognizes its clothing or other cultural identifiers. Kostchek rolls a d20 for each check and adds her corresponding modifiers, for a total of 7 for Life Science—not very good—but a 23 for Culture. The GM decides she failed the first roll but succeeded at the second.

GM Honestly, all mammals kind of look the same to you, but you can tell that this one was shot, and you recognize the symbol on its armor—it was a member of the Skyfire Legion.

Kostchek: I tell the others. Think this is our competition?

Petal: Nah, Skyfires don't loot temples—they leave that for grunts like us. I investigate the statue.

GM Attempt a Perception check.

Petal rolls a d20 and gets a 12, then adds her Perception modifier of +3 to get 15. There's a magical trap on the statue that Petal could have noticed and thus avoided, but it has a Perception DC of 20, so she remains oblivious and triggers it. The trap is designed to go off the first time a creature touches it, with lightning bolts arcing from the statue's eyes, dealing 2d6 electricity damage to the creature triggering it. The GM rolls 2d6 and gets a total of 5, but the trap allows a Reflex saving throw for half damage—if Petal succeeds, she dodges out of the way and avoids the worst of the damage.

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GM When you touch the statue, its eye-gems light up and the room fills with a ghostly screech. Attempt a Reflex save.

Petal: Oh geez! Not again!

Petal rolls a d20 and gets a 6, then adds her Reflex save modifier of +3, for a total of 9—not enough to beat the trap's saving throw DC of 15, so she takes full damage.

GM Green lightning blasts out of the crystals, knocking you across the room and making all your fur stand on end. You take 5 electricity damage.

Kopupali: Nice hairdo, Ratty.

Petal: *Rude!* Also, in my defense, the gems were shiny.

GM You hear the sound of running feet coming from the opposite corridor. Suddenly half a dozen goblins wearing armored environment suits burst into the room!

Petal: Goblins? Someone sent *goblins* to find the artifact?

Kopupali: Hey, AbadarCorp sent a rat.

GM Time to fight! Roll initiative checks.

To determine the order of combat, each of the players rolls a d20 and adds her initiative modifier, and the GM does the same for the goblins as a group. Now that they're in combat, their initiative check results determine the order in which the various participants can take actions until the end of the fight. The GM starts the first combat round with whoever has the highest initiative count and works his way down. Obozaya got an 18, Crix a 12, the goblins a 10, Kostchek an 8, Kopupali a 7, and Petal a 3.

GM Obo, you go first.

Obozaya: I click the safety off my autotarget rifle and blast the nearest goblin!

Obozaya rolls a d20 and gets a 13. She adds her +5 bonus to attacks with that weapon for a total of 18. Because her weapon shoots projectiles and deals piercing damage, it targets the goblin's Kinetic Armor Class, which in this case is 11. Since the attack roll's result is equal to or higher than the goblin's KAC, she hits! The GM tells Obo to roll for damage, so she rolls 1d6 and gets a 2 (the weapon's damage) and adds 3 from her weapon specialization, for a total of 5 damage.

GM Your bullet punches through the goblin's shoulder, but somehow it's still standing.

Obozaya: Ahaha! First blood is mine!

GM Crix, you're up!

Crix: Kopupali, make sure your drone's camera gets a good shot of me as I run forward and decapitate one of these evil goblins with my stellar blade! The fans are gonna love this.

Crix counts out 5-foot squares on the battlemat between him and the nearest goblin. The fastest route is straight across 2 squares and then across 2 squares diagonally. Moving across a square costs 5 feet of movement, while diagonal movement costs 15 feet for every 2 squares, making his total movement 25 feet—still less than his maximum of 30 feet, meaning he can move all the way up to the goblin this round. He rolls a d20 to attack and gets a 5, then because it's a hand-to-hand (or "melee") weapon, he adds his base attack bonus of +3 and his Strength modifier of +3, for a total of 11—just barely enough to hit that goblin's KAC of 11! He rolls his weapon damage of 1d6 and again adds his Strength modifier and his bonus from weapon specialization, for a whopping total of 11 damage.

GM You slash through the goblin's armor like it's jelly! It looks surprised and then topples to the ground.

Crix: I turn toward the camera and pose with my glowing golden blade, then whisper my tagline: "Good as gold!"

GM Don't get too cocky, because now it's the goblins' turn. And since you've just established yourself as a threat, the biggest one's coming for you! Somehow it's gotten ahold of an oversized laser rifle, and it's taking aim.

The GM rolls an attack for the first goblin, using Crix's Energy Armor Class because it's a laser, and gets a natural 20—a critical hit! The GM rolls the normal damage dice twice—2d8 instead of 1d8, getting a 13—and adds 1d6 burn damage (for which he rolls a 2). Crix takes the 13 damage now and then takes the 2 burn damage each round until the fire is put out.

GM Crix, that laser hits you right in your perfect jaw. You take 15 damage, and the decorative flourishes on your armor melt and catch fire—you're going to take 2 more damage each subsequent round until you put it out. Are you still standing?

Crix checks his character sheet. He has 11 Stamina Points and 9 Hit Points. He subtracts the damage from his Stamina Points first, using up all 11, then subtracts the remaining 4 damage from his Hit Points, leaving him with 0 Stamina Points and 5 Hit Points.

Crix: Oof! Just barely. I scream "My face! My beautiful face!"

Kostchek: Hang in there, Crix—your fans need you!

Crix: Kostchek, if I don't make it...make sure my hair looks good...

CHARACTER CREATION 2

CHARACTER CREATION STEPS

As a player of the Starfinder Roleplaying Game, the first thing you need to do is create a character. This is the in-world individual you'll be playing during the game, and it's up to you to create her background and personality. You'll also want to build the character using the game's mechanics to determine her starting capabilities at various tasks and the special abilities she can use during her adventures.

CHARACTER SHEET

For each step in the character creation process detailed below, fill in the necessary information in the appropriate field on your character sheet. You can find a blank character sheet at the back of this book or available as a free download at **paizo.com**.

The following instructions assume you're building a 1st-level character. These steps are presented in a suggested order, but feel free to complete them in the order you prefer.

Many of the steps below instruct you to fill out fields on your character sheet (see pages 520–521), but note that the character sheet is arranged for ease of use in gameplay rather than character creation—for instance, several fields listed at the top of the character sheet are finishing details you'll determine at the end of the character creation process.

If you're creating a higher-level character, it's a good idea to begin with these instructions before progressing to page 26 for instructions on leveling up characters.

STEP 1: CREATE A CHARACTER CONCEPT

What sort of science fantasy hero do you want to play? A good way to start character creation is to decide the general thrust of your character's personality, sketching out a few details about her past and thinking about how and why she adventures. During this step, you'll likely want to peruse Starfinder's available races, themes, and classes, so that you have an idea of the options available. The sidebar on page 15 briefly introduces these, so it's a great starting point; full information on races is in Chapters 3 and 13, Chapter 4 presents classes, and pages 28–37 detail themes. Race refers to your species—from bug-like shirrens and reptilian vesk to humans and elves. Themes represent an element of your background, whether it's from your upbringing, training, or destiny; it can be related to your class but doesn't need to be. Classes represent the primary focus of your character's abilities in battle and while adventuring—a technomancer manipulates technology and casts spells, an envoy issues commands and inspires her allies to feats of heroism, and so on.

Once you've considered your options, come up with a brief description of your character, focusing on what sorts of things you want her to be good at (shooting guns, flying starships, and so on). Then consider how best you could model that using this book's rules components. Do you want to play a hulking lizard-creature with an enormous laser rifle? Then a vesk soldier with the mercenary theme is a perfect choice. If a scrappy bipedal rat who likes to burgle is more your style, a ysoki operative with the outlaw theme could be the way to go. If you're feeling lost for ideas, try choosing a piece of art from somewhere in the book and creating a character who matches it.

CHARACTER SHEET

Write your own name in the Player field. Depending on how much you've developed your character's background, you may also want to note your character's name and gender and perhaps add a short physical description or a sketch.

STEP 2: CHOOSE A RACE

Your character's race, or species, is one of her most important characteristics. Chapter 3 and the sidebar on page 15 detail Starfinder's core races—many of them quite alien—while Chapter 13 details legacy races iconic to sword-and-sorcery roleplaying games. Your character's race grants her abilities and languages and determines a portion of the Hit Points (HP) she has when you begin play (HP represents how badly she can be hurt before she falls unconscious or dies). Her class will also impact her starting HP total, as described in Step 6.

Your character's race also modifies her ability scores. These are important values that affect many of your character's statistics, but you won't finalize them until Step 5.

CHARACTER SHEET

Put your character's race at the top of your character sheet. Note her starting racial Hit Points and her racial language (if any), as well as the racial abilities she can use. For now, note any points she'll add to or subtract from her ability scores due to her race in the margins next to her ability scores (you'll need this during Step 5!).

STEP 3: CHOOSE A THEME

Next, you can choose a theme for your character, which represents a core aspect of her background and motivations. A theme can help express your character's approach to adventuring—whether she's a bounty hunter, a scholar, or the embodiment of another classic adventuring trope. In addition to reflecting a certain background, a theme provides benefits to an appropriate skill or skills at 1st level and also grants 1 extra point to a specific ability score—you'll finalize your ability scores during Step 5. Starfinder's character themes are summarized in

RACES

Android: Artificial people with mechanical components, formerly built as servants but now recognized as citizens. (Page 42)
Human: Extremely versatile and adaptable race that's constantly expanding and exploring. (Page 44)
Kasatha: Four-armed race from a distant desert world with a highly traditional culture. (Page 46)
Lashunta: Charismatic and telepathic race of scholars with two subspecies: one tall and lean, the other short and muscular. (Page 48)
Shirren: Insectile race that broke away from a locustlike hive, community-minded but addicted to individual choice. (Page 50)
Vesk: Warlike reptilian race that recently declared a truce with the others—for now. (Page 52)
Ysoki: Also called "ratfolk," these short, furry scavengers make up for their short size with big personalities. (Page 54)

THEMES

Ace Pilot: Skillful operator of starships and other vehicles who is obsessed with all related knowledge and lore. (Page 29)
Bounty Hunter: Unstoppable tracker who knows how to stay hot on the trail of those who flee. (Page 30)
Icon: Popular and respected celebrity who can leverage the public's adoration for specific needs. (Page 31)
Mercenary: Well-trained soldier of fortune who can work equally well as a combat grunt or a squad leader. (Page 32)
Outlaw: Wanted criminal with back-alley connections to black markets and associates who can fend off legal trouble. (Page 33)
Priest: Dedicated and knowledgeable adherent to a philosophy or religion who commands clout among other followers. (Page 34)
Scholar: Skilled researcher and cutting-edge thinker with a broad base of knowledge and a thirst to expand it. (Page 35)
Spacefarer: Restless explorer who has strong intuition and has collected deep knowledge about alien biology and topology. (Page 36)
Xenoseeker: Guru of alien life-forms who finds that meeting them is one of life's most rewarding accomplishments. (Page 37)
Themeless: One who doesn't fit into any niche above but forges a personal path of determination and training. (Page 28)

CLASSES

Envoy: Charismatic people person good at a wide range of skills who inspires allies to accomplish great heroic feats. (Page 60)
Mechanic: Master of machines and technology whose tinkering produces a drone companion or a powerful brain implant. (Page 68)
Mystic: Magic user whose mysterious connection to a powerful force grants abilities that break the laws of the universe. (Page 82)
Operative: Stealthy combatant with wide-ranging know-how who is adept at taking advantage of unprepared foes. (Page 92)
Solarian: Disciplined warrior whose mastery of the stars grants either a weapon or armor made of stellar power. (Page 100)
Soldier: Expert with a huge range of armor, guns, and melee weapons who specializes in certain types of gear. (Page 110)
Technomancer: Magic user who is preternaturally attuned to technology and can use it to unlock powerful effects. (Page 118)

the sidebar above, and presented in detail starting on page 28 along with the rules for being themeless.

CHARACTER SHEET

Write your character's theme at the top of your character sheet and record any bonuses it grants to skills. For now, note the point it adds to an ability score in the margin next to that ability score (you'll need this during Step 5!).

STEP 4: CHOOSE A CLASS

At this point, you're almost ready to finalize your character's ability scores, which are key values you'll need to calculate many of her statistics. First, though, you need to choose your character's class. This affords her access to a suite of heroic abilities, determines how well she can attack, and governs how easily she can shake off or avoid certain harmful effects. Chapter 4 details the seven classes you can play in Starfinder, and the sidebar above provides an overview of the classes' functions and roles.

You don't yet need to note all of your character's class features. You simply need to know which class you want to play, which will tell you the ability scores that will be the most important to you. Each class notes its key ability scores, as well as other particularly helpful ability scores, but for easy reference, Table 2–3 on page 19 lays out the key ability scores for all classes.

CHARACTER SHEET

Put your character's class at the top of your character sheet, then write "1" after it to indicate that you're 1st level. Don't worry about other abilities your character gets from her class—you'll handle that in Step 6.

STEP 5: FINALIZE ABILITY SCORES

Now that you've made the most important decisions about your character, it's time to fill in her statistics. Your character's ability scores determine a wide array of her capabilities and consist of six values: Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. To learn how to calculate your ability scores, see Ability Scores beginning on page 18. That section will also tell you how to determine your ability score modifiers, which affect the calculation of many of the values described on your character sheet and later in this section.

CHARACTER SHEET

Record your ability scores in the appropriate fields on your character sheet. Next to the scores, write down each score's modifier.

STEP 6: APPLY YOUR CLASS

Now, determine the powers, special abilities (called class features), and other key statistics your character gains from being 1st level in her class. The table at the beginning of each class section includes your character's base attack bonus, which helps determine how good she is at attacking. You'll add this base value to her melee and ranged attacks; see Chapter 8 for more details on combat. That table also indicates your character's base bonuses for her Fortitude, Reflex, and Will saving throws. See Step 9 for more information on saving throws.

Additionally, your character's class affects her total Stamina Points (SP). Stamina Points measure how much punishment she can absorb before it begins to really hurt her and reduce her Hit Points. At 1st level, you gain the number of Stamina Points listed in your class + your Constitution modifier. At 1st level, you also add the number of Hit Points indicated in your class to the number of Hit Points you gain from your race. (See page 22 for more about Hit Points and Stamina Points.)

Finally, your character's class influences how many skill ranks she can assign per level (see Step 7), and determines her armor and weapon proficiencies (see Step 8).

CHARACTER SHEET

Note your character's total Stamina Points as well as her total starting Hit Points. Record her base attack bonus and the base saving throw bonuses she receives from her class. (Step 9 explains how to calculate your character's final saving throw modifiers.) Also write down your character's 1st-level class features.

STEP 7: ASSIGN SKILL RANKS AND CHOOSE FEATS

Next, figure out what skills you want your character to be good at, whether it's using technology or surviving in the wilderness. At each level, she gains skill ranks, representing her growing know-how and training. The number of ranks she gains at each level equals her Intelligence modifier + an amount determined by her class (but she always gains at least 1), and you can allocate the ranks to any skills you want. Some skills are called out as class skills in your class entry—these are skills tied to your class, and you automatically get a +3 bonus if you put a skill rank into them. (You can still put ranks into skills that aren't class skills; you just don't get the special +3 bonus when you do.) For more on skills and how they work, including information about trained-only skills and penalties for wearing armor while using skills, see Chapter 5.

Once you've assigned your character's skill ranks, choose her feats. Most characters begin play with one feat, though humans gain a racial bonus feat. Feats are a good way to boost an element of your character that might be lacking. For example, Toughness grants extra Stamina Points, while Bodyguard lets you protect nearby allies from attacks. See Chapter 6 for more information.

CHARACTER SHEET

Assign your character's skill ranks on your character sheet—remember, her ranks in a skill can never exceed her character level! If any of the selected skills are class skills, note that she receives a +3 class skill bonus in the appropriate box. Include her ability score modifier for each skill. Note her feats, and if any provide bonuses to skills, put them in the skills box for miscellaneous modifiers. Finally, add up and record her total skill modifier for each skill that isn't a trained-only skill.

STEP 8: BUY EQUIPMENT

At 1st level, your character has 1,000 credits to spend on armor, weapons, and other supplies (though your GM may give you alternative instructions for how to choose your gear). Armor and weapons are often the most important—keep in mind that your character's class determines the types of weapons and armor that she is proficient with. Your character's weapon determines the damage she can deal in combat, while armor affects her Energy Armor Class (EAC) and Kinetic Armor Class (KAC)—see Step 9 for more on Armor Class. Additionally, there are other staples that can help your character during play. For more on the equipment available and how much it costs, see Chapter 7.

CHARACTER SHEET

Once you've spent your character's credits, note the equipment she owns as well as any remaining credits. Record your weapons on the appropriate lines, as well as their relevant details, including how much damage each weapon deals (see page 240 for details about how to calculate damage).

STEP 9: FILL IN THE FINISHING DETAILS

Now add the following details to your character sheet.

Alignment

Note your character's alignment, which plays a role in her personality. See page 24 for more information.

Armor Class

Energy Armor Class (EAC) and Kinetic Armor Class (KAC) represent how difficult your character is to hit in combat. Energy Armor Class represents her ability to avoid injury when hit with energy attacks, such as lasers. Kinetic Armor Class represents her ability to avoid injury when hit with physical attacks, such as bullets. (See page 240 for more information.)

The values for EAC and KAC each begin at 10. Add your character's Dexterity modifier to each value. Then add the EAC bonus and KAC bonus that her armor provides to the respective values. You'll also want to note your character's Armor Class against combat maneuvers, which is her KAC + 8.

Attack Bonuses

You noted your character's base attack bonus in Step 6, but you still need to calculate her total attack bonuses with melee, ranged, and thrown weapons. To do so, add her Strength modifier to her melee and thrown attacks, and add her Dexterity modifier to her other ranged attacks. Then add any miscellaneous modifiers from feats or class features to the appropriate attacks.

Carrying Capacity

This is how much bulk your character can carry based on her Strength score. She is encumbered (see page 275) when carrying an amount of bulk greater than half her Strength score, and

overburdened (see page 276) when carrying an amount of bulk greater than her total Strength score.

Deity

Note the deity your character worships, if any. See page 482 for more information on religions and philosophies in Starfinder.

Description

If you haven't already, write a short description of your character.

Home World

This is where your character was raised, whether it's a planet, a space station, or even an asteroid. (See Chapter 12 for inspiration.)

Initiative

Your character's initiative modifier is added to her initiative checks to determine the order in which she acts in combat. It's equal to her Dexterity modifier plus modifiers from feats or other abilities that affect initiative.

Languages

Your character begins play speaking and reading Common, her racial tongue (if any), and the language of her home world (if any). If she has a positive Intelligence modifier, she knows a number of additional languages equal to that value. See pages 40–41 for more on languages and a list of languages to choose from.

Resolve Points

Your character can use Resolve Points for many important purposes, including replenishing her Stamina Points and powering some class features and other abilities. At 1st level, your character has a number of Resolve Points equal to 1 + the ability score modifier for her class's key ability score. For more information on Resolve Points, see page 22.

Saving Throws

From time to time, your character will need to determine whether she can avoid or shake off an effect or spell. When this happens, the GM will call for a Fortitude, Reflex, or Will saving throw, depending on the situation.

A saving throw is a d20 roll to which you add your character's base saving throw bonus of the appropriate type and other applicable modifiers. Your character's class determines her base bonus to each type of saving throw. Additionally, you apply her Constitution modifier to her Fortitude saving throws, her Dexterity modifier to her Reflex saving throws, and her Wisdom modifier to her Will saving throws—and you must do so even if a relevant ability score modifier is negative. Finally, you apply any additional modifiers to specific saving throws as appropriate, such as bonuses from feats or other abilities.

Size

Your character's race determines her size (see page 255).

Speed

Your character's land speed at the beginning of play is 30 feet, unless she has an ability that modifies it (or penalties from armor or encumbrance). See Chapter 8 for more information on speed and movement.

Starship

While you can play Starfinder without the starship rules, most adventures assume the PCs are (or will soon be) crew members of a shared starship. Ask your GM whether you'll be starting out with a starship or potentially acquiring one as part of an adventure. If you begin with a starship, ask the GM for its statistics, and find out whether you're able to customize it—at the very least, every ship needs a good name! See Chapter 9 for more on starships.

Once you've recorded all of this information on your character sheet, you're ready for adventure!

ABILITY SCORES

Your character has six ability scores that represent her basic attributes and raw potential: Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. These scores are factored into nearly all of your character's capabilities—for instance, Dexterity determines her agility and the steadiness of her aim, Intelligence represents education and reasoning ability, and so on. (For more information on what each ability represents, see Ability Descriptions starting on page 20.) Ability scores generally range from 3 to 18, and an average score is 10.

Different abilities will be more or less important to you depending on what sort of character you want to play, and each class has a key ability score that is central to that class's features to help you make sure you get the right abilities to succeed in that role. Table 2–3 on page 19 lists the key ability score for each class; the first page of each class entry also lists the class's key ability score, as well as other abilities that are helpful for that class, if not quite as important.

Presented below is Starfinder's default method for generating ability scores, referred to as the buying ability scores system. These rules allow you to customize your abilities to build exactly the character you want. Additionally, we present two optional systems: ability quick picks lets you choose from several predetermined arrays for speed and convenience, while advanced players may be interested in the rolling ability scores system, which gives you the fun of randomly generating a character, sometimes with dramatic strengths and weaknesses. You need to use only one of these systems—check with your GM to see if she has a preference for which one you should use. When in doubt, use the buying ability scores method.

BUYING ABILITY SCORES

In this method, you customize your ability scores by "buying" them using a pool of points. Since the purpose of this system is to help you build exactly the character you want, before starting to customize your ability scores, first decide what you want your character's race (Chapter 3), class (Chapter 4), and theme (see page 28) to be. Once you've got those firmly in mind, follow the steps below in order.

- **Step 1: Start with a score of 10 in each ability.** On your character sheet or a piece of scratch paper, write down all six abilities—Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma—and put a 10 next to each of them.
- **Step 2: Add and subtract points for race.** Races in Starfinder are often naturally gifted in some abilities and less so in others. The first page of each race entry lists these advantages and disadvantages in terms of points you add or subtract from specific starting ability scores; you can also look at Table 2–2 to see all the racial advantages and disadvantages at a glance. For instance, a shirren starts out with +2 points in Constitution and +2 points in Wisdom, but –2 points in Charisma (meaning you'd add 2 points to your starting Constitution and Wisdom scores, but subtract 2 from your starting Charisma score). Some races, like humans, are so versatile as a race that they get points they can put in any single ability.

  Once you know your racial modifiers, add or subtract those points from your starting scores of 10.
- **Step 3: Add points for theme.** Each theme gives you a single ability point to apply to an ability score. For instance, choosing the ace pilot theme gives you +1 point in Dexterity, while the themeless option lets you apply an extra point to any ability score you choose. The points granted by each theme can be found in its description or on Table 2–2. Once you know your theme, add that point to the designated ability.
- **Step 4: Spend 10 points customizing your scores.** Now that you've got your baseline scores, which incorporate modifications for race and theme, you get a pool of 10 extra points to assign to your ability scores as you see fit. You apply these to your existing ability scores on a 1-for-1 basis—if you have a Dexterity score of 12 and you add a point from your pool, you now have a Dexterity score of 13. You can divide these points up however you want, but you can't make any individual score higher than 18. (Later on, as you level up and gain ability-boosting gear, your ability scores may rise above 18, but 18 is the highest value any character can start out with.) Be sure to spend all 10 of your ability points—you can't save them for later.
- **Step 5: Record ability scores and ability modifiers.** Once you've spent all your points, you're done. Write your final ability scores in the appropriate boxes on your character sheet, then check Table 2–1 to find the corresponding ability modifier for each one, and write those down as well. Modifiers are explained in Ability Modifiers and Ability Checks on page 21.

Example of Buying Ability Scores

Let's say you're building a vesk soldier—you saw the art on page 27, and immediately started imagining a gruff but loyal mercenary who plays by her own rules.

You start out with 10 in every ability, like any character. You already know you want to be a vesk, and looking at Table 2–2, you see that her race grants her +2 points to Strength and +2 points to Constitution, but –2 points to Intelligence. You apply those to your starting scores of 10, so now your scores look like this:

STR 12, **DEX** 10, **CON** 12, **INT** 8, **WIS** 10, **CHA** 10

Next, you apply a theme. You know you want her to be a mercenary, and you see from the table that the mercenary theme gives her +1 point to Strength, making your scores these:

STR 13, **DEX** 10, **CON** 12, **INT** 8, **WIS** 10, **CHA** 10

So far, you're spot on for your concept—plenty strong but not particularly bright. Now it's time to take your 10 discretionary points and assign them. Table 2–3 tells you that a soldier's key ability score is either Strength (for fighting hand-to-hand) or Dexterity (for shooting projectile weapons). You're imagining her charging into combat with a big assault hammer, so you go ahead and spend 5 points to get her Strength from 13 to 18, the strongest anyone of her level can be. At the same time, though, you know there will be situations where she wants to use guns, so you spend 4 more points to bring her Dexterity up to 14. With 1 point left to spend, you consider adding it to Intelligence to offset

TABLE 2–1: ABILITY SCORES AND MODIFIERS

ABILITY SCORE	ABILITY MODIFIER
1	–5
2	–4
3	–4
4	–3
5	–3
6	–2
7	–2
8	–1
9	–1
10	**+0**
11	+0
12	+1
13	+1
14	+2
15	+2
16	+3
17	+3
18	+4
19	+4
20	+5
21	+5
22	+6
23	+6
24	+7
25	+7
26	+8

her racial disadvantage there, then decide it's more fun to add it to Charisma—she may be a brute, but she should be charming in her own way. So these are your final scores:

STR 18, **DEX** 14, **CON** 12, **INT** 8, **WIS** 10, **CHA** 11

You write those down on your character sheet, then locate the appropriate ability modifiers on the table above and write those down in the boxes marked for them next to each ability score—an 18 equals a +4 modifier, a 14 equals a +2, and so on. Now you're ready to move on to the rest of character creation!

Optional Rule: Character Flaws

The buying ability scores method makes sure that your character is always at least close to average—your race might push you slightly below the average of 10, but you won't be severely hampered. Sometimes, however, it's fun to play a character with a major flaw. If you want to reduce any ability scores for your character below what this system would normally allow, that's fine—playing a brutish soldier with an Intelligence of 5 or a noodle-armed technomancer with a Strength of 4 could allow for some fun roleplaying opportunities—but you don't get to reassign those lost ability points elsewhere. Beware making your scores so low that your character can't keep up with the rest of the party!

Pro Tip: Ability Modifiers

Ability modifiers are the values you'll use most often in gameplay to modify rolls and checks—positive modifiers add to your results, while negative modifiers subtract. As you can see on Table 2–1, however, ability modifiers increase only with each new *even* ability score you reach. While odd scores are still good to have—they can enable you to qualify for feats and get you that much closer to the next ability modifier threshold, making it easier to achieve higher scores when it's time to level up—some players try to customize their ability scores to have as many even ability scores as possible, thus making sure they're not "overpaying" for a particular ability modifier.

TABLE 2–2: ABILITY POINTS FROM RACE & THEME

SOURCE	STR	DEX	CON	INT	WIS	CHA	ANY
RACE							
Android	–	+2	–	+2	–	–2	–
Human	–	–	–	–	–	–	+2
Kasatha	+2	–	–	–2	+2	–	–
Lashunta (Damaya)	–	–	–2	+2	–	+2	–
Lashunta (Korasha)	+2	–	–	–	–2	+2	–
Shirren	–	–	+2	–	+2	–2	–
Vesk	+2	–	+2	–2	–	–	–
Ysoki	–2	+2	–	+2	–	–	–
THEME							
Ace Pilot	–	+1	–	–	–	–	–
Bounty Hunter	–	–	+1	–	–	–	–
Icon	–	–	–	–	–	+1	–
Mercenary	+1	–	–	–	–	–	–
Outlaw	–	+1	–	–	–	–	–
Priest	–	–	–	–	+1	–	–
Scholar	–	–	–	+1	–	–	–
Spacefarer	–	–	+1	–	–	–	–
Xenoseeker	–	–	–	–	–	+1	–
Themeless	–	–	–	–	–	–	+1

TABLE 2–3: KEY ABILITY SCORES BY CLASS

CLASS	KEY ABILITY SCORE
Envoy	Charisma
Mechanic	Intelligence
Mystic	Wisdom
Operative	Dexterity
Solarian	Charisma
Soldier	Strength or Dexterity
Technomancer	Intelligence

OPTIONAL METHOD: ABILITY QUICK PICKS

Sometimes you're making a character in a hurry and don't care about precisely customizing your ability scores. If that's the case for you, you can pick one of the arrays on page 20 and assign each value to the ability score of your choice—for instance, if your array is 18, 14, 11, 10, 10, 10, you put the 18 in one ability score (probably your class's key ability score), the 14 in a different score, and so on until they've all been assigned. Under this method, choices like race and theme don't affect your ability scores—you just choose which score goes in which ability, and you're good to go. The focused array creates a specialist, the split array makes someone with multiple talents, and the versatile array makes a jack-of-all-trades.

FOCUSED	18, 14, 11, 10, 10, 10
SPLIT	16, 16, 11, 10, 10, 10
VERSATILE	14, 14, 14, 11, 10, 10

Once you've chosen which abilities to put your scores in, write them down in the appropriate boxes on your character sheet, then check Table 2–1 to find your corresponding ability modifiers and write those down as well—they're explained in Ability Modifiers and Ability Checks on page 21.

Example of Ability Quick Picks

Let's say you're making a ysoki technomancer with the outlaw theme. With the quick picks system, you don't need to know anything except which abilities are most important for your character. Fortunately, all the classes offer guidance in this regard in their Key Ability Score sections—you can find a quick summary on Table 2–3.

In this case, let's say you decide you want your character to be fairly specialized, so you select the focused array, and the technomancer class advises you to put your best score (18) in Intelligence, and your next highest (14) in Dexterity. You decide to put the 11 in Constitution, to help you better survive the rigors of adventuring, and put the three remaining 10s in Strength, Wisdom, and Charisma. And that's all there is—you write those values down on your character sheet, look at Table 2–1 to jot down the corresponding ability modifier for each ability score, then move on to the rest of character creation.

OPTIONAL METHOD: ROLLING ABILITY SCORES

The buying ability scores method works great if you want to create a perfectly customized, balanced character. But sometimes you want to inject a little randomness, and let the dice decide what kind of character you're going to play. For that, you can use this alternative ability rolling method. Be warned—the same randomness that makes this system fun also allows it to sometimes create characters significantly more (or less) powerful than the buying ability scores system does or other Starfinder rules assume. Check with your GM to make sure she's okay with that possibility before employing this method.

To begin, roll four six-sided dice (4d6) and discard the lowest die result, adding the three remaining results together and recording the sum on a piece of scratch paper. Repeat this process until you've generated six numbers, then assign each of these totals to one of your ability scores, distributing them as you see fit—these become your starting scores for those abilities (rather than the standard 10).

Once this is done, go ahead and follow steps 2 and 3 from the buying ability scores method, adding and subtracting points for your race and theme. The only difference with this method is that instead of starting with a 10 in each ability score, you start with whatever value you rolled and assigned. You still can't have any single ability score higher than 18. If points from a race or theme would push you over that amount, you still just get the 18, and those additional points are lost; they can't be assigned anywhere else. Once you've done this, skip straight to Step 5 and record your ability scores and modifiers—you don't get any discretionary points to assign.

Example of Rolling Ability Scores

Let's say you've decided to create a shirren mystic, and you've gotten your GM's permission to roll your ability scores.

First, you roll your starting scores. Your first roll is excellent: a 6, two 5s, and a 1. You discard the 1, for a total score of 16, and write that down. You repeat this process five more times, and ultimately end up with scores of 16, 16, 15, 14, 13, and 5. Above average in almost every way, but with one big shortcoming!

Table 2–3 tells you Wisdom is the key ability score for mystics, so you put one of your 16s there, and assign the other to Charisma—you want your shirren to be a leader and be good at making friends with aliens. You put the 15 in Constitution, 14 in Dexterity, 13 in Intelligence, and 5 in Strength (you really should've hit the gym more after all that time in zero-g). So now your scores look like this:

STR 5, **DEX** 14, **CON** 15, **INT** 13, **WIS** 16, **CHA** 16

Now it's time to make adjustments for your race and theme. You already know you want to be a shirren, which grants +2 points to both Constitution and Wisdom but –2 points to Charisma. So you include those modifications and the scores become:

STR 5, **DEX** 14, **CON** 17, **INT** 13, **WIS** 18, **CHA** 14

You also choose the priest theme, because you like the idea of a bug-headed missionary, which grants 1 point to Wisdom—but you're already maxed out, so that point would disappear! Instead of letting it go, you opt to go back and swap the initial placement of the 16 in Wisdom and 15 in Constitution, then go through the steps again. Now your race and theme make you hit that 18 Wisdom perfectly, and your Constitution is 1 point higher, like so:

STR 5, **DEX** 14, **CON** 18, **INT** 13, **WIS** 18, **CHA** 14

Those are your final scores—there are no points to spend. Note that through rolling, this character ended up with both higher and lower scores than the vesk soldier from our buying ability scores example. That's the risk of the rolling system—this mystic is going to be excellent at spellcasting and using other abilities relying on Wisdom, and still pretty great in most other areas, but severely hampered by that low Strength score when it comes to how much he can carry or his ability to deal damage in hand-to-hand combat.

ABILITY DESCRIPTIONS

Each ability describes a distinct aspect of your character and affects different capabilities and actions.

Strength (Str)

Strength measures muscle and physical power. A character with a Strength score of 0 is unconscious. Your character's Strength modifier is factored into the following:

- Melee attack rolls and attack rolls made with thrown weapons (such as grenades).
- Damage rolls when using melee weapons or thrown weapons (but not grenades).
- Athletics skill checks.
- Strength checks (for breaking down doors and the like).

- How much gear your character can carry (see page 167).

Dexterity (Dex)

Dexterity measures agility, balance, and reflexes. A character with a Dexterity score of 0 is unconscious. Your character's Dexterity modifier is factored into the following:

- Ranged attack rolls, such as those made with projectile weapons and energy weapons, as well as some spells.
- Energy Armor Class (EAC) and Kinetic Armor Class (KAC); see page 240 for details.
- Reflex saving throws (for leaping out of harm's way).
- Acrobatics, Piloting, Sleight of Hand, and Stealth skill checks.

Constitution (Con)

Constitution represents your character's health. A living creature whose Constitution score reaches 0 dies. Your character's Constitution modifier is factored into the following:

- Stamina Points (see page 22), which represent the damage your character can shrug off before it starts to be a problem. If this score changes enough to alter its modifier, your character's Stamina Points increase or decrease accordingly.
- Fortitude saves (to resist diseases, poisons, and similar threats).

Intelligence (Int)

Intelligence represents how well your character learns and reasons, and is often associated with knowledge and education. Animals have Intelligence scores of 1 or 2, and any creature capable of understanding a language has a score of at least 3. A character with an Intelligence score of 0 is unconscious. Your character's Intelligence modifier is factored into the following:

- The number of bonus languages your character knows at the start of the game. Even if this modifier is a penalty, your character can still use her starting languages unless her Intelligence score is lower than 3. See page 40 for more about languages.
- The number of skill ranks gained each level, though your character always gets at least 1 skill rank per level.
- Computers, Culture, Engineering, Life Science, Medicine, Physical Science, and some Profession skill checks.
- Bonus technomancer spells. The minimum Intelligence score needed to cast a technomancer spell is 10 + the spell's level.

Wisdom (Wis)

Wisdom describes a character's common sense, intuition, and willpower. A character with a Wisdom score of 0 is unconscious. Your character's Wisdom modifier is factored into the following:

- Will saving throws (for defending against things like magical mind control).
- Mysticism, Perception, Sense Motive, Survival, and some Profession skill checks.
- Bonus mystic spells. The minimum Wisdom score needed to cast a mystic spell is 10 + the spell's level.

Charisma (Cha)

Charisma measures a character's personality, personal magnetism, ability to lead, and appearance. A character with a Charisma score of 0 is unconscious. Your character's Charisma modifier is factored into the following:

- Bluff, Diplomacy, Disguise, Intimidate, and some Profession skill checks.
- Checks that represent attempts to influence others, including the envoy's extraordinary abilities.

ABILITY MODIFIERS AND ABILITY CHECKS

The right-hand column in Table 2–1 shows the ability modifier corresponding to each ability score. This modifier is applied to die rolls related to your abilities, such as skill checks, attacks, and more. Nearly every roll is affected by your abilities in some way, often with additional modifiers from other sources, but they generally involve your ability modifier rather than your actual ability score. When you determine your ability scores, make sure to note their respective ability modifiers on your character sheet. If a change to an ability score ever alters its modifier, be sure to adjust any statistics that rely on that modifier.

Sometimes, a situation or ability might require you to attempt something called an ability check. In such instances, instead of attempting a check involving both your abilities and other factors (such as skills or saving throws that reflect your training and expertise), you attempt a check using just 1d20 + your ability modifier. This represents you trying to use your raw, untrained talent for that particular ability, such as attempting a Strength check to kick down a door. See page 242 for more information.

In the rare instance that you need to determine ability modifiers beyond the numbers presented in the table, such as for extreme high-level play, ability modifiers can be determined by subtracting 10 from the ability score and dividing that result by 2, rounding down if the final result is a fraction. For example, an ability score of 41 would have an ability modifier of +15 (since 41 – 10 = 31 and 31 ÷ 2 = 15-1/2, which rounds down to 15).

LEVELING UP AND ABILITY SCORES

Every 5 levels (at 5th, 10th, 15th, and 20th levels), you get to increase and customize your ability scores. Each time you reach one of these level thresholds, choose four of your ability scores to increase. If that ability score is 17 or higher (excluding any ability increases from personal upgrades—see page 212), it increases permanently by 1. If it's 16 or lower, it increases permanently by 2. You can't apply more than one of these increases to the same ability score at a given level, but unlike at 1st level, these increases can make your ability scores go higher than 18.

For example, let's say you're leveling up your android technomancer with the following scores:

STR 10, **DEX** 16, **CON** 10, **INT** 18, **WIS** 11, **CHA** 10

You might decide to increase your Dexterity, Constitution, Intelligence, and Wisdom. Because your Intelligence is 17 or higher, it would increase by 1 to a score of 19. The other three scores would increase by 2, giving you these final scores:

STR 10, **DEX** 18, **CON** 12, **INT** 19, **WIS** 13, **CHA** 10

The next time you can increase your ability scores, you could decide to increase those same abilities again, or you could pick a different subset. For more details on leveling up, see page 26.

HEALTH AND RESOLVE

Starfinder is an adventure game, which means that two very important qualities are key to your survival: the amount of punishment you can take without dying, and your ability to stick to your convictions in the face of adversity. These are tracked through three different systems of points: Hit Points (HP), Stamina Points (SP), and Resolve Points (RP).

Hit Points and Stamina Points are tightly intertwined: while Stamina Points represent how many bruises and dings you can reliably shake off without suffering any lasting damage, Hit Points reflect how many actual injuries you can sustain while still staying upright and conscious. In contrast, Resolve Points (RP) are more of an indicator of your willpower and gumption, and this pool measures your ability to overcome your physical limitations as well as to employ core tenets of your training, even when the odds seem long.

Each system of points is described in detail below.

HIT POINTS AND STAMINA POINTS

Hit Points (HP) measure how robust and healthy you are—a reduction in Hit Points represents physical wounds, illness, or another serious physical impairment. Stamina Points (SP), by contrast, measure your readiness and energy, and they replenish more quickly and easily. When you take damage—whether from an attack, a spell, a disease, or some other source—it reduces your pool of Stamina Points first, and any damage beyond your remaining Stamina Points comes out of your Hit Points. Think of Stamina Points like your ability to shake off a punch; the first one may not do any lasting damage, but eventually you get worn down and start hurting. If your Hit Points ever drop to 0, you are dying and must become stable, or you might die for good (see Injury and Death on page 250).

You replenish your Stamina Points by spending 1 Resolve Point (see page 23) and taking 10 uninterrupted minutes to rest and catch your breath. Up to once per day, you can regain some Hit Points and all of your Stamina Points after 8 full hours of uninterrupted rest (see Regaining Daily-Use Abilities and Spells on page 262; an 8-hour rest counts as a 10-minute rest to regain SP), but you can also regain them through the use of magic or technology. Sources of magical and technological healing state in their descriptions whether they restore Hit Points or Stamina Points. Usually, healing can restore points you've lost, but can't raise your total capacity, though certain types of magic may temporarily ignore this restriction (see Temporary Hit Points below).

Calculating Hit Points

At 1st level, you gain the number of Hit Points listed in your race entry + the number of Hit Points listed in your class's description, reflecting the overall durability of your race as well as the hardiness you've gained from your training.

At 2nd level and at every level thereafter, you gain the number of Hit Points listed in your class's description, reflecting the greater influence your training and experience has played in your toughness.

Calculating Stamina Points

Your Stamina Points are determined by your Constitution score and your class. At each level, you gain a number of Stamina Points equal to the SP value listed in your class description + your Constitution modifier (even if your Constitution modifier is negative, the total amount gained can never be less than 0).

Temporary Hit Points

Some effects can give you temporary Hit Points that last for only a limited amount of time, and can even exceed your normal number of Hit Points. If you have any temporary Hit Points, whether or not they exceed your maximum, you lose these temporary points first before you lose Stamina Points. Temporary Hit Points can't be restored through healing.

Example

Let's say you're making a brand-new 1st-level character: a human soldier. You find the entry for humans in the Races chapter (page 44) and see that a human receives 4 Hit Points at 1st level. You then look at the soldier in the Classes chapter (page 110), which tells you that a soldier gains 7 Hit Points at each level, giving your character a total of 11 Hit Points at 1st level. The class entry also tells you that a soldier receives Stamina Points equal to 7 + his Constitution modifier at each level. You go back and check your abilities. Let's say that after rolling and applying your soldier's racial traits, he has a Constitution score of 14, which means his Constitution modifier is +2. So your soldier has 9 Stamina Points (7 + 2) at 1st level. Remember, you're adding only his ability modifier (+2), not the ability score itself!

Once your soldier has gone on a few adventures and gained enough experience to advance to 2nd level, he gains additional Hit Points based on his class. In this case, he gains 7 more Hit Points—remember, your character gets Hit Points from his race only at 1st level! For his Stamina Points, you do the same thing you did at 1st level, adding 7 Stamina Points from his class and 2 Stamina Points from his Constitution modifier. So your soldier now has a total of 18 Hit Points and 18 Stamina Points.

RESOLVE POINTS

As a hero in Starfinder, you have resolve—an intrinsic reservoir of grit and luck tied to your talents and often enhanced by your class. Your pool of Resolve Points (RP) allows you to carry on even when everything seems lost.

Calculating Resolve Points

You have a number of Resolve Points equal to half your character level (rounded down, but minimum 1) + the modifier of your key ability score (the ability score that is most important to your class—see page 58). Even if you have a negative modifier, you always have at least 1 Resolve Point.

For example, let's say you're creating a 1st-level mystic (whose key ability score is Wisdom) with a Wisdom score of 16 (a modifier of +3). Half your character's level rounded down

would normally be 0, so thank goodness for that minimum of 1! Add in the 3 from your Wisdom modifier, and your mystic has a total of 4 Resolve Points.

Spending and Regaining Resolve Points

Resolve Points can be spent in a number of ways, and many classes let you spend them to activate class features and regain resources. Some abilities don't require you to spend points, but are active only as long as you have a minimum number of Resolve Points available—for instance, an envoy with at least 1 Resolve Point remaining in her pool can use her expertise class feature to roll an extra die on Sense Motive checks without spending the point. Your Resolve Points can never drop below 0. Dying causes you to lose Resolve Points. If you would lose Resolve Points due to dying and don't have any remaining, you're dead. (See Injury and Death on page 250 for more information.)

Up to once per day, characters can regain any spent Resolve Points by getting a full 8 hours of uninterrupted rest.

General Uses for Resolve Points

Besides expending Resolve Points to activate class features, they are useful for a few key general purposes. Any character with Resolve Points can use them to regain Stamina Points, to stabilize after sustaining grievous wounds, or to rally and stay in the fight, as described below.

Regaining Stamina Points

- You can spend 1 Resolve Point to regain lost Stamina Points, up to your normal maximum. Using this ability requires 10 minutes of uninterrupted rest—if you're interrupted partway through this process, you neither regain your Stamina Points nor lose the Resolve Point. You must take 10 consecutive minutes of uninterrupted rest to use this ability and cannot simply rest in intervals that total 10 minutes.

Stabilizing

- If you are dying and you have enough Resolve Points, you can spend a number of Resolve Points equal to one-quarter your maximum (minimum 1 RP, maximum 3 RP) on your turn to immediately stabilize. This means you're no longer dying, but you remain unconscious. If you don't have enough Resolve Points to stabilize when you are dying, you lose Resolve Points as per the dying rules (see Injury and Death on page 250).

Staying in the Fight

- If you are stable and have enough Resolve Points, or if you were knocked unconscious from nonlethal damage (see page 252), you can spend 1 Resolve Point at the start of your turn to heal 1 Hit Point. You are no longer dying, you immediately become conscious, and you can take your turn as normal. You can spend Resolve Points to regain Hit Points only if you are at 0 Hit Points and are stable, and you cannot heal more than 1 Hit Point in this way. You cannot spend Resolve Points to both stabilize and stay in the fight in the same round.

ALIGNMENT

Alignment is a quick way to characterize an individual's personality, morality, and predilections. It encompasses two axes: good-evil and law-chaos. Each axis works as a spectrum, with a neutral option in the middle, and the two axes can be combined in any form, resulting in nine alignment combinations.

GOOD VERSUS EVIL

The good-evil axis describes a character's sense of morality. A good alignment implies altruism, desire to help the innocent, and respect for the life and dignity of sentient beings. An evil alignment implies selfishness, willingness to harm and oppress others for fun or profit, and lack of compassion. Neutral characters might see themselves as outside the moral spectrum or simply lack the commitment to make personal sacrifices to help others.

LAW VERSUS CHAOS

The law-chaos axis describes a character's flexibility and adherence to rules. A lawful alignment implies keeping one's word, respecting authority and tradition, following laws or a personal code, and judging those who fail to do the same. A chaotic alignment implies desire for freedom, making one's own decisions, and distrust of authority. Neutral characters fall between these extremes, with no inherent compulsion to obey or rebel. Note that lawful does not necessarily mean obeying the laws of a given society—a lawful character may have a strong personal sense of honor at odds with his society or might adhere to the practices of his native planet instead of those of a planet he's currently visiting.

THE NINE ALIGNMENTS

These descriptions are just suggestions, and different characters may act more or less in accordance with their alignments. While player characters can be of any alignment, it's usually easiest to have everyone in a party be good or neutral, as mixing good and evil characters can create unwanted conflict and frustration.

Lawful Good

You act as a good person is expected by society to act. You're honorable and compassionate, you keep your word, and you fight injustice in a disciplined fashion. You believe that rules and structure are necessary for a healthy society, but only if they help people do the right thing. Other alignments may see you as simplistic and as valuing ideological purity over progress.

Neutral Good

You believe in doing the right thing and helping others, but you don't bother enforcing an ideology. You have little time for self-righteousness from either law-keepers or rebels, and you don't care if others think of you as inconsistent or detached as long as you're working toward the greater good.

Chaotic Good

You follow your conscience and make up your own mind. You resent anyone's attempt to limit you, and you know that sometimes you have to break the rules to do what is right. While you generally have good intentions, people can sometimes find you difficult to work with and unpredictable.

Lawful Neutral

You follow a code, and don't willingly break it, whether that's societal law or a personal ethos. You feel that order and organization are the only things holding society together, and while you believe in authority, you don't confuse it with morality—the system may hurt as well as help, but it's better than no system at all. Others may resent your inflexibility, but at least you're dependable.

Neutral

You may hold an aloof philosophical commitment to balance and neutrality, but more likely you simply don't hold any particular inclinations toward other alignments. You likely prefer good to evil, but don't go out of your way to uphold it. You act in your own self-interest and may be keenly aware that the universe considers mortal beliefs to be irrelevant. Nonsentient creatures are always considered neutral, as they lack the self-awareness to make informed choices and simply act on instinct or programming.

Chaotic Neutral

You follow your whims and don't worry about the consequences. You resent attempts to control you, and you act in your own self-interest. You're not committed to spreading anarchy—that would require too much conviction—and your actions aren't random, but merely unconstrained. You don't enjoy hurting others, but you don't worry overmuch about protecting them. You believe in living for the moment and reinventing yourself as necessary.

Lawful Evil

You believe that a civilization supported by laws, hierarchies, and social contracts is inherently preferable to chaos. At the same time, you believe in using those rules to get what you want, regardless of whom it hurts. While you're always thinking about how to get ahead, you're willing to serve and rise through the ranks if necessary. You keep your word and obey the letter of the law, and you care about tradition, loyalty, and order—but not freedom, dignity, or life. While you may cite the greater good, ultimately your actions are meant to benefit only you.

Neutral Evil

You're the embodiment of amoral self-interest. You do whatever you feel like without remorse, and have neither a fondness for order nor a need to create conflict. You lack empathy and may harm others just for the fun of it. Though you're capable of long-term planning and working in a group, you turn on allies instantly if it is to your benefit.

Chaotic Evil

You adore conflict and destruction, as it gives you the chance to show your strength. You follow your greed, hatred, and lust without restraint, making you brutal and unpredictable. You don't really understand loyalty and would rather be feared

ALIGNMENT

	LAWFUL	NEUTRAL	CHAOTIC
GOOD	Lawful Good	Neutral Good	Chaotic Good
NEUTRAL	Lawful Neutral	Neutral	Chaotic Neutral
EVIL	Lawful Evil	Neutral Evil	Chaotic Evil

than loved. You have an instinctive desire to smash anything that tries to restrain you.

HOW TO USE ALIGNMENT

Alignment in Starfinder is a descriptive tool meant to help describe a given character's personality, rather than a straitjacket determining what someone can or can't do. A good character can still do evil, and an evil character can do good. In some cases, a GM may decide that an action is drastic enough to result in a shift of alignment (see Changing Alignment below). More often, though, it simply reflects the fact that alignment is not absolute—no mortal character is perfectly good or evil, lawful or chaotic. Differing cultural practices and belief systems, combined with the fact that even people (or gods!) who share similar values rarely see eye to eye on everything, mean that an alignment can encompass a wide range of contradictory beliefs and actions. A character might be generally kind, generous, and law abiding, yet hold some belief or prejudice that other characters find abhorrent. Another character might decide that killing one innocent in order to save many is a sad but acceptable course of action. Whether these characters could be considered lawful good is left up to you and your gaming group—and as with all rules, the GM is the ultimate arbiter of what it means to be a given alignment.

In addition to its use for individual characters, alignment is also listed in stat blocks for creatures and races. The listed alignment doesn't represent something hard-coded into a creature's genes, but rather the most common alignment found in the species or society. With the exception of outsiders like angels or devils who are literally physical manifestations of certain alignments or ideologies, individuals of any species can be of any alignment, and under the right circumstances, an individual creature from a race normally described with one alignment may buck the trend and turn out to be quite different.

Alignment, like the moral philosophies it attempts to represent, is messy, uncertain, and culturally relative, but the ultimate goal of Starfinder is to have fun. If you don't enjoy the interactions facilitated by the alignment system, feel free to ignore it altogether.

Changing Alignment

While certain forms of magic may operate differently depending on a character's alignment, and gods rarely grants spells to worshipers whose alignments oppose their own, alignment in Starfinder is primarily a storytelling aid rather than a rule. If a GM feels a player's actions aren't reflecting his character's chosen alignment, she should let him know—and if the divergence is extreme enough, she may allow or require the player to change his character's alignment accordingly. Likewise, if a player wants to alter his character's alignment to reflect shifts in his character, he should talk with his GM about making that change (though frequent changes likely represent a chaotic alignment).

Alignment Steps

Occasionally the rules dealing with alignment refer to "steps"—this means the number of alignment shifts between two alignments (as they appear on the Alignment diagram above). Note that diagonally adjacent alignments are separated by two "steps"; a lawful neutral character is one step away from a lawful good alignment and three steps from chaotic evil.

LEVELING UP

As player characters overcome challenges, they gain experience points (also called "XP") as a quantification of everything they've learned and practiced. As the PCs attain more experience points, they advance in character level, gaining new and improved abilities at each level. Characters advance in character level (or "level up") when they earn specific amounts of experience points—the Experience Point Total column of Table 2–4: Character Advancement shows the experience points needed to reach each level. Typically, leveling up occurs at the end of a game session, when your GM awards that session's XP, or between the end of that session and the start of the next.

The process of advancing a character works in much the same way as generating a character, except that your previous choices concerning race, ability scores, class, skills, theme, and feats cannot be changed. Adding a level generally gives you new class features; additional skill ranks to spend; more Hit Points, Stamina Points, and Resolve Points; and possibly an additional feat or theme benefit, or even extra ability points (see Table 2–4: Character Advancement).

Follow the steps below to advance your character.

STEP 1: APPLY ANY ABILITY INCREASES

Every 5 levels, you get to increase and customize your character's ability scores. Each time he reaches one of these level thresholds (5th, 10th, 15th, and 20th—see Table 2–4), choose four of his ability scores to increase. If a chosen score is 17 or higher (excluding ability increases from personal upgrades—see page 212), it increases permanently by 1. If it's 16 or lower, it increases by 2. You can't apply more than one of these increases to the same ability score for a given level. Unlike during character creation, ability score increases gained from leveling up can push your character's ability scores above 18.

If an ability score increase results in a change to an ability modifier, don't forget to adjust any statistics that rely on that modifier, such as attack bonuses, saving throws, total skill bonuses, Resolve Points, Stamina Points, and the DCs of class features and spells. Note that ability score increases are effective retroactively; when your character's ability score increases, it increases his total number of ability-based statistics—things like Resolve Points, Stamina Points, or skill ranks—as if he had the higher value at previous levels as well. For example, a mechanic with an Intelligence score of 17 has a modifier of +3, and thus gets 7 skill ranks to spend at each level (see Chapter 5). If at 5th level he increases his Intelligence score to 18, he'll have a modifier of +4, and thus get 8 skill ranks to spend from this level forward—but he'll *also* get 4 additional ranks to assign, reflecting the ranks he would have received if he'd had an Intelligence score of 18 at his first 4 levels.

For more information on ability scores, see page 18.

STEP 2: ADD NEW CLASS FEATURES

Your character's can either advance to the next level of his current class or take a level in a different class (see Multiclassing below). See Chapter 4 for the features your class gains at each level. Increase your character's Hit Points by the number that his class grants him, increase his Stamina Points by the amount specified in the class plus his Constitution modifier, adjust his saving throw and attack bonuses, and integrate the class features he gains at that level (including choosing any new spells he has gained if he's a spellcaster). In addition to any new class features he gains, some class features he received at lower levels may improve at higher levels, so be sure to check whether his existing class features have gotten better.

STEP 3: ADD NEW FEATS OR THEME BENEFITS

Your character gets a new feat at every odd-numbered level. This is in addition to any bonus feats he might get from his class. When choosing a new feat, be sure to check the prerequisites to make sure your character qualifies for it (see Chapter 6).

Your character gains a new benefit from his theme (see page 28) at 6th level, 12th level, and 18th level.

STEP 4: INVEST SKILL RANKS

Whenever your character levels up, he gains a number of new skill ranks based on his class and his Intelligence modifier (see page 132); as noted in Step 1, he may also gain skill ranks as a result of his Intelligence modifier increasing. Invest these new skill ranks in skills (he can invest in existing skills or new skills), keeping in mind that his ranks in any one skill can't exceed his character level. If any of his ability score modifiers increased in Step 1, don't forget to adjust those bonuses to his skill checks.

TABLE 2–4: CHARACTER ADVANCEMENT

CHARACTER LEVEL	EXPERIENCE POINT TOTAL	ABILITY INCREASE	SPECIAL
1st	–	–	1st feat, theme benefit
2nd	1,300	–	–
3rd	3,300	–	2nd feat
4th	6,000	–	–
5th	10,000	1st	3rd feat
6th	15,000	–	Theme benefit
7th	23,000	–	4th feat
8th	34,000	–	–
9th	50,000	–	5th feat
10th	71,000	2nd	–
11th	105,000	–	6th feat
12th	145,000	–	Theme benefit
13th	210,000	–	7th feat
14th	295,000	–	–
15th	425,000	3rd	8th feat
16th	600,000	–	–
17th	850,000	–	9th feat
18th	1,200,000	–	Theme benefit
19th	1,700,000	–	10th feat
20th	2,400,000	4th	–

MULTICLASSING

Most characters continue to advance in their chosen classes for their entire careers, gaining ever more impressive abilities. Sometimes, however, you might want your character to cross-train and pick up some of the abilities of a different class.

When such a character levels up, instead of gaining the next level of his existing class, he can add a level of a new class, adding all the 1st-level class features of that class to his existing class features. This is referred to as "multiclassing."

For example, let's say a 5th-level soldier decides to dabble in the magical arts and adds 1 level of technomancer when he next advances in level (such a combination of levels is commonly written "soldier 5/technomancer 1"). Such a character retains the class features and abilities of a 5th-level soldier—his bonus feats, style techniques, armor and weapon proficiencies, and other class features—but also gains the class features and abilities of a 1st-level technomancer, such as the ability to cast 1st-level technomancer spells and the technomancer's spell cache class feature. He adds all of the Hit Points, Stamina Points, base attack bonuses, and saving throw bonuses from the 1st-level technomancer on top of those gained from being a 5th-level soldier, and is still considered a 6th-level character (his character level is 6th.)

It's important to keep track of which effects and prerequisites rely on a character level versus class level. For example, feats might require a minimum class level or character level, while almost all class features are based on the character's level in the class that grants that feature. Casting spells is an exception—when determining caster level, a character adds together his levels from different spellcasting classes (such as mystic and technomancer).

A multiclassed character can have more than one key ability score. For each class, your key ability score remains the same as normal for that class (and for the class features that rely on that score). For any key ability score calculation not tied to class, such as determining your maximum Resolve Points, use whichever key ability score has the highest value (and therefore the highest modifier).

You can take as many levels of as many different classes as you want, but while it might seem tempting to be a dilettante, spreading yourself thin comes with a cost. Since you always start at the ground floor with a new class, it's easy to end up with a bunch of low-level abilities that can't compete with the higher-level abilities of a single-class character of the same level. For instance, an envoy 3/soldier 4/technomancer 3 may be well-rounded, but she's going to get stomped into pudding by a 10th-level soldier, and she will be consistently outperformed by the other 10th-level characters in her party.

RETRAINING

In general, decisions made about your character when leveling up are permanent; you can't go back and change his ability scores, feats, skills, and so forth later on. For characters who desperately want to change their past and replace abilities, however, there is a technological solution: the mnemonic editor, a device by which old knowledge and abilities can be edited out of your character's brain and permanently replaced with new ones, thus allowing you to partially rebuild your character—with your GM's permission, of course. For more information, see the device's description on page 226.

CHARACTER THEMES

A character theme represents a focus for your character, which may be a result of your background, upbringing, training, or mystic destiny. You select a character theme at 1st level, gaining special benefits that reflect major aspects of that theme at 1st, 6th, 12th, and 18th levels. All abilities are extraordinary abilities unless otherwise noted. With your GM's permission, you can even create your own theme that fits your character concept perfectly!

ACE PILOT

Thanks to steady hands and nerves of steel, you are skilled at operating starships and other vehicles. See page 29 for more information.

BOUNTY HUNTER

Almost nothing will stop you from tracking down your quarries and returning them dead or alive. See page 30 for more information.

ICON

You are a popular and respected celebrity within the bounds of colonized space. See page 31 for more information.

MERCENARY

You are a well-trained soldier of fortune who works well with your companions in battle. See page 32 for more information.

OUTLAW

Whether you are guilty or not, you are a wanted criminal in a city, on a planet, or even throughout the galaxy. See page 33 for more information.

PRIEST

Your unshakable devotion to a philosophy or religion forms the core of your personality. See page 34 for more information.

SCHOLAR

As an academic, you have a broad knowledge base and a thirst to expand it. See page 35 for more information.

SPACEFARER

You live your life among the stars, seeking new worlds to explore and yearning for the next adventure. See page 36 for more information.

XENOSEEKER

As you travel outside of Pact Worlds space, you strive to make contact with alien life-forms. See page 37 for more information.

THEMELESS

You don't fit neatly into any of the above categories, or you see yourself as a blank slate. See below for more information.

THEMELESS CHARACTERS

If you decide that none of the themes above fit your particular character concept, you can choose not to have a theme. You then gain the following benefits at the listed levels. A themeless character is considerably less powerful than a character with a theme, so choose this option with care.

General Knowledge (1st)

You gain a class skill of your choice when you create a themeless character. Also, you gain an ability adjustment of +1 to any ability score you choose.

Certainty (6th)

Once per day before you roll a skill check, you can gain a +2 bonus to that skill for that check.

Extensive Studies (12th)

Choose a skill that is a class skill for you. Once per day, you can reroll one such skill check before learning the results of the roll. You must take the second result, even if it is worse.

Steely Determination (18th)

Increase your pool of Resolve Points by 1.

ACE PILOT +1 Dex

You are most comfortable at the controls of a vehicle, whether it's a starship racing through the inky void of space or a ground vehicle zooming between trees, around boulders, and across dusty badlands. You might be a member of an elite military force, the recipient of intense courses of training. Alternatively, you might be a total amateur with innate skills that make you a much-admired hotshot.

THEME KNOWLEDGE (1ST)

You are obsessed with starships and vehicles, and have committed to memory almost every related tidbit of knowledge you've ever come across. Reduce the DC of Culture checks to recall knowledge about starship and vehicle models and parts as well as famous hotshot pilots by 5. Piloting is a class skill for you, though if it is a class skill from the class you take at 1st level, you instead gain a +1 bonus to your Piloting checks. In addition, you gain an ability adjustment of +1 to Dexterity at character creation.

LONE WOLF (6TH)

You know at least a little bit about handling every role on a starship, and you can sub in for certain tasks in a pinch. Whenever you need to attempt a skill check either during starship combat or to directly repair or otherwise maintain your starship, you can treat half your ranks in Piloting as your ranks in the appropriate skill for the check, if that would be better (since you effectively have ranks in the related skill, you are considered trained in the skill for the purposes of this check).

NEED FOR SPEED (12TH)

Speeding in a vehicle gives you a heady rush, and you can easily handle operating vehicles at high velocities that might send lesser pilots spinning out of control. Reduce any penalties to Piloting checks you make when on a vehicle by 1. When you take the double maneuver action during a vehicle chase (see page 283), reduce the penalty for each action by 1. Whenever a Piloting check has a penalty for failing by 5 or more, you take that penalty only if you fail by 10 or more.

MASTER PILOT (18TH)

Your piloting accomplishments invigorate you, giving you renewed purpose and zeal. Up to twice per day, when you defeat a significant enemy in starship combat as a pilot or succeed in a vehicle chase (meaning that you've either escaped a pursuer or caught or defeated your opponent), you recover 1 Resolve Point.

BOUNTY HUNTER +1 Con

You track people down for money. It is a dangerous profession, as most of your targets understandably don't wish to be caught. You wouldn't have it any other way. You might have a code of ethics, never taking jobs that, say, target children or members of your own race. You might hunt down only escaped criminals. Or you might be completely amoral, taking any job that comes along—for the right price.

THEME KNOWLEDGE (1ST)

Your mind is a cold steel trap when it comes to scraps of information about the creatures you're tracking down. Choose a specific sentient creature that you can identify by name, alias, or specific identity to be your mark. Reduce the DC of Culture or Profession (bounty hunter) checks to recall knowledge about your mark, as well as to recall knowledge about law-enforcement individuals and practices, by 5. If you choose a mark that is known only by an alias or secret identity, this ability helps you learn facts only about the identity you know about, not any other unknown identities. Once you defeat your mark, as an action that takes 1 minute, you can study dossiers and database information about another individual to be your new mark. You can instead abandon your mark for a new one without defeating it, but if you do so, you take a –2 penalty to all skill checks for 1 week. Survival is a class skill for you, though if it is a class skill from the class you take at 1st level, you instead gain a +1 bonus to Survival checks. In addition, you gain an ability adjustment of +1 to Constitution at character creation.

SWIFT HUNTER (6TH)

You know just how to ask around about your marks to gain information and insight in a hurry. You can use Diplomacy to gather information about a specific individual in half the normal time, and you reduce the penalty for following tracks using Survival while moving at full speed to 0.

RELENTLESS (12TH)

You never seem to get tired, even when working longer and harder than everyone else in pursuit of your mark; some of your targets might even refer to you as a tireless ghost or an all-seeing hunter. You can walk or be otherwise active for 12 hours instead of 8 before needing to attempt Constitution checks for a forced march (see page 258), and you can hustle for 2 hours a day during overland travel (see page 258) instead of 1 hour. Reduce the penalty for following tracks using Survival while moving at double speed to –10.

MASTER HUNTER (18TH)

Your relentless pursuit of your mark steels your determination and can renew your inner reserves of strength. Once per day while in pursuit of your mark, you can review current information about your mark for 10 minutes to regain 1 Resolve Point; this doesn't count as resting to regain Stamina Points. Additionally, once per day when you defeat your mark, you regain 1 Resolve Point.

ICON +1 Cha

Thanks to interstellar transmissions and Drift travel, the galaxy is smaller than ever, and this connectivity has facilitated your ascension to celebrity status. You might be a famous performer or a celebrated scientist, but either way, you get recognized on the Pact Worlds and in associated systems. Your reason for traveling to unknown worlds might be to further spread your acclaim or to escape the limelight.

THEME KNOWLEDGE (1ST)

Choose a Profession skill. You are hooked deeply into the culture of your iconic profession. When attempting a Profession or Culture check to recall knowledge about other icons of your profession or details about your profession's cultural aspects, reduce the DC by 5. You gain a +1 bonus to checks with your chosen Profession skill. Culture also becomes a class skill for you, though if it is a class skill from the class you take at 1st level, you instead gain a +1 bonus to Culture checks. In addition, you gain an ability adjustment of +1 to Charisma at character creation.

CELEBRITY (6TH)

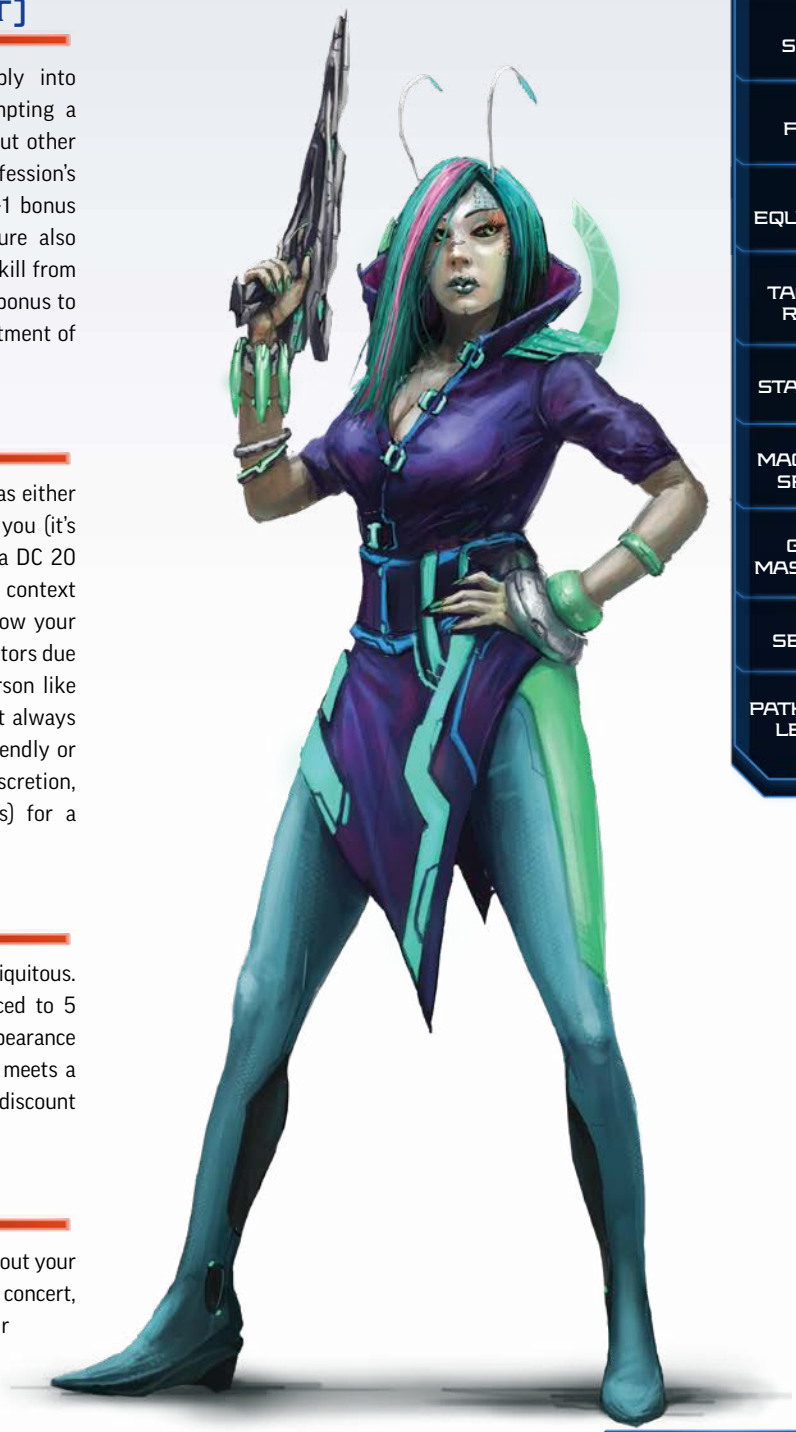
You are famous enough that pretty much everyone has either heard of you or can quickly find information about you (it's a DC 10 Culture check to recognize your name and a DC 20 Culture check for someone to recognize you out of context from your appearance alone). Among those who follow your iconic profession, you've built up both fans and detractors due to your celebrity. If you're looking for a generic person like "a doctor who can treat this disease," you can almost always find one who's a fan and whose attitude starts as friendly or helpful to you; this takes 2d4 hours. At the GM's discretion, fans might give you services (although not goods) for a discount or even for free.

MEGACELEBRITY (12TH)

Your reputation grows to the point that your name is ubiquitous. The DC of Culture checks to recognize you is reduced to 5 (or 10 to recognize you out of context from your appearance alone) and it takes only 1d4 hours to find a fan who meets a generic description. In addition, fans give you a 10% discount on purchased goods.

MASTER ICON (18TH)

Up to twice per day, you can interact with the public about your profession (usually during a performance, such as a concert, but sometimes in a press conference afterward if your profession requires no audience) for a total of at least 10 minutes to recover 1 Resolve Point.



MERCENARY +1 Str

Whether you take jobs that match your ethical beliefs or you fight for anyone who can afford your services, you are a hired gun. You might take pride in your past accomplishments, proudly displaying trophies of your kills, or you might be laden with guilt over being the sole survivor of a mission gone terribly wrong. You most likely work with other mercenaries and are familiar with the methodologies of military actions all across the galaxy.

THEME KNOWLEDGE (1ST)

You are knowledgeable about the military, from rival mercenary groups to standard military procedures to planetary armed forces, and you can draw upon this fount of information to aid your adventurous pursuits. Reduce the DC of Culture checks and Profession (mercenary) checks to recall knowledge about hierarchies, practices, personnel, and so on in the military by 5. Athletics is a class skill for you, though if it is a class skill from the class you take at 1st level, you instead gain a +1 bonus to Athletics checks. In addition, you gain an ability adjustment of +1 to Strength at character creation.

GRUNT (6TH)

You're used to long marches while carrying heavy equipment and can hoist most machinery with ease. Treat your Strength as 1 higher for the purpose of determining your bulk limit (see page 167).

SQUAD LEADER (12TH)

You are extremely skilled at coordinating with your squad, both because of your tactical efficiency and because of the respect that you command. If you are able to attempt the check in question, you automatically succeed at a skill check to aid another (see page 133) when assisting a squad member or other longtime ally (such as a fellow PC).

COMMANDER (18TH)

You pull determination from your victories with your squad, no matter how bloody. After participating in at least three combats in a day in which you defeat distinct groups of significant enemies, you recover 1 Resolve Point. After participating in six such combats in a day, you recover a second Resolve Point.

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OUTLAW +1 Dex

Due to the sins of your past or your current unlawful behavior, you are a wanted individual somewhere in the Pact Worlds. You might not even be guilty and are striving to clear your good name. Or you might fully admit to being a criminal but believe the laws you break are unjust. Whatever the case, boarding a starship headed to the Vast might be just the thing you need until the heat dies down—or until you're dragged off to prison.

THEME KNOWLEDGE (1ST)

You are well connected to shadowy secrets and back-alley deals, and you both know about key players and have handy skills of your own. Reduce the DC of Culture checks to recall knowledge about the criminal underworld by 5. Sleight of Hand is a class skill for you, though if it is a class skill from the class you take at 1st level, you instead gain a +1 bonus to Sleight of Hand checks. In addition, you gain an ability adjustment of +1 to Dexterity at character creation.

LEGAL CORRUPTION (6TH)

Your underworld contacts have serious pull with the corporations and the authorities and can get you out of just about any legal trouble—as long as you're willing to pay the right price. Depending on the severity of the crime, this can be anywhere between 500 credits × your character level and 10,000 credits × your character level.

BLACK MARKET CONNECTIONS (12TH)

You have contacts who can move goods of all manner discreetly and quietly just about anywhere to nearly any destination you can imagine. You can sell goods in any city for their usual price, even if the goods are illegal or too luxurious for the locals to afford. Additionally, for 10% more than the usual price, you can purchase goods to be delivered to a remote drop-off point (possibly near an adventure location) in the same solar system as a familiar city. The delivery always takes at least as long as the journey between the city and the drop-off point—and usually longer.

MASTER OUTLAW (18TH)

Organizing shady plans is one of your specialties, and doing so is like a sweet shot of adrenaline. Up to twice per day, after you spend at least 10 minutes to plan a significant heist, caper, or other crime (this doesn't count as resting to regain Stamina Points) and successfully complete at least one action toward enacting that plan, you regain 1 Resolve Point.

PRIEST +1 Wis

You are a member of an organized religion or similar association. Your belief, whether it has been a part of you since childhood or it came to you later in life, is an integral part of your character. You might travel the stars proselytizing your deity, or your church might have sent you out on a specific holy (or unholy) mission. No matter what obstacles life puts in your way, you always have the conviction of your beliefs to fall back on.

THEME KNOWLEDGE (1ST)

Choose a deity or a philosophy whose alignment is within one step (on either the good-evil axis or the law-chaos axis) of your own. Reduce the DC of Culture and Mysticism checks to recall knowledge about religious traditions, religious symbols, and famous religious leaders by 5. Mysticism becomes a class skill for you, though if it's a class skill from the class you take at 1st level, you instead gain a +1 bonus to Mysticism checks. In addition, you gain an ability adjustment of +1 to Wisdom at character creation.

MANTLE OF THE CLERGY (6TH)

You have reached a rank of authority in your religion. Typical lay followers of your religion have a starting attitude of helpful toward you and will often provide you with simple assistance on request due to some combination of adoration, respect, or fear (depending on your religion), and even other clergy must give your opinions due consideration in matters of disagreement. You gain a +2 bonus to Diplomacy and Intimidate checks against lay followers and lower-ranking clergy.

DIVINE BOON (12TH)

Your deity grants you mystic power. Choose one 1st-level mystic spell with some connection to your deity's portfolio (subject to the GM's approval). If you have levels in the mystic class, you gain 1 additional 1st-level spell per day and add the chosen spell to your list of mystic spells known. Otherwise, you can use the chosen spell once per day as a spell-like ability.

TRUE COMMUNION (18TH)

Up to twice per day, after performing a significant action strongly aligned with your faith's dogma (at the GM's discretion), you can spend 10 minutes in deep meditation or prayer to regain 1 Resolve Point; this doesn't count as resting to regain Stamina Points.

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SCHOLAR +1 Int

You are an erudite intellectual, pitting your brain against problems and puzzles that others would find daunting. You might be an instructor of a specific topic at a large university or a dabbler in a number of fields of study. You could be exploring the galaxy in search of ancient artifacts or new scientific phenomena. Whatever your motivation, you are sure that the answers you seek are out there.

THEME KNOWLEDGE [1ST]

You are an expert in one particular field of study, and your passion for the subject shows. Choose either Life Science or Physical Science and then choose a field of specialization. If you pick Life Science, you can specialize in bioengineering, biology, botany, ecology, genetics, xenobiology, zoology, or another field of biological science. If you pick Physical Science, you can specialize in astronomy, chemistry, climatology, geography, geology, meteorology, oceanography, physics, or another field of physical science. The DC of skill checks to recall knowledge about your specialty is reduced by 5. Your chosen skill is a class skill for you, though if it is a class skill from the class you take at 1st level, you instead gain a +1 bonus to checks with your chosen skill. In addition, you gain an ability adjustment of +1 to Intelligence at character creation.

TIP OF THE TONGUE [6TH]

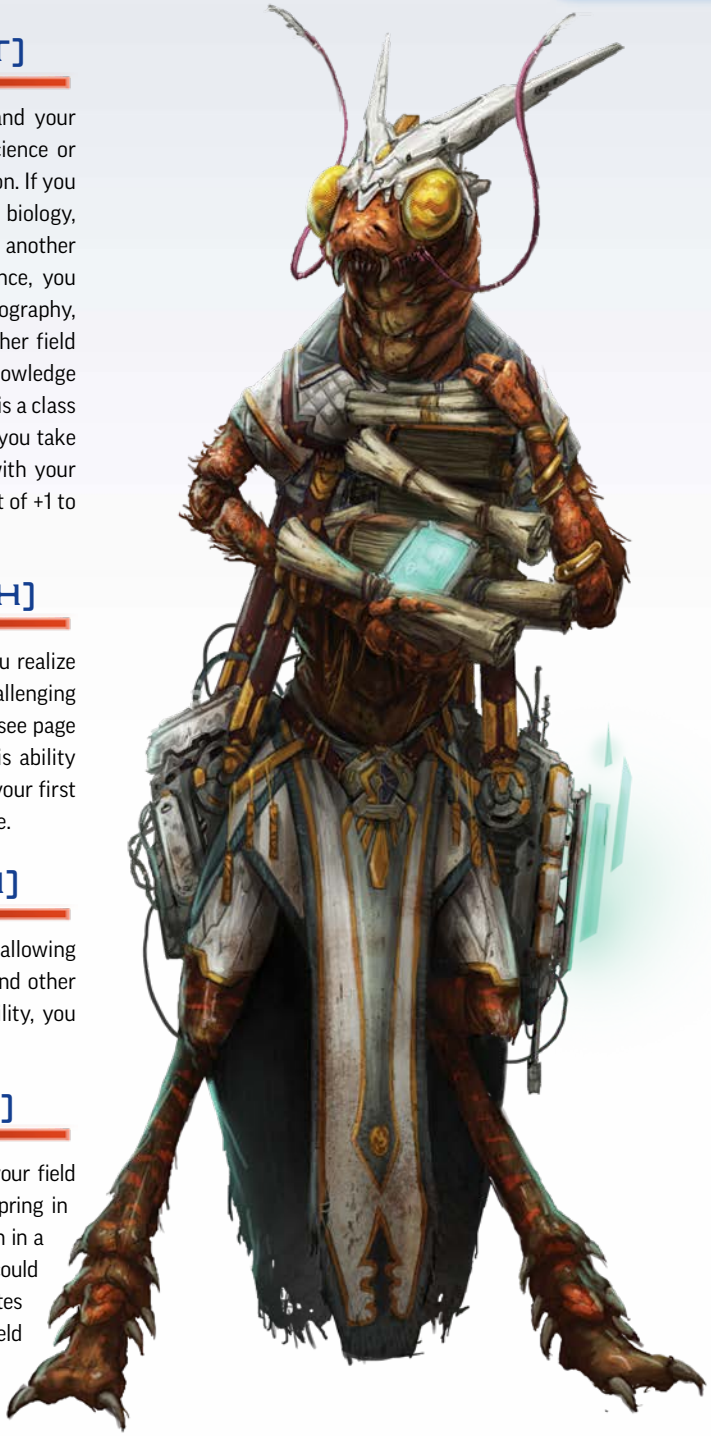
Sometimes, after pausing to collect your thoughts, you realize that you know the answer to a particularly challenging question. Once per day, you can reroll any skill check (see page 243) to recall knowledge. You must decide to use this ability after rolling but before learning the information from your first roll. You must take the second result, even if it is worse.

RESEARCH MAVEN [12TH]

You can research much faster than most other people, allowing you to collate information from databases, libraries, and other sources in one-quarter the normal time; with this ability, you can typically take 20 to recall knowledge in 5 rounds.

MASTER SCHOLAR [18TH]

To you, learning and absorbing knowledge related to your field of expertise is as refreshing as drinking from a cool spring in the middle of a desert planet. Up to twice per day, when in a situation where information from your specialty field could be useful (at the GM's discretion), you can spend 10 minutes in deep contemplation and research of your specialty field and recover 1 Resolve Point, in addition to using recall knowledge (see page 133) for the information you seek; this doesn't count as resting to regain Stamina Points.



SPACEFARER +1 Con

Your longing to journey among the stars can't be sated. You yearn for the adventure of stepping onto a distant world and exploring its secrets. You tend to greet every new opportunity with bravery and fortitude, confident that your multitude of skills will pull you through. Perhaps you simply find joy in the act of traveling with your companions, or perhaps you are just out to line your pockets with all sorts of alien loot!

THEME KNOWLEDGE (1ST)

You are obsessed with distant worlds, and you always mentally catalog everything you learn about new and strange places so you can recall it when you need it most. Additionally, you use your knowledge of biology and topology to inure yourself to alien hazards. Reduce the DC of Physical Science checks to recall knowledge about strange new worlds or features of space by 5. Physical Science is a class skill for you, though if it is a class skill from the class you take at 1st level, you instead gain a +1 bonus to Physical Science checks. In addition, you gain an ability adjustment of +1 to Constitution at character creation.

EAGER DABBLER (6TH)

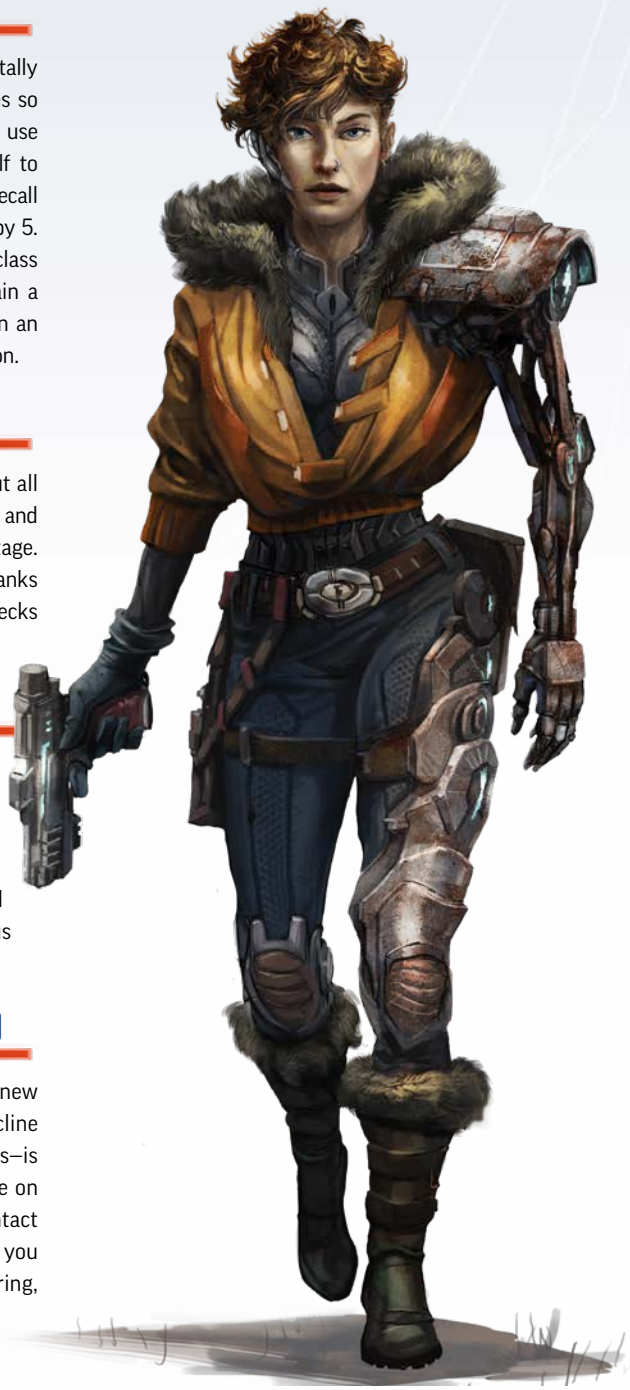
In your journeys, you've picked up quite a few tricks about all sorts of things, even if you haven't formally studied them, and you can often use this logic and intuition to your advantage. You gain a +2 bonus to skill checks if you don't have any ranks in that skill. This ability does not allow you to attempt checks for trained-only skills (see page 134).

JACK OF ALL TRADES (12TH)

You can do just about anything if you put your mind to it, and you never let lack of formal instruction stand between you and a task that needs handling. You can use all skills untrained, even if you could not normally do so, and when you roll a natural 20 while attempting a skill check for a skill in which you don't have ranks, your bonus from eager dabbler increases to +4.

MASTER EXPLORER (18TH)

Scientifically noting the even tiniest details about a new place—including everything from apparent colors and incline grades to barometric, seismic, and other delicate readings—is absolutely invigorating to you. Up to twice per day while on an unexplored planet (typically one that has had no contact with the Pact Worlds, though it doesn't need to be one you discovered yourself), you can spend 10 minutes exploring, mapping, and documenting a new geographical feature to recover 1 Resolve Point; this doesn't count as resting to regain Stamina Points.



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XENOSEEKER +1 Cha

The thought of meeting alien life-forms excites you. The more different their appearances and customs are from yours, the better! You either believe they have much to teach you or you want to prove you are better than them. Of course, the only way to accomplish your goal is to leave the Pact Worlds and travel to the Vast, where a virtually endless number of aliens await.

THEME KNOWLEDGE [1ST]

You are trained to seek out, identify, and interact with alien life-forms. Reduce the DC to identify a rare creature using Life Science by 5. Life Science is a class skill for you, though if it is a class skill from the class you take at 1st level, you instead gain a +1 bonus to Life Science checks. In addition, you gain an ability adjustment of +1 to Charisma at character creation.

QUICK PIDGIN [6TH]

If you don't share a language with creatures you encounter, you and the creatures can spend 10 minutes attempting to converse (if they are willing), after which you attempt a DC 25 Culture check. If you succeed, you formulate a simple pidgin language that allows basic communication. You can use the pidgin language with those specific creatures only, but you gain a +2 bonus to Culture checks to create a pidgin language with similar creatures that speak the same language.

FIRST CONTACT [12TH]

You know how to make a good first impression on new races and assuage their fears of the unknown. When meeting a creature that has never seen your race or any of the races of your traveling companions, if it would normally be unfriendly to unknown races, treat it as indifferent instead. This has no effect if the creature would be hostile, indifferent, friendly, or helpful.

BRILLIANT DISCOVERY [18TH]

Up to twice per day, when you discover and document a new species of flora or fauna, you recover 1 RP. On an unexplored planet where every species is new, this process usually takes 10 minutes at most (and doesn't count as rest to regain SP, but even on known planets, you might be able to find a new species in 1d4 hours (or fewer) in a remote biome or one with a high variety of wildlife.

RACES

3

RACES

This chapter outlines the "core races" of Starfinder—those most common in the Pact Worlds and intended for use as PCs. For some less common races, see Chapter 13.

ANDROIDS

Androids are artificial creatures with both biological and mechanical elements, originally created by humanity as servants and now free to chart their own destiny among the stars.

HUMANS

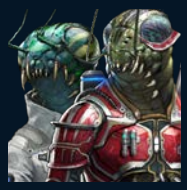
Found nearly anywhere in the Pact Worlds, humans have spread far since the disappearance of their home world of Golarion. They are known for their curiosity, tenacity, and adaptability.

KASATHAS

An ancient four-armed race from a distant star system, kasathas are staunch traditionalists with customs that make them seem wise and mysterious to other races.

LASHUNTAS

Lashuntas are naturally gifted psychics, divided into two subraces: one tall and lean, the other short and powerful. Both are compelling to other races and dedicated to scholarship and self-perfection.



SHIRRENS

Once part of a terrifying hive-mind that devoured all in its path, the insectile shirrens mutated and broke away to become independent but community-minded individuals addicted to the freedom of choice.

VESK

Devoted to conquest and dominance, the reptilian vesk only recently ended their long war with the other races of the Pact Worlds, and many still distrust them despite their sense of honor and their utility in combat.

YSOKI

Passionate and scrappy, the ratlike ysoki are experts at getting both into and out of trouble. They let their love of technology, exploration, and adventure carry them throughout the galaxy.

The Starfinder Roleplaying Game is about more than just meeting aliens—it's also about playing alien characters. In Starfinder, the word "race" usually refers to an intelligent, self-aware species whose members can be considered characters rather than simple monsters. While not all races are appropriate for player characters, many of them are; any creature with a racial traits entry is a member of a potentially playable race, provided that your GM approves it.

The following section introduces the core races of Starfinder—seven species so common within the Pact Worlds as to be ubiquitous (or at least recognized) throughout the solar system. A number of slightly less common races native to the Pact Worlds system, such as elves and dwarves, can be found starting on page 506, and even more potential races can be found in the *Starfinder Alien Archive*. Remember that these are only the races most common within the Pact Worlds—the system also contains many civilized but less prominent races, and when it comes to races from beyond the Pact Worlds, anything goes!

Picking your race is one of the biggest choices in character creation, as once it's made, it can't be changed. In addition to its cultural flavor, each race comes with a set number of Hit Points that you get at 1st level, plus several other racial traits that modify your statistics or grant you additional abilities. The ability score modifiers are the most significant of these. These bonuses and penalties apply during the generation of your ability scores (see page 18), and reflect your race's natural aptitudes and disadvantages, such as vesk being stronger on average than the other races and ysoki being weaker. If you already know what class you want to play, it's often a good idea to compare its key ability score (see page 19) to the ability score modifiers granted by the respective races when selecting your race, so you don't accidentally end up with your racial adjustments to your ability scores making it difficult to play the type of character you want. Some races' ability bonuses make them a perfect fit for certain classes, such as the vesk's bonuses to Strength and Constitution, which make them natural soldiers. However, don't be afraid to play against type if the idea excites you—every race presented here has members of every class within its society.

LANGUAGES

The myriad peoples of the Pact Worlds speak a wide variety of languages, from the system-wide trade tongue called Common to obscure alien dialects and ancient languages from other planes of reality. Many worlds have a shared planetary language, most races speak a racial tongue, and all of the prevalent languages of the Pact Worlds have both signed versions and written versions (including both visual and tactile writing).

A character begins play speaking and reading Common, her racial tongue (if any), and the language of her home planet (if any). She can also choose a number of bonus languages equal to her Intelligence bonus from the lists below. A character can learn the signed or tactile version of a language she knows, either as a bonus language or by putting a rank in the Culture skill (see page 139). A character who begins play blind automatically knows the tactile versions of any languages she knows; a character who begins play deaf automatically knows the signed versions. An astonishing number of languages are spoken in the Pact Worlds, and not all are understandable or reproducible by other races without complex technology; some of the most commonly spoken tongues in the Pact Worlds are presented below.

TABLE 3-1: VITAL STATISTICS BY RACE

RACE	AVG. HEIGHT	AVG. WEIGHT	AGE OF MATURITY	MAXIMUM AGE
Android	5-7 ft.	100-200 lbs.	0 years	See page 43
Human	5-7 ft.	100-300 lbs.	18 years	80+2d20 years
Kasatha	6-7 ft.	120-200 lbs.	25 years	100+2d20 years
Lashunta	5-7 ft.	140-180 lbs.	20 years	80+2d20 years
Shirren	5-6 ft.	100-150 lbs.	5 years	50+1d20 years
Vesk	6-8 ft.	200-300 lbs.	16 years	70+1d20 years
Ysoki	3-4 ft.	60-100 lbs.	10 years	60+1d20 years

Prevalent Languages

Common, the most prevalent trade tongue of the Pact Worlds, is believed to be based on one or more of the old human languages of Golarion. The other most widespread languages spoken in the Pact Worlds (and their typical speakers) include the following.

- Akitonian (inhabitants of Akiton)
- Aklo (inhabitants of Aucturn, Dominion of the Black)
- Brethedan (inhabitants of Bretheda, Liavara, and their moons)
- Castrovelian, also called Lashunta (lashuntas, inhabitants of Castrovel)
- Eoxian (inhabitants of Eox)
- Kasatha (kasathas)
- Shirren (shirrens)
- Triaxian (inhabitants of Triaxus)
- Vercite (inhabitants of Verces)
- Vesk (vesk, inhabitants of the Veskarium)
- Ysoki (ysoki)

Other Languages

The following languages are somewhat less common, but they are often encountered by scholars, spellcasters, and those doing business on their speakers' respective home worlds.

- Abyssal (demons, chaotic evil outsiders, inhabitants of the Abyss)
- Aquan (inhabitants of the Plane of Water)
- Arkanen (inhabitants of Arkanen and Osoro)
- Auran (inhabitants of the Plane of Air)
- Azlanti (Azlanti, inhabitants of the Azlanti Star Empire)
- Celestial (angels, good outsiders, inhabitants of the good-aligned planes)
- Draconic (dragons, reptilian humanoids, Triaxian dragonkin)
- Drow (drow, many residents of Apostae)
- Dwarven (dwarves)
- Elven (drow, elves, half-elves)
- Gnome (gnomes)
- Goblin (bugbears, goblins, hobgoblins)
- Halfling (halflings)
- Ignan (inhabitants of the Plane of Fire)
- Infernal (devils, lawful evil outsiders, inhabitants of Hell)
- Kalo (kalo, inhabitants of Kalo-Mahoi)
- Nchaki (inhabitants of Nchak)
- Orc (orcs, half-orcs)
- Sarcesian (sarcesians)
- Shobhad (shobhads)
- Terran (inhabitants of the Plane of Earth)

VITAL STATISTICS

Table 3–1 suggests some basic ranges to help you determine your character's height, weight, and age. While most characters fall somewhere in the middle of the range for their race, some exceptional individuals may be larger or smaller. Gender plays a significant role in the size and shape of some races, yet even for those races, you should feel free to build the character that feels right to you. Environmental factors can also play a role in determining your character's size and shape—a character from a low-gravity environment is likely taller and thinner than average, while one raised on a high-gravity world might be shorter and more muscular due to the stresses placed on his body.

The age of maturity listed on the chart represents the age at which a member of a race is likely to be considered an adult. It is a generalization based on physical and cultural factors—individual cultures may vary. The maximum age listed includes an element of randomness to reflect the capriciousness of death, and it is the assumption for the race's longevity without magical or technological intervention—with the right life-extension technology, individuals of all races can become nearly immortal.

In addition, most of the races presented here are Medium (see page 255); they have a space and reach of 5 feet and a land speed of 30 feet per round. While the ysoki are Small (see page 255), their space, reach, and land speed are those of Medium creatures.

READING THE RACE ENTRIES

The following pages explain the rules for the core races and describe how they fit into the Starfinder setting, but a few key elements deserve further explanation.

Ability Adjustments: These are race-based adjustments to ability scores implemented during character creation (see page 18). For instance, the ability adjustment for androids is +2 to Dexterity and Intelligence respectively, but –2 to Charisma.

Hit Points: These are the additional Hit Points you get from your race at 1st level. See page 22 for more information.

Racial Traits: The first page of each race lists the special abilities you get when playing a character of this race. You automatically get all of these—you don't have to pick and choose.

Playing the Race: These notes offer a starting place for how you, as a character of this race, might interact with the world. Note that, as with other cultural details presented in the race entry, these are just suggestions based on a typical member of your race. Personalities vary, and your character might diverge wildly from the suggestions, especially if she was raised in a different culture or under unusual circumstances.

ANDROIDS

+2 DEX | +2 INT | −2 CHA | 4 HP

Complex technological creations crafted to resemble humans, androids were originally a servitor race, but they have since broken free to form their own society. Unlike ordinary robots or ship AIs, androids do not simply respond according to their programming; rather, they have independent consciousnesses and are animated by souls—a distinction crucial to their generally accepted status as people rather than property.

SIZE AND TYPE

Androids are Medium humanoids with the android subtype.

CONSTRUCTED

For effects targeting creatures by type, androids count as both constructs and humanoids (whichever type allows an ability to affect them for abilities that affect only one type, and whichever is worse for abilities that affect both types). They receive a +2 racial bonus to saving throws against disease, mind-affecting effects, poison, and sleep, unless those effects specifically target constructs. In addition, androids do not breathe or suffer the normal environmental effects of being in a vacuum.

EXCEPTIONAL VISION

Androids have low-light vision and darkvision. See pages 263–264 for more information.

FLAT AFFECT

Androids find emotions confusing and keep them bottled up. They take a –2 penalty to Sense Motive checks, but the DCs of Sense Motive checks attempted against them increase by 2.

UPGRADE SLOT

Androids have a single armor upgrade slot in their bodies. Regardless of whether androids are wearing physical armor, they can use this slot to install any one armor upgrade that could be installed into light armor.

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PLAYING AN ANDROID

YOU LIKELY...

Are rational, quick-thinking, and a careful planner, always mindful of potential escape routes.

Distrust authority and assume others want to take advantage of you.

Have a natural understanding of machines and respect them.

Judge people by how they treat animals, robots, and servants.

OTHER RACES PROBABLY...

Have trouble reading your emotions or assume you don't have them.

Are jealous of your constructed body and lack of aging.

See you as somehow inferior to purely biological life-forms.

Experience difficulty following your quick, complex logical processes.

PHYSICAL DESCRIPTION

Androids are biomechanical constructs created in technological crèches called foundries. While the first androids are believed to have been mostly biological, difficult to distinguish from the humans they lived among, modern designs are more varied, and many favor metal skeletons and processors that support synthetic organs and living flesh. Nearly all androids feature a humanoid body shape and tattoo-like circuits that glow through their skin when operating at full power, but beyond this commonality, variations in physical appearance reflect an android's design, role, and personality. Some take pains to blend into human society, while others deliberately display their mechanical nature. Though some androids are constructed or customize themselves to look like other races, such models are relatively rare. Due to their biological components, androids need to eat and sleep, but as constructed beings they do not reproduce in the human fashion and have no biological need for gender—some identify strongly as male or female, while others shift fluidly or ignore it altogether, and still others actively reject it on philosophical grounds as a relic of their former slavery.

Though android bodies are assembled using tiny machines called nanites, their complex nervous systems attract and integrate souls in the same way organic creatures do. Most androids are fully grown at the time of their birth, and can technically live forever through constant repair, though most androids voluntarily release their bodies after a century or so to allow new souls to inhabit them—a process called renewal that's viewed more as procreation than suicide.

HOME WORLD

Android technology in the Pact Worlds is generally believed to have developed on Golarion in the time before the Gap, though there are strong indications that the first androids there were actually travelers from a distant star system. In the modern era, various corporations throughout the Pact Worlds system unraveled the secret to android creation and began mass-producing androids as cheap, skilled labor perfect for hazardous work. This practice lasted until about 150 years ago, when the Thyst Rebellion and subsequent android revolts across the system, combined with the now legendary speech known as "The Automaton's Polemic" by android revolutionary Serphaeus-6, led governments system-wide to officially recognize all androids as independent citizens. This ruling, however, has not completely stopped unscrupulous corporations in less regulated parts of the system from crafting illegal android slaves or forcing newborn androids to "work off" the expense of their creation. Though androids can be found anywhere in the Pact Worlds, many gravitate toward cosmopolitan Absalom Station, the machine cities of Aballon, and the freedom of the Diaspora.

SOCIETY AND ALIGNMENT

Android society tends to be insular. While androids are treated equitably in most settlements, especially Absalom Station, many androids have not forgotten their people's bondage and remain keenly aware of prejudice from other races based on their "unnatural" origin or jealousy over the androids' freedom from aging. This leads most androids to feel a sense of kinship with others of their kind and to go out of their way to help each other, though they may also bond with members of other races who treat them well. Despite popular belief, androids' impressive deductive reasoning abilities do not preclude sentiment, and most androids feel emotions keenly—they simply don't always express them well, and different individuals may have trouble processing and communicating particular feelings. The average android alignment is a practical neutrality; they are focused on their own welfare and that of their friends.

RELATIONS

Often cautious around strangers, androids have the most strained relationship with humanity, which built them in its image and remains their most frequent oppressor. They feel closest to shirrens, who also know what it is to be enslaved and misunderstood, and respect kasathas' self-sufficiency. They generally dislike vesk, whom they see as slavers, and only grudgingly tolerate ysoki's antics.

ADVENTURERS

Androids adventure for many reasons: to earn a living, trace the origins of their race, or rescue androids and other creatures from servitude. Their quick thinking under fire makes them natural operatives and soldiers, while their affinity for machines makes them excellent mechanics and technomancers.

NAMES

Androids have no single naming convention. Many take names from the cultures in which they first awoke, or from media they enjoy. Some accept call sign–like names based on appearance, personality, or exploits. Still others go by numbers as a deliberate reminder of their mechanical nature, or a combination of name and number denoting how many times the body their soul inhabits has been renewed. Some sample android names include Asha, Blue-17, Emene-3, Flick, Garro, Iseph, Melody, Naga, Olas, Stringer, Twenty, and Yose.

HUMANS

+2 TO ANY 1 ABILITY | 4 HP

Ambitious, creative, and endlessly curious, humans have shown more drive to explore their system and the universe beyond than any of their neighbor races—for better and for worse. They've helped usher in a new era of system-wide communication and organization and are admired for their passion and tenacity, but their tendency to shoot first and think about the consequences later can make them a liability for those races otherwise inclined to work with them.

SIZE AND TYPE

Humans are Medium humanoids and have the human subtype.

BONUS FEAT

Humans select one extra feat at 1st level.

SKILLED

Humans gain an additional skill rank at 1st level and each level thereafter.

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PLAYING A HUMAN

YOU LIKELY...

See yourself as the hero of your own story, surely destined for some form of greatness.

Are innovative, flexible, and talented, and you pride yourself on your human resilience.

Get along well with members of other races and learn from other cultures and societies.

Hold passionate beliefs yet change your mind quickly when it's in your interest.

OTHER RACES PROBABLY...

See you as energetic and adaptable, but also as emotional, impetuous, and prone to violence.

Pity you for the loss of your ancestral home world and worry that you covet theirs.

See your self-confidence as arrogance.

Respect your ability to get along with other races but view you as a dilettante with little culture of your own.

PHYSICAL DESCRIPTION

Humans have a wide range of inherited traits, such as body type, skin color, and facial features, yet these minor differences of heredity and genetics hold little significance in modern human society. Instead, humans' tendency to adapt to their environments means that more extreme differences, such as cybernetic augmentations, alien implants, and the elongated limbs of zero-g asteroid miners, are seen as far more important than ancient geography or skin color when defining modern ethnic groups. Still, certain ancient cultural groups are still recognized, such as the crimson-hued humans native to Akiton and the mysterious, sinister humans of the Azlanti Star Empire.

HOME WORLD

Humans first arose on Golarion, yet even before the disappearance of their home world, they had begun to spread out onto the other planets of the solar system, particularly Akiton. In the wake of Golarion's vanishing, however, this group of explorers became inadvertent emigrants. Today, Absalom Station is the undisputed center of human culture, yet humans can be found on nearly every planet in the system, either integrated into alien societies or creating colonies and homesteads on new worlds.

Of all the common races in the Pact Worlds, humans were perhaps the hardest hit by the Gap. Due to Golarion's disappearance, humans were left with relatively little evidence with which to puzzle out and reconstruct their society. While Absalom Station and other worlds with large human populations contain documents related to the ancient history of humanity, how much relevance this should have to modern human society is a hotly debated topic. For some, these ancient documents offer a chance to connect with their origin, pulling everything from names and philosophies to ancient factions forward into the modern era. To the majority, however, this approach is seen as backward—who cares about the dusty past on a vanished world when it's the future that will make you or break you?

SOCIETY AND ALIGNMENT

The diversity of human societies makes them both fascinating and frustrating to other races. Human settlements just a few miles apart may have wildly different governmental styles and social mores, and one faction may promote violent, xenophobic conquest while another wants only trade and friendship. If there's anything that can be said about human society as a whole, it's that it's always in flux, with even the oldest cultures constantly adapting and reinventing themselves—a trait that often leads to humanity being seen as a "younger" race, regardless of the millennia it has existed. As a result, humans cannot be said to lean toward any particular alignment—though many aliens might argue that this marks them as chaotic.

RELATIONS

Humans are the glue that holds the rest of the solar system together. Their seemingly endless desire to explore and settle any habitable environment has positioned them perfectly to act as traders and mediators between other races, and their lack of their own planet often makes integrating into other cultures attractive to them. At the same time, not every race appreciates their viruslike spread. Vesk in particular keep a wary eye on humans—if only because humans' tendency toward expansionism and violence track too closely to their own—and many androids retain a strained relationship with their parent race. Even the friendliest races remain aware of just how quickly a few humans in their midst can become a controlling majority.

ADVENTURERS

Ambition and desire for action are hallmarks of humanity, and countless humans leave home in search of wealth, fame, knowledge, excitement, or other means of bettering their situations. Since the discovery of the Drift and convenient interstellar travel, humans have led the charge in exploring and settling new worlds, driven by economic opportunity and ambition. Due to their versatility and adaptability, humans can fill any role in an adventuring party, from heavily armed soldier to charming envoy ambassador.

NAMES

Human names can be totally new inventions, local traditions, words borrowed from alien languages, or artifacts harkening back to cultures on vanished Golarion. Due to the absence of records from the Gap, it's nearly impossible for individuals to trace their genealogy back to Golarion itself, and thus any names pulled from ancient history are claimed rather than true ethnic traditions. Some examples of human names are Akif, Alezandaru, Amare, Baolo, Belor, Darilian, Hadzi, Hai Minh, Hiriko, Iolana, Jokug, Korva, Morvius, Navasi, Pao, Pasara, Raziya, Revhi, Sahba, Sephia, Signe, Valki, and Yon.

KASATHAS

+2 STR | +2 WIS | −2 INT | 4 HP

Originally from a planet orbiting a dying star far beyond the Pact Worlds, the four-armed kasathas maintain a reputation as a noble and mysterious people. They are famous for their anachronistic warriors, ancient wisdom, and strange traditions.

SIZE AND TYPE

Kasathas are Medium humanoids with the kasatha subtype.

DESERT STRIDE

Kasathas can move through nonmagical difficult terrain in deserts, hills, and mountains at their normal speed.

FOUR-ARMED

Kasathas have four arms, which allows them to wield and hold up to four hands' worth of weapons and equipment. While their multiple arms increase the number of items they can have at the ready, it doesn't increase the number of attacks they can make during combat.

HISTORIAN

Due to their in-depth historical training and the wide-ranging academic background knowledge they possess, kasathas receive a +2 racial bonus to Culture checks.

NATURAL GRACE

Kasathas receive a +2 racial bonus to Acrobatics and Athletics checks.

PLAYING A KASATHA

YOU LIKELY...

Seek wisdom in history and find dignity in customs and tradition.

Strive to maintain balance and stability in yourself and your comrades.

Use ranged weapons when necessary but find melee weapons inherently more honorable.

Keep your mouth hidden behind a scarf in public, carefully tucking food under it and using straws to drink.

OTHER RACES PROBABLY...

Don't understand your customs and mistake your veneration of the elegant past for primitiveness.

Resent your aloofness and assume you think you're superior to them.

Fear you want to invade and colonize their home.

Respect your cultural knowledge but find you stodgy and inflexible.

PHYSICAL DESCRIPTION

Kasathas are gray-skinned humanoids with four arms and pure black eyes. Lacking a protruding nose, a kasatha's head is smooth and elongated, with skin stretched tight to a skull extending backward far beyond the edge of the neck. While lean compared to humans, kasathas have more advanced muscle fibers that grant them surprising strength. Physical differences between kasatha genders are slight and easily overlooked by other races.

HOME WORLD

Kasathas evolved on Kasath, a massive desert planet orbiting a red giant. While they knew that, on a stellar scale, their sun was near death, tradition kept them from entertaining the idea of colonizing another world until shortly after the Gap. Then, their progenitor race—the plane-hopping witchwyrds—returned and told them of the perfect world: a place called Akiton.

Determined to settle this promised land, the kasathas began construction of a great, slower-than-light colony ship. Hundreds of years later, the worldship *Idari* arrived in the Pact Worlds system. To the crew's surprise, however, local technology had advanced, and the kasathan juggernaut found itself too vulnerable to risk invading Akiton. Instead, while many kasathas emigrated peacefully to that planet and the surrounding worlds, the majority elected to remain aboard the *Idari* in an orbit between Verces and the Diaspora, tending its rotating-drum farms and manufacturing bays while trading with other races.

SOCIETY AND ALIGNMENT

Kasathas were technologically advanced when humanity was still huddling in caves, yet they long ago plateaued socially and technologically, learning the importance of stability and balance after a series of near-apocalyptic disasters. In kasathan culture, the answer to any question lies somewhere in the past. The fact that their home world's records extend further back into the Gap than any Pact World only encourages their veneration of history. This leads to a culture steeped in customs that can seem bizarre to outsiders, from the common requirement to hide one's mouth around all but one's most intimate companions to an ironclad belief in the superior dignity of wielding melee weapons over projectile or energy weapons.

Kasathan society is generally matriarchal and nomadic, organized into myriad "great families," clans, and subclans, with individuals and family units roaming as the whim takes them. Their conviction that most other races don't truly understand the importance of personal dignity means kasathas rarely bother to teach their customs to outside races, which leads to their reputation as being mysterious, standoffish, wise, or all three. Each kasatha follows a unique set of traditions, combining common rituals with new ones she creates. She gains more and more traditions over a lifetime, so that the oldest kasathas spend much of their time honoring the past. This accumulation of personal customs begins during the Tempering, a yearlong walkabout all kasathas undergo at the end of adolescence. During this time, young kasathas are encouraged to test their limits, learn from other cultures, and engage in normally improper behavior in hopes of coming to appreciate the value of tradition.

Many kasathas are lawful neutral, as befits their focus on custom, though younger ones can often be more chaotic, idealistic, or self-centered.

RELATIONS

Kasathas strive to maintain open trade with all races, yet they find some more amicable than others. They see vesk as brutish and shameful in their focus on conquest by any means, and ysoki as loud and undignified. They get along well with lashuntas, who properly respect the knowledge of the past, and they are intrigued by both androids and shirrens—races they see as young enough to be led down proper paths. Humans often confuse them; just when they're ready to write all humans off as capricious, they meet one whose sense of honor almost matches their own.

ADVENTURERS

Kasathas originally brought the philosophy of star cycles and cosmic balance to the Pact Worlds, and to this day most solarians are kasathas, though their physiques and love of dueling also make them excellent soldiers, and the study of ancient traditions turns many into mystics. Kasathas undergoing the Tempering make perfect explorers and adventurers, and in recent generations these walkabouts sometimes turn permanent.

NAMES

Kasathas go by their first names, though their full names always encompass additional names denoting parentage, clan or subclan, relation to the Great Families of Kasath, and connection to historical heroes—it's not uncommon for a kasatha's full name to include half a dozen such elements. For instance, a kasatha who introduces himself as Isu might properly be named "Isu Cocretia Qaru Maras of Clan Tarma, House Hadulan, soul-splinter of the line of Ru." Some examples of kasathan first names are Altronus, Esar, Gorsen, Hadif, Jehir, Kala, Maedar, Metweska, Ninura, Remu, Senesel, Tolar, Umana, Voloteo, and Zye.

LASHUNTAS

SEE BELOW | 4 HP

Idealized by many other humanoid races and gifted with innate psychic abilities, lashuntas are at once consummate scholars and enlightened warriors, naturally divided into two specialized subraces with different abilities and societal roles.

SIZE AND TYPE

Lashuntas are Medium humanoids with the lashunta subtype.

DIMORPHIC

All lashuntas gain +2 Charisma at character creation. Korasha lashuntas are muscular (+2 Strength at character creation) but often brash and unobservant (–2 Wisdom at character creation). Damaya lashuntas are typically clever and well-spoken (+2 Intelligence at character creation) but somewhat delicate (–2 Constitution at character creation).

LASHUNTA MAGIC

Lashuntas gain the following spell-like abilities:

At will: *daze*, *psychokinetic hand*

1/day: *detect thoughts*

See Spell-like Abilities on page 262. The caster level for these effects is equal to the lashunta's level.

LIMITED TELEPATHY

Lashuntas can mentally communicate with any creatures within 30 feet with whom they share a language. Conversing telepathically with multiple creatures simultaneously is just as difficult as listening to multiple people speaking.

STUDENT

Lashuntas love to learn, and they receive a +2 racial bonus to any two skills of their choice.

PLAYING A LASHUNTA

YOU LIKELY...

Deeply value learning, self-improvement, and the practice and perfection of skills and powers.

Are a natural leader—calm and charismatic if damaya, loud and boisterous if korasha.

Sometimes find other races' reliance on audible language exasperating.

Are a good judge of character and bond deeply with those worthy of your trust.

OTHER RACES PROBABLY...

Simultaneously admire and resent your natural charm and your force of personality.

Expect you to know everything or see you as frustratingly posturing and patronizing.

Fear you'll use your telepathy to read their minds.

Question the influence of corporate power on your supposedly enlightened meritocracies.

PHYSICAL DESCRIPTION

To survive on the predator-rich world of Castrovel, the telepathic humanoids called lashuntas evolved adaptive genetics that allow children to develop into one of two subspecies, depending on the stresses they endure at puberty: either the tall, intellectual, and adaptable damaya—who make up most of their race's political leaders and ambassadors—or the short, burly, headstrong korasha, who excel as warriors and explorers. Both feature short forehead antennae that focus their natural telepathy, as well as colorful swirls and raised markings on their faces unique to each individual. Due to natural pheromones and lashuntas' almost perfect physical symmetry, most humanoid races find lashuntas of both subspecies subconsciously (and sometimes unnervingly) attractive.

Both clades of the species bear the same genetics, allowing them to intermarry and have children. While all lashunta children inherit complexions and certain distinguishing features from their parents, their subspecies is not one of them. Through psychic ritual and force of will techniques applied at puberty, modern lashuntas have mastered the ability to determine what subspecies a child will grow into, activating certain epigenetics and shutting down others. While some lashunta city-states attempt to steer children in particular directions, such as via government-run aptitude tests, most lashuntas believe passionately in a child's right to choose. In ancient lashunta history, their starkly divided gender roles led to subspecies almost universally correlated with gender, but as lashunta culture has grown more egalitarian, gender balance between the two subspecies has become roughly equal.

HOME WORLD

Lashuntas form the most prominent race on Castrovel, and have long been organized into independent city-states for protection against the planet's many apex predators. At the same time, thanks to their large number of magical portals, lashuntas regularly ventured to other worlds even before the advent of space travel, and they have developed particularly close bonds with societies on Akiton.

SOCIETY AND ALIGNMENT

Though lashunta societies usually characterize themselves as meritocracies, their leaders have traditionally been women and are usually damaya except in times of war. Both damaya and korasha lashuntas see education as one of the highest callings, making lashunta scholars renowned across the solar system. Military service is also valued, since Castrovel's dangerous ecosystem and lack of overarching governments mean that settlements need warriors to protect them from jungle monsters. Of these soldiers, the most iconic are the traditional shotalashu cavalry, lightly armored riders who form telepathic bonds with and take their name from their saurian mounts.

On the whole, lashuntas' focus on self-improvement, honor, and communal defense leads them toward good alignments, with damaya tending to be more lawful and korasha more chaotic.

RELATIONS

Lashuntas believe that every culture has something to teach, and thanks to the legendary prowess of lashunta diplomats, most other races respect them and consider them allies, or at least reasonable associates. Vesk admire their warriors, androids and kasathas value their logic and learning, and humans respect their scholarship but risk embarrassing themselves trying to deal with lashuntas' disconcerting attractiveness. Shirrens are the main exception to this pattern of mutual respect—though lashuntas' millennia of warfare with the insectile formians has finally ended, many lashuntas are still uncomfortable interacting with similar races and worry that "the bugs" may one day unite against them.

ADVENTURERS

When a lashunta leaves home, it's often to grow—in knowledge, prowess, or simple enlightenment. Experience is the best teacher, and the thrill of discovery means that a lashunta adventurer is as likely to be drawn to a new world by a rumor of lost lore as by the promise of wealth. Of course, this quest for wisdom sounds less noble once it's understood that the prestige associated with bringing significant new knowledge home to Castrovel all but assures a lashunta the finest creature comforts for the rest of his life as a corporate consultant or professor at a university. Lashunta adventurers are most frequently envoys, technomancers, and mechanics, but soldiers and operatives are also common, the latter being trained and employed by the numerous powerful lashunta-owned corporations that have surpassed many city-states as the primary political powers on Castrovel and beyond.

NAMES

Lashunta naming conventions vary widely among city-states, but often tend toward soft sounds with tonal elements that make them sound musical and elegant to other races. Some sample lashunta names are Domash, Hesori, Kima, Kopalo, Maenala, Nomae, Oraeus, Raia, Shess, Soryn, Taeon, and Varikuara.

SHIRRENS

+2 CON | +2 WIS | −2 CHA | 6 HP

Once part of a ravenous hive of locust-like predators, the insectile shirrens only recently broke with their hive mind to become a race of telepaths physically addicted to their own individualism, yet dedicated to the idea of community and harmony with other races.

SIZE AND TYPE

Shirrens are Medium humanoids with the shirren subtype.

BLINDSENSE

Shirrens' sensitive antennae grant them blindsense (vibration)—the ability to sense vibrations in the air—with a range of 30 feet. See page 262 for more information about blindsense.

COMMUNALISM

Shirrens are used to working with others as part of a team. Once per day, as long as an ally is within 10 feet, a shirren can roll a single attack roll or skill check twice and take the higher result.

CULTURAL FASCINATION

Shirrens are eager to learn about new cultures and societies. Shirrens receive a +2 racial bonus to Culture and Diplomacy checks.

LIMITED TELEPATHY

Shirrens can communicate telepathically with any creatures within 30 feet with whom they share a language. Conversing telepathically with multiple creatures simultaneously is just as difficult as listening to multiple people speak.

PLAYING A SHIRREN

YOU LIKELY...

Cherish your independence, and while eager to help the group, you despise coercion and entrapment.

Abhor violence and act as a voice of reason, compassion, and community even when tempers flare.

Take deep emotional and physical pleasure in simple, mundane choices that establish your individuality.

Are fascinated by religion and see your choice of god as a reflection of your personality.

OTHER RACES PROBABLY...

Find your physiology and use of telepathy disconcerting.

Appreciate your bravery, logic, and diplomacy, even if your conclusions are not always convenient.

Don't understand your definition of freedom or your seemingly disproportionate delight over small choices.

Worry that you might return to predatory, Swarm-dominated ways at any time.

PHYSICAL DESCRIPTION

Shirrens were once part of the Swarm, a monstrous race traveling from world to world, consuming all they encountered before moving on. Generations ago, however, a mysterious mutation caused an entire subcolony to break from the hive mind, with each of its members gaining a sense of self. Addicted to the new drug of individualism, these renegades rejected the Swarm's mindless consumption, forming a new race called shirrens that eventually came to settle within the Pact World system.

Shirrens are arthropods with chitinous exoskeletons, large compound eyes, and sensitive antennae. Unlike many arthropodan races, they walk upright, manipulating items with three-clawed hands. In addition to their two sets of main limbs, they also have two sets of smaller limbs growing from their thoraxes. While often displayed, these "mating arms" are extremely weak and used only for ceremonial and reproductive purposes—to use them for mundane activities would be seen as grotesque and shameful.

Shirrens have three sexes: male, female, and host. During reproduction, female and male shirrens provide the initial eggs and sperm, and hosts incubate the fertilized eggs while also adding their own genetic material and immunities. In some shirren societies, a single host queen incubates for many partners and is considered the true parent, while in others, three-party marriages are common. Shirren young spend their first 2 years in a tiny, wormlike larval form, and they are often carried around in protective containers to let them safely observe the world.

HOME WORLD

Not even shirrens know where the Swarm first evolved, for its vast biological colony-fleet has traveled the stars for ages and feels no need to keep track of such things. After splitting from the Swarm, the newly self-aware shirrens scattered to a number of nearby systems. A large contingent found its way to the Pact Worlds, making first contact with Vercite aethership crews and setting up a colony in Verces's parched Fullbright region. Since then, shirrens have spread throughout the Pact Worlds.

SOCIETY AND ALIGNMENT

Shirrens define themselves by their individualism. When they left the Swarm, they assumed partial control over the neurological pleasure and pain systems by which they were formerly directed, and even generations later, making choices for themselves can literally flood them with pleasurable neurotransmitters. While this ability is not always beneficial—some shirrens deliberately drug themselves this way, becoming "option junkies" blissed out on sequences of trivial decisions—freedom of choice is crucial to shirren identity. This is especially true with regard to religion, for what choice is more important than how to spend the afterlife?

At the same time, having evolved from hive creatures, shirrens remain highly communal by human standards. Even when working with other races, they seek to foster community and teamwork and do what's best for the group. They are often lawful good, though loyalty and a utilitarian emphasis on "the greater good" can also lead them down questionable paths.

RELATIONS

Most of the common races find shirrens agreeable and useful allies, though their telepathic communication and chittering mouthparts can be disconcerting. Shirrens, for their part, are positively inclined toward all the major races, especially ysoki for their communal tendencies and zest for life. Though lashuntas often maintain their prejudice against insectile races, most shirrens don't hold this against them, as they themselves fear nothing more than the Swarm that spawned them.

ADVENTURERS

Less inclined toward violence than many races, shirrens often sign on with starship crews as ambassadors, medics, technicians, and other such noncombat roles, especially as mystics acting as ship chaplains. They adore working as part of a team and are often voices of reason in chaotic situations. This general friendliness should not be mistaken for weakness, however, as shirrens fighting for the lives of their comrades can be terrifyingly lethal, fearlessly undertaking suicidal missions for the good of the group.

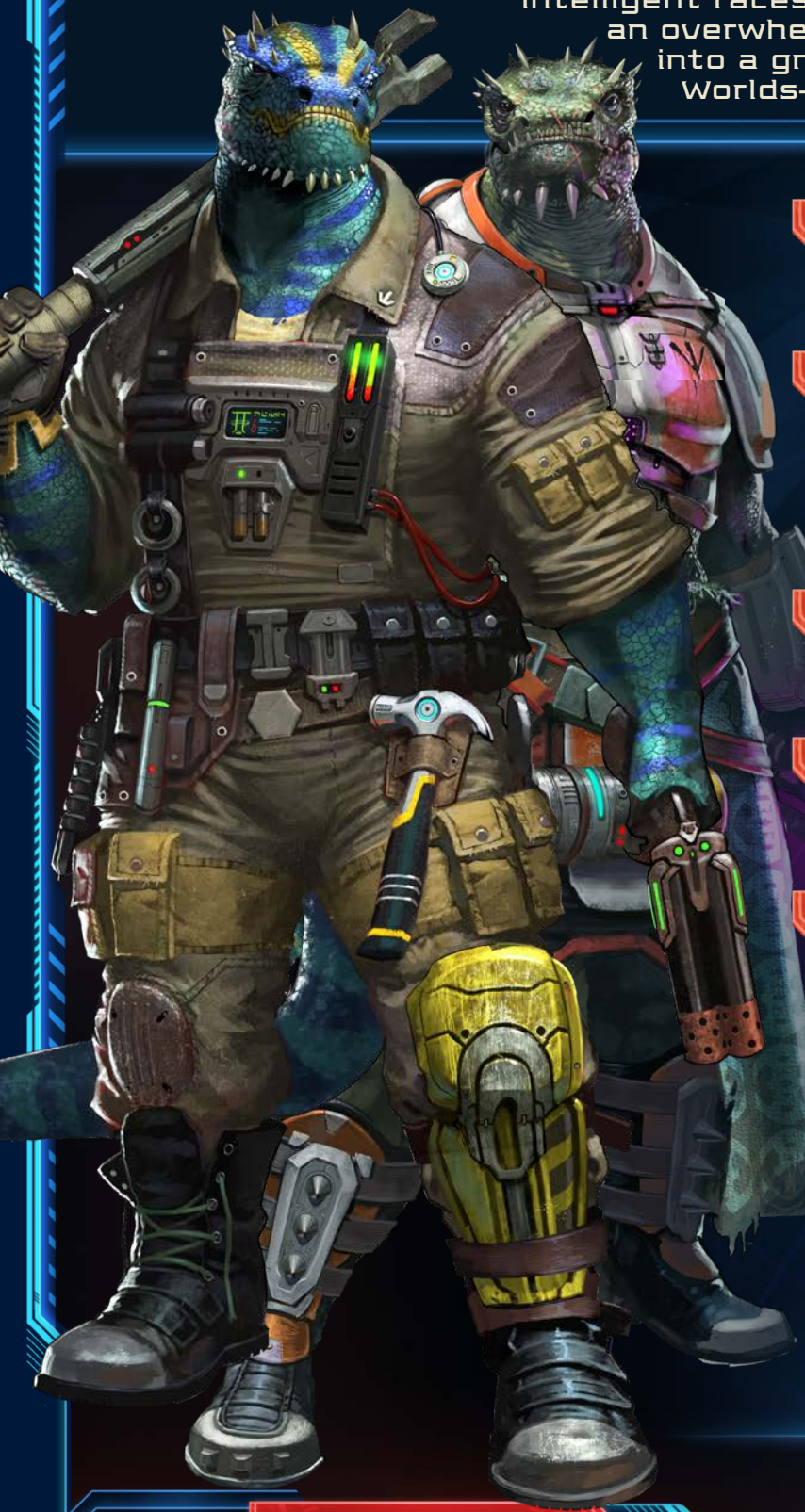
NAMES

Shirrens rely primarily on telepathy for communication, speaking audibly with their mandibles only in formal situations. Because of their insectile physiology, their "speech-names" can sometimes be harsh and awkward for members of other races to pronounce. Fortunately, they readily accept nicknames bestowed by members of other races, seeing such epithets as honors. Most also have a secret "soul-name" that's purely telepathic, a concentrated collage of emotions, images, and sense memories that's shared only with their dearest friends. Some shirren speech-names include Cesca, Halicon, Jchk, Keskodai, Korskal, Noskaru, Schect, Thast, T'sen, Vishkesh, Xylit, and Zenka.

VESK

+2 STR | +2 CON | −2 INT | 6 HP

Heavily muscled and covered with thick scales and short, sharp horns, the reptilian vesk are exactly as predatory and warlike as they appear. Originally hailing from a star system near the Pact Worlds, they sought to conquer and subdue their stellar neighbors, as they had all the other intelligent races in their own system, until an overwhelming threat forced them into a grudging alliance with the Pact Worlds—for now.



SIZE AND TYPE

Vesk are Medium humanoids with the vesk subtype.

ARMOR SAVANT

Vesk use armor in a way that complements their uniquely sturdy physiology. When wearing armor, they gain a +1 racial bonus to AC. When they're wearing heavy armor, their armor check penalty is 1 less severe than normal.

FEARLESS

Vesk receive a +2 racial bonus to saving throws against fear effects.

LOW-LIGHT VISION

Vesk can see in dim light as if it were normal light. For more details, see page 264.

NATURAL WEAPONS

Vesk can attack with a special unarmed strike that deals lethal damage, doesn't count as archaic, and threatens squares. Vesk gain a special version of the Weapon Specialization feat with this unarmed strike at 3rd level, allowing them to add 1–1/2 × their character level to their damage rolls for this unarmed strike (instead of just adding their character level, as usual).

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PLAYING A VESK

YOU LIKELY...

See most other races as weak or dishonorable and believe the vesk way is best.

Relish the chance to prove your worth in combat, though only against worthy opponents.

Have an ironclad sense of honor and propriety, and strive to always keep your word.

Bond closely with proven comrades and surprise non-vesk friends with sudden outpourings of emotion in private.

OTHER RACES PROBABLY...

Find your size and bloodthirsty reputation intimidating.

Assume you're ignorant of anything beyond combat.

Depend on you in battle yet fear and resent you for your empire's past conflicts and conquests.

Mistake vesk etiquette and propriety for a lack of feeling.

PHYSICAL DESCRIPTION

The lizard-like vesk stand close to 7 feet tall, are thick with muscle, and are covered in tough, scaly skin. Though they've long since adopted technological weapons, they retain the thick claws and teeth of natural predators and enjoy using them to intimidate "softer" races. In addition, they also have long, powerful tails—while these are primarily used for balance, some vesk martial arts incorporate formidable tail slaps. Small horn spikes dot the skulls of both sexes, and protrude from their lower jaws in bony "beards" that sometimes extend down their spines to their tails. Female vesk are often larger than their male counterparts, and whereas males are various shades of green, females often have vibrant, mottled coloration that's considered an indicator of both health and attractiveness.

HOME WORLD

Vesk first arose on a single world around their sun but quickly spread to the others, turning potential competitor races (as the vesk saw them) into vassals in the vast empire they call the Veskarium. Today, these other worlds officially no longer even have names, only numbers correlating to their distance from the sun (such as Vesk-6). The exception to this rule is Vesk Prime, vesk's ancestral home, which remains the seat of their government and high society.

SOCIETY AND ALIGNMENT

Vesk society is highly organized and militaristic. While merchants and others with peaceful professions can advance economically, political power is the exclusive domain of those who've proven themselves in armed conflict. Surprisingly, this proof doesn't need to come through military service, or even benefit the Veskarium. Many vesk attain similar elevation in social status through performing mercenary work, engaging in dueling, or providing security on exploration missions. Though obsessed with conquest, dominance, and social rank, vesk have an equally strong sense of honor and pride in fulfilling their agreements and treating subordinates of all races fairly. They are stoic and taciturn with strangers but capable of great bursts of emotion in private or in the heat of battle. Vesk society tends to be efficient, respectful, and law-abiding—especially since nearly any insult or violation of custom could trigger a brutally violent blood debt. Even outside of their home system, vesk are most often lawful, though usually according to their own code of honor rather than that of whatever society they happen to be in. They tend toward a neutral morality, though individuals can easily skew good or evil.

RELATIONS

Vesk's love of military conquest and empire building originally led to significant skirmishes between their star system and the nearby Pact Worlds, and the ensuing conflict—often called the Silent War—might have continued indefinitely had the Swarm not attacked both systems simultaneously. Banding together for mutual defense, vesk and Pact Worlds cultures successfully fought off the Swarm, forging a tentative peace in the process.

Vesk respect honor, strength, and self-mastery. Though their relations with the races of the Pact Worlds remain strained due to the only barely averted war, they admire androids' dispassionate consistency, kasathas' sense of honor, and the strength of lashuntas in battle. However, they find ysoki weak and frivolous, and humans quick to break their agreements. Shirrens perplex vesk with their refusal to parlay their strengths, including their instinctive coordination in battle and willingness to die for their comrades, into an empire.

ADVENTURERS

Vesk adventuring with races from other systems fall into two categories. The first are mercenaries or glory-seekers looking for a chance to engage in honorable combat and build up their prestige. The second are nonwarrior vesk who have rejected their home society for its obsession with combat and have chosen instead to seek opportunities among more open-minded races. Warrior vesk most often fit the soldier class, though a growing number have become intrigued by the path of the solarian. Noncombatant vesk often lean toward becoming mystics, though some overcome the traditional vesk culture's dismissal of education to become mechanics or even technomancers.

NAMES

Vesk names are often long and combine elements of their parents' names, as well as those of other prominent ancestors. These are frequently shortened for daily use by friends, though abridging a vesk's name without permission is a grave insult. In addition, some vesk take on epithets related to their victories in combat, which they sometimes use in addition to or in place of a family name, such as "Three Guns," "Voidwalker," or "Squadeater." Some sample vesk names include Dmotralan, Evdokayo, Goromitali, Julakesh, Katara, Obozaya, Radokama, Sarangari, Sobok, Terikoraz, and Ymeros-Ahandi.

YSOKI

+2 DEX | +2 INT | −2 STR | 2 HP

Small and furtive, the ysoki are often overlooked by larger races. Yet through wit and technological prowess, they've spread throughout the solar system, giving truth to the old adage that every starship needs a few rats.

SIZE AND TYPE

Ysoki are Small humanoids with the ysoki subtype.

CHEEK POUCHES

Ysoki can store up to 1 cubic foot of items weighing up to 1 bulk in total in their cheek pouches, and they can transfer a single object between hand and cheek as a swift action. A ysoki can disgorge the entire contents of his pouch onto the ground in his square as a move action that does not provoke an attack of opportunity.

DARKVISION

Ysoki can see up to 60 feet in the dark. See page 263 for more information.

MOXIE

Ysoki are scrappy and nimble even when the odds are against them. A ysoki can stand from prone as a swift action. Additionally, when off-kilter (see page 276), a ysoki does not take the normal penalties to attacks or gain the flat-footed condition. When attempting an Acrobatics check to tumble through the space of an opponent at least one size category larger than himself, a ysoki receive a +5 racial bonus to the check.

SCROUNGER

Ysoki receive a +2 racial bonus to Engineering, Stealth, and Survival checks.

PLAYING A YSOKI

YOU LIKELY...

Talk fast and often. You see language as a constantly evolving art form, and you constantly pick up new slang and alien words.

Have seemingly boundless energy and enthusiasm, and rarely pass up a chance for some excitement.

Adore technology in all its forms and love taking devices apart to see how they work.

Are savvy and street-smart no matter where you are, and make both friends and enemies quickly.

OTHER RACES PROBABLY...

See you as manic, loud, and impetuous.

Value your skills with technology but wish you reassembled things as often as you took them apart.

Appreciate the fervor with which you defend your friends.

Underestimate you due to your size and childlike enthusiasm.

PHYSICAL DESCRIPTION

Ranging from 3 to 4 feet tall, ysoki resemble humanoid rats who walk upright, complete with fur, long incisors, constantly twitching noses, and partially prehensile tails that help them keep their balance and maneuver in zero gravity. Their small, dexterous hands are perfect for working on delicate electronics, and their keen noses often allow them to identify complex chemicals by smell. Male and female ysoki are difficult for other races to tell apart, as they have similar body types and favor similar fashions.

HOME WORLD

While the term "ysoki" originates from Akiton, where the race has long been a vibrant and respected culture, populations of ratfolk (as they're sometimes called) existed on several worlds for millennia before spaceflight became common. Whether these different populations were examples of convergent evolution or they shared a common ancestor is anyone's guess, but today most of these cultures now identify as part of the overarching ysoki race. This is due partially to the wide variation in ysoki heredity, which makes ethnicity (and often even immediate family connections) almost impossible to determine by sight or genetics, but even more so to the fact that ysoki have done more than any other ratfolk group to demand and maintain the respect of larger races.

SOCIETY AND ALIGNMENT

Ysoki society is chaotic and freewheeling, and a typical warren is full of half-finished projects and multiple ysoki talking over each other. Regardless of their role in society, nearly all ysoki hold a deep and abiding love for technology and gadgets, whether it be an engineer's love of taking machines apart or a soldier's appreciation for her armor's construction. While they traditionally take on roles and societal niches other races view as unpleasant, acting as junkers or squeezing through the innards of starships, this is due not to a lack of pride, but rather an abundance thereof—ysoki are so sure of their own worth that living in subpar conditions doesn't shame them. Larger races' tendency to underestimate or pick on ysoki has left them fiercely loyal to their friends and families—both ysoki and otherwise—and a ysoki presented with a gross injustice often feels the need to fling himself teeth-first at the problem, consequences be damned. As a result, the most common ysoki alignment is chaotic good, though they can easily be tugged toward the evil alignments by loyalty or a need to strike back at perceived oppression (or even simple disrespect).

RELATIONS

Friendly and talented, ysoki integrate easily into most civilized societies, sometimes in all-ysoki neighborhoods and other times living side by side with alien cultures. The large size of ysoki families and their tendency to travel also means that a ysoki on a Pact World is shockingly likely to have a cousin or other contact in just about any major settlement. Of the major races, ysoki get along best with lashuntas, with whom they've traded for millennia, though they appreciate humanity's pluck and shirrens' devotion to community, even if the latter are a little too calm for ysoki tastes. They identify with androids' defiance in the face of prejudice, but they find kasathas too aloof and vesk too obsessed with displaying dominance. Regardless of others' races, ysoki pride themselves on being quick judges of character, and members of many other races have been surprised to find a ysoki fighting on their behalf after no more than a conversation in a crowded bar. Quick to rile and quick to forgive, fond of laughing at misfortune (both their own and others'), ysoki can sometimes be exhausting, but they are rarely boring.

ADVENTURERS

Though ysoki form strong bonds with their friends and families, these connections are as likely to take them off-world as to keep them at home. Many curious young ysoki sign on with starship crews to see the universe or find their fortunes, and soon adopt their shipmates as a second family. Their natural aptitude with machines most often leads ysoki to become mechanics and technomancers, but they also enjoy the gloriously complicated weaponry employed by operatives and soldiers, and many appreciate the quick-witted patter of envoys.

NAMES

Ysoki names tend to be short, and even those given longer names inevitably shorten them for informal use. Nicknames are often as important to ysoki as their actual names, and they tend to give both other ysoki and their non-ysoki friends monikers that refer to their personality or physiology, such as "Snack," "Sparks," "Twitch," "Boom-Boom," or "Dirtbath." While some ysoki take family names, many use the names of their ships or home settlements instead. Some sample ysoki names include Bena, Coponisa, Cors, Goba, Ketch, Kib, Lolo, Niknik, Quig, Resk, Sim, and Twik.

CLASSES 4

CLASSES

Your character's class represents her field of expertise, whether she's a battle-hardened soldier or a technomancer bending the laws of physics. Her class grants a number of abilities—these could be the result of formal training, honed talent, or even a direct connection to a god. It also determines statistics such as her Hit Points, Stamina Points, weapon and armor proficiencies, class skills and skill ranks per level, and base attack and saving throw bonuses. The following are Starfinder's core classes.

ENVOY

The envoy uses her personal magnetism and intelligence to help her allies and baffle her enemies, often in the service of negotiation or politics.

MECHANIC

Adept at building and modifying machinery, the mechanic has either an advanced artificial intelligence or a cutting-edge robot drone as his constant companion.

MYSTIC

The mystic magically channels the energy connecting all things, often through a focus on the divine or intuitive understanding of biological systems.

OPERATIVE

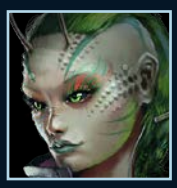
The operative has the skills to complete almost any mission requiring stealth and discretion, whether it be simple espionage or messy wet work.

SOLARIAN

The solarian contemplates and gains power from the life cycles of stars. His techniques allow him to create a weapon or suit of armor from a mote of stellar energy.

SOLDIER

Thoroughly familiar with weapons of war, the soldier is ready to wreak havoc when force is called for, and specializes in a particular fighting style.



TECHNOMANCER

The technomancer understands the connections between technology and magic, and exploits them by bending reality to suit her needs.

CLASS DESCRIPTIONS

Your class is the single most important factor in determining your character's abilities—the chassis on which everything else is constructed. At the same time, however, each class has the potential to spawn an infinite number of characters depending on the choices you make, both rules-wise and in terms of your personality and the story you want to tell. An android mystic who acts as a priest of the machine god Triune is going to feel and behave wildly differently in play than a lashunta mystic who uses his psychic abilities as a mind-reading private detective, despite the fact that they share the same class.

The following sections describe Starfinder's seven core classes, with each entry containing all the information you need to play a member of that class at any level. This introduction is designed help to explain the format used in all class descriptions.

Overview

Each class entry begins by describing a stereotypical member of the class and suggesting a number of ways your character might use her abilities during an adventure. You aren't restricted to those actions or personality traits when you play a character of that class, and as noted above, it's possible to create specialized characters of the same class who are effective in very different areas. But if you're new to Starfinder and looking for help deciding how to roleplay a character of a given class, start here.

Stamina Points: At 1st level and whenever you gain a new level, you gain this number of Stamina Points + your Constitution modifier (minimum 0 SP per level) (see page 22). If your Constitution modifier changes later, adjust your Stamina Points for all your levels.

Hit Points: At 1st level and whenever you gain a new level, you gain this number of Hit Points. These are added to the Hit Points you gain from your race at 1st level.

Key Ability Score

This entry indicates which of the six ability scores is most important for this class—that ability is your key ability score. To be most effective, you should usually make your key ability score your highest ability score. Unless otherwise noted, the saving throw DC for foes to resist your class features (if appropriate) is equal to 10 + half your class level + your key ability score modifier. This entry also notes one or two other ability scores that are important for this class but are not vital.

Class Skills

This entry notes the number of skill ranks you gain at each level; regardless of any penalties to this number, you always gain at least 1 skill rank per level. This entry also lists your class skills, which are those skills a member of your class is usually particularly good at—if you put at least 1 rank in a class skill, you gain a +3 bonus to skill checks with that skill.

Armor Proficiency

This entry lists the armor types with which you are proficient (meaning you automatically know how to use them). See Armor Proficiency in Chapter 8: Tactical Rules for more information on how proficiency affects you.

Weapon Proficiency and Specialization

This entry lists the weapon types with which you are proficient. See Weapon Proficiency in Chapter 8: Tactical Rules for more information on how proficiency affects you. When you reach 3rd level in that class, you also gain Weapon Specialization (as per the feat) in those weapons, which allows you to add your class level to your damage rolls with those weapons (see Weapon Specialization on page 163 for more information). Grenades, missiles, and other consumable weapons never add specialization damage, even when you're using weapons like a cyberbow or grenade launcher.

CLASS FEATURES

Each of your class features is detailed in the remainder of the class description. If a class feature ever requires a calculation or produces a numerical result that would include a fraction, always round down unless otherwise stated. This follows the normal rule for rounding (see page 243).

Class features may reference different types of levels, such as character level, class level, and caster level (if you're a spellcaster). For a character with only one class, these are all the same thing. If you decide to take multiple classes, when a class feature has an effect or prerequisite based on your level, it always means your level in that class, not your total character level (which is the sum of all your different class levels). If a class feature or spell mentions your caster level, that refers to your combined levels in all spellcasting classes (though the number of spells you can cast per day and the number you know at each level are still based on just the level of the class granting them).

Class features usually fall into one of three categories: extraordinary abilities, spell-like abilities, and supernatural abilities. You may gain these abilities through one or more of a variety of means, including advanced meditative techniques, athletic training, biological stimulants, cutting-edge technological devices, experimental cybernetic enhancements, mysterious alien technology, or state-of-the-art biotech. The specific source of these abilities is up to you, as a way to add flavor to your character. Regardless of the source, these abilities are class features and cannot be taken away from you, though they may be suppressed or negated by other effects (see below).

Extraordinary Abilities (Ex): Extraordinary abilities are nonmagical, despite the fact that they're not something just anyone can do, or even learn without extensive training. Effects or areas that suppress or negate magic have no effect on extraordinary abilities.

Spell-Like Abilities (Sp): Spell-like abilities are magical abilities similar to spells. Spell-like abilities are subject to spell resistance (see page 265) and do not function in areas where magic is suppressed or negated. Spell-like abilities can be dispelled.

Supernatural Abilities (Su): Supernatural abilities are magical but not spell-like. Supernatural abilities are not subject to spell resistance, but they don't function in areas where magic is suppressed or negated. A supernatural ability's effect cannot be dispelled.

CLASS TABLE

Each class description contains a table that summarizes the various features of the class at each level.

Class Level: This is the class level at which your character receives the benefits listed in the line.

Base Attack Bonus: This is the total base attack bonus at that level, which is used to calculate your melee and ranged attack bonuses.

Fort Save Bonus, Ref Save Bonus, Will Save Bonus: These entries list your base save bonus for Fortitude, Reflex, and Will saving throws at that level. You add your Constitution modifier to Fortitude saves, your Dexterity modifier to Reflex saves, and your Wisdom modifier to Will saves.

Class Features: This lists the class features gained at that level, which are described in detail later in the class description.

Spells per Day: For a class that can cast spells, the table lists the number of spells per day you can cast at each class level (known as your "spell slots"). You may be able to cast additional spells based on your key ability score, as indicated in a separate table in the class entry. If an entry is marked with a dash (—), you can't cast spells of that level yet.

Other Entries: If the class grants different features that depend on your level, they are listed here. For instance, the solarian's armor bonus and weapon damage by level can be found under Solar Manifestation. These abilities are described in detail later in the class description.

CLASS BUILDS

Following the explanation of a class's features are four examples of ways to build the class. These are examples of some of the choices you could make to create a specific kind of character, designed to help you think about different ways of playing the same class.

Theme: This is an appropriate theme for the class build.

Ability Scores: This entry notes which ability scores are most important for the build.

Class Choices: Many classes offer multiple choices within certain class features (such as envoy improvisations and mechanic tricks). These entries list some appropriate choices for the build, ordered by the earliest level at which you can take each option.

Spells: Choices of spells that are particularly suited to the build are listed by spell level.

Feats: Useful feats are listed alphabetically.

Skills: These are the skills that best complement the build.

ENVOY

STAMINA POINTS 6 + Constitution modifier

6 HP

You make your way in the universe with a charming smile, quick wit, and keen sense of self-preservation, and excel at getting others to do what you want. You might be a trickster, hustler, or con artist, or you might serve as an actor, ambassador, or businessperson, paving the way for negotiation through kind words or the occasional dirty trick. You are often the group's strategist, using your quick wit and tactical acumen to push your friends to greater heights. You may also be skilled in diplomacy, serving as the face for a starship crew, talking your way into restricted systems or gaining audiences with local politicians or warlords.

KEY ABILITY SCORE

Your Charisma helps you succeed in many social situations and makes a number of your improvisations more effective, so Charisma is your key ability score. A high Dexterity score can make you a better ranged combatant, while a high Intelligence score improves all of your skills.

CLASS SKILLS

SKILL RANKS PER LEVEL

8 + INTELLIGENCE MODIFIER

- Acrobatics (Dex)
- Athletics (Str)
- Bluff (Cha)
- Computers (Int)
- Culture (Int)
- Diplomacy (Cha)
- Disguise (Cha)
- Engineering (Int)
- Intimidate (Cha)
- Medicine (Int)
- Perception (Wis)
- Piloting (Dex)
- Profession (Cha, Int, or Wis)
- Sense Motive (Wis)
- Sleight of Hand (Dex)
- Stealth (Dex)

PROFICIENCIES

ARMOR PROFICIENCY

Light armor

WEAPON PROFICIENCY

Basic melee weapons, grenades, small arms

TABLE 4–1: ENVOY

CLASS LEVEL	BASE ATTACK BONUS	FORT SAVE BONUS	REF SAVE BONUS	WILL SAVE BONUS	CLASS FEATURES
1st	+0	+0	+2	+2	Envoy improvisation, expertise (1d6), skill expertise
2nd	+1	+0	+3	+3	Envoy improvisation
3rd	+2	+1	+3	+3	Expertise talent, weapon specialization
4th	+3	+1	+4	+4	Envoy improvisation
5th	+3	+1	+4	+4	Expertise (1d6+1), skill expertise
6th	+4	+2	+5	+5	Envoy improvisation
7th	+5	+2	+5	+5	Expertise talent
8th	+6	+2	+6	+6	Envoy improvisation
9th	+6	+3	+6	+6	Expertise (1d6+2), skill expertise
10th	+7	+3	+7	+7	Envoy improvisation
11th	+8	+3	+7	+7	Expertise talent
12th	+9	+4	+8	+8	Envoy improvisation
13th	+9	+4	+8	+8	Expertise (1d8+2), skill expertise
14th	+10	+4	+9	+9	Envoy improvisation
15th	+11	+5	+9	+9	Expertise talent
16th	+12	+5	+10	+10	Envoy improvisation
17th	+12	+5	+10	+10	Expertise (1d8+3), skill expertise
18th	+13	+6	+11	+11	Envoy improvisation
19th	+14	+6	+11	+11	Expertise talent
20th	+15	+6	+12	+12	Envoy improvisation, expertise (1d8+4), true expertise

ENVOY IMPROVISATION 1st Level

As you gain experience, you learn envoy improvisations—little tricks that bolster allies, confound enemies, or change the ebb and flow of battle using guile, inspiration, or luck. You learn your first envoy improvisation at 1st level, and you learn an additional improvisation at 2nd level and every 2 levels thereafter. The list of envoy improvisations appears on page 62.

If an improvisation allows you to grant an effect to an ally, you cannot grant yourself that effect unless the improvisation states otherwise. If an envoy improvisation allows a saving throw to resist its effects, the DC is equal to 10 + half your envoy level + your Charisma modifier.

Some envoy improvisations are language-dependent, mind-affecting, sense-dependent, or some combination of any or all of these. These terms are defined on page 270.

EXPERTISE (EX) 1st Level

You are an expert at dealing with challenges that test your skills, be the challenges social or otherwise. At 1st level, when attempting a Sense Motive check, you can roll 1d6 (your expertise die) and add the result of the roll to your check as an insight bonus. You can use this and other expertise abilities as long as you have at least 1 Resolve Point remaining. At 5th level, anytime you roll your expertise die, you gain a +1 bonus to the result. At 9th, 17th, and 20th levels, this bonus increases by 1. At 13th level, you roll 1d8 as your expertise die instead of 1d6.

Beginning at 9th level, you have even greater expertise with skills to which you can add your expertise die that you have also selected with the Skill Focus feat. For each such skill, once per day when rolling your expertise die to add to that skill, you may roll the expertise die twice and take the better of the two results.

SKILL EXPERTISE (EX) 1st Level

At 1st level and every 4 levels thereafter, you can use expertise with one additional class skill. You must have at least 1 rank in a skill to select it, and it must come from the following list: Bluff (Cha), Computers (Int), Culture (Int), Diplomacy (Cha), Disguise (Cha), Engineering (Int), Intimidate (Cha), and Medicine (Int).

EXPERTISE TALENT 3rd Level

At 3rd level and every 4 levels thereafter, you choose an expertise talent, which gives you an extra option when using a skill with which you have expertise. The list of expertise talents appears on pages 64–65.

WEAPON SPECIALIZATION (EX) 3rd Level

You gain the Weapon Specialization feat as a bonus feat for each weapon type with which this class grants you proficiency.

TRUE EXPERTISE (EX) 20th Level

You gain total mastery over one of your envoy improvisations and can use it with but a thought. When you gain this ability, choose one improvisation you know that has an effect when you spend 1 Resolve Point.

As long as you have at least 1 Resolve Point remaining, you can gain the improvisation's effect without spending the Resolve Point. This ability has no benefit if the improvisation requires more than 1 Resolve Point.

In addition, when you roll your expertise die, you can add 2d8 rather than 1d8+4 to the result of your skill check. If, for some reason, your bonus gained from expertise isn't 1d8+4, you can't use this option.

ENVOY IMPROVISATIONS

You learn your first envoy improvisation at 1st level and an additional improvisation at 2nd level and every 2 levels thereafter. Many improvisations require you to have a minimum envoy level, and they are organized accordingly. Some improvisations have additional prerequisites, such as other improvisations.

Clever Feint (Ex)

As a standard action, you can fake out an enemy within 60 feet, making that enemy open to your attacks. Attempt a Bluff check with the same DC as a check to feint against that enemy (though this isn't a standard check to feint, so Improved Feint and Greater Feint don't apply). Even if you fail, that enemy is flat-footed against your attacks (see page 276) until the end of your next turn. If you succeed, the enemy is also flat-footed against your allies' attacks until the end of your next turn. You can't use clever feint against a creature that lacks an Intelligence score.

At 6th level, you can spend 1 Resolve Point to treat a failed Bluff check for clever feint as if it were a success.

Dispiriting Taunt (Ex)

As a standard action, you can taunt an enemy within 60 feet. Attempt an Intimidate check with the same DC as a check to demoralize that enemy (though this isn't a check to demoralize, so you can't use abilities that would apply to a demoralization attempt, like the rattling presence expertise talent). If you fail, that enemy is off-target (see page 276) until the end of your next turn. If you succeed, that enemy is instead shaken (see page 277) until the end of your next turn. This is an emotion and fear effect.

At 6th level, you can spend 1 Resolve Point to treat a failed Intimidate check for dispiriting taunt as if it were a success.

Don't Quit (Ex)

As a standard action, you can signal a single ally within 60 feet. That ally ignores one condition (see page 273) of your choice until the start of your next turn, chosen from the following list: confused, fascinated, fatigued, shaken, sickened, and staggered.

While your ally doesn't suffer the effects of the condition during that period, the condition is merely suppressed, not removed, and its effects resume at the start of your next turn. The condition can still be removed with spells, technology, and other effects as normal.

At 6th level, add the following conditions to the list: cowering, dazed, exhausted, frightened, nauseated, panicked, paralyzed, and stunned.

At 12th level, you can spend 1 Resolve Point to remove the condition with this ability instead of suppressing it. You can't remove a condition with a permanent duration (see page 271) in this way; if you attempt to do so, your attempt fails but you don't lose the Resolve Point.

Expanded Attunement (Ex)

You can use beneficial mind-affecting envoy improvisations to aid allies who usually would not be able to gain benefits from mind-affecting effects, such as constructs, robots, and undead. If the improvisation grants a morale bonus, even allies who can't normally benefit from morale bonuses gain that bonus.

Get 'Em (Ex)

As a move action, you can choose one enemy within 60 feet. Until the start of your next turn, you and your allies gain a +1 morale bonus to attack rolls made against that enemy. The bonus persists even if the enemy moves beyond 60 feet or out of line of sight or hearing.

At 6th level, you can spend 1 Resolve Point to grant this bonus to attack rolls and damage rolls against all enemies who are within 60 feet.

Inspiring Boost (Ex)

As a standard action, you can signal an ally within 30 feet who has taken damage from any attack made by a significant enemy (see page 242) at any point after your last turn ended. That ally regains a number of Stamina Points (up to his maximum) equal to twice your envoy level + your Charisma modifier; at 15th level, this increases to three times your envoy level + your Charisma modifier. Once an ally has benefited from your inspiring boost, that ally can't gain the benefits of your inspiring boost again until he takes a 10-minute rest to recover Stamina Points.

At 6th level, you can spend 1 Resolve Point to add your envoy level to the number of Stamina Points regained.

Look Alive (Ex)

When you spend a Resolve Point to regain Stamina Points after a 10-minute rest, all allies who stay within 60 feet of you throughout the rest gain a +2 morale bonus to Perception and initiative checks for the next hour or until the next 10-minute rest to recover Stamina Points, whichever comes first.

Not in the Face (Ex)

As a move action, you can choose one enemy within 60 feet. That enemy must succeed at a Will save or take a –4 penalty to all attacks it makes against you until the end of your next turn.

At 6th level, you can spend 1 Resolve Point to make the enemy take the penalty with no saving throw allowed.

Universal Expression (Ex)

When using a language-dependent improvisation that affects an enemy, you can use the improvisation against that enemy even if the two of you do not share a language.

Watch Your Step (Ex)

When an ally within 60 feet must succeed at a Reflex save to avoid a harmful effect, as a reaction before your ally attempts the saving throw, you can grant the ally a +2 bonus to that saving throw.

At 6th level, you can spend 1 Resolve Point to have the ally roll twice on the saving throw and take the better result. Both of those rolls benefit from the +2 bonus provided by this ability.

4th Level

You must be at least 4th level to choose the following envoy improvisations.

Clever Attack (Ex)

You can make an attack that throws your enemy off-balance. As a standard action, you can make a single attack against a target within 60 feet and gain the benefits of clever feint (attempting a Bluff check against the target as normal). Apply the effects of clever feint before resolving your attack. You must have the clever feint envoy improvisation to choose this improvisation.

Duck Under (Ex)

You can duck under a foe's melee attack, causing it to overextend and move into a position more favorable to you. You must take the total defense action (see page 247) to use this ability. If, before the start of your next turn, a foe misses you with a melee attack, as a reaction you can attempt a reposition combat maneuver with a +8 bonus to your attack roll against that foe.

Focus (Ex)

As a standard action, you can encourage a single ally within 60 feet to focus on the danger at hand. If that ally is flat-footed or off-target, you end that condition. If circumstances would cause the ally to immediately become flat-footed or off-target again, you instead suppress that condition for 1 round.

Hurry (Ex)

As a standard action, you can grant a single move action to an ally within 60 feet. The ally can use that move action during her next turn to take a guarded step, move up to her speed, or draw or sheathe a weapon. The ally can use her extra move action in between her other actions, and she can even use it before or after a full action. A character can use no more than one extra action from hurry in a single round.

Long-Range Improvisation (Ex)

Double the range of your improvisations with ranges of at least 30 feet.

Quick Dispiriting Taunt (Ex)

You can use dispiriting taunt as a move action instead of a standard action. You must have the dispiriting taunt envoy improvisation to choose this improvisation.

Quick Inspiring Boost (Ex)

You can use inspiring boost as a move action instead of a standard action, though when you do so, the number of Stamina Points your ally recovers is reduced by your envoy level. You must have the inspiring boost envoy improvisation to choose this improvisation.

Watch Out (Ex)

As a reaction, when an enemy makes a ranged attack against an ally within 60 feet of you, you can warn that ally of the danger. You must spend your reaction when the enemy declares the attack but before it makes the attack roll. Your ally can spend a reaction to gain a +4 to AC against the triggering attack. Once the triggering attack is resolved, the ally falls prone.

At 8th level, you can spend 1 Resolve Point to prevent your ally from falling prone after the attack.

6th Level

You must be at least 6th level to choose the following envoy improvisations.

Clever Improvisations (Ex)

The first time you would spend Resolve Points on one of your envoy improvisations, reduce the cost by 1 Resolve Point (minimum 0). This ability refreshes whenever you take a 10-minute rest to recover Stamina Points and after an 8-hour rest to recover Resolve Points, reducing the Resolve Point cost of your next envoy improvisation after the rest.

Draw Fire (Ex)

As a standard action, you can spend 1 Resolve Point to make all enemies within 100 feet take a –4 penalty to all ranged attacks they make that don't target you until the end of your next turn. This penalty remains even if you and an enemy move more than 100 feet away from each other, and enemies that weren't within 100 feet when you used draw fire don't take the penalty if they later come within range.

Heads Up (Ex)

When you succeed at a Perception check, as a reaction, you can signal a single ally within 60 feet. That ally can act as if he had also succeeded at the Perception check with the same result.

Improved Get 'Em (Ex)

Your morale bonus from get 'em increases to +2. As a standard action, you can make a single attack against a target within 60 feet. You and your allies within 60 feet gain the benefits of get 'em against that target (applying these effects before making the attack roll). If you spend 1 Resolve Point when using this ability, you grant a +2 morale bonus to attack and damage rolls against all enemies who are within 60 feet. You must have the get 'em envoy improvisation to choose this improvisation.

8th Level

You must be at least 8th level to choose the following envoy improvisations.

Desperate Defense (Ex)

As a move action, you can cause one ally adjacent to you to not be considered helpless (see page 276) for the purpose of actions that can be used only against helpless creatures (such as a coup de grace). This effect ends if the creature ceases to be adjacent to you or at the beginning of your next turn, whichever comes first.

Expert Attack (Ex)

As a move action, you can spend 2 Resolve Points to add your bonus from expertise to your next attack roll before the end of your turn.

Hidden Agenda (Ex)

You're an expert at veiling your true thoughts and goals. Whenever a creature attempts a Sense Motive check to detect a deception of yours, the creature must roll twice and take the worse of the two results. When you attempt a saving throw against an effect or ability that would read your thoughts or reveal your motives, you can roll twice and take the better of the two results.

Improved Hurry (Ex)

You can use the hurry envoy improvisation as a move action instead of a standard action. You must have the hurry envoy improvisation to choose this improvisation.

At 12th level, you can use hurry as a standard action and spend 1 Resolve Point to grant a standard action instead of a move action.

Situational Awareness (Ex)

If you ready an action, once before the trigger you selected occurs, you can spend 1 Resolve Point to change both the trigger and the action you have ready. You must ready an action that takes the same kind of action as your originally readied action, or you must ready a lesser action. (For example, if you readied a standard action, you could switch to another standard action, a move action, or a swift action, and if you readied a move action, you could switch to another move action or a swift action.)

Sustained Determination (Ex)

As a move action, you can spend 2 Resolve Points to grant an ally within 60 feet 1 Resolve Point that he can spend to empower one of his abilities, even if he has spent all of his own Resolve Points. The ally must spend the Resolve Point before the start of your next turn; if he does not do so, he loses the Resolve Point and you still lose the Resolve Points you spent. You can't grant the same ally the benefits of this ability again until both you and your ally have recovered your Resolve Points after an 8-hour rest or its equivalent.

EXPERTISE TALENTS

You gain an expertise talent at 3rd level and every 4 levels thereafter. With the exception of additional skill expertise, these talents require you to have expertise in the skills they affect, as indicated in parentheses after the talent's name.

Additional Skill Expertise (Ex)

Choose another skill in which you have at least 1 rank from the list of skills you can choose with the expertise class feature; you can use expertise with that skill. You can choose this talent up to three times, choosing a different skill each time.

Altered Bearing (Ex; Disguise)

You can quickly adjust your posture, your stride, your demeanor, and the way your clothes and gear fit, causing casual observers to fail to recognize your true appearance. When you attempt a Disguise check to alter minor details of your appearance, you can forgo your expertise die to attempt the check as a move action. You don't reduce the DC by 5 for attempting to alter only minor details, and if an observer succeeds at an opposed Perception check that pierces your disguise, he also realizes your true race and what features you have disguised. You can't use this ability for more complex disguises.

Analyst (Ex; Sense Motive)

You have been taught to carefully consider your own assumptions, making it much less likely you assign false motives to other creatures. When using Sense Motive to detect deception or discern a secret message, as long as your expertise die roll result is not a 1, you don't think a truthful statement contains deceptions or infer false information from a secret message even if you fail your check by 5 or more.

Cautious Expertise (Ex; see below)

Choose a skill you have selected with the skill expertise class feature. When you take 20 (see page 133) with this skill, you can roll your expertise die twice and take the better result.

You can choose this talent up to three times, choosing a different skill selected with the skill expertise class feature each time.

Convincing Liar (Ex; Bluff)

When you attempt a Bluff check, you can choose not to roll your expertise die until later. After you determine what the check's result would be, you can choose to either roll your expertise die and add the result to the total or forgo the expertise die and reroll the check (see page 243). At 9th level, you can spend 1 Resolve Point to reroll the check and add the result of your expertise die.

Cultural Savant (Ex; Culture)

As long as you have enough time, you can take 20 on Culture checks to recall knowledge, even if you don't have access to a computer terminal or other means of research.

Cunning Disguise (Ex; Disguise)

When you attempt an initial Disguise check, you can forgo rolling your expertise die. Instead, the first time a creature would pierce your disguise with a Perception check, treat its result as if it had rolled a natural 1 on its Perception check. This benefit applies only once per disguise. At 9th level, this ability also applies against the second creature who pierces your disguise.

Engineering Adept (Ex; Engineering)

When you attempt an Engineering check to disable or repair a device, you can forgo rolling your expertise die to instead halve the time it takes to make the attempt.

Expert Forger (Ex; Computers)

You have a database of electronic seals and predesigned templates that allow you forge an official document in a matter of moments. When you attempt a Computers check to create a forgery, as long as you have access to a computer, you can forgo your expertise die to attempt the check as a full action (rather than the normal required time of 1d4 minutes).

Fast Hack (Ex; Computers)

When you attempt a Computers check to hack into a computer system, you can forgo rolling your expertise die to instead halve the time it takes to make the attempt (to a minimum of 1 round). At 9th level, if you successfully hack the system, you can also negate a single countermeasure protecting that computer system. You cannot use this talent to negate a countermeasure from the same computer again for 24 hours.

Inspired Medic (Ex; Medicine)

When you attempt a Medicine check, you can choose not to roll your expertise die until later. After you determine what the check's result would be, you can choose to either roll your expertise die and add it to the total or forgo the expertise die and reroll the check (see page 243). At 9th level, you can spend 1 Resolve Point to both reroll the check and add the result of your expertise die.

Keen Observer (Ex; Sense Motive)

Whenever you interact with a creature under a mental effect for at least 1 minute, the GM attempts an automatic secret Sense Motive check for you without your expertise die. On a success, you learn about the mental effect. If you specifically request a Sense Motive check to sense mental effects, you can attempt a Sense Motive check as normal, including your expertise die, in addition to this automatic check.

Menacing Gaze (Ex; Intimidate)

When you attempt an Intimidate check to demoralize foes, you can forgo your expertise die to attempt to briefly demoralize a small group as a full action. You attempt an Intimidate check against foes within 60 feet, no two of which can be more than 20 feet apart. The DC of this check is equal to the highest DC to demoralize any one of the foes. If you are successful, the targets gain the shaken condition (see page 277) for 1 round (even if your result exceeded the DC by 5 or more). Once you use this ability against a creature, it is immune to this talent for 24 hours.

Rattling Presence (Ex; Intimidate)

When you attempt an Intimidate check to demoralize an opponent, you can forgo rolling your expertise die to automatically increase the duration of the shaken condition by 1 round on a successful check. At 9th level, you instead increase the duration by 2 rounds on a success when using this talent.

Skilled Linguist (Ex; Culture)

You can speak and read a number of bonus languages equal to your ranks in Culture. Additionally, when you attempt a Culture check to decipher writing, you can forgo your expertise die to attempt the check as a full action (rather than the normal 1 minute) per approximately 250 words of writing or fewer.

Slick Customer (Ex; Diplomacy)

When you attempt a Diplomacy check, you can choose not to roll your expertise die until later. After you determine what the check's result would be, you can choose to either roll your expertise die and add it to the total or forgo the expertise die and reroll the check (see page 243). At 9th level, you can spend 1 Resolve Point to both reroll the check and add the result of your expertise die.

Student of Technology (Ex; Engineering)

As long as you have the time to do so, you can take 20 (see page 133) on Engineering checks to identify creatures and technology, even if you do not have access to a computer terminal or other means of research. If the creature or technology was created by a group or individual you are familiar with (normally including any major corporation or military), on a successful check you also identify what group created the object identified.

Surgeon (Ex; Medicine)

You can use Medicine to treat deadly wounds on a patient once each day in addition to the normal allowances for the medical equipment you are using. Because performing this level of advanced medicine is difficult and time consuming, the DC for this additional treatment increases by 5 and the skill check takes 1 hour.

Well Informed (Ex; Diplomacy)

You keep yourself as up to date as possible about the events and major figures of any region you are in. Once you have been in a settlement or region for at least 24 hours, when you attempt a Diplomacy check to gather information, you can forgo your expertise die to attempt the check as a swift action (rather than the normal 1d4 hours).

AMBASSADOR
THEME: XENOSEEKER

You represent a particular government in diplomatic matters, even occasionally making contact with new forms of life.

ABILITY SCORES

Charisma gives you more Resolve Points and strengthens your social skills, and Strength makes you hit harder with your melee weapon.

ENVOY IMPROVISATIONS

Dispiriting taunt (1st)
Universal expression (1st)
Quick dispiriting taunt (4th)
Draw fire (6th)

EXPERTISE TALENTS

Cultural savant
Rattling presence

FEATS

Weapon Focus (advanced melee weapons)
Weapon Proficiency (advanced melee weapons)
Weapon Specialization (advanced melee weapons)

SKILLS

Bluff
Culture
Diplomacy
Intimidate
Sense Motive

MILITARY OFFICER
THEME: ACE PILOT

You're an expert at commanding troops and getting the most out of your forces on the bridge of a ship and on the battlefield.

ABILITY SCORES

Dexterity is your most important ability score because you need it to hit with ranged attacks, while Charisma gives you more Resolve Points.

ENVOY IMPROVISATIONS

Get 'em (1st)
Look alive (1st)
Quick dispiriting taunt (4th)
Improved get 'em (6th)

EXPERTISE TALENTS

Keen observer
Rattling presence

FEATS

Longarm Proficiency
Weapon Focus (longarms)
Weapon Specialization (longarms)

SKILLS

Acrobatics
Athletics
Intimidate
Piloting
Sense Motive

NEGOTIATOR
THEME: ICON

You have a head for business and know how to get the best deal in any situation.

ABILITY SCORES
Charisma gives you more Resolve Points and strengthens your social skills, and Intelligence lets you know more about those with whom you are dealing.

ENVOY IMPROVISATIONS
Not in the face (1st)
Hurry (4th)
Clever improvisations (6th)
Improved hurry (8th)

EXPERTISE TALENTS
Cultural savant
Slick customer

FEATS
Improved Initiative
Skill Focus (Culture)
Skill Focus (Diplomacy)

SKILLS
Bluff
Culture
Diplomacy
Profession (Arbiter)
Sense Motive

SCOUNDREL
THEME: OUTLAW

Though you are a criminal who usually looks out only for yourself, you can be counted on to help your friends in a pinch.

ABILITY SCORES
Charisma gives you more Resolve Points and strengthens your social skills, and Dexterity helps you stay alive.

ENVOY IMPROVISATIONS
Clever feint (1st)
Watch your step (1st)
Clever attack (4th)
Watch out (4th)

EXPERTISE TALENTS
Convincing liar
Cunning disguise

FEATS
Improved Feint
Greater Feint
Skill Focus (Bluff)

SKILLS
Bluff
Culture
Disguise
Sleight of Hand
Stealth

OVERVIEW
CHARACTER CREATION
RACES
CLASSES
SKILLS
FEATS
EQUIPMENT
TACTICAL RULES
STARSHIPS
MAGIC AND SPELLS
GAME MASTERING
SETTING
PATHFINDER LEGACY

MECHANIC

STAMINA POINTS
6 + Constitution modifier

6 HP

You are a master of machines, from advanced supercomputers to simple magnetic engines. Understanding how these devices work gives you insight into the world around you, allowing you to make the most of your gear, circumvent hardened defenses, and even take over remote systems. Your programming skill also gives you the ability to create a powerful ally, in the form of either an implanted artificial intelligence or a robotic drone, which can assist you with a variety of tasks. If there's a computer or machine that needs to be fixed, bypassed, or destroyed, you're the first on the scene. Whether you're a skilled scientist, a starship engineer, or a battlefield technician, you're no stranger to combat—but you find it much more reasonable to have your AI or drone do the fighting for you.

KEY ABILITY SCORE

You rely on your Intelligence for your knowledge, skills, and technical know-how, so Intelligence is your key ability score. A high Dexterity score makes your ranged attacks more accurate, should you engage in combat.

CLASS SKILLS

SKILL RANKS PER LEVEL
4 + INTELLIGENCE MODIFIER

- Athletics (Str)
- Computers (Int)
- Engineering (Int)
- Medicine (Int)
- Perception (Wis)
- Physical Science (Int)
- Piloting (Dex)
- Profession (Cha, Int, or Wis)

PROFICIENCIES

ARMOR PROFICIENCY
Light armor

WEAPON PROFICIENCY
Basic melee weapons, grenades, small arms

TABLE 4-2: MECHANIC

CLASS LEVEL	BASE ATTACK BONUS	FORT SAVE BONUS	REF SAVE BONUS	WILL SAVE BONUS	CLASS FEATURES
1st	+0	+2	+2	+0	Artificial intelligence, bypass +1, custom rig
2nd	+1	+3	+3	+0	Mechanic trick
3rd	+2	+3	+3	+1	Overload, weapon specialization
4th	+3	+4	+4	+1	Mechanic trick
5th	+3	+4	+4	+1	Bypass +2, remote hack
6th	+4	+5	+5	+2	Mechanic trick
7th	+5	+5	+5	+2	Expert rig, miracle worker 1/day
8th	+6	+6	+6	+2	Mechanic trick
9th	+6	+6	+6	+3	Bypass +3, override
10th	+7	+7	+7	+3	Mechanic trick
11th	+8	+7	+7	+3	Coordinated assault +1, miracle worker 2/day
12th	+9	+8	+8	+4	Mechanic trick
13th	+9	+8	+8	+4	Advanced rig, bypass +4
14th	+10	+9	+9	+4	Mechanic trick
15th	+11	+9	+9	+5	Miracle worker 3/day
16th	+12	+10	+10	+5	Mechanic trick
17th	+12	+10	+10	+5	Bypass +5, control net, coordinated assault +2
18th	+13	+11	+11	+6	Mechanic trick
19th	+14	+11	+11	+6	Ghost in the machine, miracle worker 4/day, superior rig
20th	+15	+12	+12	+6	Bypass +6, mechanic trick, tech master

ARTIFICIAL INTELLIGENCE (EX) 1st Level

You construct an artificial intelligence (or AI), a sophisticated program of self-motivated code that you can access for help in a variety of endeavors. This AI is the product of your own genius, far more advanced and complicated than any available for sale to consumers (though it falls short of being truly self-aware), and only you know the secrets of its creation and operation. Your AI can take one of two forms: a drone or an exocortex. You must pick one of these forms upon taking your first level of mechanic, and once this choice is made, it cannot be changed.

Drone

You begin play with a powerful robotic drone to house your AI. You build and control this drone, which accompanies you on your adventures and is capable of combat, espionage, and other specialized tasks. As you gain levels, your drone advances in sophistication and gain additional abilities. While the value of your drone is immense, only you, with your extensive knowledge of its quirks and security measures, can ever hope to operate or repair it. Drones are detailed in Drones beginning on page 74.

Exocortex

You begin play with an exocortex, an artificial processor that interacts with and augments your biological brain's cognitive functions, which can aid you in a variety of tasks, from combat to digital infiltration. Your exocortex is implanted within your physical body or brain, similar to a piece of cybernetic hardware, allowing your AI to access your mind and feed you information. As you gain levels, your exocortex advances in sophistication and processing power—see Exocortex on page 79. Only you can access or interact with your exocortex.

BYPASS (EX) 1st Level

You are skilled at getting inside computer systems and electronic devices. At 1st level, you gain a +1 insight bonus to Computers and Engineering skill checks. At 5th level, every 4 levels thereafter, and at 20th level, this bonus increases by 1.

CUSTOM RIG (EX) 1st Level

You have created a customized toolkit you can use to hack systems and items. Your custom rig can be configured to take up an upgrade slot on your armor or can be installed as a cybernetic augmentation system in your brain (though it can be combined with a datajack for the same price as installing a datajack normally), your eyes, or an arm. For more information on augmentations, see Chapter 7: Equipment. Alternatively, you can configure it to be a handheld device, meaning that you must retrieve it and hold it to use it effectively. While using this rig, you always count as having the appropriate tool or basic kit for any Computers or Engineering skill check you attempt. Some mechanic tricks (see page 71) and drone mods (see page 77) require the use of a custom rig. In addition, you can use your custom rig as a personal comm unit (see page 218). Finally, if you have a drone, you can use your custom rig to communicate over an encrypted channel with your drone to issue commands to its AI or directly control it at a range of 2,500 feet.

If your custom rig is damaged, destroyed, lost, or stolen, you can kitbash a new one from any engineering kit, hacking kit, or other technological toolkit, reconfiguring the materials into a new custom rig with 1 hour of work. You can have only one custom rig at a time. If you create a new custom rig, your old one functions as a normal toolkit of whatever type you made it from and can no longer be used with your mechanic tricks.

MECHANIC TRICK 2nd Level

As you gain experience, you learn tricks that allow you to perform wonders of engineering, aid in electronic infiltrations, and optimize gear. While some of these are things you learn, others are small cybernetic enhancements you make to yourself (none of which have a price or count against your augmentation limits). Some tricks require the use of a custom rig or other gear.

You learn your first mechanic trick at 2nd level, and you learn an additional mechanic trick at 4th level and every 2 levels thereafter. If a mechanic trick allows an opponent a saving throw to resist its effects, the DC is equal to 10 + half your mechanic level + your Intelligence modifier. If a mechanic trick requires an opponent to attempt a skill check, the DC is equal to 10 + 1-1/2 × your class level + your Intelligence modifier.

Unless otherwise specified, you can't learn mechanic tricks more than once. The list of mechanic tricks appears on page 71.

OVERLOAD (EX) 3rd Level

As a standard action, you can cause a short in an electronic device, including most ranged energy weapons, melee weapons with the powered special property, or a single armor upgrade. This makes the device nonfunctional for 1 round. Overload doesn't cause a locked door, safe, or other device to open, but it prevents anyone from opening it for 1 round. You must be adjacent to the device to use this ability. If you have a drone, you can instead use this ability on an electronic device adjacent to your drone. If you have an exocortex with the wireless hack ability, you can instead use this ability on any electronic device within range of your exocortex's wireless hack. If you use overload on an item or armor upgrade in someone's possession, the owner can attempt a Reflex saving throw to negate the effect (DC = 10 + half your mechanic level + your Intelligence modifier). Overload doesn't affect androids, cybernetics, drones, powered armor, robots, or creatures with the technological subtype (all of which have shielding against this sort of attack), or items larger than Medium. Once a device has been successfully overloaded, a residual static charge prevents that device from being overloaded again for 1 minute.

WEAPON SPECIALIZATION (EX) 3rd Level

You gain the Weapon Specialization feat as a bonus feat for each weapon type this class grants you proficiency with.

REMOTE HACK (EX) 5th Level

You can use your custom rig to attempt Computers and Engineering skill checks at a range of 20 feet. At 7th level and every 2 levels thereafter, this range increases by 10 feet. A target of this ability (or a creature attending or observing your target) can attempt a Perception or Sense Motive check (DC = 10 + 1-1/2 × your mechanic level + your Intelligence modifier) to determine that you are the origin of this activity.

EXPERT RIG (EX) 7th Level

Your custom rig has improved. Whenever you use your custom rig to successfully hack into a computer, you can also disable one countermeasure installed in the system (except firewalls). In addition, your custom rig can now be used as any engineering or hacking specialty kit of item level 6th or lower, and it has the features of a computer with a tier equal to half your level with the artificial personality, hardened, or security I upgrade module. It also has an audio/video recorder. You can add extra modules or countermeasures to your custom rig at the normal prices. See page 213 for more information on computers.

You can also use your custom rig to communicate over an encrypted channel with your ship, allowing you to access your ship's downloaded data sets and transponder (see page 430) at a range of 5 miles. If you have a drone, you can issue commands to or directly control your drone at the same range.

MIRACLE WORKER (EX) 7th Level

As a move action, you can repair damage to a starship's systems or modify a suit of armor or weapon to function more efficiently. To use this ability, you must be able to handle the item affected without impediment. You can use this ability once per day at 7th level, plus one additional time per day for every 4 mechanic levels you have beyond 7th. The exact effect of this ability depends on the object or system you are modifying.

- **Armor:** You grant a +2 enhancement bonus to a suit of armor's EAC and KAC for 1 minute.
- **Weapon:** You grant a +2 enhancement bonus to a weapon's attack and damage rolls for 1 minute.
- **Damaged Ship:** You restore a number of Hull Points equal to the starship's base frame HP increment. If this raises the ship's HP over a multiple of its Critical Threshold, you can repair critical damage to one system per multiple, reducing its severity by one step. For example, if your starship's Critical Threshold is 8 and you restore 10 HP, reducing the damage to the hull from 17 HP to 7 HP, you could restore one system from wrecked to glitching. Using this ability during starship combat is your action for the turn, and you can do it only during the engineering phase. See page 292 for more on ship construction and page 320 for more on damage to ships.

OVERRIDE (EX) 9th Level

Your overload class feature now affects androids, drones, robots, and creatures with the technological subtype, which must succeed at a Will saving throw (DC = 10 + half your mechanic level + your Intelligence modifier) or be dazed for 1 round. If the target fails its saving throw by 10 or more, it is not dazed and you can dictate its actions for 1 round, though these actions can't be obviously self-destructive. Once a creature has attempted a saving throw against this attack (regardless of the result), it is immune to this attack for 24 hours.

COORDINATED ASSAULT (EX) 11th Level

If you have a drone, whenever both you and your drone make attacks against the same target, you each receive a +1 circumstance bonus to your attack rolls. If you have an exocortex instead, whenever you and your exocortex are both attempting to hack a system, you each receive a +1 circumstance bonus to the checks to gain access. In either case, these bonuses increase to +2 at 17th level.

ADVANCED RIG (EX) 13th Level

Your custom rig's computer functions gain a bonus firewall

countermeasure (see page 217). This firewall has no additional cost, does not count against the maximum number of countermeasures your custom rig can have, and can block off a module or group of modules already protected by a firewall.

In addition, you can use your custom rig to communicate over an encrypted channel with your ship, allowing you to access the ship's sensors, control its security systems, and prepare its engines for takeoff (as well as use the encrypted communications functions of your expert rig) at a range of 50 miles. If you have a drone, you can issue commands to or directly control your drone over an encrypted channel at the same range.

CONTROL NET (EX) 17th Level

You are capable of operating multiple AIs, one in a drone and one in an exocortex. You must divide up your mechanic level between these different AIs, and each gains abilities based on the number of levels you assign to it. Every time you gain a level in mechanic, you can change the distribution of levels between these AIs using your custom rig after 24 hours of uninterrupted work. While each AI can act independently to the limits of its ability, you can control them as normal (although you can directly control only one AI at a time). If the number of levels assigned to your exocortex is less than your mechanic level, your exocortex grants a smaller increase to your base attack bonus when using combat tracking (see page 79), as noted in the table below. You gain additional exocortex abilities, such as wireless hack and multitasking, based upon the level you assign to it as normal.

LEVELS ASSIGNED	INCREASE TO BASE ATTACK BONUS
1-4	+1
5-8	+2
9-12	+3
13-16	+4
17-20	+5

GHOST IN THE MACHINE (EX) 19th Level

When using your override class feature to affect an android, drone, robot, or creature with the technological subtype, a target that fails its saving throw by any amount is not dazed, and you can instead dictate its actions for the next round. These actions can't be obviously self-destructive. Once a creature has attempted a saving throw against this attack (regardless of the result), it is immune to this attack for 24 hours unless you spend 1 Resolve Point. You can continue to spend Resolve Points in this manner each round to make the creature susceptible to override again.

SUPERIOR RIG (EX) 19th Level

Your custom rig's computer functions now gain bonus lockout and wipe countermeasures. You can use your custom rig normally even when its lockout is active (you have special authorization no one else can access under any circumstances), and while any wiped data cannot be recovered by anyone else (as if the data module were destroyed), you can automatically recover it with 8 hours of work. These countermeasures have no additional cost and do not count against the maximum number of countermeasures your custom rig can have.

Additionally, you can use your custom rig to communicate over an encrypted channel with your ship at a range encompassing a planet and its close orbit, allowing you to remotely pilot your starship from point to point on the same planet or to and from orbit (as well as use the encrypted communications functions of your expert and advanced rig at the same range). If you have a drone, you can issue commands to or directly control your drone over an encrypted channel at the same range.

TECH MASTER (EX) 20th Level

You are a master of technology. You can spend 1 Resolve Point to craft any technological weapon, armor, or item at a rate of 1 minute per item level or spend 1 Resolve Point to convert any existing technological armor or weapon into another suit of armor or another weapon of equal or lesser value at a rate of 1 minute per item level. This uses the normal crafting rules presented on page 235, but the item being converted counts as its full value in crafting components. You cannot convert a one-handed weapon into a two-handed weapon. When converting an item into a cheaper item, any excess value is lost and cannot be reclaimed by converting the item back.

MECHANIC TRICKS

You learn your first mechanic trick at 2nd level and an additional trick every 2 levels thereafter. Mechanic tricks all require you to meet a minimum mechanic level, and they are organized accordingly. Some mechanic tricks require you to satisfy other prerequisites, such as having other tricks.

2nd Level

You must be 2nd level or higher to choose these mechanic tricks.

Distracting Hack (Ex)

- You can hack a computer within 30 feet of a foe to distract that foe, such as with a sudden noise or an image. You must be able to access the computer (whether it is your own computer or you are within range to access one manually or via remote hack). This functions as a feint action except that it uses your Computers skill instead of Bluff, so you can apply the benefits of Improved Feint and Greater Feint if you have them.

Energy Shield (Ex)

- As a standard action, you can use your custom rig to activate an energy shield around yourself. This shield provides you with a number of temporary Hit Points equal to your Intelligence modifier plus your mechanic level. The shield remains active for 1 minute per mechanic level or until all of its temporary Hit Points are depleted, whichever comes first. Once used, you cannot use this ability again until you spend 1 Resolve Point to regain Stamina Points after a 10-minute rest; your shield automatically shuts off during this period of rest.

Hack Directory (Ex)

- Whenever you attempt to hack a system and fail the check, you immediately become aware of any countermeasures that were activated due to your failure. You can then select one

of these countermeasures and attempt another Computers check (with the same DC as the original). If you succeed at this second check, you can prevent that countermeasure from activating, as if you had not attempted to access the system at all. Any other countermeasures have their normal effect.

Neural Shunt (Ex)

- Once per day, as a reaction when you fail a saving throw against a mind-affecting effect, you can shunt that effect into your exocortex instead. When you do so, you are not affected by the mind-affecting effect, but for the normal duration of that effect, you lose the Skill Focus feat granted by your exocortex's memory module and cannot use any of the exocortex's abilities in any way (including any proficiencies and mods it grants you). When a mind-affecting effect is shunted into the exocortex, spells such as *dispel magic* or *break enchantment* can be cast on you to end the effect as if you were affected by it. Once the duration of the mind-affecting effect has ended, your exocortex resumes its normal functions. You must have an exocortex to learn this trick.

Nightvision Processor (Ex)

- Your visual data processor allows you to see better in conditions of poor lighting, granting you low-light vision and darkvision to a range of 60 feet. You must have the visual data processor mechanic trick to learn this trick.

Overcharge (Ex)

- As a standard action, you can use your custom rig to overcharge and attack with a ranged energy weapon or a melee weapon with the powered special property (see page 181) that you're holding. If you hit, you deal 1d6 additional damage of the same type the weapon normally deals. This attack uses three times as many charges from the battery or power cell as normal and can't be used if the weapon doesn't have enough charges. This trick has no effect on a weapon without a battery or power cell. You can instead use this ability as a move action on a touched powered weapon that is unattended or attended by an ally to grant the same effect to that weapon's next attack before the beginning of your next turn.

Overclocking (Ex)

- You have augmented the performance of your AI for maximum response timing. You gain a +2 insight bonus to initiative checks, and either you (if you have an exocortex) or your drone (if you have a drone) gains a +2 insight bonus to Reflex saves.

Overload Weapon (Ex)

- As a full action or as a move action by spending 1 Resolve Point, you can cause a powered weapon (either a ranged energy weapon or a melee weapon with the powered special property) in your possession to explode. You can use the weapon as if it were a grenade of the weapon's item level or lower dealing the weapon's normal damage type, except the weapon has a range increment of only 10 feet unless it is a thrown weapon. If someone tries to attack with the weapon, it explodes as a grenade would instead, centered on the user, and the user doesn't receive a Reflex save to negate the grenade's effect (if any). Once you've primed a weapon to explode in this way, it's difficult to reverse the effect, requiring 8 hours of work and a successful Engineering check (DC = 15 + your Engineering bonus); failing the check by 5 or more detonates the weapon. Once detonated, the weapon is destroyed, just like a grenade.

Portable Power (Ex)

- You can use your custom rig to supply limited power for up to 1 minute to a computer or starship system that lacks power. If this system is part of a much larger network, this trick does not supply power to the entire network, just to a limited point of access (typically a terminal), which might greatly limit functionality. Once you have used portable power on a system, you cannot do so again on that system for 24 hours.

Quick Patch (Ex)

- When you attempt to patch a system on a starship, you reduce the number of actions required to do so by one. This does not reduce the time needed to patch a glitching system, but you can patch two systems with one action.

Quick Repair (Ex)

- When you attempt to repair an item, you can do so in half the time normally required (to a minimum of a full action).

Repair Drone (Ex)

- When you repair your drone in either manner described on page 74, you repair 25% of its maximum Hit Points instead of 10%. You must have a drone to learn this trick.

Visual Data Processor (Ex)

- You notice even the smallest shifts in movement, temperature, and vibration, gaining the insight bonus from your bypass class feature to Perception skill checks.

8th Level

You must be 8th level or higher to choose these mechanic tricks.

Boost Shield (Ex)

- Your energy shield grants you a number of temporary Hit Points equal to your Intelligence modifier + double your mechanic level. In addition, if you have already used your shield, you can spend 1 Resolve Point to use it again without having to regain Stamina Points first. This replenishes your shield's temporary Hit Points to full. You must have the energy shield mechanic trick to learn this trick.

Drone Meld (Ex)

- As a full action while in contact with your drone, you can reconfigure it into a mechanical drone suit (or a backpack-like apparatus, for the Tiny hover drone) that you can wear. While in this form, the drone can't take any actions or use any of its abilities, but you gain either the drone's flight system

mods if you have a hover drone, reactive camouflage (and an invisibility field if your drone has it) if you have a stealth drone, or reductive plating if you have a combat drone. You can end the meld and return the drone to its normal form as a full action. Though it normally acts on your turn just after you, the drone can take no actions on that turn other than transforming back.

Engineer's Eye (Ex)

- When you are within 10 feet of a trapped or malfunctioning machine or computer, you receive a free Computers, Engineering, or Perception check (as decided by the GM) to notice the trap or defect, whether or not you are actively looking. In addition, due to your intimate knowledge of your ship, you receive one of these checks whenever you board your ship to notice if anything is wrong with the ship's systems.

Ghost Intrusion (Ex)

- Whenever you use the Computers skill to access a system and you fail to overcome its defenses by 4 or less, you do not trigger any countermeasures and there is no log of your attempt. If you fail by 5 or more, any countermeasures take effect against you as normal.

Holographic Projector (Ex)

- Your custom rig can project holographic images as a standard action as often as you like, as per 2nd-level *holographic image* except it can create speech and has a range of only 120 feet.

Hyperclocking (Ex)

- You further improve the response time of your AI. If you have a drone, your drone gains a +1 insight bonus to AC. In addition, if your drone is subjected to an attack that normally allows a Reflex save for half damage, it takes no damage if it succeeds at its saving throw. If you have an exocortex, you gain a +1 insight bonus to AC. In addition, whenever you fail a Reflex saving throw, you can spend 1 Resolve Point to reroll the saving throw (see page 243) and take the higher result. You must have the overclocking mechanic trick to learn this trick.

Improved Overcharge (Ex)

- The additional damage of the overcharge mechanic trick increases to 2d6. You must have the overcharge mechanic trick to learn this trick.

Invisibility Bypass Processor (Ex)

- Your visual data processor now allows you to see invisible creatures as per *see invisibility*. You must have the visual data processor mechanic trick to learn this trick.

Resistant Energy (Ex)

- Even when your energy shield is inactive, the ambient energy protects you from a particular type of energy attack. Choose acid, cold, electricity, fire, or sonic. You gain resistance 5 against that energy type. You must have the energy shield mechanic trick to learn this trick.

Scoutbot (Ex)

- You're always crafting rudimentary bots in your spare time, and can use them to scout. It takes you 10 minutes and 1 Resolve Point to create a scoutbot. A scoutbot is a Small technological construct, its EAC and KAC are equal to 10 + your mechanic level, and it has 1 Hit Point per mechanic level you have (and no Stamina Points). It has a land speed of 30 feet, and you can control its movements with your custom rig as a move action. It has a camera that streams visual and auditory data back to your rig. The scoutbot uses your saving throw bonuses if necessary. It is untrained in all skills and has a +0 bonus in all of them, though you can use your own Perception skill when examining the feed from its stream. Once created, the scoutbot lasts for 1 minute per mechanic level you have before falling apart unless otherwise destroyed.

14th Level

You must be 14th level or higher to choose these mechanic tricks.

Extra Mod (Ex)

- If you have a drone, your drone gains an additional basic mod. If you have an exocortex, you gain an additional basic mod. It can't be a basic mod taken a second time as an advanced mod. You can rebuild this extra mod when you gain a mechanic level as with any other mod, but you can't rebuild this mod to convert it into the advanced version of the mod.

Improved Resistant Energy (Ex)

- Choose an additional energy type from resistant energy. You gain resistance 15 against both this and your original energy type. You must have the energy shield and resistant energy mechanic tricks to learn this trick.

Invisibility-Hampering Projector (Ex)

- As a move action, you can use your custom rig's holographic projector to project a holographic image in a direct overlay over an invisible creature within 120 feet, and your custom rig's computer moves the image to follow the invisible creature, effectively negating the creature's invisibility as long as it remains within 120 feet of you. If it moves beyond that range, it breaks the effect until you use this ability again. You must have the holographic projector, invisibility bypass processor, and visual data processor mechanic tricks to learn this trick.

Mod Tinkerer (Ex)

- You can spend 24 hours of uninterrupted work to exchange all your drone or exocortex mods at any time, even if you haven't gained a level. Any other drone features (such as its chassis or bonus feats) can still be exchanged only when you gain a level.

Saboteur (Ex)

- Whenever you use the Engineering skill to sabotage or disable a device, you can roll twice and take the better result. In addition, if you have the appropriate tools (including your custom rig), performing these tasks takes half the normal amount of time, to a minimum of 1 move action.

Superior Overcharge (Ex)

- The additional damage of the overcharge mechanic trick increases to 4d6. You must have the overcharge and improved overcharge mechanic tricks to learn this trick. You can select this trick multiple times. Each time you do after the first, increase the damage by 1d6 (to a maximum of 7d6 if you select it all four times).

Ultraclocking (Ex)

- If you have a drone, you can grant the effects of *haste* to your drone for 1 minute as a move action. If you have an exocortex, you can gain the effects of *haste* for 1 minute as a move action. Once you or your drone has used this ability, you cannot use it again until you spend 1 Resolve Point to regain Stamina Points from a 10-minute rest. You must have the overclocking and hyperclocking mechanic tricks to learn this trick.

DRONES

If you choose the drone option for your artificial intelligence, you begin play with a robotic drone that you design. See Building Your Drone below for instructions on creating your drone.

All drones have a neutral alignment and the same senses as an ordinary human. A drone is considered a construct with the technological subtype for the purposes of spells and effects targeting it. Drones have the construct immunities and unliving universal creature rules (see *Starfinder Alien Archive*). Your drone speaks all of the languages that you do. Your drone is proficient in your choice of small arms or basic melee weapons, and it gains specialization in that weapon type once you reach 3rd level.

Like most constructs, a drone cannot recover from damage on its own. If a drone is reduced to 0 Hit Points, it becomes inactive until it is restored to 1 Hit Point or more. If a drone takes damage from a single attack equal to or greater than its maximum Hit Points while it has 0 current HP, the drone is destroyed. Once per day, you can take 10 minutes to repair your drone, which then recovers 10% of its Hit Point maximum. Additionally, when you take a 10-minute rest and spend a Resolve Point to recover Stamina Points, you can also choose to repair your drone as part of that same time period.

If your drone is ever destroyed or lost, you retain its mind and all its subroutines in your custom rig and can replace its body for free using your custom rig after 24 hours of uninterrupted work. You can take a single 8-hour rest during each 24 hours spent working, but any other interruption greater than a moment of conversation requires you to add 12 hours to the time required to rebuild your drone. In addition, every time you gain a mechanic level, you can rebuild your drone from scratch with the same amount of work, allowing you to change any or all of the choices you made for your drone (including ability scores, chassis, feats, mods, and skills).

BUILDING YOUR DRONE

To build a drone, first choose the drone's chassis, which along with your mechanic level determines its base statistics. Next, choose your drone's special abilities and feats. Finally, select your drone's modifications ("mods"), which grant your drone additional abilities and allow you to fully customize it. The exact details of your drone's appearance and personality are up to you.

Drone Chassis

Each drone has one of three chassis types that determines its size, starting statistics, and initial mods, as well as the drone's overall look and theme. These chassis types are combat, hover, and stealth, and they are presented on page 75. Each is organized as follows, using the terms below.

- **Size:** This is the base size of your drone. Regardless of the mods you give your drone, its size does not change.
- **Speed:** This shows the drone's land speed and its speeds for any additional movement types.
- **AC:** This is the base Energy Armor Class (EAC) and Kinetic Armor Class (KAC) for this chassis. Add the bonus to its AC from Table 4–3 and your drone's Dexterity modifier to these numbers to determine the drone's EAC and KAC.
- **Good Save:** This type of saving throw is your drone's best saving throw. This saving throw uses the Good Save bonus progression on Table 4–3.
- **Poor Saves:** These types of saving throws are your drone's worst saving throws. These saving throws use the Poor Save bonus progression on Table 4–3.
- **Ability Scores:** This shows the drone's base ability scores. Drones have no Constitution score. Any DCs or other statistics that rely on a Constitution score treat a drone as having a Constitution score of 10 (no bonus or penalty). Drones can't use items that grant additional ability score increases.
- **Ability Increases:** These are the drone's ability scores that increase as you gain levels, as determined by the Ability Increase progression on Table 4–3.
- **Bonus Skill Unit:** Some chassis come programmed with knowledge of a skill that is a part of the chassis itself. This skill is a class skill for your drone, and it gains a number of ranks in that skill equal to your mechanic level. Your drone can use this skill while not under your direct control. This skill is in addition to the skill gained via the drone's skill unit ability (see page 76). You can't change this skill unit when you gain levels or when you rebuild your drone unless you choose a new chassis. If a chassis does not have a bonus skill unit entry, it gains no bonus skill units.
- **Initial Mods:** Each chassis comes with initial drone mods that are a part of the chassis itself. These are in addition to the mods a drone gains by level. You can't change these mods when you gain levels or rebuild your drone unless you choose a new chassis. The list of mods appears on page 77.

Drone Base Statistics

Your drone's abilities are determined by your mechanic level (or the level you assign to it through your control net ability) and the mods you select for your drone. Table 4–3 on page 76 determines many of the base statistics for your drone. These base statistics modify the starting statistics determined by the drone's chassis. The terms used in Table 4–3 are as follows.

- **Class Level:** This is equal to your mechanic level. If you have the control net class feature and assign fewer levels to your drone than you have, the drone's base statistics are determined by the level you assign to it.
- **Hit Points:** This is the drone's maximum number of Hit Points. For the purposes of spells and other effects that

rely on level, your drone's equivalent level is equal to your mechanic level (or the level you have assigned to it with the control net class feature). Drones do not have Stamina Points.

- **Base Attack Bonus:** This is the drone's base attack bonus.
- **Armor Class:** Add the listed bonus and the drone's Dexterity modifier to base Armor Class values listed for its chassis to determine the drone's total EAC and KAC. Your drone cannot wear armor of any kind, and you cannot increase your drone's AC further without selecting the appropriate mods.
- **Good Save Bonus, Poor Save Bonus:** These are the drone's base saving throw bonuses. Each chassis type designates which saving throw uses the good save value and which ones use the poor save value.
- **Ability Increase:** Increase two of your drone's ability scores, as designated by its chassis, by this amount.
- **Feats:** This is the drone's total number of feats. You can select a drone's feats from those listed in Drone Feats on page 76. A drone cannot select a feat that requires a base attack bonus of +1 until it gains its second feat at 3rd level.
- **Mods:** This is the number of custom modifications you can add to your drone.
- **Special:** Your drone gains these abilities when you reach (or assign via control net) the appropriate level, as noted on the table. These abilities are described in the section below.

Drone Special Abilities

Your drone gains the following abilities at the levels indicated.

Basic Mods 1st Level

You can choose any of the mods on the basic mod list whenever your drone gains a new mod. Unless otherwise specified, you cannot install a single mod more than once. The list of basic mods appears starting on page 77.

Limited AI (Ex) 1st Level

Each round on your turn, after you have acted, your drone can take either a move action or a standard action to attack (your drone doesn't make a separate initiative roll). You must be able to issue simple commands to your drone, but you don't have to spend actions to issue these commands. To receive these commands, your drone must be able to see or hear you or be within range of your custom rig. If you become unconscious or otherwise unresponsive, or if your drone is ever out of range, your drone cannot take any actions until you are again able to command it or it is once more within range.

Master Control (Ex) 1st Level

As a move action, you can directly control your drone. This allows the drone to take both a move action and any standard action this turn (one from your control, and one from its limited AI). If you also take a swift action, your drone can take a swift

DRONE CHASSIS

COMBAT DRONE

Bigger than other chassis options, the combat drone moves along the ground and is outfitted with wheels, tracks, legs, or a similar form of propulsion. This drone is designed specifically for battle. It has an armored body and multiple weapon mounts, allowing it to pack a variety of armaments.

Starting Statistics

Size Medium
Speed 30 feet
AC EAC 10, KAC 13
Good Save Fortitude
Poor Saves Reflex, Will
Ability Scores Str 14, Dex 12, Con –, Int 6, Wis 10, Cha 6
Ability Increases Strength, Dexterity
Initial Mods reductive plating, weapon mount or melee weapon arm (up to 2 in any combination), weapon proficiency

HOVER DRONE

The hover drone is the smallest chassis and is equipped with miniature hoverjets or similar aerial propulsion (legs or wheels provide propulsion on land). This drone can fly and avoid obstacles but isn't very stealthy. A hover drone with melee weapon arms or weapon mounts can use weapons designed for Small or Medium creatures without penalty.

Starting Statistics

Size Tiny
Speed 30 feet, fly 30 feet (perfect)
AC EAC 11, KAC 11
Good Save Reflex
Poor Saves Fortitude, Will
Ability Scores Str 6, Dex 16, Con –, Int 6, Wis 8, Cha 6
Ability Increases Dexterity, Wisdom
Bonus Skill Unit Acrobatics
Initial Mods flight system (×2, included in its speed), weapon mount

STEALTH DRONE

Sleek and covered in a light-absorbing alloy, the stealth drone prowls along the ground on multiple small legs, silenced wheels, an air cushion, or some similar form of propulsion. This drone specializes in stealth and infiltration and can vanish almost entirely from sight as long as it remains perfectly still.

Starting Statistics

Size Small
Speed 40 feet, climb 20 feet
AC EAC 10, KAC 12
Good Save Reflex
Poor Saves Fortitude, Will
Ability Scores Str 12, Dex 14, Con –, Int 6, Wis 10, Cha 6
Ability Increases Dexterity, Wisdom
Bonus Skill Unit Stealth
Initial Mods climbing claws, reactive camouflage, weapon mount

TABLE 4–3: DRONE BASE STATISTICS

CLASS LEVEL	HIT POINTS	BASE ATTACK BONUS	ARMOR CLASS	GOOD SAVE BONUS	POOR SAVE BONUS	ABILITY INCREASE	FEATS	MODS	SPECIAL ABILITIES
1st	10	+1	+0	+2	+0	–	1	1	Basic mods, limited AI, master control, skill unit
2nd	20	+2	+1	+3	+0	–	1	1	–
3rd	30	+3	+2	+3	+1	–	2	2	–
4th	40	+3	+3	+3	+1	+1	2	2	–
5th	50	+4	+4	+4	+1	–	2	3	–
6th	60	+5	+5	+4	+1	–	3	3	–
7th	70	+6	+6	+5	+2	+1	3	4	Expert AI
8th	80	+6	+7	+5	+2	–	3	4	–
9th	90	+7	+8	+5	+2	–	4	5	–
10th	100	+8	+9	+6	+2	+1	4	5	Upgraded power core
11th	110	+9	+9	+6	+3	–	5	6	Advanced mods
12th	120	+9	+10	+6	+3	–	5	6	–
13th	130	+10	+11	+7	+3	+1	5	7	–
14th	140	+11	+12	+7	+3	–	6	7	–
15th	150	+12	+13	+8	+4	–	6	8	–
16th	160	+12	+14	+8	+4	+1	6	8	–
17th	170	+13	+15	+8	+4	–	7	9	–
18th	190	+14	+16	+9	+4	–	7	9	–
19th	210	+15	+17	+9	+5	+1	8	10	–
20th	230	+15	+18	+9	+5	–	8	10	True AI

action as well, or it can combine its actions into a full action. Your drone must be able to see or hear you, or be within range of your custom rig, for you to directly control your drone.

Skill Unit (Ex) 1st Level

Choose one of the following skills: Acrobatics, Athletics, Computers, Engineering, Perception, or Stealth. This is a class skill for your drone, and it gains a number of ranks in the chosen skill equal to your class level. Your drone can use this skill when not under your direct control. You can change your drone's skill unit whenever you rebuild your drone from scratch. Additionally, whenever you are directly controlling your drone, it can use any of your skill ranks if you wish, assuming it has the appropriate tools to do so (a drone without manipulator arms cannot use Engineering to disable a device, for example).

Expert AI (Ex) 7th Level

Your drone's AI has grown more sophisticated, giving it a more robust combat routine when not under your direct control. Each round on your turn, the drone can take a move action, take a standard action to attack, or make a full attack (this last option allows it to shoot more than once if it has the necessary weapons to do so). The drone takes a –6 penalty to full attacks made without your direct control instead of the normal –4 penalty. Like limited AI, you must still be conscious and within range.

Upgraded Power Core (Ex) 10th Level

Your drone gains a pool of Resolve Points equal to 1 per 2 levels it has (minimum 1). Your drone can spend 1 Resolve Point to make a full attack without requiring your direct control and at only the normal –4 penalty for a full attack instead of the –6 penalty. Your drone regains Resolve Points after a full 8-hour rest as normal.

Advanced Mods 11th Level

You can choose from any of the mods on the advanced mod list whenever your drone gains a new mod (in addition to those from the basic mod list). Your drone must always have at least 5 mods from the basic list before you can add any advanced mods, even if you rebuild your drone after it gains this ability. The list of advanced mods appears on pages 78–79.

True AI (Ex) 20th Level

Your drone's AI can act with complete autonomy. Each round on your turn, your drone can take a full suite of actions (either a full action or else a move action, a standard action, and a swift action) without requiring your direct control, and it makes full attacks without your direct control with the normal –4 penalty. You don't need to issue commands to your drone for it to take actions. You must still directly control the drone for it to use your skill ranks.

DRONE FEATS

When choosing feats for your drone, you can choose from the following: Blind-Fight, Cleave, Deadly Aim, Far Shot, Great Cleave, Great Fortitude, Improved Combat Maneuver, Improved Critical, Iron Will, Jet Dash, Kip Up, Lightning Reflexes, Lunge, Mobility, Multi-Weapon Fighting, Nimble Moves, Opening Volley, Penetrating Attack, Shot on the Run, Skill Focus, Skill Synergy, Slippery Shooter, Spring Attack, Strike Back, Suppressive Fire, Versatile Focus, Versatile Specialization, Weapon Focus, and Weapon Specialization.

At 10th level, when the drone has an upgraded power core, you can also choose Extra Resolve, Improved Great Fortitude, Improved Iron Will, and Improved Lightning Reflexes. GMs can expand this list to include feats from other sources.

DRONE MODS

As you gain levels, your drone gains custom modifications,

gear, and programming that give it additional capabilities and options. Any level-based abilities for your drone's mods use your full mechanic level, regardless of whether you're using control net to assign fewer levels to your drone.

Your drone gains its first custom modification at 1st level and an additional mod every 2 levels thereafter. Mods are grouped into two categories, basic and advanced. You can choose basic mods at any level, but you must be 11th level (or have assigned at least 11 levels to your drone) to select advanced mods. Some mods require your drone to have other custom mods installed before they can function. Unless otherwise noted, each mod can be selected only once.

Basic Mods

You can choose these mods at any level.

Armor Slot (Ex)

- Your drone gains an armor upgrade slot for an armor upgrade (see page 204). If you do not already have an armor upgrade to install, you must purchase one separately. You can install the armor upgrade only if your drone has enough open upgrade slots to meet the upgrade's requirements. You can select this mod up to four times, each time adding an additional slot.

Camera (Ex)

- Your drone has a camera that you can see through using your custom rig as long as your drone is within range. The camera has ordinary sight, and is capable of seeing whatever an ordinary human could see. The camera can also record up to 1 hour of footage, which can be downloaded and viewed using your custom rig.

Cargo Rack (Ex)

- Your drone is outfitted with cargo space. The drone's Strength score counts as 4 higher for the purpose of how determining much bulk it can carry, but all of this extra bulk must be stored gear and cargo, not mounted weapons, armor mods, or the like. This does not affect the drone's actual Strength score in any way, merely how much it can carry. Due to its size, a drone might still be unable to carry awkward or unwieldy items.

Climbing Claws (Ex)

- Your drone gains a climb speed equal to half its land speed. This mod can be applied to only combat and stealth drones.

Enhanced Armor (Ex)

- Your drone gains a +2 bonus to its AC. At 11th level, you can choose this mod a second time as an advanced mod.

Enhanced Senses (Ex)

- Your drone gains low-light vision, darkvision to 60 feet, and a +2 insight bonus to Perception skill checks. If your drone has the camera mod, the camera gains these senses as well.

Extra Ammo (Ex)

- One of your drone's weapon mounts can hold two additional batteries, magazines, or other type of ammunition in addition to its usual weapon and ammunition capacity. Your drone must have the weapon mount mod before selecting this mod. You can select this mod more than once, up to the number of weapon mounts the drone has.

Hardened AI (Ex)

- Your drone's AI is secured against outside influence. Any attempt to hack your drone takes a –4 penalty, and your drone receives a +4 insight bonus to saving throws against spells or effects that attempt to take control of the drone or otherwise dictate its actions.

Hydrojets (Ex)

- Your drone is equipped with miniature marine jet engines, granting it a swim speed equal to half its land speed. This mod can be applied to only combat drones and stealth drones.

Jump Jets (Ex)

- Your drone is equipped with powerful miniature jets. It can use these jets to jump up to 30 feet as a move action (either vertically, horizontally, or in any combination that does not exceed 30 feet). If applied to a hover drone, these jets instead allow your drone to increase its fly speed by 30 feet for 1 round. Once used, these jets must cool down for 1 minute before they can be used again.

Manipulator Arms (Ex)

- Your drone is equipped with two robotic arms with simple hands. They can perform most functions that your arms can perform (such as opening doors, typing on a keypad, wielding a weapon, or attempting skill checks that require manual dexterity), but attacks made with them take a –4 penalty.

Melee Weapon Arm (Ex)

- Your drone is equipped with a robotic arm to which you can affix a one-handed melee weapon, allowing your drone to wield that weapon and attack with it. This weapon cannot be disarmed. Wielding a two-handed melee weapon requires two melee weapon arms. If you do not already have a weapon to equip, you must purchase it separately. Swapping out a weapon in a melee weapon arm requires use of your custom rig and 1 hour of work. You can select this mod multiple times, each time adding an additional melee weapon arm to the drone.

Resistance (Ex)

- Your drone gains resistance to an energy type of your choice—acid, cold, electricity, fire, or sonic—equal to your mechanic level, to a maximum of 10. You can select this mod multiple times. Its effects do not stack; each time you select this mod, it must apply to a different energy type from the list above.

Riding Saddle (Ex)

- Your drone is equipped with a seat and programming to carry a rider as a combat-trained mount. If you ride your drone, it must be at least your size or larger. To carry another rider, the drone must be at least one size larger than the rider. You no

longer need to attempt the Survival check to fight from a combat-trained mount (see page 149 for more information).

Skill Subroutines (Ex)

- Choose another skill from the skill unit list. This is a class skill for your drone, which gains a number of ranks in that skill equal to your mechanic level. Your drone also increases its Intelligence score by 2. At 11th level, you can choose this mod a second time as an advanced mod. If you do, choose an additional skill to become a class skill for your drone (this skill doesn't have to be on the skill unit list). Your drone gains ranks in the skill equal to your mechanic level. Your drone also increases its Intelligence score again by 2.

Smuggler's Compartment (Ex)

- Your drone has a secret compartment that can hold a single item of light bulk or smaller. A successful Perception check (DC = 15 + your mechanic level) is needed to notice or find the compartment. Accessing this compartment is a move action.

Speed (Ex)

- Your drone's land speed increases by 10 feet.

Tool Arm (Ex)

- Select one technological item from Chapter 7: Equipment of no more than light bulk and an item level no higher than your mechanic level. Your drone is equipped with a robotic arm with that item attached and the proper programming to use the item, although it cannot use a tool that requires skill checks unless it also has ranks in the relevant skill (or you have ranks in the relevant skill and the drone is under your direct control).

Weapon Mount (Ex)

- You can affix a small arm or another one-handed ranged weapon on your drone, allowing it to wield that weapon and attack with it. This weapon cannot be disarmed. Mounting a longarm, a heavy weapon, or another two-handed ranged weapon requires two weapon mounts. A weapon mount can hold up to two batteries, two magazines, or two of another type of ammunition for the affixed weapon, provided this ammunition is of light bulk or less. Multiple weapon mounts used to affix a single two-handed weapon count as a single weapon mount for the purpose of how much ammunition it can hold. The drone reloads these batteries or magazines automatically, which takes the usual amount of time for the weapon. Spent batteries or magazines are stored within the drone. You can replace all of a weapon mount's batteries or magazines as a move action. You must purchase separately or already have the weapon and ammunition for use with a weapon mount. You can replace the weapon with any other weapon that meets the criteria for your mount (for example, if you have two weapon mounts, you could replace a longarm with a heavy weapon). Swapping out a weapon in a weapon mount requires use of your custom rig and 1 hour of work. You can select this mod multiple times, each time adding an additional weapon mount to the drone.

Weapon Proficiency (Ex)

- Your drone gains one of the following feats as a bonus feat (it must meet all the prerequisites of the chosen feat): Advanced Melee Weapon Proficiency, Basic Melee Weapon Proficiency, Heavy Weapon Proficiency, Longarm Proficiency, Small Arm Proficiency, or Special Weapon Proficiency. You can select this mod multiple times; each time, your drone gains another of the available proficiency feats as a bonus feat.

Advanced Mods 11th Level

You must be 11th level or higher to choose these mods.

Echolocators (Ex)

- Your drone uses basic echolocation to notice unseen foes. The drone gains blindsense (sound) with a range of 60 feet.

Energy Shield (Ex)

- Your drone gains an energy shield that provides it with a number of temporary Hit Points equal to your mechanic level. This shield remains active until all of its temporary Hit Points are depleted. The drone can replenish the shield's Hit Points to full by spending 1 Resolve Point when you rest to regain Stamina Points. You can select this mod a second time to double the energy shield's temporary Hit Points.

Excavator (Ex)

- Your drone gains a burrow speed equal to half its land speed. It can use this speed to move through clay, dirt, earth, and sand. It does not leave a hole behind, nor is its passage marked on the surface.

Flight System (Ex)

- Your drone gains a fly speed equal to half its land speed with average maneuverability for up to 10 minutes per day. This duration need not be continuous, but it must be used in 1-minute increments. You can select this mod a second time; in this case, the drone's fly speed has perfect maneuverability and increases to its full land speed, and there is no limit on the amount of time it can fly.

Greater Resistance (Ex)

- Choose one type of energy for which your drone already has the resistance mod. Increase your drone's resistance to that energy type by 5. You can select this mod multiple times. Its effects do not stack. Each time you select this mod, it applies to a different energy type for which your drone has the resistance mod.

Invisibility Field (Ex)

- Once per day as a standard action, your drone can turn invisible for 10 minutes, as per the *invisibility* spell. If it makes an attack during this time, the invisibility ends. Your drone can spend 2 Resolve Points to use this ability again on the same day. Your drone must have the reactive camouflage mod to select this.

Medical Subroutine (Ex)

- Your drone is equipped with first aid capabilities. If you are

reduced to 0 Hit Points, your drone can attempt to administer emergency medical treatment to you, even despite you being unconscious. On subsequent rounds on your turn, your drone takes as many move actions as necessary to return to your side, followed by a standard action to administer first aid. Once it has done so, you can spend 2 Resolve Points to recover a number of Hit Points equal to your mechanic level. Your drone cannot use this mod on anyone but you nor use it if you are dead or have fewer than 2 RP remaining. You can't benefit from this treatment more than once every 24 hours. Your drone must have the manipulator arms and skill subroutines (with the Medicine skill) mods to select this mod.

Reactive Camouflage (Ex)

- Your drone is equipped with a thin coating that can change color to match the drone's surroundings. Whenever your drone stays stationary for 1 round, it gains a +10 bonus to Stealth checks (this bonus doesn't stack with the *invisibility* spell or similar effects). If your drone takes any action, it loses this bonus until it once again spends 1 round remaining still.

Reductive Plating (Ex)

- Your drone gains damage reduction 1/—. This increases to DR 2/— at 7th level and increases by 1 again at 13th level and every 3 levels thereafter.

Shock Wave (Ex)

- Whenever your drone is reduced to fewer than 10 HP, it immediately shuts down and unleashes a shock wave of electricity as a reaction (even if it is deactivated or destroyed by the attack). This deals 1d6 electricity damage per level to every creature within 10 feet (except the drone). An affected creature can attempt a Reflex save to take half damage (DC = 10 + half your mechanic level + your Intelligence modifier).

EXOCORTEX

Your exocortex grants you all of the following abilities as you advance in level.

Combat Tracking (Ex) 1st Level

Your exocortex provides you with enhanced combat ability, granting you proficiency with heavy armor and longarms. At 3rd level, you gain weapon specialization in longarms just as if your class granted proficiency. As a move action during combat, you can designate a foe for your exocortex to track. As long as that target is in sight, the exocortex feeds you telemetry, vulnerabilities, and combat tactics, allowing you to make attacks against that target as if your base attack bonus from your mechanic levels were equal to your mechanic level. Designating another target causes you to immediately lose this bonus against the previous target.

Memory Module (Ex) 1st Level

You can use your exocortex's memory module to enhance your own knowledge. Once per day, as a reaction while not in combat, you can reroll a failed skill check (see page 243) to recall knowledge (see page 143). In addition, your exocortex grants you the Skill Focus feat as a bonus feat. You can't use your exocortex's memory module while combat tracking is activated. Every time you gain a mechanic level, you can rebuild your exocortex's memory module, replacing the exocortex's bonus Skill Focus feat with Skill Focus in a different skill.

Wireless Hack (Ex) 5th Level

On any round you don't use combat tracking, your exocortex can access another computer system within 20 feet, allowing it to attempt a Computers check against that computer each round, using your skill bonus. This counts as a standard action for the purpose of the Computers skill. You must remain within 20 feet of the computer system for the entire time your exocortex is interacting with the computer. If the task requires multiple actions (or even rounds) to accomplish, you can spend your actions to work in concert with your exocortex, counting both your action and the exocortex's effective standard action toward the total time required. If you don't have the remote hack class feature, you must be adjacent to the computer to attempt your checks.

Exocortex Mods (Ex) 7th Level

Your exocortex allows you to apply any one of the following drone mods to yourself as if you were a drone with that mod installed: armor slot, cargo rack, climbing claws, enhanced senses, hydrojets, jump jets, resistance, smuggler's compartment, speed, or weapon proficiency (gaining proficiency in advanced melee or heavy weapons). At 11th level, you can apply an additional mod, and your options expand to include echolocators, excavator, flight system, greater resistance, invisibility field, and reactive camouflage. At 14th and 17th levels, you can apply an additional mod. Each time you gain a level, you can switch any of your mods for different mods, but you must always choose at least one mod from the 7th-level list.

Twin Tracking (Ex) 10th Level

You can designate two targets for your exocortex to track, increasing your base attack bonus against each. You can designate both targets with a single move action, but you must be able to see them both at that time.

Multitasking (Ex) 15th Level

You can designate three targets for your exocortex to track (and designate them all as a single move action). In addition, the range of your exocortex's wireless hack increases to 40 feet. Your exocortex can also engage in combat tracking and hack a nearby computer at the same time, but the computer counts as one of the exocortex's designated targets (allowing you to track only two targets at the same time while wirelessly hacking the computer). Lastly, you can access your exocortex's memory module in combat, even while it is engaged in combat tracking.

Quad Tracking (Ex) 20th Level

Your exocortex can track four targets simultaneously, and hacking a nearby computer doesn't count against that limit.

COMBAT TECHNICIAN
THEME: MERCENARY

No target is too large or armored for you and your drone to take down.

ABILITY SCORES
Dexterity is your most important ability score because you need it to hit, and Intelligence enhances your skills and pool of Resolve Points.

ARTIFICIAL INTELLIGENCE
Combat drone

MECHANIC TRICKS
Energy shield (2nd)
Boost shield (8th)
Resistant energy (8th)
Improved resistant energy (14th)

DRONE MODS
Extra ammo (1st)
Energy shield (11th)

FEATS
Weapon Focus (longarms)
Weapon Proficiency (longarms)
Weapon Specialization (longarms)

SKILLS
Computers
Engineering
Medicine
Perception
Piloting

ENHANCED COMMANDO
THEME: BOUNTY HUNTER

You have augmented your body and mind to turn yourself into a fighting machine.

ABILITY SCORES
Dexterity is your most important ability score because you need it to hit, and Intelligence gives you more Resolve Points.

ARTIFICIAL INTELLIGENCE
Exocortex

MECHANIC TRICKS
Overcharge (2nd)
Overclocking (2nd)
Hyperclocking (8th)
Improved overcharge (8th)
Superior overcharge (14th)
Ultraclocking (14th)

FEATS
Improved Initiative
Toughness
Weapon Focus (longarms)

SKILLS
Athletics
Engineering
Perception

SABOTEUR
THEME: OUTLAW

You use stealth and technical skills to take down unjust institutions.

ABILITY SCORES
Intelligence is your most important ability score because it enhances your skills and ability DCs; Dexterity increases your AC.

ARTIFICIAL INTELLIGENCE
Stealth drone

MECHANIC TRICKS
Hack directory (2nd)
Ghost intrusion (8th)
Saboteur (14th)

DRONE MODS
Camera (1st)
Invisibility field (11th)

FEATS
Skill Focus (Computers)
Skill Focus (Engineering)
Skill Synergy (Sleight of Hand and Stealth)

SKILLS
Computers
Physical Science

STARSHIP ENGINEER
THEME: SPACEFARER

You know your starship like no one else and seem able to push the vessel beyond its limits.

ABILITY SCORES
Intelligence is important because it increases your pool of Resolve Points and enhances your skills; Dexterity allows you to be more effective in combat.

ARTIFICIAL INTELLIGENCE
Exocortex

MECHANIC TRICKS
Quick patch (2nd)
Quick repair (2nd)
Engineer's eye (8th)
Mod tinkerer (14th)

FEATS
Grenade Proficiency
Technomantic Dabbler
Weapon Focus (longarms)

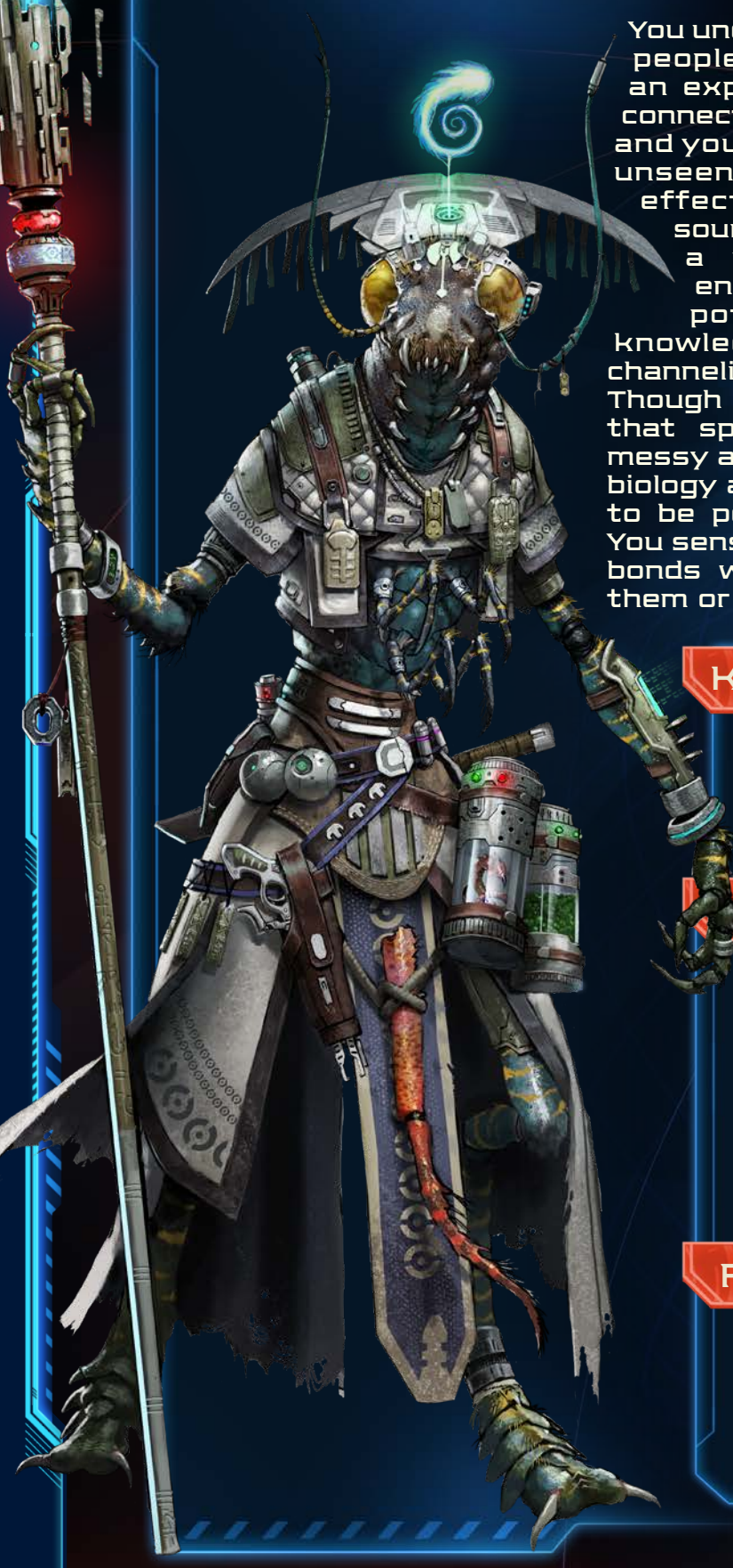
SKILLS
Computers
Engineering
Perception
Physical Science
Piloting

OVERVIEW
CHARACTER CREATION
RACES
CLASSES
SKILLS
FEATS
EQUIPMENT
TACTICAL RULES
STARSHIPS
MAGIC AND SPELLS
GAME MASTERING
SETTING
PATHFINDER LEGACY

MYSTIC

STAMINA POINTS
6 + Constitution modifier

6 HP



You understand that what most people call magic is simply an expression of the innate connection between all things, and you intuitively tap into this unseen power to create strange effects. You may conceptualize the source of your magic as divine grace, a manipulation of fundamental energy, or an unlocking of psychic potential, but always with the knowledge that you are a conduit channeling forces greater than yourself. Though you may study, you understand that spellcasting—like all existence—is messy and intuitive, and you specialize in biology and mental systems too complex to be perfectly understood by science. You sense the intangible and exploit your bonds with others, whether to bolster them or bend them to your will.

KEY ABILITY SCORE

Your Wisdom determines your spellcasting ability, the saving throw DCs of your spells, and the number of bonus spells you can cast per day, so Wisdom is your key ability score. A high Charisma score can also help you in social situations.

CLASS SKILLS

SKILL RANKS PER LEVEL
6 + INTELLIGENCE MODIFIER

- Bluff (Cha)
- Culture (Int)
- Diplomacy (Cha)
- Disguise (Cha)
- Intimidate (Cha)
- Life Science (Int)
- Medicine (Int)
- Mysticism (Wis)
- Perception (Wis)
- Profession (Cha, Int, or Wis)
- Sense Motive (Wis)
- Survival (Wis)

PROFICIENCIES

ARMOR PROFICIENCY
Light armor

WEAPON PROFICIENCY
Basic melee weapons and small arms

TABLE 4-4: MYSTIC

CLASS LEVEL	BASE ATTACK BONUS	FORT SAVE BONUS	REF SAVE BONUS	WILL SAVE BONUS	CLASS FEATURES	SPELLS PER DAY (BY SPELL LEVEL) 1ST	2ND	3RD	4TH	5TH	6TH
1st	+0	+0	+0	+2	Connection, connection power, connection spell, healing touch	2	–	–	–	–	–
2nd	+1	+0	+0	+3	Channel skill +1, mindlink	2	–	–	–	–	–
3rd	+2	+1	+1	+3	Connection power, weapon specialization	3	–	–	–	–	–
4th	+3	+1	+1	+4	Connection spell	3	2	–	–	–	–
5th	+3	+1	+1	+4	Channel skill +2	4	2	–	–	–	–
6th	+4	+2	+2	+5	Connection power	4	3	–	–	–	–
7th	+5	+2	+2	+5	Connection spell	4	3	2	–	–	–
8th	+6	+2	+2	+6	Channel skill +3	4	4	2	–	–	–
9th	+6	+3	+3	+6	Connection power	5	4	3	–	–	–
10th	+7	+3	+3	+7	Connection spell	5	4	3	2	–	–
11th	+8	+3	+3	+7	Channel skill +4, telepathic bond	5	4	4	2	–	–
12th	+9	+4	+4	+8	Connection power	5	5	4	3	–	–
13th	+9	+4	+4	+8	Connection spell	5	5	4	3	2	–
14th	+10	+4	+4	+9	Channel skill +5	5	5	4	4	2	–
15th	+11	+5	+5	+9	Connection power	5	5	5	4	3	–
16th	+12	+5	+5	+10	Connection spell	5	5	5	4	3	2
17th	+12	+5	+5	+10	Channel skill +6	5	5	5	4	4	2
18th	+13	+6	+6	+11	Connection power	5	5	5	5	4	3
19th	+14	+6	+6	+11	Transcendence	5	5	5	5	5	4
20th	+15	+6	+6	+12	Channel skill +7, enlightenment	5	5	5	5	5	5

SPELLS

You cast spells drawn from the mystic spell list (see page 336). To learn or cast a spell, you must have a Wisdom score equal to at least 10 + the spell's level. The Difficulty Class for a saving throw against your spell is 10 + the spell's level + your Wisdom modifier.

You can cast only a certain number of spells of each spell level per day. Your number of spells per day is given on Table 4–4: Mystic. In addition, you receive bonus spells per day if you have a Wisdom modifier of +1 or higher, as shown on Table 4–5: Mystic Bonus Spells–note that you only receive these bonus spells once you can cast spells of that level normally. You can also cast 0-level spells. These spells are cast like any other spell, but there is no limit to how many 0-level spells you can cast each day.

Your selection of spells is limited. You begin play knowing four 0-level spells and two 1st-level spells of your choice. At each new mystic level, you learn one or more new spells, as indicated on Table 4–6: Mystic Spells Known. Unlike spells per day, the number of spells you know isn't affected by your Wisdom modifier.

Every time you gain a level, you can swap out one spell you already know and learn a single new spell of the same level in its place. In effect, you lose the old spell in exchange for the new one. You must choose whether or not to swap the spell at the same time you gain new spells known for the level.

You can cast any mystic spell you know at any time, assuming you have not yet used up your allotment of spells per day for the spell's level. You can also cast a spell using a higher-level spell slot. For instance, if you want to cast a 1st-level spell but have used up all your 1st-level spells for the day, you can use a spell from a 2nd-level slot instead if you have one.

You can also decipher magical inscriptions that would otherwise be unintelligible or, as a full action, identify any spells encoded in a spell gem. This does not normally invoke the magic contained within, although it may do so in the case of a cursed or trapped spell gem.

CONNECTION 1st Level

You have a mysterious connection with some force that grants you magical powers. The exact nature of your connection can vary widely, and even mystics who share the same connection may interpret it differently. You must pick one connection upon taking your first level of mystic–once made, this choice can't be changed. Connections you can choose from begin on page 85.

Many mystics serve as priests of various gods, and while you can theoretically choose any type of connection with any entity or concept, deities rarely grant connections that don't fit within their ethos (for example, Weydan, the god of freedom, is unlikely to look kindly on overlords). As such, each connection lists the deities and philosophies commonly associated with it.

Connection Power 1st Level

At 1st level, 3rd level, and every 3 levels thereafter, you gain a connection power unique to your connection. If a connection power allows a saving throw to resist its effects, the DC is equal to 10 + half your mystic level + your Wisdom modifier. If the power requires an enemy to attempt a skill check, the DC is equal to 10 + 1-1/2 × your mystic level + your Wisdom modifier.

Connection Spell 1st Level

Your connection grants you additional spells known, one for each level of mystic spell you can cast, starting at 1st level and at any

TABLE 4-5: MYSTIC BONUS SPELLS

	BONUS SPELLS PER DAY (BY SPELL LEVEL)						
WIS SCORE	0	1ST	2ND	3RD	4TH	5TH	6TH
1-11	–	–	–	–	–	–	–
12-13	–	1	–	–	–	–	–
14-15	–	1	1	–	–	–	–
16-17	–	1	1	1	–	–	–
18-19	–	1	1	1	1	–	–
20-21	–	2	1	1	1	1	–
22-23	–	2	2	1	1	1	1
24-25	–	2	2	2	1	1	1
26-27	–	2	2	2	2	1	1
28-29	–	3	2	2	2	2	1
30-31	–	3	3	2	2	2	2

TABLE 4-6: MYSTIC SPELLS KNOWN

CLASS	SPELLS KNOWN (BY SPELL LEVEL)						
LEVEL	0	1ST	2ND	3RD	4TH	5TH	6TH
1st	4	2	–	–	–	–	–
2nd	5	3	–	–	–	–	–
3rd	6	4	–	–	–	–	–
4th	6	4	2	–	–	–	–
5th	6	4	3	–	–	–	–
6th	6	4	4	–	–	–	–
7th	6	5	4	2	–	–	–
8th	6	5	4	3	–	–	–
9th	6	5	4	4	–	–	–
10th	6	5	5	4	2	–	–
11th	6	6	5	4	3	–	–
12th	6	6	5	4	4	–	–
13th	6	6	5	5	4	2	–
14th	6	6	6	5	4	3	–
15th	6	6	6	5	4	4	–
16th	6	6	6	5	5	4	2
17th	6	6	6	6	5	4	3
18th	6	6	6	6	5	4	4
19th	6	6	6	6	5	5	4
20th	6	6	6	6	6	5	5

level when you normally gain access to a new spell level. These spells are in addition to the spells known listed on Table 4-6: Mystic Spells Known. These spells can't be exchanged for different spells at higher levels (except in specific cases; see below). The spell level of each spell is listed in your connection's entry.

If your connection lists a single variable-level spell (see page 330) for all spell levels at the start of its spells entry, you gain that variable-level spell when you first get your connection spell for each level. The next time you gain a connection spell, add the next higher level of the variable-level spell to your list of spells known. You immediately lose the lower-level version of that variable-level spell and replace it with the listed connection spell for that lower level.

HEALING TOUCH (SU) 1st Level

Once per day, you can spend 10 minutes to magically heal an ally up to 5 Hit Points per mystic level.

CHANNEL SKILL (SU) 2nd Level

You draw strange feelings, instincts, knowledge, and urges from your connection, augmenting your prowess in certain tasks. Each connection has two skills associated with it. You gain a +1 insight bonus to skill checks with your connection's associated skills. This bonus increases by 1 at 5th level and every 3 levels thereafter.

MINDLINK (SP) 2nd Level

You can form a mental link with creatures you touch, communicating information rapidly through it. You can use *mindlink* at will as a spell-like ability, though only once per day on any given individual.

WEAPON SPECIALIZATION (EX) 3rd Level

You gain Weapon Specialization as a bonus feat for each weapon type this class grants you proficiency with.

TELEPATHIC BOND (SP) 11th Level

As a standard action, you can form a telepathic link with up to six other willing creatures, allowing you to communicate telepathically at great distances. This functions as *telepathic bond*, except the duration is permanent. You can have only one telepathic bond active in this way at any given time; creating a new telepathic bond immediately ends the previous one.

TRANSCENDENCE (SP) 19th Level

You are close to becoming one with your connection. You can cast each of your connection spells once per day without consuming a spell slot. In addition, you learn how to temporarily transcend your physical form. Once per day, you can spend 1 Resolve Point to project your consciousness outside of your physical body in the form of an intangible psychic image of yourself. This counts as a 6th-level illusion effect and lasts for a number of rounds equal to your mystic level. While your consciousness is projected, your physical body is considered blind, deaf, and helpless, but you can return to your body as a swift action. You control your psychic image as though it was your own body, and your senses perceive only what the image can see and hear. You move with a fly speed of 60 feet and perfect maneuverability. You can pass through solid objects as though you were incorporeal, but you can't go farther into a solid object than your space (5 feet for a Medium creature). You can't directly affect physical objects. Your projected consciousness is immune to most attacks or effects, whether or not they affect incorporeal creatures, but mind-affecting effects have their full effect on you.

You can cast any mystic spell or spell-like ability with a range of touch or greater from your projected consciousness. The spells affect other targets normally. You can't cast any spells on your projected consciousness except for illusion spells. You need not maintain line of effect to your projected consciousness, but if you cross into another plane, even momentarily (including via Drift travel), your mind immediately returns to your physical body.

ENLIGHTENMENT (SU) 20th Level

You achieve enlightenment, becoming a living incarnation of your connection. You no longer age, nor do you die of old

age. Once per day as a move action, you can enter a state of total communion with your connection that lasts for 1 minute. During this time, you gain a +4 insight bonus to attack rolls, saving throws, and skill checks, and you gain 20 temporary Resolve Points that you can use only on connection powers. Any unspent temporary Resolve Points disappear at the end of this minute. In addition, once per week, you can cast *miracle* as a spell-like ability.

CONNECTIONS

The following represent the most common mystic connections. See page 83 for more information on the connection class feature.

Akashic

You're linked to the collective knowledge of every sentient species that ever lived that's held in the Akashic Record, an Astral library of perfect psychic records of every moment in history. You might be an ancient lorekeeper, an inquisitive student of the occult, an intuitive consulting detective, or a secret-hoarding spy.

- **Associated Deities:** Eloritu, Nyarlathotep, Pharasma, Talavet, Triune, Weydan, Yaraesa
- **Associated Skills:** Culture and Mysticism
- **Spells:** 1st—*identify*, 2nd—*augury*, 3rd—*tongues*, 4th—*divination*, 5th—*contact other plane*, 6th—*vision*

Akashic Knowledge (Ex) 1st Level

- You gain the channel skill ability at 1st level (instead of 2nd level). Each day when you recover your spell slots, you can tap into the Akashic Record, enabling you to choose one Profession skill and add that to your list of associated skills for the channel skill class feature.

Access Akashic Record (Su) 3rd Level

- You can access the Akashic Record to augment your skills. You can spend 1 Resolve Point to attempt a skill check as if you had ranks in that skill equal to your mystic level.

Peer into the Future (Su) 6th Level

- Once per day, you can spend 10 minutes in uninterrupted meditation to receive visions of possible futures. At any point over the next 24 hours, you can declare that you are using the benefit of this ability before rolling one initiative check, saving throw, or skill check. You gain a +4 insight bonus to that check. At 11th level, you can use this ability twice per day, though you can't use it again until after you've used your first bonus.

Mind Probe (Sp) 9th Level

- You can use *mind probe* as a spell-like ability a number of times per day equal to your mystic level, lasting for 1 round. A creature that successfully saves against your mind probe is immune to further uses of this ability for 24 hours.

Telepathic Memories (Su) 12th Level

- You can share memories at will with allies linked by your telepathic bond class feature. As a full action, you or a linked ally can send a memory of up to 1 minute to as many others in the bond as they choose. Sending a relevant memory counts as a successful aid another attempt for a skill check, even if you wouldn't otherwise be able to use aid another (to a limit of one such memory per skill check).

Memory Palace (Su) 15th Level

- You assemble an extradimensional library to house mental constructs representing your accumulated knowledge. This memory palace has a single shimmering entrance. You can access your memory palace once per day; when you do, the entrance appears within close range. If any creatures or objects that were not part of the memory palace when it was created remain inside it, the entrance remains where it first appeared. Only those you designate can enter the memory palace, and the entrance closes and becomes invisible behind you when you enter. Anyone inside can open the entrance and exit the memory palace at will. The only way to enter and exit the memory palace is via the entrance; even *plane shift* and similar magic do not access it.

  You can create any floor plan you desire for your memory palace, up to a number of 10-foot cubes equal to your mystic level. Inside, the atmosphere is clean, fresh, and warm; outside conditions don't affect the memory palace, nor do conditions inside it pass beyond. There is no furniture other than bookcases, computers, and a few desks and sofas. A number of unseen servants (as per the spell of the same name) equal to half your mystic level serve as librarians. The library keeps the same layout each time you access it, though you can alter its appearance each time you gain a level or by spending 15 minutes concentrating—you don't need to be inside it to alter it.

  When you gain this ability, choose one skill that can be used with the recall knowledge task. Consulting your memory palace gives anyone who studies within—including you—a +4 enhancement bonus to skill checks to recall knowledge of that type, and creatures inside the memory palace can attempt checks of that type untrained. At 16th level, and at each level thereafter, choose another skill that can be used with the recall knowledge task to which your memory palace's skill bonus applies.

Glean Spell (Su) 18th Level

- Once per day, you can delve into the Akashic Record to cast a spell from either the mystic or technomancer spell list as if it were on your list of spells known. The spell consumes a spell slot 1 level higher than the level of the spell.

Empath

Your connection helps you sense emotions and notice details others can't. You might be a diplomat, an investigator, a mind-reading bodyguard, a ship's psychologist, or a psychic con artist.

- **Associated Deities:** Abadar, Hylax, Iomedae, Sarenrae, Talavet, Triune (Casandalee)
- **Associated Skills:** Perception and Sense Motive

- **Spells:** 1st—*detect thoughts*, 2nd—*zone of truth*, 3rd—*clairaudience/clairvoyance*, 4th—*mind probe*, 5th—*telepathy*, 6th—*true seeing*

Empathy (Su) 1st Level

- As a full action, you can attempt a Sense Motive check to read the emotions of a particular creature (DC = 20 or 10 + its Bluff modifier, whichever is higher). If you succeed, you learn its general disposition and attitude toward creatures within 30 feet of it, and you gain a +2 circumstance bonus to Bluff, Diplomacy, Intimidate, and Sense Motive checks against that creature for 1 hour. Whether you succeed or fail, after opening your mind to read emotions, you take a –2 penalty to saving throws against mind-affecting effects for 1 minute.

Greater Mindlink (Su) 3rd Level

- You can use your mindlink ability on the same creature as many times per day as you wish, and the communication can be both ways, though the maximum of 10 minutes of communication per round still applies.

Emotionsense (Su) 6th Level

- You can detect and locate creatures within 60 feet that have emotions, as if you had blindsense (emotion); see page 262. A creature can keep its emotions calm to avoid detection by this ability by succeeding at a Bluff check with a DC equal to 10 + your Sense Motive modifier, but a creature under the influence of an emotion effect cannot try to avoid detection. Creatures under the effects of *nondetection* or similar effects automatically avoid detection by this ability. Unless otherwise stated, constructs and creatures with Intelligence scores of 2 or lower don't have emotions and can't be sensed this way.

Discern Lies (Sp) 9th Level

- You can use *discern lies* as a spell-like ability a number of times per day equal to your mystic level, each time targeting a single creature. This effect lasts 1 round. Once a creature successfully saves against this ability, it becomes immune to further uses of this ability for 24 hours.

Greater Emotionsense (Su) 12th Level

- Your emotionsense is far more discerning, as if you had blindsight (emotion); see page 262.

Retrocognition (Sp) 15th Level

- You can use *retrocognition* as a spell-like ability at will. When doing so, you take a –2 penalty to saving throws against mind-affecting effects for as long as you concentrate on *retrocognition* and an equal amount of time afterward. You can spend 1 Resolve Point to negate this penalty.

Empathic Mastery (Sp) 18th Level

- You can spend 1 Resolve Point to use *psychic surgery* as a spell-like ability. If you are incapacitated by an effect that *psychic surgery* could remove and have at least 1 Resolve Point remaining, you can spend 1 Resolve Point to use this ability on yourself, even without being able to take any actions.

Healer

Your connection channels the life force of all things—as well as its counterpart, death. You're an expert healer, but not necessarily a selfless one. You might be a traveling doctor, a haunted medium, a military medic, or a tyrannical necromancer.

- **Associated Deities:** Desna, Hylax, Iomedae, Pharasma, Sarenrae, Talavet, Urgathoa, Weydan
- **Associated Skills:** Medicine and Mysticism
- **Spells:** 1st–6th *mystic cure*; replaced by 1st—*lesser remove condition*, 2nd—*remove condition*, 3rd—*remove affliction*, 4th—*restoration*, 5th—*greater remove condition*

Healing Channel (Su) 1st Level

- You can heal yourself and your allies. You can spend 1 Resolve Point to channel this energy. Healing yourself with channeled energy is a move action, healing an ally you touch is a standard action, and healing all allies within 30 feet is a full action. This energy restores 2d8 Hit Points and increases by 2d8 at 3rd level and every 3 levels thereafter.

Lifelink (Su) 3rd Level

- At the start of each turn, you can choose an ally within 30 feet who has taken Hit Point damage and transfer her wounds to yourself, dealing an amount of damage up to your mystic level to your Hit Points (bypassing any Stamina Points you may have) and healing the ally's Hit Points an equal amount. This doesn't require any action on your part. You can't prevent or reduce the damage you take from lifelink.

Healer's Bond (Sp) 6th Level

- As a standard action, you can form a bond with up to three allies, allowing you to constantly sense their condition as per the *status* spell. This bond lasts until dispelled or until you create a new healer's bond, which immediately ends the previous one. At 11th level, when you gain the telepathic bond class feature, you also gain the effects of *status* on all creatures linked by your telepathic bond.

Steal Life (Su) 9th Level

- As a standard action, you can spend 1 Resolve Point to steal part of a creature's life force and transfer it to yourself or others. You must touch the target (requiring a successful melee attack against its EAC), which deals 1d6 damage for every 2 mystic levels you have (maximum 10d6). Choose an ally within 30 feet; that ally recovers an amount of Hit Points equal to the damage dealt (to a maximum of the foe's remaining Hit Points). Alternatively, you can heal yourself instead, but you restore only a number of Hit Points equal to half the damage dealt. If this heals the recipient (you or your ally) up to maximum Hit Points, any excess persists for 1 hour as temporary Hit Points. If your attack misses, you don't lose the Resolve Point.

Channel Bond (Su) 12th Level

- When you use healing channel as a standard action, you can heal an ally linked by your telepathic bond class feature as if you were touching that ally, as long as the ally is within 120 feet. When you use healing channel as a full action, it heals all allies linked by your telepathic bond class feature within 120 feet (as well as all other allies within 30 feet).

Channel Life (Su) 15th Level

- If you use healing channel on a creature that has died within 1 round, you can bring it back to life as per a 5th-level *mystic cure* spell.

Deny Death (Su) 18th Level

- You are immune to death effects and negative levels. If you would normally die from damage, as long as you have at least 1 Resolve Point remaining, you can immediately spend all of your remaining Resolve Points to instead stay alive. If your Hit Points would have been reduced to 0, you now have 1 Hit Point instead. Once you use this ability, you can't regain Resolve Points again until you rest for 8 hours, even if you have another means to do so.

Mindbreaker

You use your raw will and understanding of the mind's structure to crush and demoralize your enemies. You might be a special ops assassin, a psychic interrogator, or a righteous military crusader breaking the enemy's spirit on the battlefield.

- **Associated Deities:** Besmara, Damoritosh, The Devourer, Iomedae, Urgathoa, Zon-Kuthon
- **Associated Skills:** Bluff and Intimidate
- **Spells:** 1st–6th *mind thrust*; replaced by 1st–*lesser confusion*, 2nd–*inflict pain*, 3rd–*synaptic pulse*, 4th–*confusion*, 5th–*feeblemind*

Share Pain (Su) 1st Level

- Whenever a foe deals damage to you, you can spend 1 Resolve Point as a reaction to shift some of the pain back onto that foe. Unless the foe succeeds at a Will save, reduce the damage you take from the attack by your mystic level (to a maximum of the attack's damage), and the foe takes an equal amount of damage. This is a mind-affecting pain effect.

Backlash (Su) 3rd Level

- Whenever a foe succeeds at a Will save against one of your spells and completely negates the effect, that foe takes 1 nonlethal damage for each mystic level you have. This is a mind-affecting pain effect.

Sow Doubt (Su) 6th Level

- As a standard action, you can spend 1 Resolve Point to create uncertainty in the mind of a foe within 30 feet. You choose whether the target becomes flat-footed, becomes off-target, takes a –2 penalty to saving throws, or takes a –2 penalty to skill checks. The effect lasts for a number of rounds equal to half your mystic level, unless the target succeeds at a Will save to reduce the duration to just 1 round. A creature can be affected only by one sow doubt effect. If you use this ability on the same creature again, the new effect replaces the old effect. This is a mind-affecting effect.

Mental Anguish (Su) 9th Level

- As a standard action, you can tweak the pain centers in the brain of a foe within 60 feet, causing it to suffer intense agony. The target must succeed at a Will save or be nauseated for 1 round. Regardless of the save, the creature becomes immune to this ability for 24 hours. This is a mind-affecting pain effect.

Mindbreaking Link (Su) 12th Level

- Whenever you or an ally linked by your telepathic bond class feature scores a critical hit against a foe, you can spend 1 Resolve Point as a reaction to confuse that foe. The foe must succeed at a Will save or become confused for 1 round. Whether or not it succeeds at this save, the target is affected by your sow doubt ability for 1 round. This is a mind-affecting effect.

Mindkiller (Su) 15th Level

- As a standard action, you can mold the subconscious fear of a foe within 60 feet into a psychic image of the most disturbing creature imaginable to the target. Only the target can see the mindkiller, and if the target succeeds at a Will save to recognize the image as unreal, the mindkiller has no effect. If the target fails this Will save, the mindkiller touches the target, which must then succeed at a Fortitude save or die from fear. On a successful Fortitude save, the target instead takes 3d6 damage. Once a creature succeeds at either save against this ability, it becomes immune to this ability for 24 hours. This is a mind-affecting fear effect.

Explode Head (Su) 18th Level

- You can spend 1 Resolve Point as a standard action to psychically assault the brain of a foe within 60 feet, causing incredible pressure to build in its head. If the target has 20 Hit Points or fewer, its head explodes, instantly killing the target and spreading debris in a 10-foot radius. Each creature in the area must succeed at a Reflex saving throw or take 2d6 slashing damage from the flying debris. A target with more than 20 Hit Points takes 1d6 damage per mystic level you have (maximum 20d6), but can attempt a Fortitude save to take only half damage. If this damage would reduce the target to 0 HP, the target's head explodes as described above. This ability works only on a creature that has a head and would die from the loss of a head.

Overlord

You realize that not all connections are symmetrical, and seek to be the dominant force in any situation. You aren't necessarily evil; perhaps you consider yourself a benevolent philosopher-monarch who takes control for the good of your charges. You might also be a cult leader, a criminal mastermind, or a hypnotist.

- **Associated Deities:** Abadar, Besmara, Damoritosh, Lao Shu Po, Zon-Kuthon
- **Associated Skills:** Diplomacy and Intimidate
- **Spells:** 1st—*command*, 2nd—*hold person*, 3rd—*suggestion*, 4th—*confusion*, 5th—*dominate person*, 6th—*mass suggestion*

Inexplicable Commands (Su) 1st Level

- When one of your mind-affecting charm or compulsion spells or spell-like abilities ends, the target loses all memory that it was magically controlled or influenced. That creature still remembers the actions it took, but may be confused by them.

Forced Amity (Sp) 3rd Level

- You can spend 1 Resolve Point as a standard action to shunt positive emotions and thoughts through your connection, forcing a humanoid creature to become friendly to you for a time. This functions as *charm person*.

Echoes of Obedience (Su) 6th Level

- Even creatures that resist your dominance can't shake the lingering echoes of your mind. When a creature succeeds at a saving throw against one of your mind-affecting charm or compulsion spells or spell-like abilities and negates the effect, it takes a –1 penalty to AC, attack rolls, and skill checks until the beginning of your next turn. This is a mind-affecting effect.

Greater Forced Amity (Sp) 9th Level

- Your forced amity ability functions as *charm monster*.

Jealous Overlord (Su) 12th Level

- When an ally linked by your telepathic bond class feature is subject to mind-affecting effect that issues commands, as a reaction you can issue a countermand allowing the linked ally to act normally. When you do, attempt an opposed Charisma check against the originator of the mind-affecting effect; if you succeed, your ally can act normally.

Forceful Commands (Su) 15th Level

- When you use a mind-affecting charm or compulsion spell or spell-like ability against a target benefiting from an active spell that protects against your attack, you automatically become aware of the presence of such defenses, and can spend 1 Resolve Point as part of casting the spell to attempt a caster level check to dispel the highest-level such spell, as if you had cast *dispel magic*.

Absolute Control (Su) 18th Level

- When you issue a command to a dominated creature that would force it to act against its nature, you can spend 1 Resolve Point to deny it a new saving throw against your domination. The dominated creature still won't carry out an obviously self-destructive order.

Star Shaman

Your connection channels the energy of the cosmos, its celestial bodies, and the dark voids between them. You might be a brilliant astronomer, a daredevil starpilot, a Drift explorer, a prophetic astrologer, or a would-be transhuman godling.

- **Associated Deities:** Desna, The Devourer, Ibra, Nyarlathotep, Sarenrae, Triune
- **Associated Skills:** Perception and Piloting
- **Spells:** 1st—*shooting stars* (as *magic missile*), 2nd—*darkvision*, 3rd—*irradiate*, 4th—*remove radioactivity*, 5th—*telekinesis*, 6th—*control gravity*

Walk the Void (Su) 1st Level

- You are immune to the harmful environmental effects of outer space and vacuum. You also gain a fly speed of 20 feet while in space. In addition, whenever you can see the stars, you can determine your precise location. Finally, add Piloting to your list of class skills.

Starlight Form (Su) 3rd Level

- You can transform yourself into blazing starlight as a standard action. Your body sheds normal light in a 30-foot radius, and you gain the benefits of concealment (20% miss chance). At 7th level, a creature that ends its turn adjacent to your starlight form must succeed at a Fortitude save or be blinded for 1 round. You can maintain your starlight form for a number of minutes per day equal to your mystic level; this duration does not need to be continuous, but it must be used in 1-minute increments. You can forgo the ability's concealment and blinding aspects to instead simply shed light, though this still counts against the ability's duration for the day.

Stargazer (Su) 6th Level

- You can study the stars to gain a bit of good luck. Twice per day, if you are outdoors and can see the stars, you can reroll a failed ability check, attack roll, saving throw, or skill check (see page 243).

Starflight (Su) 9th Level

- While in starlight form, you gain the ability to fly as per the *flight* spell (spell level 3rd or lower).

Starry Bond (Su) 12th Level

- You can share the good fortune of your stargazer class feature with your allies. Whenever an ally linked by your telepathic bond class feature fails an ability check, attack roll, saving throw, or skill check, you can spend 1 Resolve Point as a reaction to enable your ally to reroll the failed check (see page 243). This ability otherwise functions as the stargazer class feature.

Meteor Shower (Su) 15th Level

- You can spend 1 Resolve Point as a full action to call down a rain of meteorites in a 10-foot-radius vertical cylinder, 40 feet high, at a range of up to 250 feet. The meteorites deal 12d6 damage to every creature in the area (Reflex half). Half the damage is bludgeoning damage; the other half is fire damage. If you are outdoors and can see stars, the meteorites instead deal 12d10 damage.

Interplanetary Teleport (Sp) 18th Level

- At 18th level, once per day, you can spend 1 Resolve Point as a full action to use *interplanetary teleport* as a spell-like ability. If you have been to a location in another star system before, you can spend 2 Resolve Points to use *interplanetary teleport* to travel there, even though it exceeds the spell's normal range.

Xenodruid

You channel the energy inherent in the ecosystems around you, taking inspiration from the endless cycles of the natural world. You might be a corporate biotech researcher, a hermitic shaman of the Green Faith, or one of the legendary Xenowardens.

- **Associated Deities:** Green Faith (philosophy), Oras
- **Associated Skills:** Life Science and Survival
- **Spells:** 1st—*life bubble*, 2nd—*fog cloud*, 3rd—*entropic grasp*, 4th—*reincarnate*, 5th—*commune with nature*, 6th—*terraform*

Speak with Animals (Su) 1st Level

- You can communicate with any creature of the animal type, though this doesn't make it friendly. If an animal is friendly toward you, it may do you favors. This ability allows you to use Intimidate to bully animals, and you can use any other language-dependent effect against animals.

Grasping Vines (Su) 3rd Level

- You can spend 1 Resolve Point as a standard action to cause an area within 100 feet to sprout writhing vines in a 20-foot-radius spread. The target surface must be solid but does not need to be capable of sustaining plants normally. The vines have a reach of 5 feet and attempt to wrap around creatures in the area of effect or those that enter the area; such a creature must succeed at a Reflex save or gain the entangled condition. Creatures that successfully save can move as normal, but those that remain in the area must attempt a new save at the end of your turn each round. Creatures moving into the area must attempt a save immediately; failure ends their movement and they become entangled. An entangled creature can break free as a move action with a successful Acrobatics check or DC 15 Strength check. The vines last for a number of rounds equal to your mystic level, and the entire area is difficult terrain while the effect lasts. At 11th level, the vines can reach 10 feet and sprout thorns that deal 1d6 piercing damage each round to creatures in the area.

Animal Adaptation (Su) 6th Level

- As a standard action, you can modify your body. Choose one of the following to gain the noted benefit: elongated legs (increase your land speed by 10 feet), fins and webbed digits (granting you a swim speed equal to half your land speed), suckers on wrists and feet (granting you a climb speed equal to half your land speed), or vertical-slit pupils (granting you darkvision 60 feet). This ability lasts for a number of minutes per day equal to your mystic level; this duration doesn't need to be continuous, but it must be used in 1-minute increments. Your base form and size are largely unchanged, but some of your body parts are altered. Armor and gear you are wearing adjusts to your new shape for the duration of this ability. You can have only one of these adaptations active at a time; choosing a new adaptation is a standard action and the new choice replaces the old. At 12th level, the climb and swim speeds granted by your adaptation are equal to your land speed, and you add wings (granting you a fly speed of 30 feet with average maneuverability) to the list of possible adaptations.

Reactive Resistance (Su) 9th Level

- The first time each day you would take energy damage, you immediately gain resistance 10 to that energy type for the remainder of the day. (If you are damaged by more than one energy type simultaneously, choose which type you resist.)

Share Resistance (Su) 12th Level

- As a standard action, you can spend 1 Resolve Point to grant allies linked by your telepathic bond class feature resistance 5 to the same energy type that you can resist through your reactive resistance class feature for 1 minute. You can't use this ability if your reactive resistance class feature has not yet been activated for the day.

Plant Transport (Su) 15th Level

- Once per day as a full action, you can enter any living plant equal to your size or larger and exit from another plant of the same kind in the same solar system, regardless of the distance separating the two. The destination plant does not need to be familiar to you. If you are uncertain of the location of a particular kind of destination plant, you merely designate direction and distance and this ability moves you as close as possible to the desired location. If a particular destination plant is desired but the plant is not living, this ability fails and you are ejected from the entry plant. You cannot travel through plant creatures. You can bring along objects as long as their bulk doesn't exceed your Strength score. You can also bring up to five willing Medium or smaller creatures (each carrying no more bulk than their Strength scores) with you, provided they are linked to you with joined hands.

Guided Rebirth (Su) 18th Level

- As long as you have at least 1 Resolve Point remaining, you can spend all your remaining Resolve Points as a full action to surround yourself with an organic cocoon. While enclosed in the cocoon, you are considered helpless. Eight hours later, you emerge having changed your type to animal, humanoid (of any subtype), or your original type, gaining superficial physical characteristics as appropriate. This change does not alter your ability scores, Hit Points, Stamina Points, saving throws, skill points, class skills, or proficiencies. Each time you make this transformation, you are cleansed of all poisons and diseases, are restored to full Hit Points and Stamina Points, and heal all ability damage. You must select a type other than your current type every time you make the transformation. You can use this ability once per day. Once you use this ability, you can't regain Resolve Points until you rest for 8 hours, even if you have another means to do so.

CRUSADER CHAPLAIN
THEME: MERCENARY

Your divine power keeps you and your fellow crusaders fighting for the glory of your god.

ABILITY SCORES

Wisdom is important because it enhances your spells and abilities and allows you to heal more, but you want to keep your Dexterity or Strength equal or higher, depending on your weapon.

CONNECTION: HEALER

SPELLS

1st—*reflecting armor*
2nd—*shield other*
3rd—*haste*
4th—*death ward*
5th—*mass mystic cure*
6th—*psychic surgery*

FEATS

Advanced Melee Weapon Proficiency or Longarm Proficiency
Extra Resolve
Harm Undead
Heavy Armor Proficiency
Weapon Specialization (advanced melee weapons or longarms)

SKILLS

Intimidate
Medicine
Mysticism

EMPATH
THEME: PRIEST

You are highly attuned to the emotional states of others, and you often help them work through their troubles.

ABILITY SCORES

Wisdom is your most important ability score because it enhances your spells, abilities, and skills. A high Dexterity helps you stay out of harm's way.

CONNECTION: EMPATH

SPELLS

1st—*share language*
2nd—*status*
3rd—*suggestion*
4th—*discern lies*
5th—*modify memory*
6th—*subjective reality*

FEATS

Combat Casting
Skill Focus (Sense Motive)
Spell Focus

SKILLS

Mysticism
Perception
Sense Motive

OVERVIEW
CHARACTER CREATION
RACES
CLASSES
SKILLS
FEATS
EQUIPMENT
TACTICAL RULES
STARSHIPS
MAGIC AND SPELLS
GAME MASTERING
SETTING
PATHFINDER LEGACY

STAR SHAMAN
THEME: SPACEFARER

You feel most at home bathed in starlight, traveling throughout the galaxy for your own mysterious purposes.

ABILITY SCORES

Wisdom is your highest ability score because it enhances your spells and abilities, and Constitution enhances your staying power.

CONNECTION: STAR SHAMAN

SPELLS

1st—*wisp ally*
2nd—*hurl forcedisk*
3rd—*dispel magic*
4th—*cosmic eddy*
5th—*call cosmos*
6th—*gravitational singularity*

FEATS

Great Fortitude
Improved Great Fortitude
Spell Focus
Toughness

SKILLS

Mysticism
Perception
Piloting

XENODRUID
THEME: XENOSEEKER

You take inspiration from all life, no matter how strange or alien, and see it as sacred.

ABILITY SCORES

Wisdom is your most important ability score because it enhances your spells and abilities, while Dexterity increases your Armor Class and allows you to take certain feats.

CONNECTION: XENODRUID

SPELLS

1st—*share language*
2nd—*spider climb*
3rd—*tongues*
4th—*cosmic eddy*
5th—*telepathy*
6th—*enshrining refuge*

FEATS

Enhanced Resistance
Nimble Moves
Spell Focus

SKILLS

Life Science
Mysticism
Survival

OPERATIVE

STAMINA POINTS 6 + Constitution modifier

6 HP

You're a shadow. You move swiftly, strike suddenly, and always have an escape plan. You're a consummate professional, and you always get the job done, whether it's scouting enemy lines, hunting down criminals, stealing and smuggling items, or assassinating key figures. As an operative, you're skilled in a wide variety of disciplines and specialties, and use speed, mobility, and your quick wits rather than relying on heavy weapons. You excel at the art of surprise, whether it's sniping targets from cover or striking while their backs are turned. Your cause may be righteous, but you have no problem fighting dirty—achieving your objective is all that matters.

KEY ABILITY SCORE

Your Dexterity helps you to infiltrate, get into position, escape danger, and make decisive shots with your weapon, so Dexterity is your key ability score. High Intelligence boosts your skills, and Charisma aids in your interactions with other characters.

CLASS SKILLS

SKILL RANKS PER LEVEL
8 + INTELLIGENCE MODIFIER

- Acrobatics (Dex)
- Athletics (Str)
- Bluff (Cha)
- Computers (Int)
- Culture (Int)
- Disguise (Cha)
- Engineering (Int)
- Intimidate (Cha)
- Medicine (Int)
- Perception (Wis)
- Piloting (Dex)
- Profession (Cha, Int, or Wis)
- Sense Motive (Wis)
- Sleight of Hand (Dex)
- Stealth (Dex)
- Survival (Wis)

PROFICIENCIES

ARMOR PROFICIENCY
Light armor

WEAPON PROFICIENCY
Basic melee weapons, small arms, sniper weapons

TABLE 4-7: OPERATIVE

CLASS LEVEL	BASE ATTACK BONUS	FORT SAVE BONUS	REF SAVE BONUS	WILL SAVE BONUS	CLASS FEATURES
1st	+0	+0	+2	+2	Operative's edge +1, specialization, trick attack +1d4
2nd	+1	+0	+3	+3	Evasion, operative exploit
3rd	+2	+1	+3	+3	Operative's edge +2, quick movement (+10 ft.), trick attack +1d8, weapon specialization
4th	+3	+1	+4	+4	Debilitating trick, operative exploit
5th	+3	+1	+4	+4	Specialization exploit, trick attack +3d8
6th	+4	+2	+5	+5	Operative exploit
7th	+5	+2	+5	+5	Operative's edge +3, specialization skill mastery, trick attack +4d8, uncanny agility
8th	+6	+2	+6	+6	Operative exploit, triple attack
9th	+6	+3	+6	+6	Quick movement (+20 ft.), trick attack +5d8
10th	+7	+3	+7	+7	Operative exploit
11th	+8	+3	+7	+7	Operative's edge +4, specialization power, trick attack +6d8
12th	+9	+4	+8	+8	Operative exploit
13th	+9	+4	+8	+8	Quad attack, trick attack +7d8
14th	+10	+4	+9	+9	Operative exploit
15th	+11	+5	+9	+9	Operative's edge +5, quick movement (+30 ft.), trick attack +8d8
16th	+12	+5	+10	+10	Operative exploit
17th	+12	+5	+10	+10	Double debilitation, trick attack +9d8
18th	+13	+6	+11	+11	Operative exploit
19th	+14	+6	+11	+11	Operative's edge +6, trick attack +10d8
20th	+15	+6	+12	+12	Operative exploit, supreme operative

OPERATIVE'S EDGE (EX) 1st Level

Your diverse training as an operative grants you a +1 insight bonus to initiative checks and to skill checks. This bonus increases by 1 at 3rd level and every 4 levels thereafter.

SPECIALIZATION 1st Level

Your specialization represents your primary area of expertise. Pick one specialization upon taking your 1st level of the operative class. Once made, this choice cannot be changed. Descriptions of the specializations appear on page 94. Your specialization grants you the Skill Focus feat (see page 161) in your specialization's associated skills, and you gain a free skill rank in each of those skills at each operative level (this does not allow you to exceed the maximum number of skill ranks in a single skill).

Specialization Exploit 5th Level

You gain your specialization's listed exploit as a bonus operative exploit, even if you don't meet the prerequisites.

Specialization Skill Mastery 7th Level

You become so confident in certain skills that you can use them reliably even under adverse conditions. When attempting a skill check with a skill in which you have the Skill Focus feat, you can take 10 even if stress or distractions would normally prevent you from doing so.

Specialization Power 11th Level

You gain a special power depending on your specialization.

TRICK ATTACK (EX) 1st Level

You can trick or startle a foe and then attack when she drops her guard. As a full action, you can move up to your speed. Whether or not you moved, you can then make an attack with a melee weapon with the operative special property or with any small arm. Just before making your attack, attempt a Bluff, Intimidate, or Stealth check (or a check associated with your specialization; see page 94) with a DC equal to 20 + your target's CR. If you succeed at the check, you deal 1d4 additional damage and the target is flat-footed against your attack. This damage increases to 1d8 at 3rd level, to 3d8 at 5th level, and by an additional 1d8 every 2 levels thereafter. You can't use this ability with a weapon that has the unwieldy special property or that requires a full action to make a single attack.

EVASION (EX) 2nd Level

If you succeed at a Reflex save against an effect that normally has a partial effect on a successful save, you instead suffer no effect. You gain this benefit only when unencumbered and wearing light armor or no armor, and you lose the benefit when you are helpless or otherwise unable to move.

OPERATIVE EXPLOIT 2nd Level

As you gain experience, you learn special tricks called operative exploits. You learn your first operative exploit at 2nd level, and you learn an additional exploit every 2 levels thereafter. If an operative exploit allows a saving throw to resist its effects, the DC is equal to 10 + half your operative level + your Dexterity modifier. If it requires an enemy to attempt a skill check, the DC is equal to 10 + 1-1/2 × your operative level + your Dexterity modifier. The list of operative exploits appears on page 95. You cannot learn the same exploit more than once unless it specially says otherwise.

QUICK MOVEMENT (EX) 3rd Level

As long as you are unencumbered and wearing light armor or no

armor, your land speed increases by 10 feet. At 9th level, your land speed instead increases by 20 feet, and at 15th level, your land speed instead increases by 30 feet.

WEAPON SPECIALIZATION (EX) 3rd Level

You gain the Weapon Specialization feat as a bonus feat for each weapon type with which this class grants you proficiency.

DEBILITATING TRICK (EX) 4th Level

When you succeed at both the skill check and attack roll of your trick attack, you can make the target flat-footed or off-target until the beginning of your next turn. You might learn exploits that grant you additional options for your debilitating trick, but you can select only one option each time you hit with a trick attack.

UNCANNY AGILITY (EX) 7th Level

You are immune to the flat-footed condition, and your opponent doesn't gain any bonuses to attack rolls against you from flanking you or attacking you when you're prone. Furthermore, covering fire and harrying fire don't provide any advantage against you.

TRIPLE ATTACK (EX) 8th Level

When making a full attack using only melee weapons with the operative special property or small arms, you can make up to three attacks instead of two.

QUAD ATTACK (EX) 13th Level

When making a full attack using only melee weapons with the operative special property or small arms, you can make up to four attacks instead of two.

DOUBLE DEBILITATION (EX) 17th Level

When you succeed at both the skill check and attack roll of your trick attack, you can apply two of your debilitating trick effects.

SUPREME OPERATIVE (EX) 20th Level

Whenever you attempt a skill check with your specialization's associated skills, you can roll twice and take the higher result. Once per day as a move action, you can temporarily trade out one of your operative exploits for another operative exploit requiring the same level or lower. This trade lasts 24 hours. If the exploit you trade away is a prerequisite for any of your other abilities, you lose all abilities that require it as a prerequisite for the duration.

OPERATIVE SPECIALIZATIONS

The following are some common operative specializations.

Daredevil

You specialize in missions requiring courage and athleticism.

- **Associated Skills:** Acrobatics and Athletics. You can attempt an Acrobatics check to make a trick attack.
- **Specialization Exploit:** Versatile movement.
- **Terrain Attack (Ex):** At 11th level, when you and a foe are both balancing, climbing, flying, or swimming, you automatically succeed at any Bluff check required to make a trick attack against that foe.

Detective

Your ability to read people and make deductions helps you ferret out the truth in any situation.

- **Associated Skills:** Culture and Sense Motive. You can attempt a Sense Motive check with a +4 bonus to make a trick attack by reading your foe.
- **Specialization Exploit:** Glimpse the truth.
- **Detective's Insight (Ex):** At 11th level, your incredible insights help you move investigations forward where mundane inquiries fail. Once per day, you can spend 1 Resolve Point and take 10 minutes pondering a mystery or quandary to gain an enigmatic insight as if you had cast *divination* (though the result is often presented as a cryptic clue).

Explorer

You're an expert in scouting out dangerous locations using your knowledge and survival skills.

- **Associated Skills:** Culture and Survival. You can attempt a Survival check with a +4 bonus to make a trick attack by using your surroundings to your advantage.
- **Specialization Exploit:** Ever vigilant.
- **Into the Unknown (Ex):** At 11th level, you gain a +4 bonus to Culture and Survival checks. While you're outside both the Pact Worlds and your home star system (if different), you gain a +2 bonus to initiative checks. At the GM's discretion, in games centered around a different star system than the Pact Worlds, replace the Pact Worlds with that star system.

Ghost

You can move from place to place without being noticed.

- **Associated Skills:** Acrobatics and Stealth. When you use Stealth to make a trick attack, you gain a +1 bonus to the skill check.
- **Specialization Exploit:** Cloaking field.
- **Phase Shift Escape (Ex):** At 11th level, you can move through solid matter by taking your body's matter out of phase for just a moment. As a full action, you can spend 1 Resolve Point to phase through up to 5 feet of solid matter. If you attempt to phase through something that is too thick, you spend the Resolve Point and take the action but the attempt fails. You cannot phase through force effects such as force fields or the barrier created by *wall of force*. After using phase shift escape, you can't use it again until after you've taken a full 8-hour rest.

Hacker

Whether it's a computer system or a mechanical device, you can hack it.

- **Associated Skills:** Computers and Engineering. You can attempt a Computers check with a +4 bonus to make a trick attack by creating a computerized distraction (you can't use this option if stripped of all computerized gear in an area with no computers).
- **Specialization Exploit:** Elusive hacker.
- **Control Hack (Ex):** At 11th level, when you exceed the DC of a Computers or Engineering check to disable a device or computer system by 5 or more, you can instead take control of the device or system. For every 5 by which you exceed the

DC, you can typically make the device or system perform one task, at the GM's discretion. Once the device or system has done what you commanded, you choose whether the device deactivates or returns to normal.

Spy

You can steal or adopt new identities as easily as most people change clothes, allowing you to infiltrate nearly any circle.

- **Associated Skills:** Bluff and Disguise. When you use Bluff to make a trick attack, you gain a +4 bonus to the skill check.
- **Specialization Exploit:** Master of disguise.
- **Fool Detection (Ex):** At 11th level, whenever you succeed at a saving throw against a spell, technological device, or ability that would provide information about you (such as *detect thoughts*), instead of negating the effect, you can provide false information that matches your cover identity. If such an effect has no saving throw, you can attempt a Bluff check opposed by the Sense Motive check of the caster or user, and provide similar false information on a success.

Thief

You specialize in acquisition, from quick swipes to complex heists.

- **Associated Skills:** Perception and Sleight of Hand. You can use Sleight of Hand to make a trick attack by concealing your weapons and motions.
- **Specialization Exploit:** Holographic distraction.
- **Contingency Plan (Ex):** At 11th level, you've performed enough heists to realize that things never go exactly as you had planned. When something unexpected happens during a heist or infiltration, you can spend 2 Resolve Points and specify a contingency plan that you had set up in advance for this eventuality, either having the right prop (such as an ID or a computer file, but not a particularly valuable item), having the right information, or having hired a confederate to perform a single task at the right time. You then attempt a skill check. The appropriate skill and the DC are at the GM's discretion, with a higher DC for a more elaborate or unlikely contingency (see Skill DCs on page 392 for more information on setting skill DCs). If you succeed, you have the item or knowledge, or the confederate performs the task as specified. If you fail, either you don't have what you need or your plan fails.

OPERATIVE EXPLOITS

You learn your first operative exploit at 2nd level, and an additional exploit every 2 levels thereafter. Operative exploits require you to have a minimum operative level, and they are organized accordingly. Some require you to meet additional prerequisites, such as having other exploits.

2nd Level

You must be at least 2nd level to choose these exploits.

Alien Archive (Ex)

- Your vast experience makes identifying new creatures easier for you. Double your operative's edge bonus to your skill checks when identifying a creature and its abilities. If you successfully identify a creature, you gain a +2 enhancement bonus to your skill check when you make a trick attack against that creature.

Combat Trick (Ex)

- You gain a bonus combat feat. You must meet all of that feat's prerequisites.

Field Treatment (Ex)

- You can take 1 minute to tend your wounds and spend 1 Resolve Point to recover a number of Hit Points equal to three times your operative level.

Holographic Clone (Ex)

- You can create holographic duplicates or psychic projections of yourself that conceal your true location. Once per day as a standard action, you can create 1d4 images of yourself that last for 1 minute per operative level. This ability otherwise functions as *mirror image*. You can use this exploit an additional time per day at 6th level, and again at 10th level.

Inoculation (Ex)

- You've trained to resist various chemical and biological weapons, toxins, and pathogens you come across in the course of your missions. You add your operative's edge bonus to Fortitude saves against poison and disease.

Jack of All Trades (Ex)

- You've learned how to handle any situation. You can use all skills untrained, and you double your operative's edge bonus when using a skill in which you have no ranks.

Nightvision (Ex)

- You can see in the dark as if you had low-light vision and darkvision with a range of 60 feet.

Quick Disguise (Ex)

- Once per day as a standard action, you can quickly change your appearance. This functions as *disguise self* and lasts for 1 minute per operative level. You can use this exploit an additional time per day at 6th level, and again at 10th level.

Uncanny Mobility (Ex)

- When you make a trick attack, if you choose the target of your attack before you move, your movement doesn't provoke attacks of opportunity from that target. When you use your standard action to move, you can choose one creature; you don't provoke attacks of opportunity from that creature for this movement.

Uncanny Pilot (Ex)

- When you attack while you're driving a vehicle, you halve the vehicle's penalty to your attack roll (to a minimum of no penalty if the vehicle normally imposes a –1 penalty). When you're in a chase, you gain a +2 bonus to skill checks you attempt when taking the evade or trick pilot actions.

6th Level

You must be at least 6th level to choose these exploits.

- **Bleeding Shot (Ex)**
  For your debilitating trick, you can afflict your target with an amount of bleed damage equal to your operative level.
- **Certainty (Ex)**
  You can spend 1 Resolve Point as a reaction to reroll one of your specialization's associated skill checks (see page 243).
- **Debilitating Sniper (Ex)**
  You can use trick attack with sniper weapons; this counts as aiming the weapon properly for the purposes of the sniper weapon special property. You do not add trick attack damage to your attack, but the target can still be made flat-footed, and you can use debilitating tricks.
- **Enhanced Senses (Ex)**
  You can sense your surroundings without needing to see them. You gain blindsense with a range of 60 feet. You must have darkvision and low-light vision, or the nightvision exploit, to learn this exploit.
- **Hampering Shot (Ex)**
  For your debilitating trick, you can reduce your target's speeds by half and prevent it from using the guarded step action until the beginning of your next turn.
- **Improved Quick Movement (Ex)**
  You can move even faster than other operatives. You gain double the benefits of your quick movement ability, up to a maximum additional increase of +20 feet. You must have quick movement to learn this exploit.
- **Interfering Shot (Ex)**
  For your debilitating trick, you can prevent your target from using reactions (see page 244) until the end of your next turn.
- **Mentalist's Bane (Ex)**
  If you fail your Will saving throw against a mind-affecting effect with a duration of 1 round or more, you can attempt another saving throw against the effect 1 round later at the same DC. You get only one extra chance to save per effect.

  If you succeed at a saving throw against a charm or compulsion effect, you can prevent the effect's originator from knowing you succeeded. You gain basic knowledge of what the mental effect would have made you do or feel, and you can attempt a Bluff check to pretend you are under that effect. If the mental effect would provide a link between you and the originator (like the *dominate person* spell), you can choose to allow the link without the control.
- **Speed Hacker (Ex)**
  You can disable mechanical devices with Engineering and computer systems with Computers in half the usual time. In the rare cases when disabling a system or device would normally be a full action, you can do it as a standard action, and if it would normally be a standard action, you can do it as a move action.
- **Staggering Shot (Ex)**
  For your debilitating trick, you can attempt to stagger your target. The target must succeed at a Fortitude save or be staggered until the beginning of your next turn. Once you've used this ability to attempt to stagger a creature, that creature is immune to your staggering shot for 24 hours.
- **Stalwart (Ex)**
  If you succeed at a Fortitude save against an effect that normally requires multiples successful saves to cure (such as a disease or poison), that effect immediately ends and is cured with a single successful save.
- **Sure-Footed (Ex)**
  You move at your full speed when moving over difficult terrain, and without penalty when using Acrobatics or Stealth at your full speed.
- **Uncanny Shooter (Ex)**
  Your ranged attacks with small arms do not provoke attacks of opportunity.

10th Level

You must be at least 10th level to choose these exploits.

- **Cloaking Field (Ex)**
  You can bend light around yourself and muffle any minor sounds you make, allowing you to nearly vanish when not moving. Even when you move, you appear only as an outline with blurry features. This cloaking field doesn't make you invisible, but it does make it easier to sneak around. Activating the cloaking field is a move action. While the cloaking field is active, you can use Stealth to hide, even while being directly observed and with no place to hide. Attacking doesn't end the cloaking field, but it does end that particular attempt to hide. If you remain perfectly still for at least 1 round, you gain a +10 bonus to Stealth checks (which doesn't stack with *invisibility*) until you move.

  Your cloaking field lasts for up to 10 rounds before it becomes inactive. While inactive, the cloaking field recharges automatically at the rate of 1 round of cloaking per minute.
- **Deactivating Shot (Su)**
  For your debilitating trick, you can attempt to temporarily suppress one magic item or deactivate one weapon, piece of equipment, or armor upgrade worn or carried by the target. Roll 1d20 + your operative level; the DC is equal to 10 + the item level. If you succeed, you deactivate the device (or suppress the item's magical properties) until the beginning of your next turn. The device's owner can spend a move action and attempt an Engineering check (for technological devices) or a Mysticism check (for magic items) against your operative

exploit DC to try to reactivate the device.

You can instead use this debilitating trick to temporarily deactivate a construct that has either the magical subtype (such as a golem) or the technological subtype (such as a robot). You don't need to attempt a check, but the creature can attempt a Fortitude save to negate the debilitating effect. If it fails, it's stunned until the beginning of your next turn. Once you've used this ability to attempt to deactivate a construct, that creature is immune to your deactivating shot for 24 hours.

Elusive Hacker (Ex)

Your hacking skills make your code incredibly difficult for countermeasures to pin down. Whenever you would trigger a system's countermeasure while hacking the system, there is a 50% chance that you manage to elude the countermeasure and it doesn't trigger. You still haven't disarmed the countermeasure, and it might trigger in the future.

Ever Vigilant (Ex)

You've been on enough solo missions to know that you can't let your guard down, even while sleeping. You take no penalties to Perception checks for being asleep, though you still can't succeed at purely visual Perception checks while asleep. You can always act on the surprise round, though if you choose to do so when you would otherwise be surprised, you use your initiative result or the initiative result of the first creature that would have surprised you – 1, whichever is lower.

Glimpse the Truth (Ex)

By picking up on subtle clues and hidden traces in your immediate surroundings, you can see things as they really are. As a full action, you can spend 1 Resolve Point to gain the effects of *true seeing* for 1 round with a range of 60 feet.

Holographic Distraction (Ex)

As a standard action, you can spend 1 Resolve Point to create a single holographic duplicate or psychic projection of yourself that moves away from you for 1 round per operative level. The double climbs walls, jumps across pits, or simply passes through obstacles, moving at twice your speed in one direction indicated by you when the ability is activated. Its course cannot be changed. Those who interact with the double can attempt a Will save to recognize that it is not real. You must have the holographic clone exploit to learn this exploit.

Improved Evasion (Ex)

When you fail a Reflex save against an effect that has a partial effect on a successful save, you take the partial effect instead of the full effect. You must have evasion to learn this exploit.

Improved Uncanny Mobility (Ex)

When you use the trick attack action or take a standard action to move up to your speed, your movement doesn't provoke attacks of opportunity. You still provoke attacks of opportunity normally when making ranged attacks or casting spells. You must have the uncanny mobility exploit to learn this exploit.

Master of Disguise (Ex)

You can take on the appearances of other creatures and even specific individuals. This functions as the quick disguise exploit, but the duration increases to 10 minutes per operative level. Alternatively, for 1 minute per operative level, you can take on the appearance of a specific individual that you have seen before. If you have heard the individual talk and can speak her language, you can also modulate your speech to match hers. This disguise is so convincing that creatures familiar with the individual must succeed at a Will saving throw before they can attempt a Perception check to pierce the disguise. You must have the quick disguise exploit to learn this exploit.

Stunning Shot (Ex)

For your debilitating trick, you can try to stun your target. The target must succeed at a Fortitude save or be stunned until the start of your next turn. Once you've used this ability to try to stun a creature, it's immune to your stunning shot for 24 hours. You must have the staggering shot exploit to learn this exploit.

Versatile Movement (Ex)

You gain a climb speed and a swim speed equal to your land speed. This speed is not increased by the quick movement class feature or improved quick movement exploit.

14th Level

You must be at least 14th level to choose these exploits.

Efficient Cloaking Field (Ex)

Your cloaking field lasts for up to 100 rounds (10 minutes), and it recharges at the rate of 2 rounds of cloaking per minute while inactive. You can spend 1 Resolve Point as a move action to recharge 20 rounds immediately, and you can do this even while the cloaking field is active. You must have the cloaking field exploit to learn this exploit.

Knockout Shot (Ex)

For your debilitating trick, you can attempt to knock the target out in one blow. The target must succeed at a Fortitude save or fall unconscious for 1 minute. Once you've used this ability to attempt to knock a creature out, that creature is immune to your knockout shot for 24 hours. You must have the staggering shot and stunning shot exploits to learn this exploit.

Multiattack Mastery (Ex)

When you use triple attack or quad attack to attack the same target with all of your attacks, after your full attack is complete, if at least two of your attacks hit, you can apply a debilitating trick to the target.

Uncanny Senses (Ex)

Your enhanced senses grow even more discerning. Your blindsense becomes blindsight with a range of 60 feet. If you have darkvision, its range increases by 30 feet. You must have the enhanced senses exploit to learn this exploit.

HACKER
THEME: OUTLAW

As a master of code, no firewall or countermeasures can stop you from getting the information you seek.

ABILITY SCORES
Dexterity is your most important ability score because you need it to hit and to increase your AC, and you need Intelligence for hacking skills.

SPECIALIZATION
Hacker

OPERATIVE EXPLOITS
Holographic clone (2nd)
Certainty (6th)
Speed hacker (6th)
Deactivating shot (10th)
Holographic distraction (10th)

FEATS
Skill Focus (Computers)
Technomantic Dabbler
Weapon Focus (small arms)

SKILLS
Computers
Engineering
Medicine
Perception
Piloting
Stealth

INVESTIGATOR
THEME: BOUNTY HUNTER

You work for a government agency, sometimes uncovering clues to solve crimes and sometimes tracking down the government's enemies.

ABILITY SCORES
Dexterity is your most important ability score because you need it to hit and to increase your AC; Charisma, Intelligence, and Wisdom all help boost your skills.

SPECIALIZATION
Detective

OPERATIVE EXPLOITS
Quick disguise (2nd)
Certainty (6th)
Mentalist's bane (6th)
Master of disguise (10th)

FEATS
Mobility
Shot on the Run
Weapon Focus (small arms)

SKILLS
Culture
Diplomacy
Intimidate
Perception
Sense Motive
Survival

THIEF
THEME: OUTLAW

There is no greater thrill for you than stealing a valuable item and escaping before its owner even knows it's gone.

ABILITY SCORES
Dexterity is your most important ability score because you need it to hit, to increase your AC, and to improve most of your skills.

SPECIALIZATION
Thief

OPERATIVE EXPLOITS
Holographic clone (2nd)
Cloaking field (10th)
Deactivating shot (10th)
Efficient cloaking field (14th)

FEATS
Mobility
Spring Attack
Weapon Focus (basic melee weapons)

SKILLS
Acrobatics
Bluff
Perception
Sense Motive
Sleight of Hand
Stealth

TRAILBLAZER
THEME: SPACEFARER

Whether for intellectual curiosity or profit, you seek out new vistas to explore and ancient mysteries to unravel.

ABILITY SCORES
Dexterity is your most important ability score because you need it to hit, while Wisdom improves many of your skills.

SPECIALIZATION
Explorer

OPERATIVE EXPLOITS
Alien archive (2nd)
Inoculation (2nd)
Debilitating sniper (6th)
Stalwart (6th)
Glimpse the truth (10th)
Versatile movement (10th)

FEATS
Far Shot
Improved Initiative
Weapon Focus (special weapons)

SKILLS
Culture
Medicine
Perception
Piloting
Stealth
Survival

OVERVIEW
CHARACTER CREATION
RACES
CLASSES
SKILLS
FEATS
EQUIPMENT
TACTICAL RULES
STARSHIPS
MAGIC AND SPELLS
GAME MASTERING
SETTING
PATHFINDER LEGACY

SOLARIAN

STAMINA POINTS
7 + Constitution modifier

7 HP

The stars guide the planets with gravity, create life with light and heat, and utterly consume worlds in supernovas and black holes. You understand that these acts of creation and destruction are not opposites, but rather two parts of a natural, dualistic cycle. You seek to be an agent of that cycle, an enlightened warrior with the ability to manipulate the forces of the stars themselves. Constantly accompanied by a mote of fundamental energy or entropy, you can shape this essence in combat to create weapons and armor of gleaming stellar light or pure, devouring darkness. Whether you apprenticed in a temple or came to your powers through personal revelation, you recognize yourself as part of an ancient tradition—a force of preservation and annihilation.

KEY ABILITY SCORE

Your Charisma lets you channel your connection to the cosmos, so Charisma is your key ability score. A high Strength score can make you better at melee attacks.

CLASS SKILLS

SKILL RANKS PER LEVEL
4 + INTELLIGENCE MODIFIER

- Acrobatics (Dex)
- Athletics (Str)
- Diplomacy (Cha)
- Intimidate (Cha)
- Mysticism (Wis)
- Perception (Wis)
- Physical Science (Int)
- Profession (Cha, Int, or Wis)
- Sense Motive (Wis)
- Stealth (Dex)

PROFICIENCIES

ARMOR PROFICIENCY
Light armor

WEAPON PROFICIENCY
Basic and advanced melee weapons and small arms

TABLE 4-8: SOLARIAN

CLASS LEVEL	BASE ATTACK BONUS	FORT SAVE BONUS	REF SAVE BONUS	WILL SAVE BONUS	CLASS FEATURES	SOLAR MANIFESTATION	
						SOLAR ARMOR	SOLAR WEAPON
1st	+1	+2	+0	+2	Skill adept, solar manifestation, stellar mode, stellar revelation (black hole, supernova)	+1 AC	1d6
2nd	+2	+3	+0	+3	Stellar revelation	+1 AC	1d6
3rd	+3	+3	+1	+3	Sidereal influence (2 skills), weapon specialization	+1 AC	1d6
4th	+4	+4	+1	+4	Stellar revelation	+1 AC	1d6
5th	+5	+4	+1	+4	–	+1 AC, resistance 5	1d6
6th	+6	+5	+2	+5	Stellar revelation	+1 AC, resistance 5	2d6
7th	+7	+5	+2	+5	Flashing strikes	+1 AC, resistance 5	2d6
8th	+8	+6	+2	+6	Stellar revelation	+1 AC, resistance 5	2d6
9th	+9	+6	+3	+6	Zenith revelations	+1 AC, resistance 5	3d6
10th	+10	+7	+3	+7	Stellar revelation	+2 AC, resistance 10	3d6
11th	+11	+7	+3	+7	Sidereal influence (4 skills)	+2 AC, resistance 10	3d6
12th	+12	+8	+4	+8	Stellar revelation	+2 AC, resistance 10	4d6
13th	+13	+8	+4	+8	Solarian's onslaught	+2 AC, resistance 10	5d6
14th	+14	+9	+4	+9	Stellar revelation	+2 AC, resistance 10	6d6
15th	+15	+9	+5	+9	–	+2 AC, resistance 15	7d6
16th	+16	+10	+5	+10	Stellar revelation	+2 AC, resistance 15	8d6
17th	+17	+10	+5	+10	Zenith revelations	+2 AC, resistance 15	9d6
18th	+18	+11	+6	+11	Stellar revelation	+2 AC, resistance 15	10d6
19th	+19	+11	+6	+11	Sidereal influence (6 skills)	+2 AC, resistance 15	11d6
20th	+20	+12	+6	+12	Stellar paragon, stellar revelation	+2 AC, resistance 20	12d6

SKILL ADEPT 1st Level

As part of the process that led you to become a solarian, you gained additional insight and training. Choose two additional skills and add them to your list of class skills.

SOLAR MANIFESTATION (SU) 1st Level

At 1st level, you gain a physical manifestation of your stellar power. The base form of your solar manifestation, when not actively in use, is a mote of stellar energy slightly smaller than your fist that hovers near your head. Beyond the solar mote, your manifestation can take one of two additional forms: armor or a weapon. You must pick one solar manifestation (either armor or a weapon) upon taking your first level of solarian. You also choose whether your solar manifestation (in any form) either glows brightly with one color common to stars (including blue, red, white, or yellow) or is the perfect darkness of a black hole. A glowing solar manifestation, regardless of its form, sheds dim light in a 20-foot radius. You can shut off the light or darkness as a standard action in order to blend in or assist in stealth, but whenever you enter a stellar mode (see page 102), the glow or darkness returns immediately. Once made, these choices cannot be changed.

Only you can interact with your solar manifestation, whether in mote, armor, or weapon form. No other creature or effect can affect your solar manifestation in any way, including disarming or sundering it.

Solar Armor

You can form your solar mote into a suit of armor made out of stellar energy that outlines your body. This armor appears to be made out of glowing light or solid darkness, as determined by the appearance of your solar manifestation, but it can take whatever general shape you choose, whether glowing armored plates of solidified stellar energy, a form-fitting suit of crackling energy, or an aura of stellar plasma. Your solar armor's general design has no impact on its function and doesn't give the armor any special abilities. Once you've selected the general design, you can't change it until you gain a new solarian level.

Your solar armor grants you a +1 enhancement bonus to both your Kinetic Armor Class and your Energy Armor Class. This bonus increases to +2 at 10th level. It is compatible with light armor, but it gives you no benefit if you're wearing heavy armor or powered armor. At 5th level, you also gain energy resistance 5 while your solar armor is active. You can choose either cold resistance or fire resistance when you activate the armor, and can switch energy types as a move action. This energy resistance increases by 5 at 10th level and every 5 levels thereafter.

Forming or dismissing solar armor is a move action.

Solar Weapon

You can seize your solar mote in one hand to form a melee weapon out of stellar energy. This weapon appears to be made out of glowing light or solid darkness, as determined by the appearance of your solar manifestation, but it can be whatever general shape you choose. Normal melee weapons like axes, swords, and spears are most common, but other shapes, such as a large rune of stellar energy, a mass of writhing energy tendrils, or an energized fist that fits over your own hand, are possible as well. Your solar weapon's general design has no impact on its function, and doesn't give the weapon any special

abilities such as reach. Once you've selected the general design, you can't change it until you gain a new solarian level.

Your solar weapon functions as a one-handed kinetic advanced melee weapon with an item level equal to your solarian level, and you're automatically proficient with it. At 1st level, choose whether your solar weapon deals bludgeoning, piercing, or slashing damage. You can change the damage type each time you gain a new solarian level. Your solar weapon deals damage equal to 1d6 + your Strength modifier. This damage increases by 1d6 at 6th level, 9th level, 12th level, and every level thereafter. Solarian weapon crystals (see page 170) can increase your solar weapon's damage.

Forming or dismissing a solar weapon is a move action that takes the same amount of effort as drawing or sheathing a weapon (and can be combined with a move as a single move action or used with the Quick Draw feat). Your solar weapon is automatically dismissed if it ever leaves your hand.

STELLAR MODE (SU) 1st Level

The stellar forces you call on are attuned to either photons (representing the power of stars to emit heat, light, and plasma) or gravitons (representing the power of stars to attract and imprison objects through gravity). The ultimate expression of photon power is the supernova, when all of a star's energy is exerted outward, while the ultimate expression of graviton power is the black hole, where gravity is so strong that nothing, not even light, can escape it. The balance between these two opposing cosmic forces is the source of your power, and your stellar mode represents the strength of your connection with one or both of these forces—a relationship that shifts from one moment to the next as you use your stellar revelations.

When in battle, you enter a state of metaphysical alignment with cosmic forces. At the start of your first turn in combat, if you are conscious, you must choose one of three stellar modes: graviton, photon, or unattuned (see below).

At the start of each subsequent turn of combat, you must choose to either stay in your current stellar mode or to become unattuned. If you choose to stay in your mode, you gain another attunement point for that mode. As long as you have 1 or 2 attunement points in a mode, you are attuned to that mode. Once you reach 3 attunement points in a mode, you become fully attuned to that mode. Some of your stellar revelations are zenith revelations, which can be used only when you're fully attuned to one mode or the other. When you are fully attuned, you cannot gain more points in your mode, but you stay fully attuned until combat ends, your stellar mode ends, or you become unattuned. If you choose to become unattuned, you lose all attunement points you've accrued so far. At the start of your next turn, you can enter a new stellar mode or stay unattuned.

At the end of combat, your stellar mode ends. If you fall unconscious during an encounter, you become unattuned. If you regain consciousness while still under threat, you can enter a stellar mode on your first turn after regaining consciousness, as if it were the first round of combat; if combat ends before you regain consciousness, your stellar mode ends. If you are not in a stellar mode, for any reason, you are considered unattuned for the purposes of your stellar revelations.

When you're not in combat, you can't enter a stellar mode. This ability manifests only in high-stakes situations, when your training takes over and connects your mind to the universe. There needs to be some risk to you for your stellar mode to activate, so you must be facing a significant enemy (see page 242). If there's any doubt about whether you're in combat or able to access your stellar mode, the GM decides. This also means that your stellar mode might end before what was previously a dangerous battle is over, once all that remains are dregs that don't pose a real threat to you.

Graviton Mode

- When you enter graviton mode, you gain 1 graviton attunement point and become graviton-attuned. Some of your stellar revelations are graviton powers and get stronger if you're graviton-attuned. While graviton-attuned, you gain a +1 insight bonus to Reflex saves. This bonus increases by 1 for every 9 solarian levels you have.

Photon Mode

- When you enter photon mode, you gain 1 photon attunement point and become photon-attuned. Some of your stellar revelations are photon powers and get stronger if you're photon-attuned. While photon-attuned, you gain a +1 insight bonus to damage rolls (including damage rolls for your stellar powers). This bonus increases by 1 for every 6 solarian levels you have.

Unattuned

- While unattuned, you gain no attunement points and you are neither photon-attuned nor graviton-attuned. You gain no benefits while unattuned.

STELLAR REVELATION 1st Level

As you gain experience, you uncover new secrets about the powers of energy, gravity, stars, and other fundamental sources of cosmic power that grant you the ability to channel these forces and manifest potent preternatural powers. At 1st level, you automatically learn the black hole and supernova stellar revelations. At 2nd level and every 2 levels thereafter, you learn an additional stellar revelation. You cannot select the same stellar revelation more than once unless it says otherwise. You can choose any stellar revelations you wish, but if you have more photon revelations than graviton revelations, or vice versa, it is more difficult to become fully attuned in either mode (see Disproportionate Revelations on page 104). The list of stellar revelations begins on page 103.

Stellar revelations normally note what kind of action they require. If a stellar revelation does not note the kind of action it takes and it modifies some other action (such as an attack or skill check), it can be used as part of that action. If a stellar revelation allows a saving throw to resist its effects, the DC is equal to 10 + half your solarian level + your Charisma modifier. A revelation that says it lasts for 1 round or until you leave the associated mode lasts for whichever of these durations is

longer. You can use stellar revelations both in and out of combat, but since you can't enter a stellar mode outside of battle, any revelation that lasts for 1 round or as long as you're in a stellar mode lasts only 1 round if you're not in combat.

SIDEREAL INFLUENCE (SU) 3rd Level

You can tap into stellar forces outside of battle, using the properties of gravitons or photons to affect your skill use. At 3rd level, choose two skills from the lists below, one from the graviton list and one from the photon list. At 11th level and again at 19th level, choose two more skills. Each time you pick skills, choose one from the graviton list and one from the photon list.

To use your sidereal influence, you must spend 1 minute in meditation, then choose either graviton skills or photon skills. When attempting a skill check with one of your selected skills of the chosen type (either graviton or photon), you can roll 1d6 and add the result as an insight bonus to your check. This ability lasts until you enter combat, fall unconscious, sleep, or meditate again to choose a different skill type. You can reactivate this ability by meditating again for 1 minute.

- **Graviton Skills:** Bluff (Cha), Disguise (Cha), Mysticism (Wis), Sense Motive (Wis), Stealth (Dex)
- **Photon Skills:** Culture (Int), Diplomacy (Cha), Intimidate (Cha), Medicine (Int), Survival (Wis)

WEAPON SPECIALIZATION (EX) 3rd Level

You gain Weapon Specialization as a bonus feat for each weapon type for which this class grants you proficiency. If you selected solar weapon as your solar manifestation, it gains the benefit of Weapon Specialization as if it were an advanced melee weapon.

FLASHING STRIKES (EX) 7th Level

Your mastery of melee combat allows you to make multiple attacks more accurately. When making a full attack entirely with melee weapons, you take a –3 penalty to each attack roll instead of the normal –4 penalty.

ZENITH REVELATIONS 9th Level

At 9th level and again at 17th level, you gain two powerful stellar revelations. Choose two revelations from the zenith revelations list: one graviton revelation and one photon revelation. The list of zenith revelations begins on page 107.

Zenith revelations are powerful stellar revelations that require you to be fully attuned in a stellar mode. After using a zenith revelation, your stellar mode immediately becomes unattuned.

SOLARIAN'S ONSLAUGHT (EX) 13th Level

When making a full attack, you can make up to three attacks instead of two attacks. You take a –6 penalty to these attacks instead of a –4 penalty. If you have the flashing strikes class feature, you instead take a –5 penalty to these attacks as long as they are all melee attacks.

STELLAR PARAGON (SU) 20th Level

You are the spiritual kin of the stars themselves. As a move action, you can raise or lower light levels within 30 feet of yourself by one step. When you enter a stellar mode, you gain 2 attunement points of the corresponding type immediately and are considered attuned, and when you keep your current stellar mode at the start of your turn, you can gain 2 attunement points instead of 1, allowing you to become fully attuned after 2 rounds.

In addition, you can spend 1 Resolve Point to gain enough attunement points to be fully attuned on the first round of combat (but not after using a zenith revelation), or spend 1 Resolve Point at the start of your turn in combat to exchange all of your attunement points in one stellar mode for an equal number of attunement points in the other mode. For example, you can switch from being fully attuned in graviton mode to being fully attuned in photon mode.

Graviton revelation

Photon revelation

STELLAR REVELATIONS

You learn your first stellar revelations (black hole and supernova) at 1st level, and learn an additional revelation at 2nd level and every 2 levels thereafter. Stellar revelations require you to have a minimum level, and are organized accordingly. Additionally, each is marked with a symbol that indicates whether it is a graviton revelation or a photon revelation; these symbols appear above.

1st Level

Every solarian gains the following stellar revelations at 1st level.

Black Hole (Su)

- When you're fully graviton-attuned, as a standard action, you can pull any number of creatures within 20 feet of you closer. You choose which creatures are affected and which ones aren't. Each target must succeed at a Fortitude save or be pulled 10 feet toward you. The range of this revelation and the distance pulled increase by 5 feet at 5th level and every 4 levels thereafter. Solid objects do not block this ability, but any creature that runs into a solid object ceases moving closer to you. Creatures moved by this ability do not provoke attacks of opportunity from this movement. After you use this revelation, you immediately become unattuned. Black hole functions as a zenith revelation for the purposes of abilities that reference them.

Supernova (Su)

- When you're fully photon-attuned, as a standard action, you can deal 1d6 fire damage plus 1d6 additional fire damage per solarian level to all creatures within 10 feet of you. A creature that succeeds at a Reflex save takes half damage. At 9th level, you can increase the radius to 15 feet, and at 17th level, you can increase the radius to 20 feet. After you use this revelation, you immediately become unattuned. Supernova functions as a zenith revelation for the purposes of abilities that reference them.

DISPROPORTIONATE REVELATIONS

If you devote yourself too strongly to one type of revelation, you fall out of harmonic alignment with the cosmic forces you access. You can have one more revelation of one type (either graviton or photon) than of the other type without penalty. If your revelations of one type outnumber those of the other type by two or more, you are considered attuned while you have from 1 to 3 attunement points in a stellar mode, and you do not become fully attuned to either stellar mode until you have accrued 4 attunement points in that stellar mode. For example, if you have three photon revelations and one graviton revelation, you would need 4 photon attunement points to be fully photon-attuned and 4 graviton attunement points to be fully graviton-attuned.

2nd Level

You must be 2nd level or higher to choose these stellar revelations.

Dark Matter (Su)

- As a move action, you can draw on the properties of dark matter to increase your density, allowing you to resist physical damage. You gain damage reduction 1/—. This increases to DR 2/— at 6th level and increases by 1 again every 3 solarian levels thereafter. This benefit lasts for 1 round or until you leave graviton mode.

  When you are attuned or fully attuned, your DR from dark matter is equal to half your solarian level.

Flare (Su)

- As a move action, you can shed light in a 30-foot radius for 1 minute. You choose dim, normal, or bright light each time you activate this revelation. As a standard action, you can create a flash of brilliant light, forcing one creature within 30 feet to succeed at a Reflex save or be blinded for 1 round. Once you've targeted a creature with flare, you can't target it with this revelation again for 10 minutes. Blind or sightless creatures are not affected by this use of this revelation.

  When you create a flash of light as a standard action and you are attuned or fully attuned, you can instead choose to make all enemies within range dazzled for 1 round (no save).

Gravity Anchor (Su)

- As a move action, you can form a gravitational bond between yourself and either the surface you're standing on or the objects you are holding. This grants you a +4 bonus to your AC against bull rush, reposition, and trip combat maneuvers if you choose the surface underfoot, or against disarm combat maneuvers if you choose objects. The bonus lasts for 1 round or until you leave graviton mode. You can have only one gravity anchor active at a time.

  When you are attuned or fully attuned, you can activate this revelation as a reaction when targeted by a bull rush, disarm, reposition, or trip combat maneuver, in which case it defends against only that attack.

Gravity Boost (Su)

- You can increase or reduce the gravitational attraction between yourself and the terrain around you. You can add a bonus equal to one-third your solarian level (minimum +1) to Athletics checks to climb, jump, or swim as part of the action you take to attempt the skill check. In addition, as a reaction when you are falling, you can reduce the falling damage you take by half. At 6th level, you can move along vertical surfaces and even upside down along ceilings for 1 round. This functions as *spider climb*, but it leaves your hands free and you can also run. You must end your movement on a surface that can support you normally. If you end your movement while you are standing on a vertical surface or ceiling, you fall unless you succeed at an Athletics check to climb to remain in position.

  When you are attuned or fully attuned, the bonus you gain from this revelation to checks to climb, jump, or swim doubles.

Gravity Hold (Su)

- This revelation allows you to move objects at a distance as per *psychokinetic hand* (see page 370).

  When you are attuned or fully attuned, you can use the *psychokinetic hand* ability of your gravity hold to immobilize, lift, or move a Medium or smaller creature. The creature can attempt a Fortitude save to negate the effect. While under this effect, the target creature cannot move, but can take any other normal actions. This ability follows all of the restrictions of the spell other than the weight limit, but you can't lift a creature higher than 5 feet off the ground. When you spend a standard action concentrating to maintain the gravity hold, the target can attempt a new save to end the effect. Once a creature successfully saves against this ability, it becomes immune to further uses of this revelation for 24 hours.

Plasma Sheath (Su)

- As a move action, you can cause all of your melee attacks to deal fire damage instead of their normal damage type. (The attacks are still made against the target's EAC or KAC as normal for the weapon.) This benefit lasts for 1 round or until you leave photon mode.

  When you are attuned or fully attuned, your attacks with plasma sheath deal additional fire damage equal to half your level.

Radiation (Su)

- As a standard action, you can emit an aura of low-level radiation. Creatures within 5 feet of you must succeed at a Fortitude save or be sickened. A sickened creature recovers as soon as it moves out of your aura, and a creature that succeeds at its saving throw is immune to your radiation for 24 hours. This is a poison effect (see page 415). The radiation lasts for 1 round or until you leave photon mode.

  When you are attuned or fully attuned, the size of your aura increases to 10 feet.

Stellar Rush (Su)

- As a standard action, you can wreathe yourself in stellar fire and make a charge without the penalties (see page 248).

When you are attuned or fully attuned, you can substitute a bull rush for the melee attack at the end of the charge. If you attempt this bull rush, the target takes 2d6 fire damage (Reflex half), regardless of whether you succeed. This damage increases by 1d6 at 6th level and every 2 levels thereafter.

6th Level

You must be at least 6th level to choose these stellar revelations.

Astrologic Sense (Su)

You can sense the movement of all objects influencing you to gain insight into upcoming events. Once per day as a full action, you can try to determine whether a particular action of yours will bring good or bad results for you in the immediate future. This functions as *augury* (see page 340) with your effective caster level equal to your solarian level. You can spend 1 Resolve Point to use this revelation again on the same day, but you still can't use it more than once per hour.

When you are attuned or fully attuned, you can see 1 hour into the future (instead of half an hour as is normal for *augury*) when you use this revelation.

Blazing Orbit (Su)

As a move action, you can move up to your speed, gaining concealment against any attack made against you during the move, and you can leave a trail of flames in every square you pass through. The flames last for 1 round and deal 2d6 fire damage to anyone who moves into them. You can't move through another creature's space during this movement. If you use blazing orbit again, any flames you previously created with it go out. The damage from the flames increases by 1d6 at 8th level and every 2 levels thereafter.

When you are attuned or fully attuned, any creature damaged by the flames also gains the burning condition (1d6 fire damage; see page 273).

Corona (Su)

As a standard action, you can surround your body with an envelope of fiery plasma. You gain cold resistance 10, and any adjacent creature that hits you with a natural weapon or a melee weapon takes 2d6 fire damage. The corona lasts for 1 round or until you leave photon mode. At 12th level, the damage increases to 3d6 and the cold resistance increases to 15. At 18th level, the damage increases to 4d6 and the cold resistance increases to 20.

When you are attuned or fully attuned, any creature that starts its turn adjacent to you while your corona is in effect takes fire damage equal to half your solarian level.

Crush (Su)

As a standard action, you can increase the effects of gravity on the internal organs or workings of a target within 30 feet, causing it to have difficulty maintaining its normal functionality. The target must succeed at a Fortitude save or become staggered for 1 round. This revelation also affects constructs. You can maintain this effect as a move action each round, but the target can attempt a new saving throw each round to end the effect. Once a creature succeeds at this save or the effect ends, you can't target that creature with crush again for 24 hours.

When you are attuned or fully attuned, you can spend 1 Resolve Point to also stun the target for 1 round. Maintaining crush on subsequent rounds extends the staggered effect, but not the stunned effect.

Defy Gravity (Su)

As a move action, you can fly up to your speed. You must end this movement on solid ground or you fall. At 12th level or higher, you don't have to land if you immediately follow your flight with another move action to use defy gravity. On your last move action of the turn, you still have to land or fall.

When you are attuned or fully attuned, your fly speed from this revelation increases by 10 feet.

Glow of Life (Su)

As a move action, you can spend 1 Resolve Point to recover a number of Hit Points equal to twice your solarian level. Once you use this revelation, you can't use it again until the next time you regain Stamina Points after a 10-minute rest.

When you are attuned or fully attuned, increase the amount you heal with this revelation to three times your solarian level.

Gravity Surge (Su)

As a full action, you can perform a disarm or trip combat maneuver against a target within 30 feet. Use your Charisma modifier on your attack roll instead of your Strength modifier, and you gain a +4 bonus to this attack roll that doesn't stack with the bonus from the Improved Combat Maneuver feat.

When you are attuned or fully attuned, if you disarm a target with gravity surge and have a hand free, the dropped item flies toward you and you can snatch it from the air. If you trip a target with gravity surge, you can pull the target up to 10 feet closer to you.

Hypnotic Glow (Su)

As a standard action, you can convince one living creature that you are to be trusted. This functions as *charm person* (see page 342), but with a duration of 1 round per solarian level you have. When the effect ends, if you are out of line of sight and the target is not engaged in an activity it wouldn't have begun without being charmed, the target does not realize it was charmed or has acted unusually unless someone else points it out. You can't use this revelation again while you currently have a creature charmed via this ability, and once you've attempted to charm a creature, whether or not the attempt was successful, you can't charm the same creature again for 24 hours. Your influence over the creature ends once the duration has expired, and at that time the target likely ceases doing anything you've

requested of it. At 9th level, hypnotic glow functions as *charm monster* (see page 342).

When you are attuned or fully attuned and you successfully charm a creature using this ability, you can also command it to approach, flee, or halt on its next turn, as per the *command* spell (no save; see page 343).

Reflection (Su)

- You can reflect ranged attacks back at your enemies. If you took the total defense action on your last turn, or if you were fighting defensively and spend 1 Resolve Point, as a reaction you can redirect a ranged attack that misses you. Select a new target within 30 feet and make a ranged attack roll with a –4 penalty. If your attack hits, the new target is damaged as if it had been the intended target of the original ranged attack.

  When you are attuned or fully attuned, you don't take a –4 penalty to your redirected attack roll.

10th Level

You must be at least 10th level to choose these stellar revelations.

Soul Furnace (Su)

- You can stoke the internal energy of your entire physiology, allowing you to boost your life processes. As a move action, you can spend 1 Resolve Point. If you are suffering from an affliction (a curse, disease, drug or poison), you can immediately attempt an additional saving throw at the affliction's normal save DC. If you succeed at this saving throw, the affliction ends (regardless of how many successful saving throws it normally takes to end the affliction). Once you have used this revelation, you can't use it again until the next time you regain Stamina Points after a 10-minute rest.

  When you are attuned or fully attuned, you can also use this revelation to end any one of the following conditions you have: bleeding, blinded, burning, cowering, dazzled, exhausted, fatigued, frightened, panicked, shaken, or sickened.

Stealth Warp (Su)

- You can bend light, sound, and even vibrations around your body, making you harder to notice. As a move action, you can grant yourself a +4 bonus to Stealth checks. This lasts for 1 round or until you leave graviton mode.

  When you are attuned or fully attuned, you can use this revelation to reduce your sensory output so much that you can attempt a Stealth check even when you're directly observed and lack cover or a distraction. You are not invisible, simply difficult to see clearly, and if a creature was observing you prior to your Stealth check, it remains aware of your location until you successfully reach cover or concealment. Your stealth warp ends if you make an attack or cause another creature to attempt a saving throw, or at the beginning of your next turn unless you immediately take another move action to use this revelation.

14th Level

You must be at least 14th level to choose these stellar revelations.

Gravity Shield (Su)

- As a move action, you can create a minor shield of compressed gravity waves, granting you a +1 circumstance bonus to your AC. The shield lasts for 1 round or until you leave graviton mode.

  When you are attuned or fully attuned, as a move action, you can create a disk of massive gravitational energies that is capable of deflecting incoming attacks. Choose one edge of your space. The shield extends along three continuous edges in a straight line centered on the chosen edge. The shield provides cover against attacks coming from its far side, but not against attacks originating from the side you're on. If you move, you can reposition your shield as part of your move action, moving it to a different edge of your space. You must use one of your hands to direct and maintain an active gravity shield. You cannot use this version of the gravity shield at the same time you use this revelation to gain a circumstance bonus to your AC. This gravity shield also lasts 1 round or until you leave graviton mode.

Sunbolt (Su)

- As a standard action, you can fire a bolt of concentrated solar energy at one target within long range (400 feet + 40 feet per solarian level you have) as a ranged attack targeting the foe's EAC. If you hit, you deal 9d6 fire damage. If you have a solarian crystal (see Solarian Weapon Crystals on page 170) that changes the type of damage dealt by a solar weapon, you can use it to change the type of damage you deal with your sunbolt. Once you have used this revelation, you can't use it again until the next time you regain Stamina Points after a 10-minute rest.

  When you are attuned or fully attuned, you gain a +2 bonus to your ranged attack roll to use this revelation.

16th Level

You must be at least 16th level to choose these stellar revelations.

Ultimate Graviton (Su)

- As your ability to manipulate powers of gravity expands, the range of any graviton revelation (but not zenith revelation) you have with a range doubles. Any graviton revelation (but not zenith revelation) you have that targets a single creature can now simultaneously target two creatures, who must be within 20 feet of each other. You also increase the power of any of the following gravity revelations you have.

  Defy Gravity: Your fly speed increases by 20 feet.

  Gravity Anchor: As a move action, you can gain both types of gravity anchor simultaneously.

  Gravity Boost: Your bonus applies to all Acrobatics checks, and you take no damage from any fall.

  Reflection: If you successfully redirect an attack as a reaction, you can continue to reflect additional attacks until

the beginning of your next turn. You have a cumulative –2 penalty to your redirect attack roll on each reflection attempt after the first. If any reflected attack misses, you can't make further redirect attempts until you use this revelation again.

Ultimate Photon (Su)

- Your ability to manipulate powers of light and energy expand greatly. The radius of any photon revelation (but not zenith revelation) you have with a radius expands by 10 feet. Any photon revelation (but not zenith revelation) that lasts for 1 round or until you leave photon mode now lasts for 1d4 rounds if you are not in photon mode. You also increase the power of any of the following photon revelations you have.

  Astrologic Sense: You can see twice as far into the future as normal.

  Glow of Life: You can use this revelation as a swift action, rather than a move action.

  Hypnotic Glow: The charm's duration doubles.

  Stellar Rush: You gain a +2 bonus to your EAC until the beginning of your next turn.

Zenith Revelations

You can choose these stellar revelations only when you gain the zenith revelations class feature.

Miniature Star (Su)

- When you're fully photon-attuned, you can create a simulacrum of a star as a standard action. The star is a 10-foot-radius sphere that fills your square (or one square of your space, if you're larger than Medium) and all squares within 5 feet of that space. Any creature that starts its turn in the same space as the star takes 1d6 fire damage for every 2 solarian levels you have, and any creature that starts its turn outside the star but within 5 feet of it takes half that damage. At 17th level, you can create your star simulacrum as a 15-foot-radius sphere that affects your square and all squares within 10 feet of that space (a total of 21 squares).

  Creatures can move through the star, but it exerts a gravitational pull, and any creature inside it or within 5 feet of it must spend twice as much movement for each square of movement that takes it away from the center of the star. The star remains for 1d4+1 rounds, and stays in place even if you later move. You are immune to all effects of your own miniature star.

Ray of Light (Su)

- When you're fully photon-attuned, as a move action, you can transform yourself into a ray of light and move at light speed to any space you can see within long range. Any barrier that would block, reflect, or scatter light prevents you from moving through it. No creature can use a reaction to interfere with your movement or make attacks of opportunity against you unless it's capable of reacting faster than the speed of light. At 17th level, you can touch one willing or unconscious creature to convert it to light and bring it with you as part of the same action.

Solar Acceleration (Su)

- When you're fully photon-attuned, you can make a full attack as a standard action. In addition, you and up to six allies within 30 feet are affected by *haste* (see page 358) for 1 minute after you use this revelation. At 17th level, the extra speed from the *haste* effect increases to 60 feet (to a maximum of three times the creature's normal speed).

Starquake (Su)

- When you're fully graviton-attuned, you can create a violent ripple of movement to knock down your foes. As a move action, you can move up to your speed along the ground without provoking attacks of opportunity. Each creature you are adjacent to at any point during that movement takes 1d8 bludgeoning damage and must succeed at a Reflex save or be knocked prone. The affected creatures don't need to be standing on solid ground to fall prone, and any that were in the air (but still adjacent to you) fall to the ground on a failed save. The damage increases by 1d8 for every 3 solarian levels you have beyond 7th. At 17th level, you can move up to twice your speed along the ground with this revelation.

Time Dilation (Su)

- When you're fully graviton-attuned, you can make time pass more slowly for your enemies. As a standard action, you can project a gravitational wave in a 30-foot cone. You choose which creatures in the cone are affected and which ones aren't. Each target must succeed at a Fortitude save or by affected by *slow* (see page 377) for a number of rounds equal to your solarian level. At 17th level, even targets that succeed at their saving throws are affected by *slow* for 1 round.

Wormholes (Su)

- When you're fully graviton-attuned, you can create two linked wormholes as a standard action. One wormhole must be adjacent to you, and the other appears anywhere in line of sight within medium range (100 feet + 10 feet per solarian level). Each wormhole is 5 feet across and appears at an intersection between two squares. You and any Large or smaller creatures you mentally designate (you can designate "all creatures," "all lashuntas," or similar categories) can travel between the wormholes. This is considered extradimensional travel. Entering a wormhole instantly transports a creature to a square adjacent to the other wormhole's intersection, where the creature can continue its movement. The wormholes remain for 1 round for every 2 solarian levels you have. At 17th level, you can create three wormholes using this ability, and upon entering the wormhole, a creature can decide which of the other two wormholes to exit.

CHAMPION
THEME: ICON

You do what you must to protect the people you serve, even if it means getting your hands dirty.

ABILITY SCORES
Strength is your most important ability score because you need it to hit, while Dexterity and Constitution keep you in the action.

SOLAR MANIFESTATION
Solar weapon

STELLAR REVELATIONS
Gravity anchor (2nd)
Defy gravity (6th)
Wormholes (9th)

FEATS
Deflect Projectiles
Improved Initiative
Mobility
Spring Attack
Step Up
Step Up and Strike
Weapon Focus (advanced melee weapons)

SKILLS
Diplomacy
Intimidate
Sense Motive

COSMIC MERCENARY
THEME: MERCENARY

You've been hardened by battle and are always ready for the next job.

ABILITY SCORES
Strength is your most important ability score because you need it to hit. Additionally, Charisma gives you more Resolve Points, while Dexterity and Constitution provide staying power.

SOLAR MANIFESTATION
Solar weapon

STELLAR REVELATIONS
Stellar rush (2nd)
Blazing orbit (6th)
Solar acceleration (9th)

FEATS
Adaptive Fighting
Diehard
Extra Resolve
Improved Initiative
Lunge
Toughness
Weapon Focus (advanced melee weapons)

SKILLS
Acrobatics
Athletics
Intimidate
Perception

LUMINOUS EXPLORER
THEME: XENOSEEKER

You journey to uncharted planets to learn everything you can about their flora, fauna, and civilizations.

ABILITY SCORES
Dexterity is your most important ability score because you need it to hit, and Intelligence and Wisdom increase your skill bonuses.

SOLAR MANIFESTATION
Solar armor

STELLAR REVELATIONS
Radiation (2nd)
Corona (6th)
Miniature star (9th)

FEATS
Climbing Master
Enhanced Resistance
Jet Dash
Mobility
Sidestep
Versatile Focus
Weapon Focus (small arms)

SKILLS
Athletics
Mysticism
Perception
Physical Science

OUTCAST
THEME: OUTLAW

You were once part of a close-knit group, but the manifestation of your powers frightened them, and they drove you away.

ABILITY SCORES
Dexterity is your most important ability score because you need it to hit and to increase your AC, and Charisma gives you more Resolve Points.

SOLAR MANIFESTATION
Solar armor

STELLAR REVELATIONS
Dark matter (2nd)
Reflection (6th)
Time dilation (9th)

FEATS
Deadly Aim
Longarm Proficiency
Mobility
Shot on the Run
Slippery Shooter
Weapon Focus (longarms)
Weapon Specialization (longarms)

SKILLS
Acrobatics
Perception
Stealth

OVERVIEW
CHARACTER CREATION
RACES
CLASSES
SKILLS
FEATS
EQUIPMENT
TACTICAL RULES
STARSHIPS
MAGIC AND SPELLS
GAME MASTERING
SETTING
PATHFINDER LEGACY

SOLDIER

STAMINA POINTS
7 + Constitution modifier

7 HP

Conflict is an inevitable result of life. On every world that harbors complex living organisms, creatures battle one another for dominance, resources, territory, or ideals. Whether you've taken up arms to protect others, win glory, exact revenge, or simply earn a living, you are the perfect embodiment of this truth. You're an expert at combat of all types but tend to prefer heavy armor and weapons—the bigger, the better. You may be a career soldier, a fresh mercenary recruit, or a lone wolf who rejects authority, but whether rushing in for hand-to-hand combat or firing tactical barrages, you're a consummate warrior, never hesitating to put yourself in the line of fire to protect your friends.

KEY ABILITY SCORE

Your Strength helps you attack up close in melee and carry heavier weapons and armor, while your Dexterity helps you fire weapons from a distance and dodge returning fire, so you should choose either Strength or Dexterity as your key ability score. Once made, this choice cannot be changed. A high Constitution score allows you to soak up more damage.

CLASS SKILLS

SKILL RANKS PER LEVEL
4 + INTELLIGENCE MODIFIER

- Acrobatics (Dex)
- Athletics (Str)
- Engineering (Int)
- Intimidate (Cha)
- Medicine (Int)
- Piloting (Dex)
- Profession (Cha, Int, or Wis)
- Survival (Wis)

PROFICIENCIES

ARMOR PROFICIENCY
Light armor and heavy armor

WEAPON PROFICIENCY
Basic and advanced melee weapons, small arms, longarms, heavy weapons, sniper weapons, and grenades

TABLE 4–9: SOLDIER

CLASS LEVEL	BASE ATTACK BONUS	FORT SAVE BONUS	REF SAVE BONUS	WILL SAVE BONUS	CLASS FEATURES
1st	+1	+2	+0	+2	Primary fighting style, primary style technique
2nd	+2	+3	+0	+3	Combat feat
3rd	+3	+3	+1	+3	Gear boost, weapon specialization
4th	+4	+4	+1	+4	Combat feat
5th	+5	+4	+1	+4	Primary style technique
6th	+6	+5	+2	+5	Combat feat
7th	+7	+5	+2	+5	Gear boost
8th	+8	+6	+2	+6	Combat feat
9th	+9	+6	+3	+6	Primary style technique, secondary fighting style, secondary style technique
10th	+10	+7	+3	+7	Combat feat
11th	+11	+7	+3	+7	Gear boost, soldier's onslaught
12th	+12	+8	+4	+8	Combat feat
13th	+13	+8	+4	+8	Primary style technique, secondary style technique
14th	+14	+9	+4	+9	Combat feat
15th	+15	+9	+5	+9	Gear boost
16th	+16	+10	+5	+10	Combat feat
17th	+17	+10	+5	+10	Primary style technique, secondary style technique
18th	+18	+11	+6	+11	Combat feat
19th	+19	+11	+6	+11	Gear boost
20th	+20	+12	+6	+12	Combat feat, kill shot

PRIMARY FIGHTING STYLE 1st Level

You have a preferred fighting style that represents the type of soldier you are. Each fighting style is composed of various style techniques that you learn as you gain experience. You must pick one fighting style upon taking your first soldier level, and once made, this choice cannot be changed. Descriptions of the fighting styles you can choose from appear on pages 112–115.

PRIMARY STYLE TECHNIQUE 1st Level

At 1st level and every 4 levels thereafter, you gain a style technique unique to your primary fighting style.

COMBAT FEAT 2nd Level

At 2nd level and every 2 levels thereafter, you gain a bonus feat in addition to those gained from normal advancement. These bonus feats must be selected from those listed as combat feats.

Whenever you gain a new bonus feat, you can also choose to replace one of the bonus feats you have already learned with a different bonus feat. The feat you replace can't be one that was used as a prerequisite for another feat or other ability. You can change only one feat at any given level, and you must choose whether or not to swap the feat at the time you gain the new bonus feat.

GEAR BOOST 3rd Level

At 3rd level and every 4 levels thereafter, you learn a trick called a gear boost that make you better with a particular type of weapon or armor. Choose from the gear boosts listed below. Some gear boosts require you to reach a certain soldier level to select them; this level is indicated in parentheses after the boost's name.

Anchoring Arcana (Su; 7th level)

- As a full action, you can make a single attack with a magic weapon against a single foe. If the attack is a ranged attack, the target must be within the first range increment. Even if the attack normally affects an area or multiple targets, it affects only your selected target. If your attack hits, you can spend 1 Resolve Point to force the target to attempt a Will saving throw (DC = 10 + half your soldier level + your key ability score modifier). If the target fails its save, it can't voluntarily move from its current space for 1d4 rounds. This has no effect on involuntary movement, but it does prevent the creature from teleporting or moving to another plane. Once you've struck a foe with this attack, whether it succeeds at or fails its saving throw, it is immune to this ability for 24 hours.

Armored Advantage (Ex)

- When you are wearing armor, you gain a +1 insight bonus to your Kinetic Armor Class.

Brutal Blast (Ex)

- You gain a +2 insight bonus to damage rolls with weapons that have the blast special property (such as a scattergun). This extra damage applies only to creatures within 10 feet of you; creatures farther away take the normal amount of damage. This bonus increases by 1 for every 4 soldier levels you have.

Bullet Barrage (Ex)

- You gain a +1 insight bonus to damage rolls for weapons in the projectile category. This bonus increases by 1 for every 4 soldier levels you have.

Electric Arc (Ex; 7th level)

- When you hit a target with a weapon in the shock category, electricity arcs out from your original target to deal electricity damage to a secondary subject within 10 feet of the original target. This damage is equal to the weapon's level. The secondary subject must be the creature nearest to the original target (your choice if multiple creatures are equidistant).

  This gear boost does not function for weapons that have the explode or blast special property. If you use this gear boost with a weapon with the arc critical hit effect (see page 182), your secondary subject for electric arc must be the same as your secondary subject for the arc critical effect.

Flash Freeze (Ex; 7th level)

- When you hit a creature with a weapon in the cryo category, that creature's speeds are reduced by 10 feet for 1 round, to a minimum of 10 feet.

Heavy Onslaught (Ex; 11th level)

- Your attacks with heavy weapons bypass part of the target's damage reduction. If your heavy weapon does not already overcome the target's damage reduction, treat the target's damage reduction as though it were 5 lower. At 15th level, treat the target's damage reduction as 10 lower.

Laser Accuracy (Ex)

- You gain a +1 insight bonus to attack rolls with weapons in the laser category.

Melee Striker (Ex)

- Add an additional bonus equal to half your Strength bonus to damage rolls with melee weapons.

Plasma Immolation (Ex; 7th level)

- You are expert at setting things on fire with plasma. If your attack roll with a weapon in the plasma category is a 19 (the d20 shows a 19), and the attack hits your target, the target gains the burning condition. The condition deals 1d4 fire damage if the weapon has an item level of 1st-6th, 1d8 if its item level is 7th-14th, and 2d8 if its item level is 15th or higher.

Powerful Explosive (Ex; 7th level)

- When you attack with a weapon with the explode special property and a radius of 10 feet or greater, you can increase the radius of the explosion by 5 feet.

Sonic Resonance (Ex; 7th level)

- When you hit a creature within 30 feet of you using a weapon in the sonic category, the sonic energy continues to resonate within that creature, giving it the flat-footed condition for 1 round. If you hit multiple creatures at the same time (such as with an automatic, blast, or explode weapon), only the creature nearest to you or to the center of the explosion (your choice if multiple creatures are equidistant) is affected.

WEAPON SPECIALIZATION (EX) 3rd Level

You gain Weapon Specialization as a bonus feat for each weapon type this class grants you proficiency with.

SECONDARY FIGHTING STYLE 9th Level

You choose another fighting style. Once you choose this second style, it cannot be changed.

SECONDARY STYLE TECHNIQUE 9th Level

At 9th level and every 4 levels thereafter, you gain a style technique unique to your secondary fighting style. For the purposes of these style techniques, treat your soldier level as equal to your soldier level – 8.

SOLDIER'S ONSLAUGHT (EX) 11th Level

When you make a full attack, you can make up to three attacks instead of two attacks. You take a –6 penalty to these attacks instead of a –4 penalty.

KILL SHOT (EX) 20th Level

As a standard action, you can make a single attack against an enemy. If the attack hits and does not kill your enemy, you can expend 1 Resolve Point to force the creature to succeed at a Fortitude save or die. Once you've used this ability on a creature (regardless of whether or not you forced it to attempt a Fortitude save), that creature is immune to your kill shot for 24 hours.

FIGHTING STYLES

The following fighting styles represent those most commonly chosen by soldiers. Each fighting style lists the style techniques you learn as you gain levels.

Arcane Assailant

The arcane assailant fighting style supplements its combat effectiveness with magic powers, drawing on traditions of warrior-wizards dating back to well before the Gap. This allows you to use magic runes to augment your weapons and call on legendary powers, giving you access to arcane options even when you don't have a magic weapon in your possession.

Rune of the Eldritch Knight (Su) 1st Level

- You can imbue a weapon with a magic sigil, the rune of the eldritch knight, allowing the weapon to act as a magic weapon for the purposes of bypassing DR and affecting incorporeal creatures. This takes 10 minutes, and you can imbue only a single weapon at a time. If you imbue a new weapon with the rune of the eldritch knight, any previously imbued weapon loses this benefit. When calculating the Hit Points and hardness of a weapon imbued with the rune of the eldritch knight, treat its item level as 5 higher.

Secret of the Magi (Su) 5th Level

- When you imbue a weapon with the rune of the eldritch knight, in addition to its normal benefits, the rune grants the weapon one of the following weapon fusions of your choice: *flaming*, *frost*, *ghost killer*, *merciful*, or *shock*. The weapon can't gain a fusion it already has, and this bonus fusion

doesn't count toward the maximum total level of fusions the weapon can have at once. The bonus fusion ends when the weapon ceases to be imbued with the rune of the eldritch knight. For more information on fusions, see page 191.

Power of Legend (Su) — 9th Level

- You can call on the link between you and the legendary heroes who wielded powerful magic weapons eons ago to overcome adversity. As a move action when wielding a magic weapon or a weapon imbued with the rune of the eldritch knight, you can spend 1 Resolve Point to end one of the following conditions affecting you: bleeding, burning, confused, exhausted, fatigued, flat-footed, off-target, shaken, or sickened. Alternatively, you can spend 1 Resolve Point to change the cowering condition to the frightened condition or change the frightened condition to the shaken condition. In this case, the new condition lasts for the same duration the original condition would have and can't be further affected by this ability.

Secret of the Archmagi (Su) — 13th Level

- You can imbue two weapons with the rune of the eldritch knight. If you attempt to imbue a third weapon, the weapon infused first loses its rune and all benefits. In addition to the normal benefits, the runes grant the weapons one or more of the following weapon fusions (see page 191) of your choice: *bane*, *corrosive*, *ethereal*, *flaming*, *frost*, *holy*, *merciful*, *shock*, *thundering*, or *unholy*. You can grant no more than 10 total levels' worth of fusions between the two weapons, and the *bane* fusion counts as a 10th-level fusion for this purpose.

Arcane Attack (Su) — 17th Level

- As a standard action, you can spend 1 Resolve Point to use a weapon imbued with the rune of the eldritch knight to make an attack that strikes true. This attack ignores all cover and concealment, including total concealment (though you must at least be aware of a creature's presence to target it with this attack). If the attack is a ranged attack, the target must be within the first range increment. The attack only affects your selected target, even if it normally affects an area or multiple targets. You still must make a normal attack roll, and if your attack misses, it has no effect.

Armor Storm

The armor storm fighting style focuses on using armor as a weapon by maximizing the damage of armor-based weapons while withstanding enemy fire. You learn to increase the effectiveness of attacks made with your armor and to add equipment normally beyond your armor's capacity.

Hammer Fist (Ex) — 1st Level

- You treat any unarmed strike you make while wearing heavy or powered armor as being made with a battleglove (see page 187) with an item level equal to or lower than your soldier level, and you calculate damage for these attacks as if you had the melee striker gear boost (see page 112). If you have the melee striker gear boost, you gain a +2 bonus to damage rolls with your unarmed strikes when using this ability. These unarmed strikes don't benefit from other abilities that apply specifically to unarmed strikes (such as the Improved Unarmed Strike feat).

Enhanced Tank (Ex) — 5th Level

- You gain the Powered Armored Proficiency feat and access to improved armor. This might be the result of your own engineering abilities or a powerful patron giving you gear not available to the general public. You can add one more upgrade to your armor than its normal maximum number of upgrade slots. If you add this bonus upgrade to heavy armor, you can select an upgrade normally limited to powered armor. An upgrade placed in this bonus slot costs half the normal credit amount and sells for 10% of the reduced cost. If you move an upgrade from this bonus slot to another slot, you must pay the difference between the upgrade's reduced cost and its normal cost.

Smash Through (Ex) — 9th Level

- While you are wearing heavy armor or powered armor, you gain a +4 bonus to attack rolls to perform a bull rush combat maneuver (see page 246). If you successfully push the target back 10 feet or more, you can also damage the target with an unarmed strike (and can use your hammer fist ability when doing so).

Mobile Army (Ex) — 13th Level

- You become a master of all weapons associated with your armor. You deal 1d6 additional damage with any attack from a weapon that is part of your armor, including unarmed strikes using the hammer fist ability and weapons that have been attached to your armor as an armor upgrade. The additional damage is of the same type as the weapon's normal type. Also, while wearing heavy or powered armor, you gain a +2 bonus to your KAC against combat maneuvers.

On the Bounce (Ex) — 17th Level

- You learn to control your armor with such ease, you are actually more maneuverable in it than out of it. While wearing heavy armor or powered armor, you can move up to your speed when you make a full attack. You can move before or after all your attacks, but not both. If you have the Shot on the Run feat, you can divide your movement to move both before and after making a full attack as long as all the attacks are ranged attacks. If you have the Spring Attack feat, you can divide your movement to move both before and after making a full attack as long as all the attacks are melee attacks. If you have both feats, your attacks can be any combination of melee and ranged attacks.

Blitz

The blitz fighting style is all about using speed and aggression to get into the thick of melee. You increase your speed and responsiveness, gain abilities that make you better at melee combat than your enemies, and keep on fighting even when surrounded by foes.

Rapid Response (Ex) 1st Level

- You gain a +4 bonus to initiative checks and increase your land speed by 10 feet.

Charge Attack (Ex) 5th Level

- As a standard action, you can make a charge without the charge penalties (see page 248), and you can substitute a bull rush for the melee attack at the end of the charge. When you gain the soldier's onslaught class feature, you can make two attacks instead of one at the end of your charge, both with a –4 penalty.

Keep Fighting (Ex) 9th Level

- As a move action, you can spend 1 Resolve Point to regain Stamina Points equal to 2d6 + your soldier level. You can't use this ability again until after you regain Stamina Points from a 10-minute rest. The number of Stamina Points you regain increases by 1d6 at 10th level, 15th level, and 20th level.

Perfect Opportunity (Ex) 13th Level

- When you hit a creature with an attack of opportunity, that creature can't move out of the squares you threaten until the start of its next turn. In addition, when an enemy takes a guarded step (see page 247) out of a square you threaten, you can make an attack of opportunity against it with a –2 penalty to the attack roll. If the target provoked an attack of opportunity by moving, hitting with your attack of opportunity ends the target's movement immediately, preventing it from carrying out the rest of its movement.

Against the Odds (Ex) 17th Level

- You gain a bonus to melee damage rolls equal to double the number of enemies within 10 feet of you. Enemies who don't constitute a significant threat (those with a CR equal to your level – 4 or less, or as determined by the GM) don't count when calculating this bonus.

Bombard

The bombard fighting style emphasizes attacking multiple targets, often using grenades, and leverages substantial physical strength to control large weapons with significant recoil. At higher levels, you can use launchers, missiles, and other heavy weapons.

Grenade Expert (Ex) 1st Level

- You increase the range increment of your thrown grenades by 5 × your Strength bonus. In addition, you're able to salvage enough materials to create a grenade without paying for it. Creating a grenade takes 10 minutes. You can create any grenade whose item level is less than or equal to your soldier level, but this grenade is unstable and only you can use it effectively. If anyone else tries to use the grenade, it is a dud. You can have only one grenade created by this ability at one time (if you create a new grenade using this ability, the old grenade no longer works).

Heavy Fire (Ex) 5th Level

- You can use your physical power to steady your weapon and make your attacks more dangerous. As a full action, you can make a single ranged attack that deals additional damage equal to your Strength bonus to all targets. You can use this ability in conjunction with the automatic, explode, or unwieldy special property (see pages 180–182).

Debilitating Attack (Ex) 9th Level

- When you hit an enemy with a ranged attack or an attack with a weapon with the blast or explode special property, you can spend 1 Resolve Point to inflict a debilitating effect on that enemy for a number of rounds equal to your Strength bonus. You can choose to make the target deafened, flat-footed, or off-target (see pages 275–277), or to reduce its speeds by half (to a minimum of 10 feet). The target can negate this effect with a successful Fortitude save (DC = 10 + half your soldier level + your Strength modifier).

Explosives Acumen (Ex) 13th Level

- You increase the DC to avoid attacks you make using weapons with the explode special property by 1. You reduce the amount of any damage you take from any weapon with the explode special property by an amount equal to your Strength bonus.

Impactful Attack (Ex) 17th Level

- As a full action, you can make a ranged attack that knocks enemies back. Targets you hit are knocked back 5 feet from you. If you use a weapon with the explode special property, all targets that fail their saving throws are instead knocked back 5 feet from the center of the explosion. An enemy that you critically hit or that rolls a natural 1 on its saving throw is also knocked prone. You can't make an impactful attack with an automatic weapon, but you can use this ability with a weapon that has the blast special property.

Guard

The guard fighting style focuses on defense. You become adept at wearing armor, protecting against attacks, and enduring damage and other setbacks from attacks that get through your defenses.

Armor Training (Ex) 1st Level

- You reduce the armor check penalty of armor you wear by 1 (to a minimum of 0) and increase the maximum Dexterity bonus allowed by your armor by 1.

Guard's Protection (Ex) 5th Level

- When an ally adjacent to you is damaged by an attack, you can use your reaction to intercede. You take half the damage, and your ally takes the other half. This has no effect on spells, and any conditions delivered by the attack apply to both of you. In addition, you are now proficient with powered armor.

Rapid Recovery (Ex) 9th Level

- You can spend Resolve Points to ignore detrimental conditions. As a move action, you can spend 1 Resolve Point to suppress one of the following conditions for 10 minutes: exhausted, fatigued, frightened, nauseated, shaken, sickened, or staggered (see pages 276–277). After 10 minutes, if the condition's duration hasn't ended, the condition's effects return. You can suppress only one condition at a time; if you are both fatigued and shaken, you can avoid the effects of only one of them, and if you are affected by two different instances of the same condition, you're still affected by the second one.

Kinetic Resistance (Ex) 13th Level

- You gain DR 3/—. At 17th level, this DR increases to 5/—.

Impenetrable Defense (Ex) 17th Level

- As a standard action, you can set up a strong defense for yourself and an adjacent ally. Until the start of your next turn, you gain three benefits: your damage reduction increases to DR 10/—; you and the chosen ally each gain a +4 bonus to AC; and if you use guard's protection, you direct all the damage to yourself such that your ally takes none.

Hit-and-Run

The hit-and-run fighting style focuses on tactical movement as you move in and out of combat. You use ranged weapons but fight close up, and you can even mix ranged and melee attacks. Your abilities allow you to move even when you make full attacks and to avoid getting locked down by your enemies.

Opening Volley (Ex) 1st Level

- You gain Opening Volley as a bonus feat. If you already have this feat, choose a bonus combat feat instead. At 9th level, you can use Opening Volley on both your first and second turns in combat.

Nimble Fusillade (Ex) 5th Level

- When you make a full attack, you can also either take a guarded step or move up to half your speed. This movement can come before, between, or after your attacks, but it can't be split up.

Duck and Weave (Ex) 9th Level

- When you move or make a ranged attack, you can spend 1 Resolve Point to avoid provoking attacks of opportunity from that movement or ranged attack.

Elusive Target (Ex) 13th Level

- On any turn in which you move, you gain a +1 insight bonus to your AC until the start of your next turn.

Harrying Shot (Ex) 17th Level

- As a full action, you can make one attack and give the benefit of harrying fire (see page 247) against any creature you hit with that attack. If you use a blast weapon or automatic weapon, the benefit applies against all targets hit. You can also take your nimble fusillade movement before or after this attack.

Sharpshoot

The sharpshoot fighting style enables you to excel at making accurate attacks, usually with ranged weapons at a long distance. You can ignore cover and other impediments to your shots, and your attacks are improved by your intense focus.

Sniper's Aim (Ex) 1st Level

- When you make a ranged attack against a target with cover, reduce the AC bonus from cover by 2. You can't use sniper's aim against an enemy with total cover.

Focus Fire (Ex) 5th Level

- When you make a full attack with a ranged weapon, you can make both attacks with a –3 penalty instead of a –4 penalty as long as they both target the same creature. If your first attack kills or knocks out the target, you can instead make the second attack against a different creature at a –4 penalty. Once you have the soldier's onslaught class feature (see page 112), you can use this ability with it, making three attacks against the same creature at a –5 penalty; if your first or second attack kills or knocks out your target, you can make your remaining attacks against a different creature at a –6 penalty.

Intense Focus (Ex) 9th Level

- When you make a ranged attack against a target with cover or concealment, you can spend 1 Resolve Point to negate its AC bonus from cover and reduce its concealment by one category (from total concealment to concealment or from concealment to no concealment). This benefit applies to all ranged attacks you make against that target this round. You can't use intense focus more than once per round, nor can you use it against an enemy with total cover.

Focused Damage (Ex) 13th Level

- When you use focus fire, each attack against the first target deals 2d6 additional damage. Additional creatures you attack after killing or knocking out your first target don't take this extra damage.

Prepared Shot (Ex) 17th Level

- As a standard action, you can study a target before you attack. The target must be within line of sight of you and either flat-footed or unaware of your presence. On the first attack you make against that target on your next turn, you gain a +2 bonus to your attack roll. If your attack hits, the target is staggered for 1 round; if you score a critical hit, the target is instead stunned for 1 round. Once you make a prepared shot, you can't use this ability again against the same target for 24 hours. You can't make an attack on the same round you study the target, even if an ability would let you attack without spending a standard or full action.

BODYGUARD
THEME: MERCENARY

You excel at protecting others, usually taking the hits meant for your charges.

ABILITY SCORES

Dexterity is most important because you need it both to hit and to increase your AC, but you also need plenty of Constitution and enough Strength to comfortably carry and use heavy weapons and armor.

FIGHTING STYLE

Guard

GEAR BOOSTS

Armored advantage
Flash freeze (7th)

FEATS

Bodyguard	Slippery Shooter
Enhanced Resistance	Spellbane
Improved Initiative	Toughness
In Harm's Way	Weapon Focus (longarms or heavy weapons)

SKILLS

Intimidate
Medicine
Survival

CLOSE COMBATANT
THEME: MERCENARY

You specialize in taking the fight to your foes, moving quickly and aggressively to strike them down with melee weapons.

ABILITY SCORES

Strength is most important because you need it to hit your foes and deal more damage, but don't ignore Dexterity or Constitution.

FIGHTING STYLE

Blitz

GEAR BOOSTS

Armored advantage
Melee striker

FEATS

Deflect Projectiles	Spring Attack
Jet Dash	Step Up
Mobility	Step Up and Strike
Opening Volley	Weapon Focus (advanced melee weapons)

SKILLS

Acrobatics
Athletics
Survival

SNIPER
THEME: OUTLAW

You are skilled at dealing death from afar.

ABILITY SCORES
Dexterity is your most important ability score because you need it both to hit and to increase your AC, but you're flexible in terms of your other ability scores.

FIGHTING STYLE
Sharpshoot

GEAR BOOSTS
Bullet barrage
Laser accuracy

FEATS
Deadly Aim
Far Shot
Improved Initiative
Skill Focus (Stealth)
Slippery Shooter
Special Weapon Proficiency (sniper rifles)
Weapon Focus (sniper rifles)
Weapon Specialization (sniper rifles)

SKILLS
Acrobatics
Piloting
Stealth

SPELLSOLDIER
THEME: PRIEST

You specialize in the use of magic to improve your combat ability.

ABILITY SCORES
Dexterity is your most important ability score because you need it both to hit and to increase your AC, but Strength is also important for your heavy weapons, and you need a bit of Wisdom for Connection Inkling.

FIGHTING STYLE
Arcane assailant

GEAR BOOSTS
Anchoring arcana (7th)
Heavy onslaught (11th)

FEATS
Connection Inkling
Improved Initiative
Mystic Strike
Penetrating Attack
Skill Synergy (Intimidate, Mysticism)
Weapon Focus (grenades, heavy weapons)

SKILLS
Athletics
Intimidate
Mysticism

INTRO
CHARACTER CREATION
RACES
CLASSES
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MAGIC AND SPELLS
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TECHNOMANCER

STAMINA POINTS
5 + Constitution modifier

5 HP

To the uninitiated, magic and technology are completely unrelated, but you know there are more correlations between the two than most suspect. Magic and technology are just tools, and when combined into one discipline, called technomancy, they can be far more powerful than one or the other on its own. You utilize tech to empower, harness, and manipulate magic, and you wield magic to augment, control, and modify technology. You are an expert at hacking the underlying structure of the universe itself, bending the laws of science and nature to your will. Your technomancy—which is gained from scientific study and experimentation—manipulates the physical world, weaves illusions, allows you to peer through time and space, and if necessary, can blast a foe into atoms.

KEY ABILITY SCORE

Your Intelligence determines your spellcasting ability, the saving throw DCs of your spells, and the number of bonus spells you can cast per day, so Intelligence is your key ability score. Also, a high Dexterity score can help you fire your weapons more accurately and dodge incoming attacks.

CLASS SKILLS

SKILL RANKS PER LEVEL
4 + INTELLIGENCE MODIFIER

- Computers (Int)
- Engineering (Int)
- Life Science (Int)
- Mysticism (Wis)
- Physical Science (Int)
- Piloting (Dex)
- Profession (Cha, Int, or Wis)
- Sleight of Hand (Dex)

PROFICIENCIES

ARMOR PROFICIENCY
Light armor

WEAPON PROFICIENCY
Basic melee weapons, small arms

TABLE 4–10: TECHNOMANCER

CLASS LEVEL	BASE ATTACK BONUS	FORT SAVE BONUS	REF SAVE BONUS	WILL SAVE BONUS	CLASS FEATURES	SPELLS PER DAY (BY SPELL LEVEL) 1ST	2ND	3RD	4TH	5TH	6TH
1st	+0	+0	+0	+2	Spell cache	2	–	–	–	–	–
2nd	+1	+0	+0	+3	Magic hack	2	–	–	–	–	–
3rd	+2	+1	+1	+3	Spell Focus, techlore +1, weapon specialization	3	–	–	–	–	–
4th	+3	+1	+1	+4	–	3	2	–	–	–	–
5th	+3	+1	+1	+4	Magic hack	4	2	–	–	–	–
6th	+4	+2	+2	+5	Cache capacitor 1, techlore +2	4	3	–	–	–	–
7th	+5	+2	+2	+5	–	4	3	2	–	–	–
8th	+6	+2	+2	+6	Magic hack	4	4	2	–	–	–
9th	+6	+3	+3	+6	Techlore +3	5	4	3	–	–	–
10th	+7	+3	+3	+7	–	5	4	3	2	–	–
11th	+8	+3	+3	+7	Magic hack	5	4	4	2	–	–
12th	+9	+4	+4	+8	Cache capacitor 2, techlore +4	5	5	4	3	–	–
13th	+9	+4	+4	+8	–	5	5	4	3	2	–
14th	+10	+4	+4	+9	Magic hack	5	5	4	4	2	–
15th	+11	+5	+5	+9	Techlore +5	5	5	5	4	3	–
16th	+12	+5	+5	+10	–	5	5	5	4	3	2
17th	+12	+5	+5	+10	Magic hack	5	5	5	4	4	2
18th	+13	+6	+6	+11	Cache capacitor 3, techlore +6	5	5	5	5	4	3
19th	+14	+6	+6	+11	Resolve attunement	5	5	5	5	5	4
20th	+15	+6	+6	+12	Fuse spells, magic hack	5	5	5	5	5	5

SPELLS

You cast spells drawn from the technomancer spell list (see page 338). To learn or cast a spell, you must have an Intelligence score equal to at least 10 + the spell's level. The Difficulty Class for a saving throw against your spell is 10 + the spell's level + your Intelligence modifier.

You can cast only a certain number of spells of each spell level per day. Your number of spells per day is given on Table 4–10: Technomancer. In addition, you receive bonus spells per day if you have an Intelligence modifier of +1 or higher, as shown on Table 4–11: Technomancer Bonus Spells—note that you only receive these bonus spells once you can cast spells of that level normally. You can also cast 0-level spells. These spells are cast like any other spell, but there is no limit to how many 0-level spells you can cast each day.

Your selection of spells is limited. You begin play knowing four 0-level spells and two 1st-level spells of your choice. At each new technomancer level, you learn one or more new spells, as indicated on Table 4–12: Technomancer Spells Known. Unlike spells per day, the number of spells you know isn't affected by your Intelligence modifier.

Every time you gain a level, you can swap out one spell you already know and learn a single new spell of the same level in its place. In effect, you lose the old spell in exchange for the new one. You must choose whether or not to swap the spell at the same time you gain new spells known for the level.

You can cast any technomancer spell you know at any time, assuming you have not yet used up your allotment of spells per day for the spell's level. You can also cast a spell using a higher-level spell slot. For instance, if you want to cast a 1st-level spell but have used up all your 1st-level spells for the day, you can use a spell from a 2nd-level slot instead if you have one.

You can also decipher magical inscriptions that would otherwise be unintelligible or, as a full action, identify any spells encoded in a spell gem. This does not normally invoke the magic contained within, although it may do so in the case of a cursed or trapped spell gem.

SPELL CACHE (SU) 1st Level

As the culmination of your early study of the fundamental forces of the galaxy, you have created a spell cache that allows you to store and access spells. Your spell cache could be a device such as a handheld computer or technological implant; an item such as a ring or staff; or a symbol such as a brand, tattoo, or other permanent modification to your body. While you don't need your spell cache to cast your spells, once per day, you can activate your spell cache to cast any one spell you know and are capable of casting, even if you've expended all your spell slots for that spell's level.

If your spell cache is damaged, it is restored to full Hit Points the next time you regain your daily allotment of spell slots. If the spell cache is lost or destroyed, you can replace it after 1 week with a special ritual that takes 8 hours to complete.

MAGIC HACK 2nd Level

You have carefully studied the forces that define magic and can manipulate them. You learn your first magic hack at 2nd level, and you learn an additional magic hack every 3 levels thereafter. When casting a spell, you can apply no more than one magic hack that affects the attributes of a spell (such as distant spell or extended spell). If a magic hack allows a saving throw to resist its effects, the DC is equal to 10 + half your technomancer level + your Intelligence modifier. The list of magic hacks appears starting on page 120.

TABLE 4-11: TECHNOMANCER BONUS SPELLS

	BONUS SPELLS PER DAY (BY SPELL LEVEL)						
INT SCORE	0	1ST	2ND	3RD	4TH	5TH	6TH
1-11	–	–	–	–	–	–	–
12-13	–	1	–	–	–	–	–
14-15	–	1	1	–	–	–	–
16-17	–	1	1	1	–	–	–
18-19	–	1	1	1	1	–	–
20-21	–	2	1	1	1	1	–
22-23	–	2	2	1	1	1	1
24-25	–	2	2	2	1	1	1
26-27	–	2	2	2	2	1	1
28-29	–	3	2	2	2	2	1
30-31	–	3	3	2	2	2	2

TABLE 4-12: TECHNOMANCER SPELLS KNOWN

CLASS	SPELLS KNOWN (BY SPELL LEVEL)						
LEVEL	0	1ST	2ND	3RD	4TH	5TH	6TH
1st	4	2	–	–	–	–	–
2nd	5	3	–	–	–	–	–
3rd	6	4	–	–	–	–	–
4th	6	4	2	–	–	–	–
5th	6	4	3	–	–	–	–
6th	6	4	4	–	–	–	–
7th	6	5	4	2	–	–	–
8th	6	5	4	3	–	–	–
9th	6	5	4	4	–	–	–
10th	6	5	5	4	2	–	–
11th	6	6	5	4	3	–	–
12th	6	6	5	4	4	–	–
13th	6	6	5	5	4	2	–
14th	6	6	6	5	4	3	–
15th	6	6	6	5	4	4	–
16th	6	6	6	5	5	4	2
17th	6	6	6	6	5	4	3
18th	6	6	6	6	5	4	4
19th	6	6	6	6	5	5	4
20th	6	6	6	6	6	5	5

SPELL FOCUS 3rd Level

You gain Spell Focus as a bonus feat.

TECHLORE (EX) 3rd Level

You rewire your mind to give you greater insight into the nature of magic and technology. You gain a +1 insight bonus to Computers and Mysticism checks. This bonus increases by 1 at 6th level and every 3 levels thereafter.

WEAPON SPECIALIZATION (EX) 3rd Level

You gain the Weapon Specialization feat as a bonus feat for each weapon type this class grants you proficiency with.

CACHE CAPACITOR (SU) 6th Level

You expand your spell cache into a cache capacitor. As part of regaining your spells each day, you can cast a single spell into your spell cache and have it affect you continuously for 24 hours. The cache capacitor can hold any of the following spells: *detect radiation*, *disguise self*, *keen senses*, or *unseen servant*. You must know a spell to store it in your cache capacitor. When you cast the spell into your cache capacitor, you expend the spell slot normally and make any decisions required for that spell, but the duration doesn't expire for 24 hours. If the spell in your cache capacitor is dispelled or dismissed, you can spend 5 minutes of uninterrupted concentration to reestablish it, keeping the same decisions you made when you cast it, and gaining whatever duration the spell had remaining. You can't exchange the stored spell for another spell until you again regains your spells.

At 12th level, your cache capacitor gains a second slot that can hold *darkvision*, *lesser resistant armor*, *life bubble*, or *spider climb*.

At 18th level, your cache capacitor gains a third slot that can hold *arcane sight*, *flight* (spell level 3rd or lower), *see invisibility*, or *tongues*.

RESOLVE ATTUNEMENT (EX) 19th Level

You recover Resolve Points when you use powerful magic. Each time you cast a 6th-level spell, you regain 1 Resolve Point, up to your normal maximum. This applies only to spells you cast using your normal 6th-level spell slots, not to those you cast using magic items or other methods such as fuse spells.

FUSE SPELLS (EX) 20th Level

You can combine lower-level spell slots to cast higher-level spells. As part of casting a spell, you can spend 1 Resolve Point to exchange a number of unused spell slots for a single spell slot of a higher level; this expends the lower-level spell slots. Add up the levels of the expended slots to determine which higher level of spell you can cast (maximum 6th). For instance, you could exchange three 1st-level slots to cast a 3rd-level spell, or you could exchange two 3rd-level slots to cast a 6th-level spell. If you combine spell slots to cast a 6th-level spell, it doesn't count as such for resolve attunement.

Furthermore, you can spend 2 Resolve Points to combine two 6th-level spell slots to cast *wish*.

MAGIC HACKS

You learn your first magic hack at 2nd level and an additional hack every 3 levels thereafter. Magic hacks require you to be a certain level and are organized accordingly. See page 119 for more information on the magic hack class feature.

You must be 2nd level or higher to choose these magic hacks.

Countertech (Su)

- As a reaction when you take damage from an attack by a technological weapon or source within medium range that specifically targets you, you can expend an unused spell slot to disrupt the attack. With a spell slot of 1st to 5th level, you can counter an attack from a technological weapon whose item level is equal to or less than the level of the expended spell slot × 3, to a maximum of your caster level. 6th-level spell slots can counter any weapon with a level equal to

or less than your caster level. For example, at 2nd level, you could expend a 1st-level spell slot to counter an attack from a 1st- or 2nd-level weapon. To successfully counter the attack, you must roll a countertech check (1d20 + your caster level) with a DC equal to 11 + the weapon's level. If the countertech check succeeds, the attack deals half damage. If the countertech check fails, the attack deals normal damage. This magic hack only affects attacks that target you directly; you cannot use countertech against attacks that target an area or that target another person.

Empowered Weapon (Su)

- As a move action, you can expend an unused spell slot to reconfigure and enhance a weapon you're wielding. Until the start of your next turn, your attacks with the enhanced weapon gain a bonus to attack rolls equal to the level of the spell slot you expended. In addition, your attacks with that weapon deal 1d6 additional damage per level of the expended spell slot. This damage is of the same type the weapon normally deals.

Energize Spell (Ex)

- Once per day as a move action, you can use a battery or a weapon's power cell to power your spellcasting, enabling you to cast one spell you know without using a spell slot. This expends 20 charges per spell level from the battery or power cell and requires you to touch the battery, power cell, or weapon. You must cast the spell before the start of your next turn, or the charges are wasted with no effect.

Fabricate Tech (Sp)

- As a full action, you can expend an unused spell slot to temporarily construct a piece of technological gear from raw magic. You can create any single technological item with a level equal to or less than the level of the expended spell slot × 3, to a maximum of your caster level. The item appears in your hands or in an adjacent square. You can use fuse spells with this magic hack. The size of the item cannot exceed 10 bulk or Medium size, and the quality of the item is average. Treat this as a spell of the same level as the expended spell slot. For example, at 4th level, you could expend a 1st-level spell slot to fabricate an item of up to 3rd level, or you could expend a 2nd-level spell slot to fabricate an item of up to 4th level. The item persists for a number of minutes equal to your technomancer level. At the end of this duration, the item disappears. You can't create armor, weapons, magic items, or items with limited uses or charges (such as batteries, drugs, or fuel) with this hack.

Harmful Spells (Ex)

- When you cast an instantaneous spell that deals damage, you can increase the spell's damage by half your technomancer level. This increased damage applies to all creatures damaged by an area spell, but for spells that target multiple creatures with multiple rays or other attacks (such as *magic missile*), the increased damage applies only to a single ray or missile. This increased damage doesn't apply to ongoing damage from the spell (such as bleed or burn). This magic hack doesn't increase ability damage or other spell effects, only damage to Stamina Points or Hit Points.

Quick Scan (Su)

- As a standard action, you can get a general sense of what information is stored on drives or other digital storage media. You must pass your hand in the air near the data source, but don't have to touch it or connect to it. The information you get is very general, such as "financial records," "military records," or "spells." Getting detailed information requires interfacing with the data more directly. If you attempt a quick scan on a creature that stores its memories in a digital medium—to get a sense of the memories stored in a robot, for example—the target can attempt a Will save to negate the scan and prevent you from trying against it again for 24 hours.

Robot Influence (Ex)

- You can affect constructs, robots, and other creatures that have the technological subtype with your mind-affecting spells, even if they're mindless or normally immune to such effects. However, they receive a +2 bonus to their Will saves against your mind-affecting spells.

Selective Targeting (Ex)

- When you cast an instantaneous spell with an area effect, you can shape the spell so it doesn't affect one of your allies. Choose one 5-foot square within the spell's area to be unaffected by the spell. At 5th level, you can spend 1 Resolve Point to exclude any number of squares with this ability.

Spell Countermeasures (Ex)

- You gain a +2 bonus to saving throws against spells and other magical effects.

Technomantic Proficiency (Ex)

- As a standard action, you can spend 1 Resolve Point to temporarily learn how to use a weapon in combat. Choose a single weapon; you gain proficiency with it (and any identical weapon) for a number of minutes equal to your class level. Each round you use the weapon reduces this magic hack's duration by 1 minute. For example, at 4th level, you could gain proficiency with corona laser rifles for 4 minutes. If you fire such a weapon for 2 rounds, you remain proficient with it for 2 more minutes.

5th Level

You must be 5th level or higher to choose these magic hacks.

Charging Jolt (Su)

- As a move action, you can expend an unused spell slot to refill charges in a weapon's power cell. This requires you to touch the weapon or its power cell. The power cell regains 10 charges per spell level, up to its capacity. You can also use this ability to jump-start or short out an electronic device, allowing you to attempt an Engineering check to disable a device with a bonus equal to double the level of the spell you expended.

Debug Spell (Ex)

- Any piece of code has bugs, but you can turn the bugs in your spellcode into features. After rolling damage for an instantaneous spell that deals Hit Point damage, you can spend 1 Resolve Point to reroll one die with a result of 1 (see page 243). At 11th level, you can reroll up to two dice with a result of 1, and at 17th level, you can reroll up to three dice with a result of 1. For example, if you were 17th level and cast *disintegrate*, you could spend 1 Resolve Point to reroll up to three dice that rolled 1s, after rolling and seeing how many 1s you rolled.

Distant Spell (Ex)

- When you cast a spell with a range of close, medium, or long, you can spend 1 Resolve Point to double its range. Spells whose ranges are not defined by distance, as well as spells whose ranges are not close, medium, or long, do not benefit from this magic hack. If the spell affects an area, doubling its range doesn't alter the size of its area.

Extended Spell (Ex)

- When you cast a spell, you can spend 1 Resolve Point to double its duration. This has no effect on spells with a duration of concentration, instantaneous, 1 round or less, or permanent, nor can it increase a spell's duration to more than 24 hours.

Fabricate Arms (Su)

- As a full action, you can expend an unused spell slot to temporarily construct a technological weapon or suit of armor out of raw magic. You can create one suit of armor or weapon with a level equal to or less than the level of the expended spell slot × 3, to a maximum of your caster level. The item appears in your hands, on your person, or in an adjacent square. You can use fuse spells with this magic hack. A weapon can't be larger than two-handed, and the size of the item can't exceed 10 bulk. The quality of the item is average for its type. Treat this as a spell of the same level as the expended spell slot. For example, at 10th level, you could expend a 3rd-level spell slot to fabricate a weapon of 9th level or lower, or expend a 4th-level spell slot to fabricate a suit of armor of 10th level or lower. The armor or weapon persists for a number of rounds equal to your technomancer level. At the end of this duration, the item disappears. You are proficient with (but not specialized in) any weapons you create with this ability. You can't create magic items, weapons made from a special material, or weapons that are expended with use (such as arrows, grenades, or missiles) with this magic hack.

Magic Negation (Sp)

- As a standard action, you can spend 1 RP to temporarily suppress magic, as if using *dispel magic*. Choose either an ongoing spell or a magic item within 30 feet of you. The magical effects of the spell or magic item are suppressed for 1d4 rounds, and then they return. If the spell's level is higher than you can cast or the item's level is greater than your level, you can't suppress it. If you target a spell affecting a creature, the creature can attempt a Will save to stop you from suppressing the spell.

Spell Grenade (Sp)

- You can spend 1 Resolve Point to store a spell with a range of touch in a grenade, allowing you to affect a target within the grenade's blast radius with the spell. Casting a spell with spell grenade uses the spell's standard casting time, and throwing the spell grenade is a standard action. You must throw the grenade before the end of your next turn, or the spell is wasted. You are considered proficient with the grenade for this attack. Choose a single target within the grenade's blast radius; that target is affected by the spell as if you had successfully touched it. The grenade goes off as normal, with all of its usual effects within its blast radius. If you miss the targeted intersection with the grenade, you must choose a target within the grenade's new blast radius. If there are no suitable targets within the grenade's blast radius, the spell is wasted. Spells whose ranges are not touch don't benefit from this magic hack.

8th Level

You must be 8th level or higher to choose these magic hacks.

Diviner's Tap (Su)

- You can hack a computer to set up magical surveillance. This takes 10 minutes and requires a successful Computers check against the device's DC. If you fail, you can't try again on the same device. On a success, your tap lasts for a number of days equal to your caster level. You can program your tap either to give you general information about user activity on the device or to receive a mental alarm when a user accesses or transmits data about a specific topic (getting an idea of the information found). For instance, a user might hold a video call to talk about your exploits. If you chose to receive general information, you might know that a video call took place but not the call's topic. If you chose to have the tap receive an alarm when the topic is you, you'd get the gist of the conversation (but not a complete transcript). Setting up a new diviner's tap ends the duration of any previous one still in effect.

Flash Teleport (Sp)

- As a move action, you can spend 1 Resolve Point to teleport up to 30 feet. You must have line of sight to your destination. This movement doesn't provoke attacks of opportunity.

Mental Mark (Su)

- When an enemy fails a Will save against one of your technomancer spells, it takes a –2 penalty to saving throws and AC for 1 round. When an enemy succeeds at a Will save against one of your technomancer spells, it takes a –1 penalty to saving throws against your spells for 1 round. A creature can take only one penalty from a mental mark at a time.

Spellshot (Sp)

- You can cast an area spell with a casting time of 1 standard action or less through a ranged weapon, allowing you to use the weapon's range rather than the spell's range. You must target a single creature with your attack, and the spell's area is centered

on that creature, or originates at the creature's location for a cone or line effect (oriented in whichever direction you choose), even if the spell would normally be centered on or originate from a point. You can fire the weapon as part of the standard action to cast the spell, dealing damage as normal if you hit. You must fire the weapon during the round that the casting is completed, or the spell is wasted. If the attack misses, the spell is wasted. Spells with an emanation effect that would be centered on you don't benefit from this magic hack.

Tech Countermeasures (Su)

- As a move action, you can spend 1 Resolve Point to make it more difficult for enemies to target you with technological weapons for 1 round. Until the start of your next turn, as a reaction just before an enemy attacks you with a technological weapon, you can force that enemy to roll the attack twice and take the lower result; if the weapon allows a Reflex save instead of requiring an attack roll, you instead gain the benefit of evasion (as the operative's class feature; see page 93) against the attack. This magic hack has no effect on spells that target you or on weapons or attacks that are not technological in nature.

Widened Spell (Ex)

- When you cast a spell with a burst, emanation, or spread, you can spend 2 Resolve Points to double its radius. For instance, a spell with a 30-foot burst would have a 60-foot burst instead. Spells that don't have an area of one of these three types are not affected by this magic hack.

11th Level

You must be 11th level or higher to choose these magic hacks.

Countertech Sentinel (Su)

- You can spend 1 Resolve Point to use your countertech magic hack to counter a direct attack against an ally within 15 feet. You can't use countertech sentinel against attacks that target an area. You must have the countertech magic hack to choose this magic hack.

Eternal Spell (Ex)

- Choose one 1st-level spell you know from the list of technomancer spells in the *Starfinder Core Rulebook*. You can cast it at will, as though it were a 0-level spell. It still counts as one of your 1st-level spells known, not one of your 0-level spells known. You can choose a 1st-level spell from a source other than the *Core Rulebook* with the GM's permission.

Reboot Mind (Su)

- You can free someone from magical mental control or conditions. As a standard action, you can spend 1 Resolve Point and touch a willing creature. This restarts the subject's brain, ending all mind-affecting effects affecting it, as well as all conditions that could be removed by *greater remove condition* that were imparted on the creature by mind-affecting effects, but the subject becomes stunned until the end of its next turn. Once you reboot a mind, you can't use this ability again for 24 hours.

  You can attempt to reboot the mind of an ally who is unwilling due to the influence of a mind-affecting effect. In this case, the ally can attempt a new saving throw against the effect at the same DC. If she succeeds, the ally can allow her mind to be rebooted, but if she fails, you waste the expended Resolve Point and action.

  You can use this ability to reboot your own mind. If you're unable to take actions, you can reboot your mind without spending actions, but it must be the first thing you do on your turn, and you are stunned until the end of your next turn.

Seeking Shot (Su)

- As a standard action, you can spend 1 Resolve Point to fire a single shot from a ranged weapon at a target known to you within range. The shot travels to the target, even around corners. Only an unavoidable obstacle or the limit of the weapon's range prevents the shot from reaching the target. This ability negates cover and concealment modifiers, but otherwise the attack is rolled normally.

14th Level

You must be 14th level or higher to choose these magic hacks.

Phase Shot (Su)

- As a standard action, you can spend 1 Resolve Point to fire a single shot from a ranged weapon at a target known to you within range. The shot travels straight to the target, passing through any nonmagical barrier in its way, ignoring hardness and Hit Points (any magical barrier, such as a *wall of force*, stops the shot). This ability negates cover and concealment modifiers, but otherwise the attack is rolled normally.

Quickened Spell (Ex)

- You can cast a spell as a move action. You can spend 2 Resolve Points to cast a quickened 0-level spell or 4 Resolve Points to cast a quickened 1st-level spell. You can quicken only spells with a casting time of 1 full action or shorter. At 16th level, you can spend 6 Resolve Points to cast a quickened 2nd-level spell.

Rain of Fire (Su)

- Once per day as a full action, you can spend 2 Resolve Points to shoot a ranged weapon at multiple targets within range; the maximum number of targets is equal to half your technomancer level or the number of shots in your weapon, whichever is lower. Each attack uses your highest attack bonus, and each enemy can be targeted only by a single shot.

Spell Library (Ex)

- You gain one extra spell known for each level of spell you can cast. You must choose the new spells when you gain this magic hack. If you gain access to a higher level of spell after choosing this hack, you gain one extra spell known for that spell level.

BATTLEMAGE
THEME: MERCENARY

Your sorcery is a tool of war, and you fuse it with high-tech weapons.

ABILITY SCORES

Intelligence is your most important ability score because it enhances your spells and abilities, Constitution helps you stay alive, and Strength makes it easier for you to carry heavy weapons.

MAGIC HACKS

Empowered weapon (2nd)
Fabricate arms (5th)
Spellshot (8th)
Seeking shot (11th)
Phase shot (14th)

FEATS

Heavy Armor Proficiency
Heavy Weapon Proficiency
Longarm Weapon Proficiency
Weapon Specialization (heavy weapons)

SKILLS

Computers
Engineering
Mysticism
Physical Science
Piloting

CORPORATE TECHMAGE
THEME: ICON

You work for an important corporation, and when they need to get something done, they call on you.

ABILITY SCORES

Intelligence is your most important ability score because it enhances your spells and abilities, and Dexterity increase your chances of not getting shot.

MAGIC HACKS

Fabricate tech (2nd)
Distant spell (5th)
Diviner's tap (8th)
Seeking shot (11th)
Spell library (14th)

FEATS

Combat Casting
Greater Spell Penetration
Skill Synergy (Culture and Sense Motive)
Spell Penetration

SKILLS

Computers
Culture
Engineering
Mysticism
Sense Motive

RESEARCH SCIENTIST
THEME: SCHOLAR

You use your sorcery to study all the strange things in the universe, and you need to prepare yourself for any danger.

ABILITY SCORES

Intelligence is your most important ability score because it enhances your spells, your abilities, and many of your skills, and Constitution will help you survive.

MAGIC HACKS

Countertech (2nd)
Magic negation (5th)
Tech countermeasures (8th)
Countertech sentinel (11th)
Rain of fire (14th)

FEATS

Greater Iron Will
Iron Will
Skill Synergy (Computers and Engineering, Life Science and Physical Science)

SKILLS

Computers
Engineering
Life Science
Mysticism
Physical Science

THAUMATURGE
THEME: SCHOLAR

You have devoted your life to the study of magic in all its forms, but you don't shy away from technology.

ABILITY SCORES

Intelligence is your highest ability score because it enhances your spells and abilities, and Dexterity will allow you to hit more often with spells that require ranged attack rolls.

MAGIC HACKS

Harmful spells (2nd)
Debug spell (5th)
Mental mark (8th)
Eternal spell (11th)
Quickened spell (14th)

FEATS

Agile Cast
Greater Spell Penetration
Penetrating Spell
Spell Focus
Spell Penetration

SKILLS

Computers
Engineering
Life Science
Mysticism
Physical Science

ARCHETYPES

From the cunning operative to the deadly soldier, each core class in the Starfinder Roleplaying Game draws upon a central idea common to many characters found in science fantasy settings. However, there is a vast universe of interesting and useful character concepts beyond those easily represented by the existing classes. Players can emulate some of these concepts by choosing specific class features, selecting an appropriate theme (see page 28), or multiclassing (see page 26) to combine elements from more than one class. However, other concepts demand changes to a character's focus that are beyond the scope of the standard classes and themes. To encompass these major differences, your character can take an archetype—a set of alternate class features that alters or replaces class features you would otherwise gain at specific levels.

An archetype is a character concept more specific and involved than a theme, but not as comprehensive or broad as a class. Each archetype represents a significant divergence from the abilities of a typical member of the core classes. Archetypes provide an additional layer of control for players who want to fine-tune their character's advancement.

An archetype generally grants abilities that aren't otherwise available to characters through a class, or it may grant easier access to a specific set of appropriate abilities. In general, these abilities aren't tied to the background of any one core class or theme and aren't available to characters via other sources. For example, the phrenic adept archetype (see page 128) could be used for a character who is naturally psychic or who gained psychic powers after being exposed to strange alien technology. Without a similar background or event, other characters can't gain these powers, making it more appropriate for an archetype than a series of class features.

GAINING AN ARCHETYPE

You can gain an archetype when you achieve a new class level in an eligible class matching the earliest level for which the archetype offers an alternate class feature. The archetype is then considered part of the class you gain a level in when you level up. For example, if you are playing an envoy interested in being a Starfinder forerunner, you must select that archetype when you gain your 2nd level of envoy (the first level at which the Starfinder forerunner has an alternate class feature). From that point forward, whenever you gain an envoy class level, you should check whether you gain an alternate class feature from the Starfinder forerunner archetype, as well as whether any envoy class features are altered or replaced. When you first gain an archetype, read through all the altered or replaced class features that will affect your character, and note these down; for some classes (especially mystics and technomancers) these changes affect features from levels before or after the levels at which you gain archetype features.

You cannot add the same archetype to multiple classes if you multiclass. For example, if a 2nd-level vesk envoy has selected the Starfinder forerunner archetype and later decides to multiclass and gain levels in the soldier class, the character cannot add the Starfinder forerunner archetype to his soldier class. Every time he gains soldier levels, he follows the normal character progression. If the character later gains more levels in envoy, that class continues to have the Starfinder forerunner archetype attached to it.

You also cannot add more than one archetype to a specific class. For example, once you have added the Starfinder forerunner archetype to the envoy class, you cannot add any other archetype to that class. If you multiclass and gain a level in a new class, you can add a new archetype to that class when you reach the appropriate level.

When an archetype refers to class level, it is referring to the number of levels you have in the class associated with the archetype.

ALTERNATE CLASS FEATURES

An archetype grants alternate class features that replace or alter class features normally granted by your class at one or more levels. The possible levels at which an archetype might grant an alternate class feature are 2nd, 4th, 6th, 9th, 12th, and 18th. An archetype might grant alternate class features at a few of these levels or at all of them.

Each class has a specific list of the class features that are altered or replaced, as defined in each class's replaced class features entry. For example, an envoy who selects the Starfinder forerunner at 2nd level gains the trained for trouble class feature granted by the Starfinder forerunner instead of the envoy improvisation normally gained at 2nd level.

In some cases, a character gains a class feature at a later level than she would normally, rather than not gain it all. In these cases, a different class feature is generally replaced at the level the delayed class feature is now acquired. For example, a mechanic who has an archetype with a 9th-level alternate class feature does not gain the override class feature until 10th level. When this character's mechanic class level reaches 10th, she gains the override class feature, but she doesn't gain the mechanic trick normally gained at that level.

OTHER CONSIDERATIONS

While having an archetype may represent your training with or membership in a specific faction, having the archetype is generally not required for you to be considered part of a faction. For example, the Starfinder forerunner (see page 129) is specifically for characters who are part of the Starfinder Society and who have received special training for participation in Starfinder expeditions. However, it is not necessary to take this archetype in order to become a member of the Starfinder Society. The archetype represents only one possible path within the society, not the sole choice for characters tied to that faction.

Archetypes can generally be added to any class, though some archetypes might note they are available only to specific classes or might have other prerequisites you must meet to select them. For example, an archetype that represents training in a specific magic tradition might be available only to mystics and technomancers, while an archetype designed for devotees of an ancient monastery's fighting techniques might be available only

to solarians and soldiers. An archetype notes in its description whether it has any prerequisites or restrictions.

Altered or Replaced Envoy Class Features

For any level at which an archetype provides an alternate class feature, an envoy who takes the archetype alters or replaces the listed class features.

- Multilevel **2nd, 4th, 6th, 12th, and 18th Levels:** You don't gain an envoy improvisation.
- 9th Level You don't gain skill expertise with an additional skill.

Altered or Replaced Mechanic Class Features

For any level at which an archetype provides an alternate class feature, a mechanic who takes the archetype alters or replaces the listed class features.

- Multilevel **2nd, 4th, 6th, 12th, and 18th Levels:** You don't gain a mechanic trick.
- 9th Level You don't gain the override class feature at 9th level. Instead, you gain it at 10th level, and you don't gain the mechanic trick normally gained at 10th level.

Altered or Replaced Mystic Class Features

For any level at which an archetype provides an alternate class feature, a mystic who takes the archetype alters or replaces the listed class features.

- 2nd Level For the highest level of mystic spell you can cast, reduce the number of mystic spells known by 1. At 2nd level, this means you know two 1st-level spells and five 0-level spells, and at 3rd level, you know three 1st-level spells and six 0-level spells. At 4th level, you know four 1st-level spells, but you know only a single 2nd-level spell (as 2nd level is now the highest levels of mystic spell you can cast), and so on.
- 4th Level You don't gain access to the highest-level connection spell you would normally have access to.
- 6th Level You don't gain access to the highest-level connection power you would normally have access to.
- 9th Level You either don't gain the healing touch class feature or don't gain a feat you would otherwise gain from reaching an odd-numbered character level (see page 26); this feat could be the one normally gained at 9th level.
- 12th Level At 11th level and again at 14th level, you don't gain the increase to your channel skill bonus. Your channel skill bonus is thus 1 lower than normal at 11th level and 2 lower than normal at 14th level—it remains +3 and doesn't increase to +4 until 17th level).
- 18th Level You don't gain access to the highest-level connection power you would normally have access to. If you would already not gain access to your highest-level connection power, you instead don't gain access to the two highest-level connection powers you would normally have access to.

Altered or Replaced Operative Class Features

For any level at which an archetype provides an alternate class feature, an operative who takes the archetype alters or replaces the listed class features.

- Multilevel **2nd, 4th, 6th, 12th, and 18th Levels:** You don't gain an operative exploit.
- 9th Level The amount of damage you deal with your trick attack is 1d8 lower than normal.

Altered or Replaced Solarian Class Features

For any level at which an archetype provides an alternate class feature, a solarian who takes the archetype alters or replaces the listed class features.

- Multilevel **2nd, 4th, 6th, 12th, and 18th Levels:** You don't gain a stellar revelation.
- 9th Level You don't gain the zenith revelations class feature at 9th level. Instead, you gain it at 10th level, and you don't gain the stellar revelation normally gained at 10th level.

Altered or Replaced Soldier Class Features

For any level at which an archetype provides an alternate class feature, a soldier who takes the archetype alters or replaces the listed class features.

- Multilevel **2nd, 4th, 6th, 12th, and 18th Levels:** You don't gain a bonus combat feat.
- 9th Level You don't gain the secondary fighting style or secondary style technique class features at 9th level. Instead, you gain both at 10th level, and you don't gain the combat feat normally gained at 10th level. You still treat your effective soldier level as your soldier level – 8 for the purposes of your secondary style techniques.

Altered or Replaced Technomancer Class Features

For any level at which an archetype provides an alternate class feature, a technomancer who takes the archetype alters or replaces the listed class features.

- 2nd Level You don't gain the magic hack class feature at 2nd level. Instead, you gain it at 5th level.
- 4th Level For the highest level of technomancer spell you can cast, reduce the number of technomancer spells you know by 1. For example, at 5th level, this means you know only two 2nd-level spells and four 1st-level spells, and at 6th level, you know three 2nd-level spells and four 1st-level spells. At 7th level, you know four 2nd-level spells, but you know only a single 3rd-level spell (as 3rd level is now the highest level of technomancer spells you can cast), and so on.
- 6th Level You don't receive the cache capacitor class feature at 6th level. At 8th level, you can gain the cache capacitor class feature in place of a magic hack. Depending on the levels of your archetype's alternate class features, you may or may not gain additional cache capacitor slots at 12th or 18th level. Regardless of when you gain cache capacitor, the first instance acts as the cache capacitor normally gained at 6th level, the second acts as the one normally gained at 12th, and the third acts as the one normally gained at 18th.
- 9th Level Your techlore ability doesn't increase at 9th level. It instead increases to +3 at 11th level, and you don't receive the magic hack normally gained at 11th level.
- Multilevel **12th and 18th Levels:** You don't gain an additional cache capacitor slot (nor do you gain the option to store its associated spells).

PHRENIC ADEPT

While many mystics and technomancers are trained in psychic traditions and terminology, there are also many characters who gain mental powers outside the context of those spellcasting classes. Phrenic adepts are able to draw on psychic abilities to a much greater extent than most psychic races such as lashuntas and shirrens, but their abilities lack the full depth and breadth of a spellcaster's power. They thus use their supernatural talents to augment other options rather than drawing on them as their primary source of power.

The majority of phrenic adepts are lashuntas and shirrens, though members of other races can also develop such psychic abilities. It is unusual for phrenic adepts to also be mystics or technomancers, as most spellcasters channel all their eldritch power into their class training, but it is not unknown.

Alternate Class Features

The phrenic adept grants alternate class features at 2nd, 4th, 6th, 9th, 12th, and 18th levels.

Phrenic Awakening (Su) 2nd Level

You gain limited telepathy, as per the lashunta racial trait (see page 48). If your race already grants you limited telepathy (such as with the lashunta and shirren races), you instead increase the range of your limited telepathy by 60 feet.

You can also select two additional languages to act as languages that you can use only to communicate telepathically with creatures that know the language. If you learn the full version of a language in which you can only communicate telepathically through other means (such as investing ranks in the Culture skill), you can select a new language to be able to communicate telepathically in at the same time.

Additionally, you no longer need to meet the minimum Charisma requirement of the feat Minor Psychic Power or of any feat that has Minor Psychic Power as a prerequisite.

Phrenic Defense (Ex) 4th Level

Your psychic powers give you additional defenses against mental attacks. The first time you fail a saving throw against a spell or effect with the emotion, fear, mind-affecting, or pain descriptor (see page 269), you can spend 1 Resolve Point as a reaction to immediately reroll the failed saving throw.

Even if the second saving throw fails, your stronger defenses might reduce the effect of the spell or ability. If the spell or ability deals damage, reduce the damage done by an amount equal to your class level. If the spell or ability has a duration of 2 rounds or longer, reduce its duration by half.

Phrenic Senses (Sp) 6th Level

You gain the power to sense mental abilities and the creatures who have them. As a standard action, you can spend 1 Resolve Point to activate your phrenic senses. This acts as the spell *arcane sight*, except you see only magic sources with the emotion, fear, mind-affecting, or pain descriptor. If you succeed at a Mysticism check to determine a source's school of magic, you also learn which of these descriptors apply to it. If you concentrate on a specific creature within 120 feet of you as a standard action to determine whether it has any spellcasting or spell-like abilities (see *arcane sight* on page 340), you learn only that it does if at least one of those abilities has one of these descriptors, and you learn the caster level of only the most powerful of these abilities.

While your phrenic senses are active, you also gain blindsense (emotion) with a range of 30 feet. See page 262 for more details about blindsense.

Lesser Phrenic Power (Sp) 9th Level

Your psychic abilities have grown strong enough to allow you to duplicate the effects of a few specific spells. Once per day, you can cast a spell from the following list as a spell-like ability: *charm monster*, *clairaudience/clairvoyance*, and *psychokinetic strangulation*. At 13th level, you can use this ability twice per day, and at 17th level, you can use this ability three times per day. The save DC of these spells is equal to 10 + the spell level + your key ability score modifier.

Phrenic Power (Ex) 12th Level

Your psychic abilities have significantly strengthened, allowing you to duplicate the effects of specific higher-level spells. Once per day, you can cast a spell from the following list as a spell-like ability: *confusion*, *mind probe*, and *telepathic bond*. At 16th level, you can use this ability twice per day, and at 20th level, you can use this ability three times per day. The save DC of these spells is equal to 10 + the spell level + your key ability score's modifier.

Greater Phrenic Power (Su) 18th Level

Your psychic powers have grown to grant you potent mental abilities. Once per day you can use one of the following abilities. The save DC of these abilities is equal to 10 + half your class level + your key ability score modifier.

- **Mass Synesthesia:** As a standard action, you can scramble the senses of creatures, causing their sensory input to be processed by the wrong senses, such that noises trigger bursts of color, smells are perceived as sounds, and so on. You can target one creature per 2 class levels, no two of which can be more than 30 feet apart and all of which must be within 100 feet of you. Each target must succeed at a Will save or be staggered and forced to treat all creatures as having concealment (see page 253) for 1 round per class level you have. Abilities that negate or reduce the effects of concealment have no effect on mass synesthesia. This is a mind-affecting ability.
- **Psychic Crush:** As a standard action, you can invade the mind of a single creature within 60 feet of you. You deal 15d8 nonlethal damage and cause the target to be sickened for 1 round per class level you have. If the target succeeds at a Fortitude save, it takes half damage and is not sickened. This is a pain effect.
- **Thought Shield:** As a move action, you can grant yourself a +5 enhancement bonus to saving throws against mind-affecting effects for 1 round per class level you have. For this duration, you are also immune to spells and effects that allow creatures to read your thoughts.

STARFINDER FORERUNNER

Members of the Starfinder Society (see page 479) spends a considerable amount of time, money, and effort exploring places their fellow Pact Worlds citizens have never been. Whether they're investigating the ruins of ancient cultures, worlds with no modern technology, or civilizations with no prior contact with the Pact Worlds, Starfinders are always pushing the boundaries of explored space in a quest for snippets of knowledge about the edges of history before and after the Gap. When possible, these expeditions are preceded by, or at least accompanied by, a Starfinder forerunner who is specifically trained in exploration, scouting, and survival.

Not all members of the Starfinder Society are forerunners, and not all forerunners take this archetype. The archetype represents an expert who has spent years studying with and apprenticing under more experienced forerunners.

The majority of forerunners are envoys, mystics, and operatives, though forerunners who have levels in other classes also exist.

Alternate Class Features

The Starfinder forerunner grants alternate class features at 2nd, 4th, and 6th levels.

Trained for Trouble (Ex) 2nd Level

You gain Culture and Survival as class skills. For each of these skills that is already a class skill for you (or becomes a class skill) from a source other than this archetype, once per day you can choose to roll a check with that skill twice and take the best result.

You can attempt Engineering, Life Science, and Mysticism skill checks to identify creatures (see page 133) even if you are not trained in those skills. You can attempt Survival skill checks to endure severe weather while moving at your full overland speed and receive the bonus you would normally receive for moving at half your overland speed. You can also attempt Survival checks to live off the land while moving at your full overland speed.

Ready for Anything (Ex) 4th Level

As an advance scout and planner for larger expeditions, you have trained yourself to be ready for nearly anything. This experience and expertise at planning gives you a number of abilities.

When you are able to act in the surprise round of a combat, you gain a +2 bonus to your initiative check for that combat.

When you successfully identify a creature with a skill check (see page 133), you learn one more useful piece of information than normal. When you reach 11th level in the class with which you took this archetype, you instead learn two more pieces of useful information than normal.

When you attempt a Culture check to decipher writing (see page 139), there is no chance you will misconstrue the message (though you might still be unable to translate it), and you can take 20 (see page 133) on Culture checks to decipher writing even if you are not trained in Computers and don't have access to a computer or downloaded dataset.

Field Fix (Ex) 6th Level

You've spent enough time in strange lands, far from the safety of known civilization, to learn to patch up technology and vehicles—and even yourself and fellow travelers—using whatever is at hand. Once per day as a standard action, you can spend 1 Resolve Point to regain a number of Stamina Points equal to your class level (up to your maximum). Alternatively, you can take 10 minutes and spend 1 Resolve Point to restore Hit Points equal to your class level to one vehicle, piece of equipment, or creature. It is assumed you have gathered whatever materials you need to perform this action in your normal activities.

SKILLS

5

SKILLS

Whether you are a battle-hardened soldier who can freeze a foe's blood with a glance, a garrulous envoy who can blend into any social situation, or a brilliant technomancer with knowledge about every subject in the galaxy, skills represent some of your most fundamental abilities. At 1st level, you start with a number of skill ranks determined by your class, representing your initial training, and you gain more skill ranks as you gain levels, allowing you to improve in skills you already have or gain new ones.

ACQUIRING SKILLS

Each level, including 1st level, you gain a number of skill ranks. The number you gain is determined by the class chosen for that level (as noted on the chart below), adjusted by your Intelligence modifier (though you always gain a minimum of 1 skill rank per level). For instance, if you create a 1st-level technomancer with an Intelligence score of 18, you gain 8 skill ranks per level: 4 ranks from the technomancer class and 4 more ranks because your Intelligence modifier is +4.

Investing a rank in a skill represents training gained through experience or intense study. Each skill rank increases your total skill bonus by 1 (see Skill Checks below)—as you level up, you can invest new ranks to upgrade existing skills or learn new ones. Your skill ranks in a single skill can't exceed your character level. Skills in which you've invested ranks are called trained skills; skills in which you have no ranks are untrained skills.

Each class also features a number of favored skills, called class skills (see Table 5–1 on page 134). It's easier for you to become proficient in your class skills. Class skills in which you have at least 1 rank are known as trained class skills; you gain a +3 bonus to skill checks with such skills. If you have more than one class, you gain the class skills from all your classes. The bonus for trained class skills doesn't increase for skills in the class skill lists of more than one of your classes—it remains +3.

CLASS	SKILL RANKS PER LEVEL
Envoy (ENV)	8 + Int modifier
Mechanic (MEC)	4 + Int modifier
Mystic (MYS)	6 + Int modifier
Operative (OPR)	8 + Int modifier
Solarian (SLN)	4 + Int modifier
Soldier (SLD)	4 + Int modifier
Technomancer (TEC)	4 + Int modifier

SKILL CHECKS

No matter how skilled you become, when using skills, success is rarely certain. To determine whether you succeed when using a skill, you attempt a skill check: roll 1d20 and add your total skill bonus to the roll. Your total skill bonus includes the following.

- **Skill Ranks:** Each skill rank you've invested in the skill increases your total skill bonus by 1.
- **Trained Class Skill Bonus:** If the skill is a trained class skill for you, you gain a +3 bonus.
- **Associated Ability Score Modifier:** Each skill has an associated ability score modifier listed in its entry; add this modifier to your total skill bonus.
- **Other Modifiers:** Sometimes your race, your feats, items you are using, spells affecting you, or other mitigating circumstances confer additional bonuses or penalties. For instance, any skill with "armor check penalty" listed in its heading is harder to use effectively while wearing bulky armor, and you apply an armor check penalty (see page 196) to all skill checks of that type while wearing such armor.

The total of 1d20 + your total skill bonus is referred to as the result of your skill check. If the result of your skill check equals or exceeds the difficulty class (also called the DC) of the task you are attempting, you succeed. If the total is less than the DC, you fail. Sometimes a task features varying degrees of success or failure depending on how much your result is above or below the required DC. The GM is responsible for determining the DCs of skill checks (see Skill DCs on page 392 for more details).

Often, using a skill requires taking an action, or it is taken as part of some other action. The action depends on the skill and the specific task listed in that skill. Each skill description details a number of common tasks for which that skill is used. Your GM will also prompt you to roll nonstandard skill checks when the circumstances of the game demand it.

Sometimes you attempt a skill check not to accomplish a task, but to thwart someone else's task or action. This is called an opposed skill check. With an opposed skill check, one creature attempts a skill check to try accomplish some action or task, while another creature attempts its own skill check to determine the DC the first creature must meet or exceed to accomplish its goal. Typically, attempting an opposed skill check to determine the DC requires no action, but it often requires you to be conscious or have the ability to take certain types of actions when you do so.

On occasion, it's impossible for you to attempt a skill check. Sometimes the situation prevents you from rolling a skill check, and other times the skill in question requires special training in order to attempt. Skills that require special training are called trained-only skills and are marked as such in their headings. Unless otherwise noted in the skill's description, you can't attempt an untrained skill check to accomplish a task using a trained-only skill; you must have at least 1 rank in that skill to attempt a check.

The table that begins the following page summarizes the differences between trained and untrained skills.

SKILL CHECK TYPE	SKILL CHECK RESULT
Trained class skill	1d20 + skill ranks + 3 + ability score modifier + other modifiers*
Trained skill	1d20 + skill ranks + ability score modifier + other modifiers*
Untrained skill	1d20 + ability score modifier + other modifiers*

* Armor check penalties apply to most Strength- and Dexterity-based skill checks.

Take 10

Most of the time, you attempt skill checks while under pressure or during times of great stress. Other times, the situation is more favorable, making success more certain.

When you are not in immediate danger or distracted, the GM might allow you to take 10 on a skill check. When you take 10, you don't roll a d20, but rather assume that you rolled a 10 on that die, then add the relevant skill modifiers. For many routine tasks, or for tasks you are particularly skilled at, taking 10 ensures success. If you still fail when taking 10, you might require more time and energy to succeed at that task (see Take 20 below).

Unless you have an ability that states otherwise, you cannot take 10 during a combat encounter. Also, you can't take 10 when the GM rules that a situation is too hectic or that you are distracted, and taking 10 is almost never an option for a check that requires some sort of crucial effect as a key part of the adventure's story.

Take 20

When you have plenty of time to devote to a skill's task and that task has no adverse effect upon failure, the GM might rule that you can take 20 on that skill check. This is similar to taking 10, but instead of assuming your roll was a 10, you assume it's a 20.

Taking 20 means you are making multiple attempts at the task until you get it right. It also assumes that you are failing many times before you succeed. Taking 20 typically takes 20 times as long as attempting a single check would take (usually 2 minutes for a skill that takes a standard action to perform).

Aid Another

The GM might rule that you can help someone succeed at a skill check by performing the same action and attempting a skill check as part of a cooperative effort. To do so, you must attempt your skill check before the creature you want to help, and if you succeed at a DC 10 check, that creature gains a +2 bonus to his check, as long as he attempts the check before the end of his next turn. At the GM's discretion, only a limited number of creatures might be able to aid another. You cannot take 10 or take 20 on an aid another check, but you can use aid another to help a creature who is taking 10 or 20 on a check.

IDENTIFY CREATURES

You can use certain skills to identify creatures. The skill used to identify each creature type is listed below and in the individual skill descriptions. A successful skill check allows you to recall a useful piece of information about a specific creature, such as its special powers or vulnerabilities. For every 5 points by which the result of your check exceeds the DC, you recall another piece of useful information. You can attempt untrained skill checks to identify a creature if the DC is 10 or less. You can take 20 on a check to identify a creature, but only if you have a means of performing research, such as access to an information network like a planetary infosphere or a downloaded data set (see page 430); this typically takes 2 minutes.

The DCs for skill checks to identify creatures are based on the creature's rarity.

CREATURE RARITY	DC
Very common (space goblin)	5 + 1-1/2 × creature's CR
Average (most monsters)	10 + 1-1/2 × creature's CR
Rare (novaspawn)	15 + 1-1/2 × creature's CR

The list of creature types below indicates which skill is used to identify each creature type.

CREATURE TYPE	SKILL
Aberration	Life Science
Animal	Life Science
Construct (magical)	Mysticism
Construct (technological)	Engineering
Dragon	Mysticism
Fey	Mysticism
Humanoid	Life Science
Magical beast	Mysticism
Monstrous humanoid	Life Science
Ooze	Life Science
Outsider	Mysticism
Plant	Life Science
Undead	Mysticism
Vermin	Life Science

RECALL KNOWLEDGE

You can use certain skills to recall knowledge about specific topics. The topics a given skill relates to are detailed in the individual skill descriptions. A successful skill check allows you to answer questions about the topic in question. You can attempt untrained skill checks to recall knowledge if the DC is 10 or less. You can take 20 on this check, but only if you have a means of researching, such as access to an information network or downloaded data set (see page 430); this typically takes 2 minutes.

The DCs for skill checks to recall knowledge are determined by the GM and are based on how well known the piece of knowledge is, using the following guidelines.

QUESTION DIFFICULTY	BASE DC
Really easy questions	5
Average questions	15
Very difficult questions	20 to 30

The specific topics and the skills you use to recall knowledge about them are listed in the small table below.

TABLE 5-1: SKILL SUMMARY

SKILL	ENV	MEC	MYS	OPR	SLN	SLD	TEC	UNTRAINED?	ABILITY
Acrobatics	✓	–	–	✓	✓	✓	–	Yes	Dex*
Athletics	✓	✓	–	✓	✓	✓	–	Yes	Str*
Bluff	✓	–	✓	✓	–	–	–	Yes	Cha
Computers	✓	✓	–	✓	–	–	✓	No	Int
Culture	✓	–	✓	✓	–	–	–	No	Int
Diplomacy	✓	–	✓	–	✓	–	–	Yes	Cha
Disguise	✓	–	✓	✓	–	–	–	Yes	Cha
Engineering	✓	✓	–	✓	–	✓	✓	No	Int
Intimidate	✓	–	✓	✓	✓	✓	–	Yes	Cha
Life Science	–	–	✓	–	–	–	✓	No	Int
Medicine	✓	✓	✓	✓	–	✓	–	No	Int
Mysticism	–	–	✓	–	✓	–	✓	No	Wis
Perception	✓	✓	✓	✓	✓	–	–	Yes	Wis
Physical Science	–	✓	–	–	✓	–	✓	No	Int
Piloting	✓	✓	–	✓	–	✓	✓	Yes	Dex
Profession	✓	✓	✓	✓	✓	✓	✓	No	Cha, Int, or Wis
Sense Motive	✓	–	✓	✓	✓	–	–	Yes	Wis
Sleight of Hand	✓	–	–	✓	–	–	✓	No	Dex*
Stealth	✓	–	–	✓	✓	–	–	Yes	Dex*
Survival	–	–	✓	✓	–	✓	–	Yes	Wis

✓= Class Skill; * Armor check penalty applies.

SKILL	RECALLED KNOWLEDGE TOPICS
Culture	A culture's customs, laws, government, leaders, prominent inhabitants, legends, religion, history, and related topics
Life Science	Bioengineering, biology, botany, ecology, genetics, xenobiology, zoology, and other fields of biological science
Mysticism	Alchemical theory, arcane symbols, deities, magic traditions, the planes, religious traditions and symbols, and related topics
Physical Science	Astronomy, chemistry, climatology, geography, geology, hyperspace, meteorology, oceanography, physics, and other fields of natural science
Profession	A specific profession and related topics

SKILLS AND STARSHIP COMBAT

Whether you're attempting a complicated flying maneuver, patching a power core, or scanning enemy vessels, skills are a vital part of the system that governs combat between starships.

When choosing your skills, you might want to keep in mind which role you'd like to perform in starship combat.

- If you want to be a skilled pilot, invest ranks in Piloting.
- If you want to be an effective engineer, invest ranks in the Engineering skill.
- If you want to be a capable science officer, invest ranks in the Computers skill.
- If you want to be an adept gunner and your base attack bonus isn't equal to your level, invest ranks in the Piloting skill.
- If you want to be a worthy captain, invest ranks in one or all of Bluff, Diplomacy, and Intimidate, as well as any or all of the skills listed for the other roles.

For more information on starship combat, see page 316.

SKILL DESCRIPTIONS

This section explains each skill, including common uses and tasks, typical modifiers, and sometimes even established DCs. Your GM may require or allow you to use skills for tasks other than those listed here. For a complete summary of skills, see Table 5–1 above.

Each skill description is formatted in the following way.

Skill Name: The skill name heading provides not only the name for the skill, but also the following information.

Key Ability: The abbreviation for the ability score modifier that is added to skill checks of this type is provided in the parenthetical after the skill's name.

Trained Only: If this notation is included in the parenthetical after the skill's name, the skill is a trained-only skill, and you can accomplish tasks and attempt checks with this skill only if you have at least 1 rank in that skill. All other skills and their tasks can be attempted untrained, whether or not you have ranks in that skill. Rarely, a trained-only skill may have certain uses that can be attempted untrained, or a skill that doesn't normally require training might have a particular use for that training.

Armor Check Penalty: If this notation occurs in the parenthetical, an armor check penalty (from the armor you are wearing; see page 196) applies to checks with this skill.

Description: The skill's description contains an overview of the skill's scope, followed by a number of entries that detail the tasks most commonly performed using that skill. The task entries also contain information about the type of action commonly required to achieve the task, whether or not you can try the task again if you fail, or special effects that occur if you fail a check. Typically, you can't take 20 to accomplish a task that does not allow you to try it again after a failure, or that has special effects if you fail a skill check.

ACROBATICS (DEX; ARMOR CHECK PENALTY)

You can keep your balance while traversing narrow or treacherous surfaces, escape from restraints, and tumble to avoid attacks. You also use Acrobatics to determine the success of difficult maneuvers while flying.

Balance

As part of a move action, you can use Acrobatics to move across narrow surfaces and uneven ground without falling. A successful check allows you to move at half your land speed across such a surface. While balancing, you are flat-footed. If you fail the Acrobatics check to begin moving across a narrow surface or uneven ground, your move action ends at the point just before you'd need to begin balancing. If you fail the check while already balancing (having succeeded on a previous turn), you fall prone and the GM may rule that you start falling, depending on the type of surface you are moving across.

If you take damage while balancing, you must immediately attempt an Acrobatics check at the initial DC. On a success, you remain balancing (and can continue to move if it is your turn). If you fail, you fall prone and, depending on the type of surface you are balancing upon, the GM can rule that you start falling. You can't take 20 on Acrobatics checks to balance.

The DCs for Acrobatics checks to balance are based on the width of the surface you are traversing, but can also be adjusted based on environmental circumstances such as slope and surface conditions. Such modifiers are cumulative; use all that apply.

SURFACE WIDTH	DC
Greater than 3 feet wide*	0
3–1 feet wide*	5
11–7 inches wide	10
6–2 inches wide	15
Less than 2 inches wide	20

* No Acrobatics check is needed to move across these surfaces unless a DC modifier (see the table below) increases the DC to 10 or higher.

CIRCUMSTANCE*	DC MODIFIER
Slightly obstructed (gravel, sand)	+2
Severely obstructed (cavern, rubble)	+5
Slightly slippery (wet)	+2
Severely slippery (icy)	+5
Slightly sloped (<45 degrees)	+2
Severely sloped (>45 degrees)	+5
Slightly unsteady (rough spaceflight)	+2
Moderately unsteady (jostled spacecraft)	+5
Severely unsteady (earthquake)	+10

* These circumstances apply to the balance and tumble tasks of Acrobatics and the jump task of Athletics.

Escape

You can use Acrobatics to escape from grapples, pins, and restraints. Attempting to escape from a grapple or pin is a standard action. On a success, you free yourself from the grapple or pin and no longer have the grappled or pinned condition. The DC to escape a grapple or pin is typically 10 + the grappler's Kinetic Armor Class. Escaping from restraints can take 1 minute or more, depending on the type of restraint. The DC to escape from restraints is based on the nature of the restraints and sometimes the CR of the creature that did the binding (see the table below). You can take 20 on Acrobatics checks to escape from most restraints, but not on checks to escape grapples.

CIRCUMSTANCE	DC
Grappled or pinned	10 + grappler's KAC
Restrained by bindings/rope	20 + 1-1/2 × opponent's CR
Restrained by manacles	30

Fly

The basic rules for flight and how to move while flying are found on page 259. Generally, you need to attempt an Acrobatics check while flying only if you attempt a difficult maneuver or are in dangerous wind conditions. Usually, these checks are attempted as part of a move action while flying. You receive a bonus or penalty to Acrobatics checks to fly depending on your maneuverability: a –8 penalty for clumsy maneuverability, no bonus for average maneuverability, or a +8 bonus for perfect maneuverability.

The following situations require Acrobatics checks and have consequences for failure. The DCs for such checks are based on the current wind and air conditions and other factors determined by the GM. You can't take 20 on Acrobatics checks to fly.

Avoid Falling Damage

If you are falling and you can fly, you can attempt an Acrobatics check as a reaction to negate the damage from the fall. If you fail, you fall normally. If you have perfect maneuverability, you can avoid falling damage automatically without attempting a check.

Fly in Dangerous Wind Conditions

The more violent the wind conditions, the more difficult it is to keep flying. In conditions of windstorm or higher (51+ mph; see page 400), you must attempt an Acrobatics check to stay aloft each time you move. If you fail this check, you cannot move. If you fail this check by 5 or more, you are blown 2d6 × 10 feet in the direction of the prevailing wind (or in a direction decided by the GM), and take 2d6 bludgeoning damage. You can't take 10 on Acrobatics checks to fly in dangerous wind conditions.

Hover

Safe flight typically requires momentum. If you wish to stay in place, or hover, while flying, you must attempt an Acrobatics check as a move action. If you fail, you fall. If you have clumsy maneuverability, you can't hover at all. If you have average maneuverability and at least 5 ranks in Acrobatics or if you have perfect maneuverability, you can hover automatically without attempting a check; this does not require a move action.

The DCs for Acrobatics checks to fly are based on the prevailing wind conditions. The following chart provides the base DCs for air conditions, whether an Acrobatics check is required to fly in those air conditions, and whether a creature can take 10 on an Acrobatics check to fly. These wind conditions typically represent fairly clear skies and consistent wind speeds. The DC increases by as much as 5 for choppy wind or airborne debris, or 10 for both.

WIND CONDITIONS	DC	CHECK REQUIRED?	TAKE 10?
Light to moderate (0–20 mph)	15	No	Yes
Strong (21–30 mph)	17	No	Yes
Severe (31–50 mph)	19	No	Yes
Windstorm (51–74 mph)	27	Yes	No
Hurricane force (75–174 mph)	33	Yes	No
Tornado force (175+ mph)	39	Yes	No

Tumble

As long as you do not have the encumbered or overburdened condition (see pages 275–276), you can use Acrobatics to move through a space threatened by an enemy or enemies without provoking attacks of opportunity from them. Tumbling is a move action, and you move at half speed. The DC to move through an opponent's threatened area is 15 + 1-1/2 × the opponent's CR. If multiple opponents are threatening the same space, you attempt one check with a DC based on the opponent with the highest CR, and the DC increases by 2 for each additional opponent beyond the first.

You can also tumble directly through an opponent's space; the DC is 20 + 1-1/2 × the opponent's CR. If you fail this check, you stop moving adjacent to your opponent and provoke an attack of opportunity.

If you attempt to move through multiple threatened spaces or opponents' spaces during the same round, you must succeed at a check for each space, and the DC of each check beyond the first increases by 2. For example, if you tumble through a space threatened by two CR 1 creatures and a CR 2 creature, the DC = 15 + 3 + 2 + 2 = 22. If you then tumble through the space of the CR 2 creature, the DC = 20 + 3 + 2 = 25.

In all of these cases, the DC is modified by the same environmental circumstances that apply to the balance task of Acrobatics (see page 135). If you fail the check, you provoke attacks of opportunity as normal. If you want to move at full speed while tumbling, you take a –10 penalty to the check. You can use Acrobatics to tumble while prone, but you can move only 5 feet as a full action and take a –5 penalty to the check.

Use the following base DCs for Acrobatics checks to tumble.

SITUATION	DC*
Move through a threatened area	15 + 1-1/2 × opponent's CR
Move through an enemy's space	20 + 1-1/2 × opponent's CR

* The DC increases by 2 for each additional threatened space or opponent's space you move through in 1 round.

ATHLETICS (STR; ARMOR CHECK PENALTY)

You can scale vertical surfaces, leap over obstacles, and swim.

Climb

As part of a move action, you can use Athletics to climb up, down, or across a slope, a wall, or another steep incline. You can even climb on a ceiling, provided it has handholds, but you cannot climb on a perfectly smooth surface. On a successful check, you move at half your land speed across such a surface. If you fail the check by 4 or less, you make no progress. If you fail by 5 or more, you fall. You can't take 20 on an Athletics check to climb. You need at least two hands to climb, but you can cling to a wall with one hand while you cast a spell, shoot a small arm, or take some other action that takes only one hand. While climbing or clinging to a wall, you are flat-footed. If you have a climb speed (see page 259), you receive a +8 bonus to Athletics checks to climb and don't need to attempt Athletics checks to climb except in hazardous circumstances.

The DCs for Athletics checks to climb are based on the object being climbed, but can also be adjusted based on environmental circumstances such as gravity, winds, and surface conditions. Such modifiers are cumulative; use all that apply.

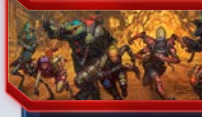
OBJECT BEING CLIMBED	DC
A slope of more than 45 degrees, a ladder, or a knotted rope with a wall to brace against	5
An unknotted cable or rope with a wall to brace against, or a knotted rope without a wall to brace against	10
A rough surface or a wall with adequate handholds, like a natural rock surface, a cavern wall, or an artificial wall with cabling An unknotted cable or rope without a wall to brace against A ledge from which you are dangling by your hands	15
An uneven surface with narrow handholds, like a stone or brick wall	20
A relatively smooth surface with occasional handholds, like a space station wall or an ice wall	25
An overhang or a ceiling with handholds only	30
A perfectly smooth surface	–

CIRCUMSTANCE	DC MODIFIER
Bracing against two opposite walls	–10
Climbing a corner or bracing against perpendicular walls	–5
Climbing in zero or low gravity	–5
Climbing in heavy gravity*	+5
Wet or slightly slippery walls	+2
Icy or severely slippery walls*	+5
Climbing in strong wind (21–30 mph)	+2
Climbing in severe wind (31–50 mph)*	+5
Climbing in a windstorm (51–74 mph)*	+10
Climbing in hurricane-force wind (75–174 mph)*	+20
Climbing in tornado-force wind (175+ mph)*	+30

* Hazardous circumstance; creatures with a climb speed must attempt a check in these conditions.

Jump

As part of a move action, you can use Athletics to horizontally or vertically jump a distance no greater than your remaining amount of movement. If you take a 10-foot running start just prior to the jump attempt, the DC is equal to the number of feet you are attempting to jump horizontally, or four times the number of feet you are attempting to jump vertically.



If you do not take a running start, the DC of the check doubles. The DC is modified by the same environmental circumstances that apply to Acrobatics checks to balance (see page 135). If you fail the check, you fall. If you fail by 5 or more, you fall prone even if you don't take any damage from the fall. Creatures with a land speed of 35 feet or more gain a +4 bonus to Athletics checks to jump. This bonus increases by 4 for every 10 by which a creature's land speed exceeds 40 feet. You can't take 20 on Athletics checks to jump.

Swim

As part of a move action, you can use Athletics to swim. On a successful check, you move half your land speed through water and similar fluids. If you fail the check by 4 or less, you make no progress. If you fail by 5 or more, you sink beneath the surface or sink deeper, and you must hold your breath or begin drowning (see page 404). If you do not have a swim speed (see page 259), for each hour you swim, you must succeed at a DC 20 Athletics check or take 1d6 nonlethal damage from fatigue. If you have a swim speed, you receive a +8 bonus to all Athletics checks to swim and don't need to attempt Athletics checks to swim except in hazardous circumstances (see the table below).

The DCs for Athletics checks to swim are based on the prevailing conditions, but can also be adjusted based on environmental circumstances such as currents or the presence of debris. Such modifiers are cumulative; use all that apply.

ENVIRONMENTAL CONDITIONS	DC
Calm	10
Rough	15
Stormy*	20
Maelstrom*	30

* Unless you have a swim speed, you can't take 10 on an Athletics check to swim in stormy or maelstrom water, even if you're not otherwise threatened or distracted.

CIRCUMSTANCE	DC MODIFIER
Light debris or disruption	+2
Heavy debris or disruption*	+5
Swimming with a current*	+5
Swimming against a current*	+10
Swimming against a jet of liquid or a strong current*	+15

* Hazardous circumstance; creatures with a swim speed must attempt a check in these conditions.

BLUFF (CHA)

You can use words and actions to create distractions, misdirect your opponents, tell convincing lies, and pass along secret messages.

Diversion

As a move action, you can use Bluff to create a diversion. Your Bluff check is opposed by the Sense Motive check of the creature you are attempting to beguile. If you succeed, you can either attempt the hide task of Stealth as if you had cover or concealment, or you gain a +10 bonus to perform the palm an object task of Sleight of Hand (your choice). Occasionally, your Bluff check might be opposed by several creatures (for instance, if you are on a crowded space station promenade); in such cases, the GM might decide to roll several Sense Motive checks, and you succeed only against creatures with Sense Motive results lower than your Bluff result.

Feint

As a standard action, you can use Bluff to feint in combat, enabling you to treat your opponent as flat-footed for your next attack against it before the end of your next turn. The DC of this check is equal to either 10 + your opponent's total Sense Motive skill bonus, or 15 + 1-1/2 × the opponent's CR, whichever is greater. You can't feint against a creature that doesn't have an Intelligence score, and you cannot take 10 or take 20 on a Bluff check to feint.

Lie

You can use Bluff to deceive someone or tell a convincing lie. A quick, simple lie in combat is part of combat banter; otherwise, telling a lie is at least a full action, but it can take longer if the lie is elaborate, as determined by the GM. If the creature is suspicious or attending carefully to your lie (as per the detect deception task for Sense Motive), the check is opposed by the Sense Motive check of the creature you are lying to; otherwise, the DC of this check is equal to 10 + the creature's total Sense Motive skill bonus. If you succeed, the creature you are lying to believes you are telling the truth, at least until confronted with evidence to the contrary. The GM may determine that some lies are so improbable that it is impossible to convince someone they are true.

The DCs for Bluff checks to lie are adjusted based on the target's initial attitude toward you (see Diplomacy on page 139) as well as other circumstances determined by the GM (such as the plausibility of the lie).

INITIAL ATTITUDE	DC MODIFIER
Hostile	+10
Unfriendly	+5
Indifferent	+0
Friendly	-5
Helpful	-5

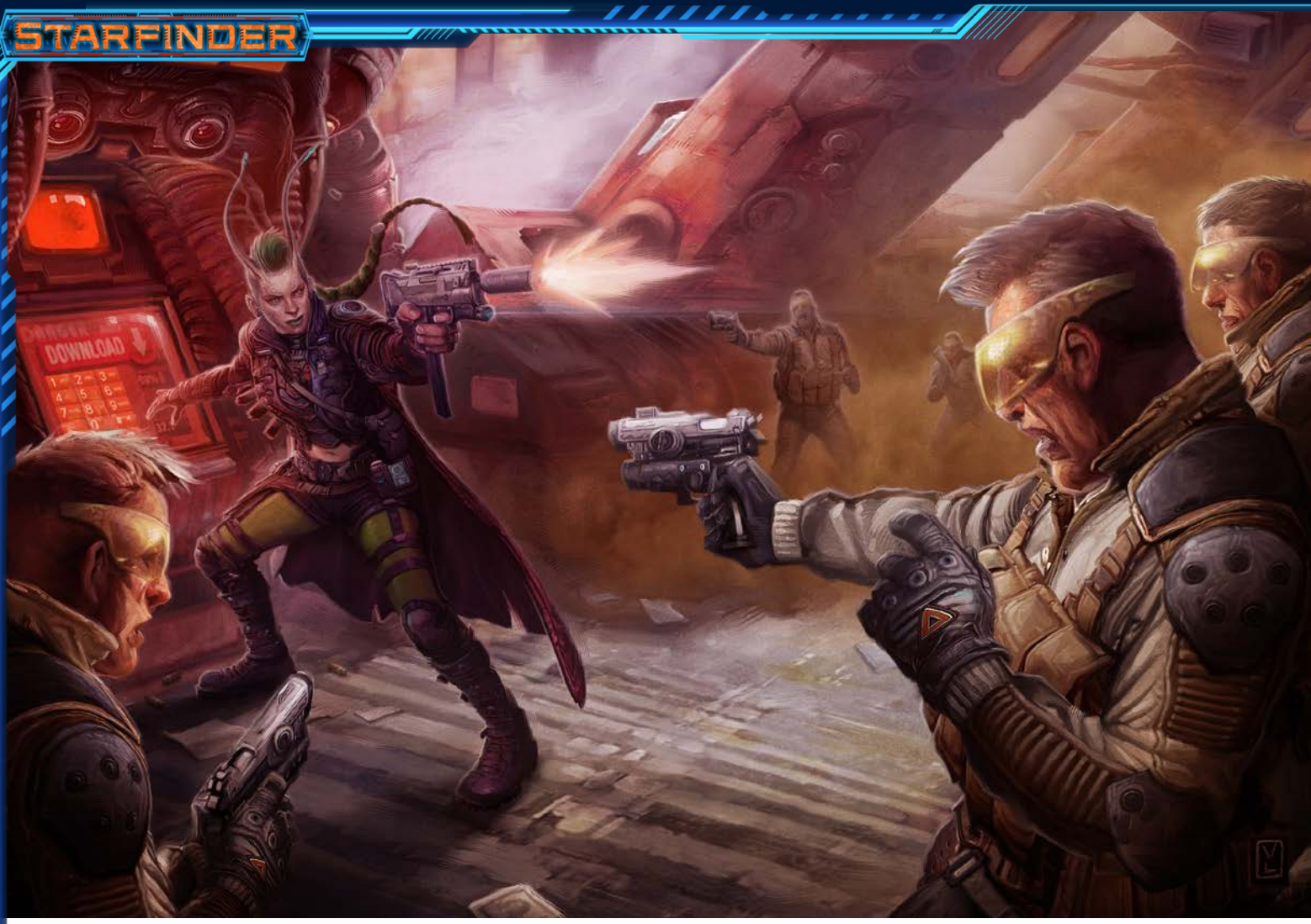
Pass Secret Message

You can use Bluff to pass a secret message to an ally without others understanding the message's true meaning. Doing so in combat is part of combat banter. The DC of this check is 15 for simple messages and 20 for more complex messages, as determined by the GM. Those overhearing the message can attempt an opposed Sense Motive check to learn the gist of the message. You cannot take 20 on a Bluff check to pass a secret message.

COMPUTERS (INT; TRAINED ONLY)

You can operate, manipulate, and hack into computer systems. If you don't have physical access to a computer system's user interface, you must use a hacking kit to access and manipulate the system. Details of computers themselves begin on page 213.

Computers are set up to give one or more authorized users "root access," allowing them to access any information or function of the computer as a standard action, with no need for



a Computers check. Firewalls can block off specific sections of a computer and grant different users root access to those sections.

The base DC for many of the tasks of the Computers skill is equal to 13 + (4 × the computer's tier). These DCs may be adjusted by the GM to reflect other circumstances.

Access Unsecured System

As a standard action, you can use Computers to access an unsecured computer system's most basic functions. The DC to access the information or functions of a public computer with no countermeasures or firewalls is generally 10. Unlike other tasks of the Computers skill, you can attempt to access a system untrained if you take 20 on the task, requiring 2 minutes. Secured computer systems, and secured sections of an unsecured system, can be accessed by making a Computers check to hack a system.

Craft Computer

If you have enough ranks in Computers, you can build computers. See page 235 for the crafting rules.

Create or Detect Forgery

You can use Computers to forge official documents. This takes 1d4 minutes. The GM rolls the Computers check to create a forgery in secret, so you're not sure how good your forgery is. This check is opposed by the Computers check of anyone who examines the document to determine its authenticity.

The DCs for Computers checks to detect a forgery are based on the type of forged document as well as other circumstances determined by the GM, as shown in the table below.

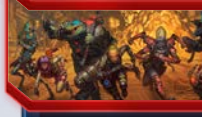
CIRCUMSTANCE	DC MODIFIER
Document contradicts knowledge or orders	–2
Type of document is well known to examiner	–2
Type of document is unknown to examiner	+2
Examiner only casually reviews document	+2
Forger has a sample of a similar document	+8

Destroy or Repair System or Module

You can use Computers to repair a computer system or module that has been disabled, or destroy one that has been either removed or disabled by spending 10 minutes per tier of the computer system working on the computer. The DC is based on the tier of the computer system. If you are repairing a disabled module or system and you fail the check by 5 or more, you accidentally destroy the module or system. You can't take 20 on a Computers check to destroy or repair a computer system.

Detect Fake Shell

If you have access to a computer, but not root access, you may actually only have access to a fake shell (see page 217). If you



succeed at the check, which takes a full action, you realize that you have accessed a fake shell. The DC is equal to the DC to hack the computer + 5 (see Table 7–22: Computer Tiers on page 214).

Disable or Manipulate Module

A character with root access to a computer can disable or manipulate a countermeasure or module as a standard action with a DC 10 Computers check. If you have access (but not root access) to a computer, you can attempt a Computers check to activate, add, disable, or manipulate any countermeasure or module. If you want to affect a countermeasure or module that is behind a firewall, you must first hack the system (see below) to gain access to it. Activating or disabling a countermeasure or module generally takes a standard action. Adding or removing a module generally takes 1 minute per tier of the computer. All of these tasks have a DC equal to the DC to hack the system. You cannot take 20 on a Computers check to disable or manipulate a module.

Gain Root Access

If you have access to a computer, you can attempt to upgrade your authorization to gain root access. This works similar to hacking the same computer, but the DC is 20 higher. In many cases it is impossible to gain root access, and every task beyond the computer's basic functions must be attempted as a separate check to destroy, repair, disable, or manipulate modules or countermeasures. If a firewall has been set to have a different set of authorized users with root access, you must gain root access to it separately. Once you have root access to a computer, you can alter who else is granted root access with a successful Computers check to hack the system.

Hack System

You can use Computers to hack a computer system to which you don't already have access. Hacking a computer system typically takes one full action per tier of the computer system. You can cut this time in half (to a minimum of one full action) for every 5 by which you increase the DC of the Computers check. If you succeed at the check, you gain access to any part of the computer that is not behind a firewall (see page 217). This allows you to use the basic functions of the computer and to make further checks that require you to have access. Accessing parts of a computer behind a firewall requires an additional Computers check for each firewall.

If you fail a Computers check to hack a system, you might trigger a countermeasure, if one has been installed. If you take 20 on a Computers check to hack a system with countermeasures without first disabling or destroying them, the countermeasures are automatically activated.

CULTURE (INT; TRAINED ONLY)

You are a student of the vast number of known cultures in the galaxy, and you have a deep and rich understanding of the undercurrents of cultures and language in general. Each time you take a rank in Culture, you learn to speak and read a new language. See page 41 for a list of common languages.

Decipher Writing

You can use Culture to decipher writing in an unfamiliar language or a message written in an incomplete or archaic form. It takes at least 1 minute to decipher approximately 250 words of writing or fewer. The GM often rolls Culture checks to decipher writing in secret. If you succeed at the check, you understand the general content of the text. If you fail, you don't understand the text. If you fail the check by 10 or more, you entirely misconstrue the meaning of the text. You can't take 20 on a Culture check to decipher writing unless you are trained in the Computers skill and have access to an information network or downloaded data set. In this case, there is no chance of misconstruing the information presented in the writing.

The DCs for Culture checks to decipher writing are based on the complexity of the text as well as other circumstances determined by the GM.

COMPLEXITY	DC
Simple message	20
Standard text	25
Intricate, exotic, or very old writing	30

Recall Knowledge

You can use Culture to recall knowledge about a culture's customs, laws, government, leaders, prominent inhabitants, legends, religion, history, and related topics (see page 133).

DIPLOMACY (CHA)

You can persuade others to be friendly toward you, resolve conflicts and differences, and learn common knowledge and rumors floating around a settlement.

Change Attitude

When you interact socially with another creature, that creature has an initial attitude toward you. Attitudes fall into five categories (from worst to best): hostile, unfriendly, indifferent, friendly, and helpful. You can use Diplomacy to change a creature's initial attitude to a more positive one, but at the risk of angering the creature and worsening its attitude toward you if you fail. This is a language-dependent ability. The creature must have an Intelligence of 3 or higher, and you must spend at least 1 minute interacting and conversing with the creature to change its attitude. The DC of this check is equal to either 10 + your opponent's total Diplomacy skill bonus, or 15 + 1-1/2 × the opponent's CR (or the encounter's CR, if you are trying to change the attitude of a group of creatures), whichever is higher. The DC is modified by the creature's initial attitude (see page 140) and other circumstances, as determined by the GM. If you succeed, the creature's attitude improves by one category (for instance, a hostile creature becomes unfriendly). If you exceed the DC by 5 or more, you can choose to spend 10 more minutes interacting with the creature to improve its attitude by one additional category. If you fail the check by 5 or more, you anger the creature, and the creature's attitude worsens by one category (for instance, a friendly creature becomes indifferent).

Attacking a creature always worsens its attitude by one category for each attack made, and may have other consequences based on the creature's current attitude.

Positively affecting a creature's attitude takes time. You typically can't use Diplomacy to positively change a creature's attitude by more than one category (or two categories if you spend the extra time) within a 24-hour period, unless the GM decides otherwise or you have an ability that allows you to do so.

The five categories of initial attitude are described below, along with the effects of negatively changing each attitude.

Hostile

- A hostile creature would rather attack you either physically or verbally, than civilly converse with you. Most enemies you meet are hostile. It's often hard to talk diplomatically with hostile creatures, though it can be done remotely (via a communication device) or by avoiding combat with the creatures while persuading them to listen to reason. If you fail the Diplomacy check by 5 or more, you can't attempt to change a hostile creature's attitude again for 24 hours.

Unfriendly

- Unfriendly creatures are typically wary of you, or afraid you will try to hurt them if they aren't careful or fail to keep you at bay. Unfriendly creatures become hostile when angered or attacked.

Indifferent

- Indifferent creatures take little notice of you, but hold no ill will against you. They don't care about your plight, but may give you simple advice or directions. Most creatures you meet in everyday life or in settlements are indifferent. Indifferent creatures become unfriendly when angered or attacked.

Friendly

- Either due to a generally cheerful disposition or a predisposition to like you, friendly creatures treat you with kindness and respect. They may give you more-detailed advice or simple aid, but generally won't go out of their way to be helpful. If angered or attacked, friendly creatures become indifferent and often try to avoid further contact with you if possible.

Helpful

- Helpful creatures are not only friendly, but desire to help you, within reasonable means. Helpful creatures typically give you more lengthy or difficult aid, or offer small services that are readily available to them. When angered or attacked, helpful creatures become friendly, but somewhat guarded, as they are often confused by such reactions to their generosity.

The DCs for Diplomacy checks to change attitudes are adjusted based on the creature's initial attitude as well as other circumstances determined by the GM.

INITIAL ATTITUDE	DC MODIFIER
Hostile	+10
Unfriendly	+5
Indifferent	+0
Friendly	-5
Helpful	—*

* You cannot improve a creature's attitude above helpful.

Gather Information

You can use Diplomacy to gather information about a specific topic or individual. You must spend at least 1d4 hours canvassing people within a settlement or local region. If you succeed, you learn something about that topic or individual, though the GM may determine that some information is simply unknown to the local people.

The DCs for Diplomacy checks to gather information are based on the nature of the information being sought and may be adjusted by the GM to reflect other circumstances, such as bribes or gifts.

INFORMATION SOUGHT	DC
Common facts or rumors	10
Obscure or secret knowledge	20 or more
Prominent or well-known individual	5 + character's CR
Average or ordinary individual	10 + character's CR
Mysterious or obscure individual	15 + character's CR

DISGUISE (CHA)

You are able to change your appearance to blend in and deceive others.

Change Appearance

You can use Disguise to change your appearance with 1d3 × 10 minutes of work with a disguise kit, by casting a spell such as *disguise self*, or by using a technological device such as a holoskin. The GM rolls the Disguise check in secret, so you're not sure how good your disguise is. This check is opposed by the Perception check (see page 144) of anyone who might realize that you are not who you appear to be. If you are not drawing attention to yourself, other creatures do not usually get to attempt a Perception check to pierce your disguise. If creatures are being particularly alert for suspicious activity (such as security personnel on a starship or space station), it's assumed that such observers are taking 10 on their Perception checks.

The effectiveness of your disguise depends on how much you're changing your appearance. Without the aid of transformative magic or technology that allows you to do otherwise, you can use Disguise only to appear as a creature that is your size or one size category larger or smaller than you. This does not change your actual size or reach. Disguises are general—you cannot disguise yourself as a specific person.

Certain magic spells, such as *disguise self*, grant you a +10 bonus to Disguise checks.

The DCs for Disguise checks are adjusted by the type of disguise as well as other circumstances determined by the GM. These modifiers are cumulative; use all that apply.

DISGUISE	DC MODIFIER
Minor details altered only	-5
Major feature altered	+2 to +5
Disguised as a different race of the same creature type	+2 to +8
Disguised as a different creature type	+10
Disguised as a different size category	+10

ENGINEERING (INT; TRAINED ONLY)

You can identify, build, repair, or disable technological devices; assess the stability of structures and machinery; and properly arm and disarm explosives. If you don't have an engineering kit when attempting an Engineering check, you take a –2 penalty to the check.

Arm Explosives

You can use Engineering to arm an explosive using a detonator (see page 218). This takes 1 minute to connect the detonator and set the explosive. The DC of this check is typically 10. If you fail the check, you can attempt to arm the explosive again. If you fail the check by 5 or more, you trigger the explosive prematurely.

You can also attempt to build an explosive more difficult to disarm. To do so, choose a target disarm DC (the DC should be in an increment of 5, with a minimum DC of 15). This DC becomes your target DC to arm the explosive as well as the DC to disarm the explosive (see Disable Device below).

Assess Stability

You can use Engineering to assess a structure or a piece of machinery to determine its stability, usability, and structural weak points. This takes 1 minute or more, and the DC is determined by the GM.

Use the following base DCs for Engineering checks to assess stability. These DCs can be adjusted by other circumstances such as the complexity of the structure and damage to the structure, as determined by the GM.

TASK	DC
Assess stability	15
Determine structural weak point	20

CIRCUMSTANCE	DC MODIFIER
Simple structure (rope bridge or unstable ceiling)	–5
Complex structure (suspension bridge or space station wall)	+5
Obvious damage	–5
Slight but consequential damage	+5
Intentional sabotage	+10

Craft Tech Item

If you have enough ranks in Engineering, you can create technological devices or items (including computers). See page 235 for the crafting rules.

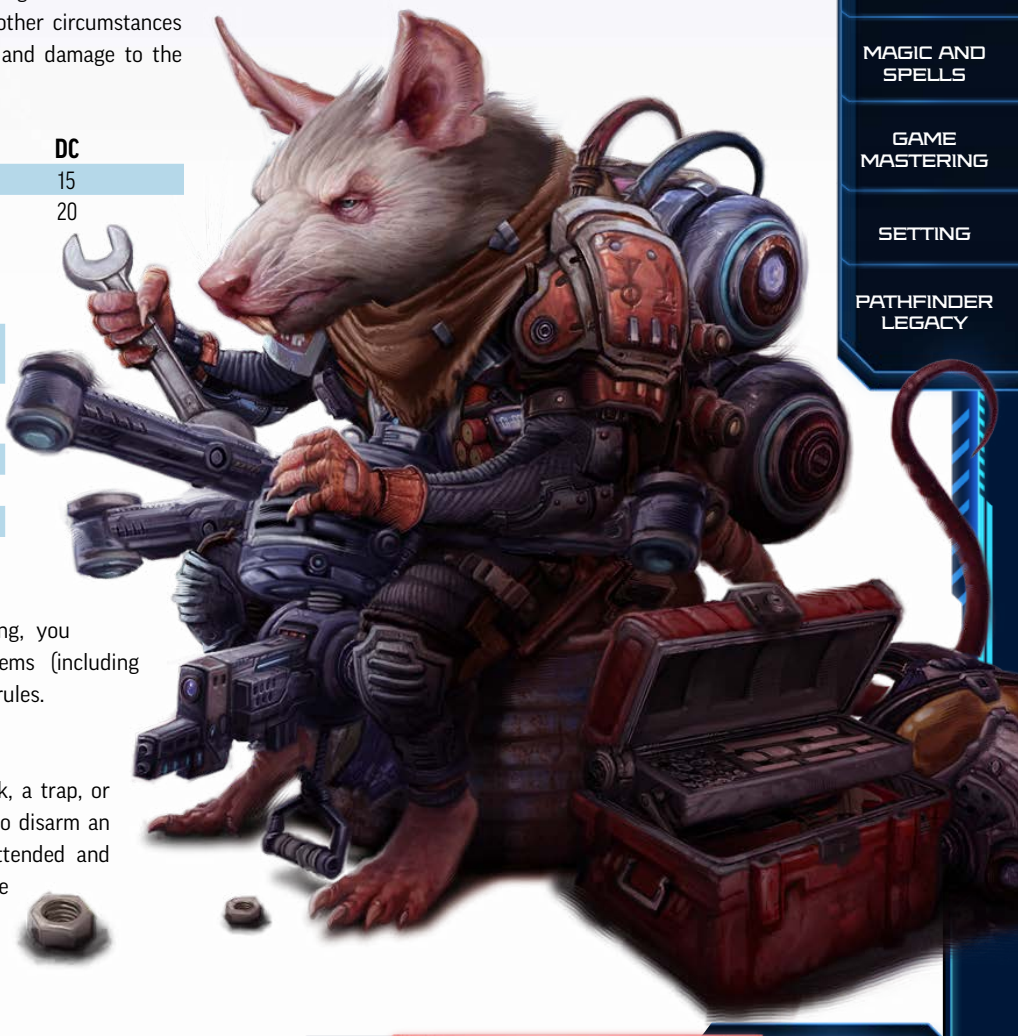
Disable Device

You can use Engineering to disable a lock, a trap, or a mechanical or technological device, or to disarm an explosive, as long as the device is unattended and you can access it. The amount of time this takes depends on the complexity of the device but typically requires at least one full action. The DC of the check is determined by the GM and is based on the complexity of the device. For extremely complex devices or systems, the GM might require multiple checks. The GM rolls the Engineering check to disable a device in secret, so you don't necessarily know whether your attempt has succeeded or failed. If you succeed, you disable the device. If you fail the check and discover your error, you can attempt to disable the device again. If you fail the check by 5 or more, something goes wrong. If the device is an explosive or a trap, you trigger it. If you are attempting some sort of sabotage, you think the device is disabled, but it still works normally.

You can also use the disable device task to rig a device to work normally for a while, and then become disabled sometime later. This increases the DC of the check by 5. If you want to leave no trace of your tampering, the DC increases by an additional 5. If you succeed at the check, you can rig the device to become disabled up to 1 round later for each rank of Engineering you have. If you fail the check by 5 or more, your efforts have the same effect as if you were merely attempting to disable the device.

Due to the danger, you cannot take 20 on an Engineering check to disable a device.

The DC for an Engineering check to disable a device is based on the complexity of the device. The following chart provides base DCs by complexity, examples of such devices, and the time it takes to disable such devices. The GM can adjust these DCs and times to



reflect other circumstances. Systems with redundancies or similar safety measures could have DCs 1 to 5 higher than those listed.

DEVICE	EXAMPLE	TIME	DC
Simple device	Jam a door	1 round	10
Tricky device	Sabotage a simple propulsion system	1d4 rounds	15
Difficult device	Disarm or reset a sentry turret or a similar trap	2d4 rounds	20
Complex device	Disarm an explosive or a security system from a control panel or similar device	2d4 rounds	25
Equipment	Disable an armor upgrade, powered armor, or a weapon	2d4 rounds	15 + 1-1/2 × item's level
Simple lock	–	1 round	20
Average lock	–	1 round	25
Good lock	–	1 round	30
Superior lock	–	1 round	40

Identify Creature

You can use Engineering to identify constructs with the technological subtype such as robots (see page 133).

Identify Technology

You can use Engineering to identify the properties and uses of technological and hybrid items and devices such as starships and weapons, as well as alien technology. Generally, a check is not required to identify relatively simple technological items that are commonly available in the Pact Worlds (such as those items presented in Chapter 7). You can take 20 on an Engineering check to identify technology, but only if you have a means of researching, such as access to an information network or downloaded data set.

The DCs for Engineering checks to identify technology are based on the item's rarity.

ITEM RARITY	DC
Common, complex technology (Pact Worlds starships or items)	5 + 1-1/2 × item's level
Less common technology (non-Pact Worlds starships or items)	10 + 1-1/2 × item's level
Rare, ancient, or alien tech	15 + 1-1/2 × item's level

Repair Item

You can use Engineering to repair a mechanical, technological, or hybrid object or piece of equipment, as long you have access to it. The amount of time this takes typically depends on the complexity of the object. You can repair an object or piece of equipment you crafted in half the usual time. The DC of the check is determined by the GM and based on the complexity of the object. If you succeed, you restore a number of Hit Points equal to the result of your Engineering check. If you fail the check by 10 or more, you damage the object further, dealing 1d4 damage to it; this damage can't reduce an item to fewer than 1 HP.

If the object or piece of equipment is damaged but not broken, you can repair it at no cost. If it is broken but not destroyed, you must spend 10 UPBs per item level (see page 233; assume a simple item has an item level of 1) each time you attempt to repair it. A destroyed object or piece of equipment can't be repaired with the Engineering skill.

You can't take 20 on an Engineering check to repair an item or object.

The DC for an Engineering check to repair an item is based on the complexity of the object. The following chart provides base DCs by complexity and examples of such items. The GM may adjust these DCs and times to reflect other circumstances.

ITEM	EXAMPLE	TIME	DC
Simple	Door or wall	10 minutes	15
Complex	Computer console	30 minutes	20
Equipment	Weapon or suit of armor	1 hour	15 + 1-1/2 × item's level

INTIMIDATE (CHA)

You can rattle your foes or bully them to do what you want with verbal threats or displays of prowess.

Bully

You can use Intimidate to bully a creature to temporarily change its attitude to helpful (see Diplomacy on page 139). This is a language-dependent, sense-dependent ability. You must spend at least 1 minute conversing with the creature. The DC of this check is equal to either 10 + your opponent's total Intimidate skill bonus, or 15 + 1-1/2 × the opponent's CR, whichever is greater. If you succeed, the creature gives you information it has that you want, takes actions that do not endanger it, or grants limited assistance that you request, but does so under duress. Such a change in attitude lasts for 1d6 × 10 minutes. At the end of this time, the creature's attitude toward you becomes unfriendly. If you fail the check by 5 or more, the creature's attitude becomes unfriendly, or hostile if it was already unfriendly. If the creature becomes unfriendly due to a failed check, it is likely to try to deceive you or otherwise hinder your goals.

Demoralize

As a standard action, you can use Intimidate to cause a creature within 30 feet of you to become shaken for a number of rounds. This is a sense-dependent ability. The DC of this check is equal to either 10 + your opponent's total Intimidate skill bonus, or 15 + 1-1/2 × the opponent's CR, whichever is greater. If you succeed, the target is shaken for 1 round. The duration increases by 1 round for every 5 by which the result of your check exceeds the DC.

LIFE SCIENCE (INT; TRAINED ONLY)

You are educated in the scientific study of living things, from the smallest organisms to the largest biological systems.

Craft Drug, Poison, or Medicinal

If you have enough ranks in Life Science, you can create drugs, poisons, and medicinals. See page 235 for the crafting rules.

Craft Food or Drink

If you have enough ranks in Life Science, you can create food and drink items. See page 235 for the crafting rules.

Identify Creature

You can use Life Science to identify aberrations, animals, humanoids, monstrous humanoids, oozes, plant creatures, and vermin (see page 133).

Recall Knowledge

You can use Life Science to recall knowledge about bioengineering, biology, botany, ecology, genetics, xenobiology, zoology, and other fields of biological science (see page 133).

MEDICINE (INT; TRAINED ONLY)

You have knowledge of the biology of many species and can treat a number of different types of wounds and ailments. The DCs of most Medicine tasks are based on the type of equipment used (see Chapter 7 for that information).

First Aid

As a standard action, you can use Medicine to stop bleed damage or administer first aid to a dying creature that you can touch. The DC of this check is 15. If you succeed at the check, the creature stops dying and becomes stable, or the bleed damage ends. Unlike with other tasks of the Medicine skill, you can attempt the first aid task untrained. You can't take 20 on a Medicine check to administer first aid.

Long-Term Care

You can use Medicine to provide long-term care to a living, wounded creature. This can take a day or more, requires a medical lab or a medical bay on a starship, and has a DC of 30. If you succeed at the check, the patient recovers Hit Points and ability score damage (as well as recovers from poison states) at twice the normal rate. If you exceed the DC by 10 or more, the patient recovers Hit Points and ability score damage (as well as recovers from poison states) at three times the normal rate. You can tend as many as six patients at a time, attempting a check for each one each day to determine the rate of healing. You cannot take 20 on a Medicine check to provide long-term care.

Long-Term Stability

You can use Medicine to tend a creature that is unconscious but stable, ensuring that it doesn't die while it remains unconscious. Each hour, before the unconscious creature attempts its Constitution check, you can attempt a DC 15 Medicine check. If you succeed, the unconscious creature gains a +2 bonus to its Constitution check and, if its Constitution check result is less than 10, can treat its result as if it were 10. See Long-Term Stability on page 251 for more information.

Treat Deadly Wounds

You can use Medicine to restore Hit Points to a living, wounded creature. This takes 1 minute, and the DC is based on the medical equipment used. If you succeed at the check, you restore 1 Hit Point per level or CR of the creature you are treating. If you exceed the DC by 5 or more, you add your Intelligence modifier to the amount healed. A creature can receive this treatment only once every 24-hour period, unless it is delivered in a medical lab. Most medical labs allow you to treat a creature's deadly wounds at least twice per day.

Treat Disease

You can use Medicine to treat a creature suffering from a disease. This takes 10 minutes and requires a medkit, a medical lab, or a medical bay on a starship. Every time the diseased creature attempts a saving throw against the disease, you can attempt a Medicine check. If your result exceeds the DC of the disease, the creature receives a +4 bonus to its saving throw against the disease.

Treat Drugs or Poison

As a standard action, you can use Medicine to treat a drugged or poisoned creature. This requires a medkit, a medical lab, or a medical bay on a starship. Every time the creature attempts a saving throw against the drug or poison, you can attempt a Medicine check. If your result exceeds the DC of the drug or poison, the character receives a +4 bonus to its saving throw against the drug or poison.

MYSTICISM (WIS; TRAINED ONLY)

You are educated in the fields of magic, religion, the planes, and spellcasting, and so can identify magic items and spells and make magic items yourself.

Craft Magic Item

If you have enough ranks in Mysticism, you can create magic items. See page 235 for the crafting rules.

Disable Magic Device

You can use Mysticism to disable a magical trap or other magical item. This functions as the disable device task of the Engineering skill, and the DC of the check is based on the trap itself. You can't take 20 on a Mysticism check to disable a magic device.

Identify a Spell Being Cast

If you can clearly observe a spell being cast, you can use Mysticism to identify the spell. The DC of this check is equal to 10 + 5 × the level of the spell being cast. This does not require an action. You can't take 10 or 20 on a Mysticism check to identify a spell.

Identify Creature

You can use Mysticism to identify constructs with the magical subtype, dragons, fey, magical beasts, outsiders, and undead (see page 133).

Identify Magic Item

As part of the action to cast *detect magic*, you can use Mysticism to identify the properties and command words of magic and hybrid items. The DC of this check is equal to 15 + 1-1/2 × the item level.

You can usually attempt a Mysticism check to identify a magic item only once per 24-hour period; further attempts within that period fail. However, casting an *identify* spell allows you to attempt a second check in the same 24-hour period and grants you a +10 insight bonus to the check. If you have the time, you can take 20 to attempt another check to identify a magic item in the same 24-hour period, but only if you can perform research, such as with access to an information network or downloaded data set.

Recall Knowledge

You can use Mysticism to recall knowledge about alchemical theory, arcane symbols, deities, magic traditions, the planes, religious traditions and symbols, and related topics (see page 133).

Repair Item

You can use Mysticism to repair a magical or hybrid piece of equipment, as long you have access to it. This typically takes 1 hour. You can repair a piece of equipment you crafted in half the usual time. The DC of the check is equal to 15 + 1-1/2 × item level. For a magical object without an item level, the GM determines the DC and the amount of time it takes to repair the object based on the object's complexity (see the repair item task of the Engineering skill on page 142 for guidelines). If you succeed, you restore a number of Hit Points equal to the result of your Mysticism check. If you fail the check by 10 or more, you damage the item further, dealing 1d4 damage to it; this damage can't reduce an item to fewer than 1 HP.

If the piece of equipment is damaged but not broken, you can repair it at no cost. If it is broken but not destroyed, you must spend 10 UPBs per item level (see page 233) each time you attempt to repair it. A destroyed piece of equipment can't be repaired with the Mysticism skill.

You can't take 20 on a Mysticism check to repair an item or an object.

PERCEPTION (WIS)

You can use all of your senses (hearing, taste, touch, sight, and smell) to notice danger, pick out fine details, and search for hidden objects or creatures.

Notice

You can use Perception to notice things happening around you. This is the most basic task of the Perception skill. It can be used for a variety of reasons determined by the GM. You might attempt a Perception check to see if you can act in a surprise round, to spot something important out of the corner of your eye, or to realize there are hidden creatures nearby (though you can't notice a creature that is invisible unless it makes itself known; see page 264). A Perception check to notice usually does not involve taking an action, though you must be conscious and have the use of at least some of your senses to do so. The GM determines the DC. You cannot take 20 on a Perception check to notice things.

The DCs for Perception checks to notice things are determined by the GM based on the circumstances and may be adjusted to reflect other conditions. See the search task below for a chart with some example circumstances and their typical DCs.

Pierce Disguise

As a move action, you can use Perception to recognize that a creature has changed its appearance. Sometimes, if you are being particularly alert for those in the area who might be in disguise, the GM might allow you to do this without taking an action. This check is opposed by a Disguise check attempted by the disguised creature. If you succeed, you realize the creature is disguised and not who it seems, but not necessarily who or what the disguised creature is beneath that disguise. If the disguised creature is impersonating a particular individual that you know, the GM might grant you a bonus to your Perception check.

Divination magic or scanners that allow you to see through illusions or holograms do not penetrate mundane and low-tech disguises, but they can negate illusory or holographic components of a disguise.

The DCs for Perception checks to pierce a disguise are adjusted according to how familiar the observer is with the particular individual the disguised creature is masquerading as, as well as other circumstances determined by the GM.

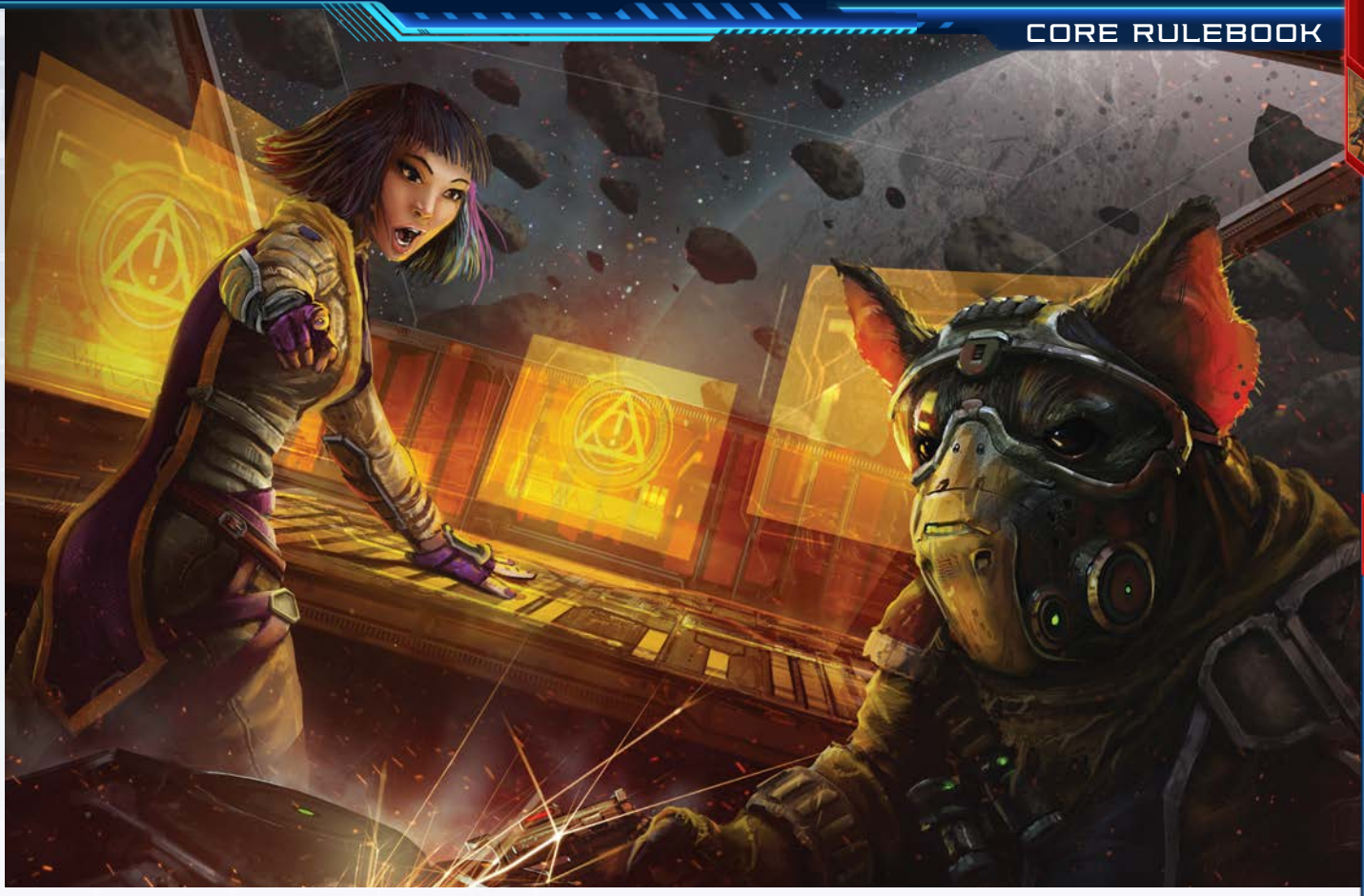
FAMILIARITY	DC MODIFIER
Intimate	-10
Close friends	-8
Friends or associates	-6
Recognizes on sight	-4

Search

As a move action, you can use Perception to search for something in particular, such as finding an invisible creature that has made itself known or a hidden creature you know is in the area, or looking for nearby traps or hazards. You can also search an area to find anything of interest that might be hidden or is otherwise not immediately noticeable, such as concealed cargo compartments or hidden treasure. In that case, it takes 1 minute to search an area no more than 20 feet by 20 feet (or smaller, if the GM rules the area is particularly cluttered or complex). The DC is determined by the Stealth check of the creature, by the trap or hazard involved, or by the GM. If you are not in combat, you can take 20 on a Perception check to search.

The DCs for Perception checks to search may be adjusted by the GM based on the circumstances and to reflect other conditions. The following chart provides some example circumstances and their typical DCs.

CIRCUMSTANCE	DC
Hear the sound of battle	0
Detect a strong smell	0
Hear the details of a conversation	0
Notice a creature in plain sight	0
Determine whether food is spoiled	5
Hear the sound of a Small or Medium creature walking	10
Hear the details of a whispered conversation	15
Find a typical unmarked cargo hatch	15
Hear the sound of an automatic door opening	20
Find a typical secret compartment	20



Hear a pistol being drawn	20
Sense a creature burrowing 5 feet below you	25
Notice someone picking your pocket	Opposed by Sleight of Hand
Notice a creature using Stealth	Opposed by Stealth
Find a hidden trap	Varies by trap

PHYSICAL SCIENCE (INT; TRAINED ONLY)

You are educated in the scientific study of non-living systems, from the tiniest atoms to the largest celestial bodies.

Craft Drug, Poison, or Medicinal

If you have enough ranks in Physical Science, you can create drugs, poisons, and medicinals. See page 235 for crafting rules.

Recall Knowledge

You can use Physical Science to recall knowledge about astronomy, chemistry, climatology, geography, geology, hyperspace, meteorology, oceanography, physics, and other fields of natural science (see page 133).

PILOTING (DEX)

You know how to drive vehicles, pilot starships, and navigate.

Fire Starship Guns

When attempting a gunnery check during starship combat (see page 320), you can use either your ranks in Piloting or your base attack bonus to calculate the attack roll.

Navigate

You can use Piloting to navigate or astrogate. This lets you direct your vehicle or ship in your desired heading and to plot longer courses. Plotting a course to a star system you have visited frequently usually requires a successful DC 10 Piloting check and takes 10 minutes. Plotting a course to a less familiar star system is more difficult and requires information about the destination system; navigation is also more difficult if you are currently lost.

If you fail the check to chart a course between star systems by 9 or less, you realize that you have plotted a faulty course and must attempt the check again before you can make the journey. If you fail the check by 10 or more, you aren't aware that your calculations are erroneous, and it takes longer than normal for you to reach your destination (usually 1d6 additional days for Drift travel). At the GM's discretion, you might instead arrive in an unfamiliar star system (plotting a course from there to your actual destination usually requires a successful DC 25 Piloting check), or when you arrive at your intended destination, your starship's engines may have gained the glitching critical damage condition (see page 321).

Your familiarity with a region of space or a planet determines the DC of Piloting checks to navigate or astrogate. The GM can modify these DCs (usually by 5 to 10) based on the amount of information available about your starting location and destination, and whether the location is particularly difficult to navigate (such as a trackless desert or a strange nebula).

FAMILIARITY	DC
Frequently visited or home base	10
Seldom visited	15
Unfamiliar	25

Pilot a Starship

If you take the pilot role in starship combat, you use your Piloting skill to maneuver, attempt stunts, and otherwise fly the starship. Full details appear on page 324.

Pilot a Vehicle

When piloting a vehicle (see page 278), you attempt Piloting checks to safely race at full speed, pull off maneuvers, engage in vehicular combat, and maneuver in a chase. More advanced vehicles are harder to pilot, so the DCs of most checks for piloting a vehicle increase with the vehicle's item level.

PROFESSION (CHA, INT, OR WIS; TRAINED ONLY)

You are skilled in a specific job, specialty, or creative art. You know how to use the tools of your trade, how to perform the profession's daily tasks, how to supervise helpers, and how to handle common problems.

Profession is actually a number of separate skills. You could have several Profession skills, each with its own ranks. While skills like Culture, Life Science, Mysticism, and Physical Science represent highly specialized fields of study, a Profession skill represents an aptitude in a vocation requiring a broader range of less specific knowledge. When you put ranks in a Profession skill, you must choose the ability score keyed to that skill: Charisma, Intelligence, or Wisdom. Common Charisma-based Profession skills include actor, artist, comedian, con artist, courtesan, dancer, musician, orator, poet, politician, video personality, and writer. Common Intelligence-based Profession skills include accountant, archaeologist, architect, corporate professional, electrician, lab technician, lawyer, mathematician, philosopher, professor, psychologist, and vidgamer. Common Wisdom-based Profession skills include bounty hunter, cook, counselor, dockworker, farmer, gambler, general contractor, herbalist, maintenance worker, manager, mercenary, merchant, miner, and smuggler.

A Profession skill should not overlap with existing skills. For example, if you want to play a scientist, you should put ranks into Life Science or Physical Science rather than create a Profession (scientist) skill. The GM is the final arbiter of what is a good choice for a Profession skill and what ability score a given Profession skill is keyed to.

Different professions are considered different skills for the purpose of how many ranks you can have each level. For example, a 4th-level character could have 4 ranks in both Profession (dockworker) and Profession (vidgamer).

Earn a Living

You can use Profession to earn money. A single check generally represents a week of work, and you earn a number of credits equal to double your Profession skill check result. At the GM's discretion, you can use other skills (such as Computers or Engineering) to earn a living following the same guidelines.

Recall Knowledge

You can use Profession to recall knowledge about your profession and related topics (see page 133).

SENSE MOTIVE (WIS)

You can detect falsehoods and gain glimpses of the true intentions of creatures with which you interact.

Detect Deception

You can use Sense Motive to determine whether something just said to you was a deception or lie. At any time, if you doubt something another creature is telling you, you can request the GM to allow you to attempt a Sense Motive check to determine whether it is deceiving you. Doing so in combat is part of combat banter; otherwise, it's a move action. Your Sense Motive check is opposed by that creature's Bluff check. If you succeed, you realize that you are being deceived or that a lie is being told, but not how it is untrue, nor does it let you know the truth. If you fail (or if no deception or lie is being made), you believe that the speaker doesn't seem to be deceiving you. Failing the check by 5 or more may mean (at the GM's discretion) you believe that a truthful statement contains deceptions or that a lie or deception is a truthful statement.

Discern Secret Message

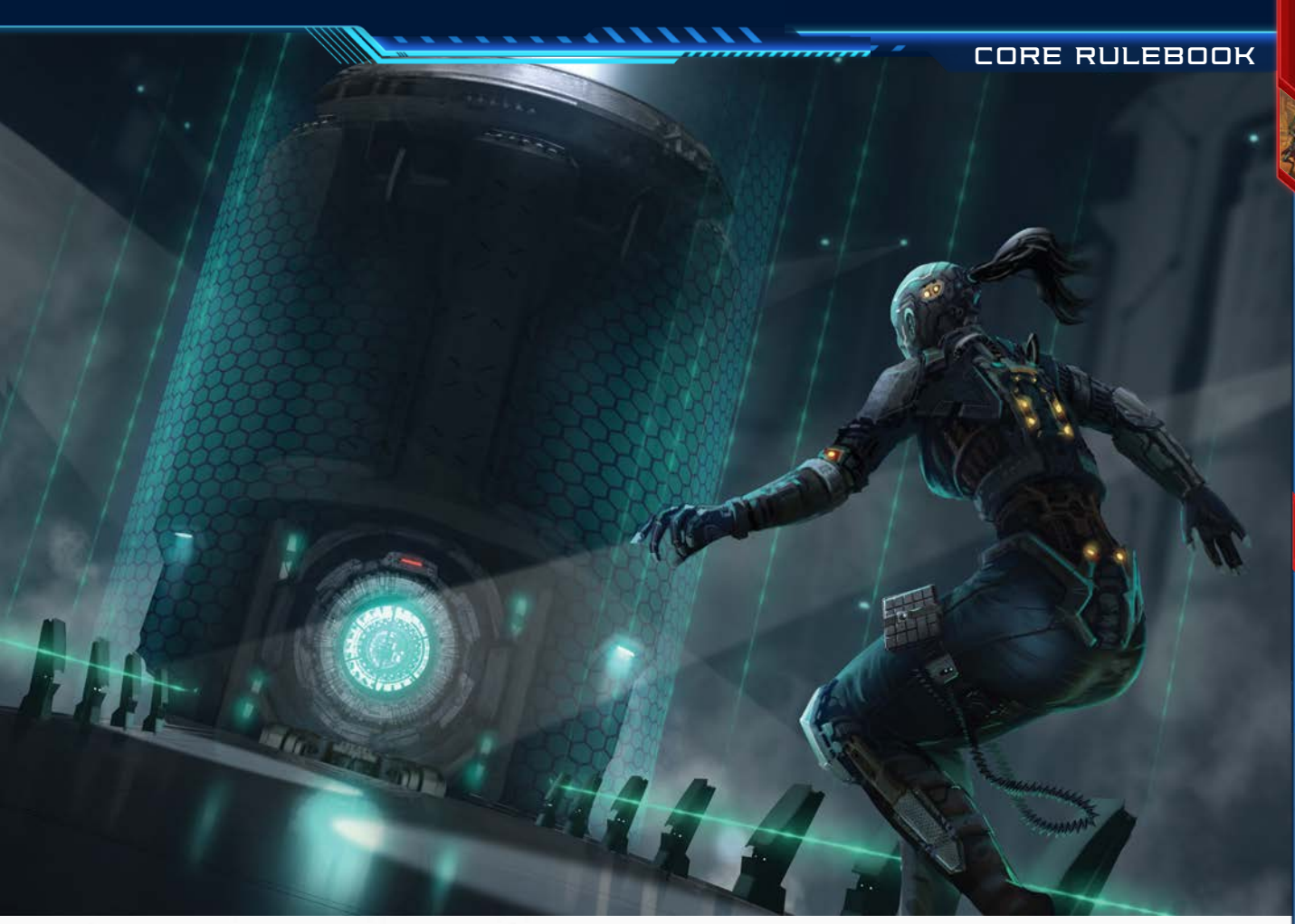
If you overhear or otherwise intercept a secret message, you can use Sense Motive to learn the gist of its true meaning. Doing so in combat is part of combat banter. Your Sense Motive check is opposed by a Bluff check attempted by the creature passing the secret message. If you succeed, you learn the information contained in the secret message. If you fail (or if there is no secret message), you don't detect any hidden meaning in the message. If you fail the check by 5 or more, you might infer false information, as determined by the GM. Often, the GM rolls these checks in secret and informs you of the results.

Sense Mental Effect

You can use Sense Motive to ascertain whether another creature within 30 feet is affected by a mental effect, even if the creature is unaware of the effect. You must spend at least 1 minute interacting with the creature. The DC of this check is typically 25, but it can be higher or lower based on how overt the manifestation of the mental effect is, as determined by the GM. Knowing that a creature is under a mental effect does not automatically determine the nature of the mental effect, though outward signs and the subtleties of behavioral change may provide enough clues to attempt an Intelligence-based skill check or an Intelligence check to determine the nature of the mental effect, at the GM's discretion.

SLEIGHT OF HAND (DEX; ARMOR CHECK PENALTY; TRAINED ONLY)

You can hide small objects, pick pockets, and accomplish other feats of manual dexterity without being noticed.



Entertain

You can use Sleight of Hand to entertain an audience, as if you were using the earn a living task of the Profession skill.

Hide Object

As a standard action, you can use Sleight of Hand to hide a small object (including a small arm or a one-handed melee weapon with light bulk) on your body. The check is opposed by the Perception check of anyone observing you or searching your body. In the latter case, the searcher gains a +4 bonus to the check. Especially small objects or those created to be easy to hide can grant up to a +4 circumstance bonus to your Sleight of Hand check to hide an object on your person, as can compartments in clothing or armor made to facilitate such hiding. Retrieving a weapon or object hidden on your person is a standard action.

Palm Object

As a standard action, you can use Sleight of Hand to palm a small object no larger than a small communicator or memory stick. The check is opposed by the Perception checks of anyone nearby who could notice the attempt. If you successfully use the Bluff skill to create a diversion, you gain a +10 bonus to this check (see Bluff on page 137). If you fail, you still palm the object, but not without being noticed by those whose Perception check results exceed your Sleight of Hand result. You can't take 20 on a Sleight of Hand check to palm an object.

Pick Pocket

As a standard action, you can use Sleight of Hand to steal an object from another creature. The DC of this check is usually 20, but it can be modified by any precautions the object's wearer has taken, as determined by the GM. Whether you succeed or fail, the object's wearer can attempt an opposed Perception check against your Sleight of Hand result to notice the attempt. You cannot usually attempt this task during combat, and you can't take 20 on a Sleight of Hand check to pick pockets.

STEALTH (DEX; ARMOR CHECK PENALTY)

You can stay hidden and move silently to avoid detection, allowing you to sneak past foes or strike from an unseen position.

Hide

You can use Stealth to hide if you have either cover or concealment (or a special ability that allows you to hide in plain sight), or if you have successfully created a diversion with the Bluff skill. You can attempt a Stealth check to hide either as a move action (if you are planning to stay immobile) or as part of a move action. If you move at a rate of half your speed or less, you take no penalty to your Stealth check. If you attempt to hide while moving more than half your speed or after creating a diversion with Bluff, you take a –10 penalty to your Stealth check; these penalties are cumulative if you do both. The check is opposed by the Perception checks of

creatures in the area that might detect you. A creature that fails the opposed skill check treats you as if you had total concealment as long as you continue to have actual cover or concealment. A creature that succeeds at the opposed skill check either sees you or pinpoints you (see page 260) in situations when you have total concealment. If you lose actual cover or concealment during your turn, you can attempt to stay hidden, but only if you end your turn within cover or concealment.

Invisibility and Hiding

- If you are invisible or benefit from total concealment, you gain a +40 bonus to your Stealth check as long as you remain immobile. You are considered immobile if it is your turn and you have not yet moved or if you have not moved since the start of your last turn. If you are invisible but not immobile, you instead gain a +20 bonus to your Stealth check. Typically, a creature cannot attack you if you are invisible or have total concealment unless the creature pinpoints you with a successful Perception check. (Invisible creatures can still be heard, smelled, and felt, and might do something to make themselves known to those who succeed at Perception checks; see Invisible on page 264 in Chapter 8.) Even then, the attacking creature has a 50% miss chance against the pinpointed creature.

Attacking from Hiding

- If you are successfully hiding from a creature, that creature is considered flat-footed for the purpose of your first attack from hiding. If you remain invisible after your first attack, that creature is considered flat-footed against your attacks until it succeeds at a Perception check to locate you or until you become visible.

Sniping

If you have already successfully used Stealth to hide from a creature that is at least 10 feet away, you can briefly pop out of cover or concealment and make a single ranged attack against that creature. As long as you can reenter cover or concealment, you can attempt a Stealth check to hide again as part of that attack with a –20 penalty.

SURVIVAL (WIS)

You can survive in and make your way safely through almost any kind of wilderness, follow trails and tracks, deal with wild animals, and ride tamed ones.

Use the following base DCs for many of the listed tasks of the Survival skill. These DCs may be adjusted by the GM to reflect other circumstances.

TASK	DC
Endure severe weather	15
Handle an animal	10 + 1-1/2 × CR of animal
Live off the land	10
Orienteering	15
Predict weather	15
Rear a wild animal	15 + 1-1/2 × CR of animal

Endure Severe Weather

You can use Survival to better withstand the effects of severe weather. Typically, one check determines the success of your efforts for a single day. If you succeed at the check, you gain a +2 bonus to Fortitude saving throws against severe weather while moving up to half your overland speed, or a +4 bonus if you remain stationary and build a temporary shelter. You can grant this bonus to one other creature for every 1 point by which your result exceeds the DC. You can't take 20 on Survival checks to endure severe weather.

Follow Tracks

You can use Survival to either find tracks or follow tracks you have found for 1 mile or until they become difficult to follow, whichever occurs first. Finding tracks requires a full action. If you move at half your speed or less, you take no penalty to your Survival check. You can move at your full speed with a –5 penalty to the check or at twice your normal speed with a –20 penalty to the check.

The base DCs for Survival checks to follow tracks depend on the surface and are adjusted based on prevailing conditions and the group being tracked; such modifiers are cumulative. The GM may further adjust DCs to reflect other circumstances such as the number of creatures being tracked, local gravity, and weather conditions.

SURFACE	DC
Very soft ground (fresh snow, thick dust, wet mud)	5
Soft ground (soft earth, drying mud)	10
Firm ground (fields, woods, thick rugs, dirty or dusty floors)	15
Hard ground (bare rock, most flooring)	20

CONDITION	DC MODIFIER
Multiple creatures in group being tracked	–1 per three creatures
Time since tracks were made	+1 per 24 hours
Moonlight	+3
Overcast or moonless night	+6
Tracked group moves at half speed and hides trail	+5

Handle an Animal

As a move action, you can use Survival to improve the attitude of an animal with an Intelligence score of 1 or 2. This functions just like a Diplomacy check to change a person's initial attitude, but it is not language-dependent. A typical domesticated animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

Live Off the Land

You can use Survival to keep yourself and others fed in the wild by hunting and foraging, enabling you to move up to half your overland speed without needing food and water supplies. Typically, one check determines the success of your efforts for a single day. You can provide food and water for one other character for every 2 points by which the result of your check exceeds 10. In some cases, an environment may be so inhospitable (such as an airless asteroid) that it is impossible

to live off the land. You can't take 20 on Survival checks to live off the land.

Orienteering

Once each hour while traveling through unfamiliar terrain and each time you move close to a natural hazard such as quicksand or patches of poisonous atmosphere, you can use Survival to keep from getting lost or to notice or avoid the hazard.

Predict Weather

You can use Survival to predict the weather up to 24 hours in advance. You must spend at least 1 minute observing the surrounding area and its current weather patterns. You can predict the weather an additional day in advance for every 5 points by which your result exceeds 15. You can't take 20 on Survival checks to predict weather.

Rear a Wild Animal (Trained Only)

You can use Survival to raise a wild animal from infancy so that it becomes domesticated. At the GM's discretion, you might be able to use this task to rear wild creatures other than animals. Rearing a wild animal typically takes months or even years. If you succeed at the check at the end of this time, the animal is domesticated and has an initial attitude of friendly toward you. You can rear as many as three animals of the same kind at one time.

Ride a Creature

You can use Survival to ride an animal or another beast as a mount. The most typical actions while riding a creature don't require checks. As a move action, you can either mount, ride (using the mount's speed instead of yours), or dismount from a creature; you must use one hand to ride a creature. Saddling a creature typically takes at least 1 minute, but the process could take longer if you're using an unusual saddle or mount.

The following actions do require Survival checks and can be performed only while mounted.

Control Mount in Battle

- You can attempt to control a mount not normally trained for combat while in battle. This is part of whatever action you are attempting to have the mount accomplish. If you fail the check, you lose that action.

Cover

- As a swift action, you can drop down and hang alongside your mount, using it as cover. You can't attack or cast spells while using your mount as cover. If you fail the check, you don't gain the benefit of cover, and you can't attack or cast until you pull yourself back up. In either case, pulling yourself back up takes a move action and doesn't require a check.

Fast Mount or Dismount

- You can attempt to mount or dismount from a creature as a swift action instead of a move action.

Fight from a Combat-Trained Mount

- Each round you direct a mount trained for combat into battle, you must attempt a Survival check to ride as a swift action. If you succeed at the check, you can still make your own attacks as normal, along with any attacks the mount can make. If you fail the check, either you or your mount can make attacks, but not both.

Guide with Knees

- As part of a move action to ride, you can guide your mount with your knees, keeping your hands free. If you fail the check, you must still use one hand to guide your mount, dropping an item or changing grip if necessary.

Leap

- As part of a move action to ride, you can guide your mount to leap over an obstacle. If you succeed at the check, the mount must still succeed at an Athletics check to jump, but it can use your Survival bonus in place of its Athletics bonus, if that number is greater. If you fail the initial Survival check, you fall off the mount when it leaps and take the appropriate falling damage or 1d6 falling damage, whichever is greater.

Soft Fall

- As a reaction, you can reduce the damage you take from a fall off your mount (see page 400). With a successful check, you reduce the damage you take from the fall by 1d6.

Spur Mount

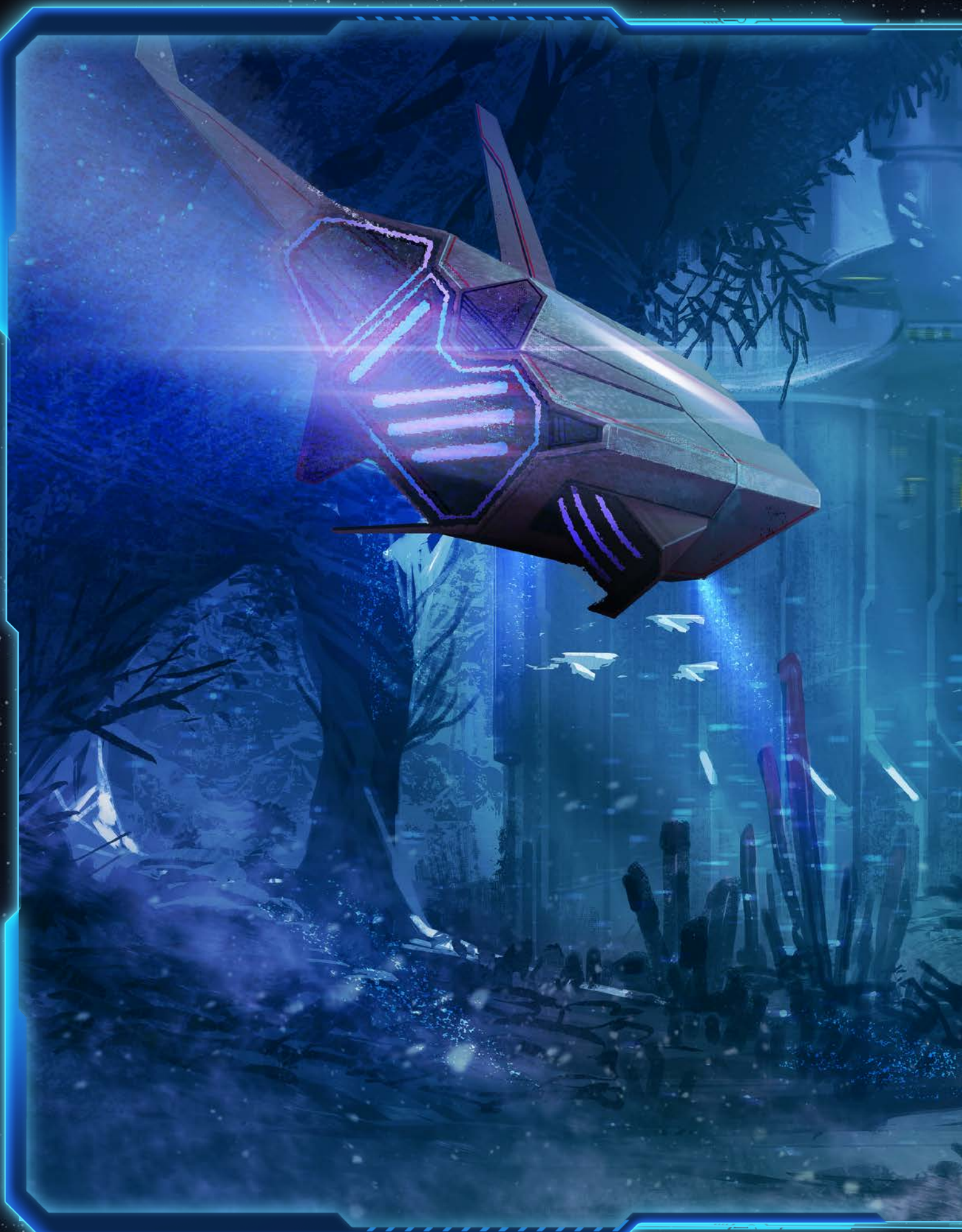
- As a part of a move action to ride, you can attempt to spur your mount to greater speeds. If you succeed at the check, the mount's speed increases by 5 feet for that move action, but the mount takes 1d3 damage whether or not the check succeeds or fails. You can use this ability as often as you want, but if you fail the check by 5 or more, the mount becomes fatigued. You cannot spur a fatigued mount.

Stay Mounted

- As a reaction, you can try to avoid falling off your mount when your mount rears or bolts unexpectedly.

The base DCs for Survival checks to ride a creature depend on the attempted action and apply to riding the most common types of creatures and animals. At the GM's discretion, dangerous or exotic beasts or those ill-suited for use as mounts can increase the DC of Survival checks to ride them by anywhere from 2 to 10. If you ride a creature bareback, you take a –5 penalty to Survival checks to ride or control that mount.

ACTION	DC
Control mount in battle	20
Cover	15
Fast mount or dismount	20
Fight from a combat-trained mount	10
Guide with knees	5
Leap	15
Soft fall	15
Spur mount	15
Stay mounted	5



FEATS

6

FEATS

All characters have certain abilities that don't directly stem from their races, classes, or skills. These abilities, called feats, represent specialized talents that can come from a wide range of possible sources. When you select a feat for your character, it can represent advanced training, an arcane ability gained from a strange machine on an abandoned alien planet, a knack picked up during your youth, or nearly anything the GM agrees is reasonable for the campaign.

PREREQUISITES

Some feats have prerequisites. A character must have each indicated ability score, feat, base attack bonus, skill, class feature, and other listed quality in order to select or use that feat. She can gain a feat at the same level at which she gains its prerequisites. A character can't use a feat if she loses a prerequisite, but she doesn't lose the feat itself. If at a later time she regains the lost prerequisite, she immediately regains full use of the feat that prerequisite enables.

COMBAT FEATS

Most feats are general, meaning that no special rules govern them as a group. Others are combat feats, which are feats that can be selected as a bonus feat by a soldier. This designation doesn't restrict characters of other classes from selecting these feats, assuming that they meet the prerequisites.

FEAT DESCRIPTIONS

The feats presented here are summarized on Table 6–1. In this table, the prerequisites and benefits of the feats are abbreviated for ease of reference. See the specific feat for its full details.

The following format is used for all feat descriptions.

Feat Name: The feat's name is followed by a basic description of what the feat does. This description is only a explanation of the feat, not the game rules defining how it works.

Prerequisites: A minimum ability score, another feat or feats, a minimum base attack bonus, a minimum number of ranks in one or more skills, or anything else required in order to take the feat. A feat may have more than one prerequisite. This entry is absent if a feat has no prerequisites.

Benefit: What the feat enables the character ("you" in the feat description) to do. A character cannot select a feat more than once unless it specifically says so. If a character somehow has the same feat more than once, the benefits of these feats do not stack unless indicated otherwise. Unless otherwise noted, the term "level" refers to character level.

Normal: This entry lists the normal rules that apply to a character who does not have the feat. A character with the feat, on the other hand, can overcome these limitations. This information can help players understand why the feat is useful. If not having the feat causes no particular drawback, this entry is absent.

Special: Additional unusual facts about the feat.

TABLE 6–1: FEATS

FEAT	PREREQUISITES	BENEFIT
Adaptive Fighting*	Three or more combat feats	Once per day as a move action, gain the benefit of a combat feat you don't have
Advanced Melee Weapon Proficiency*	Proficiency with basic melee weapons	Gain proficiency with advanced melee weapons
Amplified Glitch*	Computers 3 ranks, Intimidate 3 ranks	Disrupt devices, causing targets to become shaken for 1 round or more
Antagonize	Diplomacy 5 ranks, Intimidate 5 ranks	Anger a foe, causing it to become off-target and take a –2 penalty to skill checks for 1 round or more
Barricade*	Engineering 1 rank	Create your own fragile cover
Basic Melee Weapon Proficiency*	–	Gain proficiency with basic melee weapons
Blind-Fight*	–	Reroll miss chances from concealment
Bodyguard*	–	Add a +2 bonus to an adjacent ally's AC as a reaction
In Harm's Way*	Bodyguard	Take the damage of a successful attack against an adjacent ally
Cleave*	Str 13, base attack bonus +1	Make an additional melee attack if the first one hits
Great Cleave*	Str 13, Cleave, base attack bonus +4	Make an additional melee attack after each melee attack that hits
Climbing Master	Athletics 5 ranks	Gain a climb speed equal to your land speed
Combat Casting*	Ability to cast 2nd-level spells	+2 bonus to AC and saves against attacks of opportunity when casting spells
Connection Inkling	Wis 15, character level 5th, no mystic levels	Gain the ability to cast minor mystic spells

TABLE 6–1: FEATS (CONTINUED)

FEAT	PREREQUISITES	BENEFIT
Coordinated Shot*	Base attack bonus +1	Allies gain a +1 bonus to ranged attacks against foes you threaten
Deadly Aim*	Base attack bonus +1	Take a –2 penalty to weapon attacks to deal extra damage
Deflect Projectiles*	Base attack bonus +8	Spend 1 Resolve Point to attempt to avoid a ranged attack
Reflect Projectiles*	Deflect Projectiles, base attack bonus +16	Spend 1 Resolve Point to attempt to redirect a ranged attack
Diehard	–	You can spend Resolve Points to stabilize and to stay in the fight in the same round
Dive for Cover*	Base Reflex save bonus +2	Fall prone in an adjacent square to roll a Reflex save twice
Diversion	–	Use Bluff to create a distraction so that your allies can hide
Drag Down*	–	When you are tripped, you can attempt to trip an adjacent foe
Enhanced Resistance	Base attack bonus +4	Gain damage reduction or energy resistance
Extra Resolve	Character level 5th	Gain 2 additional Resolve Points
Far Shot*	Base attack bonus +1	Reduce penalty due to range increments
Fast Talk	Bluff 5 ranks	Baffle a potential foe, causing it to be surprised when combat begins
Fleet*	–	Increase your land speed
Fusillade*	Base attack bonus +1, 4 or more arms	Make an automatic-mode attack with multiple small arms
Great Fortitude	–	+2 bonus to Fortitude saves
Improved Great Fortitude	Great Fortitude, character level 5th	Spend 1 Resolve Point to reroll a Fortitude save
Grenade Proficiency*	–	Gain proficiency with grenades
Harm Undead	Healing channel connection power, mystic level 1st	Expend a spell slot for healing channel to also damage undead
Heavy Armor Proficiency*	Str 13, proficiency with light armor	Gain proficiency with heavy armor
Heavy Weapon Proficiency*	Str 13, proficiency with longarms and small arms	Gain proficiency with heavy weapons
Improved Combat Maneuver*	Base attack bonus +1	+4 bonus to perform one combat maneuver
Pull the Pin*	Improved Combat Maneuver (disarm)	Perform a disarm to activate a foe's grenade
Improved Critical*	Base attack bonus +8	The DC to resist the critical effects of your critical hits increases by 2
Improved Feint*	–	Use Bluff to feint as a move action
Greater Feint*	Improved Feint, base attack bonus +6	Foes you feint against are flat-footed for 1 round
Improved Initiative*	–	+4 bonus to initiative checks
Improved Unarmed Strike*	–	Deal more damage and threaten squares with unarmed strikes
Iron Will	–	+2 bonus to Will saves
Improved Iron Will	Iron Will, character level 5th	Spend 1 Resolve Point to reroll a Will save
Jet Dash	–	Move faster when running, double height and distance when jumping
Kip Up*	Acrobatics 1 rank	Stand from prone as a swift action
Light Armor Proficiency*	–	Gain proficiency with light armor
Lightning Reflexes	–	+2 bonus to Reflex saves
Improved Lightning Reflexes	Lightning Reflexes, character level 5th	Spend 1 Resolve Point to reroll a Reflex save
Longarm Proficiency*	Proficiency with small arms	Gain proficiency with longarms
Lunge*	Base attack bonus +6	Increase reach of melee attacks by 5 feet until the end of your turn
Master Crafter	Computers, Engineering, Life Science, Mysticism, Physical Science, or Profession 5 ranks	Craft items in half the normal time
Medical Expert	Life Science 1 rank, Medicine 1 rank, Physical Science 1 rank	Treat deadly wounds more quickly, and provide long-term care without a medical lab
Minor Psychic Power	Cha 11	Cast a 0-level spell as a spell-like ability 3/day
Psychic Power	Cha 13, Minor Psychic Power, character level 4th	Cast a 1st-level spell as a spell-like ability 1/day
Major Psychic Power	Cha 15, Minor Psychic Power, Psychic Power, character level 7th	Cast a 2nd-level spell as a spell-like ability 1/day
Mobility*	Dex 13	+4 bonus to AC against attacks of opportunity from movement
Agile Casting	Key ability score 15, Dex 15, Mobility, caster level 4th	Cast a spell at any point during movement
Shot on the Run*	Dex 15, Mobility, base attack bonus +4	Make a ranged attack at any point during movement
Parting Shot*	Dex 15, Mobility, Shot on the Run, base attack bonus +6	Make a single ranged attack when withdrawing

TABLE 6–1: FEATS (CONTINUED)

FEAT	PREREQUISITES	BENEFIT
Sidestep*	Dex 15, Mobility or trick attack	Take guarded step as a reaction when a foe misses you with melee attack
Improved Sidestep*	Dex 17, Mobility or trick attack class feature, Sidestep	Reduce penalties from Sidestep
Spring Attack*	Dex 15, Mobility, base attack bonus +4	Move before and after a melee attack
Multi-Weapon Fighting*	–	Reduce the penalty for full attacks when using multiple small arms or operative melee weapons
Mystic Strike*	Ability to cast spells	Melee and ranged attacks count as magic
Nimble Moves*	Dex 15	Ignore 20 feet of difficult terrain when you move
Opening Volley*	–	+2 bonus to a melee attack against a target you damaged with a ranged attack
Penetrating Attack*	Base attack bonus +12	Reduce enemy's DR and energy resistance against your weapons by 5
Penetrating Spell	Ability to cast 4th-level spells	Reduce enemy's DR and energy resistance against your spells by 5
Powered Armor Proficiency*	Str 13, proficiency with light armor and heavy armor, base attack bonus +5	Gain proficiency with powered armor
Quick Draw*	Base attack bonus +1	Draw a weapon as a swift action
Skill Focus	–	+3 insight bonus to one skill
Skill Synergy	–	Gain two new class skills or a +2 insight bonus to those skills
Sky Jockey	Piloting 5 ranks	Make jetpacks, vehicles, and starships go faster
Slippery Shooter*	Dex 15, base attack bonus +6	+3 bonus to AC against attacks of opportunity when making ranged attacks
Small Arm Proficiency*	–	Gain proficiency with small arms
Sniper Weapon Proficiency*	–	Gain proficiency with sniper weapons
Special Weapon Proficiency*	Proficiency with basic melee weapons or small arms	Gain proficiency with one special weapon
Spell Focus	Ability to cast spells, character level 3rd	DCs of spells you cast increase
Spell Penetration	–	+2 bonus to caster level checks to overcome SR
Greater Spell Penetration	Spell Penetration	Additional +2 bonus to caster level checks to overcome SR
Spellbane	Unable to cast spells or use spell-like abilities	+2 insight bonus to saving throws against spells and spell-like abilities
Spry Cover*	Base attack bonus +1	Covering fire grants a +4 bonus to an ally's Acrobatics check to tumble
Stand Still*	–	Make an attack of opportunity to stop a foe's movement
Improved Stand Still*	Stand Still	+4 bonus to melee attacks with Stand Still
Step Up*	Base attack bonus +1	Take a guarded step as a reaction to an adjacent foe moving
Step Up and Strike*	Dex 13, Step Up, base attack bonus +6	Make an attack of opportunity as part of Step Up
Strike Back*	Base attack bonus +1	Ready an action to make a melee attack against a foe with reach
Suppressive Fire*	Base attack bonus +1, proficiency with heavy weapons	Provide covering fire or harrying fire in an area
Swimming Master	Athletics 5 ranks	Gain a swim speed equal to your land speed
Technomantic Dabbler	Int 15, character level 5th, no levels in technomancer	Gain the ability to cast minor technomancer spells
Toughness	–	+1 Stamina Point per character level and other bonuses
Unfriendly Fire*	Bluff 5 ranks	Trick an attacker into shooting at another enemy adjacent to you
Veiled Threat	Cha 15, Intimidate 1 rank	Intimidated foe doesn't become hostile
Weapon Focus*	Proficiency with selected weapon type	+1 bonus to attack rolls with selected weapon type
Versatile Focus*	Weapon Focus	+1 bonus to attack rolls with all weapon types you are proficient with
Weapon Specialization*	Character level 3rd, proficiency with selected weapon type	Deal extra damage with selected weapon type
Versatile Specialization*	Weapon Specialization, character level 3rd	Deal extra damage with all weapon types you are proficient with

* This is a combat feat and can be selected as a soldier bonus feat.

Adaptive Fighting (Combat)

You can adjust your fighting style to match specific conditions during combat.

- **Prerequisites:** Three or more combat feats.
- **Benefit:** Select three combat feats that you do not have but whose prerequisites you meet. Once per day as a move action, you can gain the benefit of one of these feats for 1 minute. Each time you gain a level, you can replace one of these three selected feats with a different feat that you don't have but meet the prerequisites for.

Advanced Melee Weapon Proficiency (Combat)

You know how to use advanced melee weapons.

- **Prerequisites:** Proficiency with basic melee weapons.

- **Benefit:** You gain proficiency with advanced melee weapons (see Weapon Proficiency on page 243).

Agile Casting

You can move, cast a spell, and move again before foes react.

- **Prerequisites:** Key ability score 15, Dex 15, Mobility, caster level 4th.
- **Benefit:** As a full action, you can move up to your speed and cast a single spell with a casting time of one standard action or less at any point during your movement. If you have a supernatural ability that can be activated as a standard action or less, you can instead use that ability at any point during your movement.
- **Normal:** You can move only before or after casting a spell, not both.

Amplified Glitch (Combat)

You can create sudden distractions with technological devices.

- **Prerequisites:** Computers 3 ranks, Intimidate 3 ranks.
- **Benefit:** As a standard action, you can wirelessly introduce a fast-acting virus into nearby technological devices to briefly cause them to malfunction in loud, surprising ways. You can use this ability on one target creature per character level, no two of which can be more than 30 feet apart. Each target must either be carrying technological devices or be within sight and hearing of such devices. While the locations of such devices are up to the GM, most public spaces (aside from technologically underdeveloped areas) contain enough technology for this feat to function. Your glitch causes alarms to go off, automated devices to spin and flail, readouts to flash brightly, and so on. With a successful Computers check (DC = 15 + 1 per target + 1-1/2 × the CR of the highest-CR target), all targets are shaken for 1 round, plus 1 additional round for every 5 by which your result exceeds the DC.

  Once you have targeted a creature with this feat, that foe is immune to this ability for 24 hours.

Antagonize

You know how to make foes extremely angry with you.

- **Prerequisites:** Diplomacy 5 ranks, Intimidate 5 ranks.
- **Benefit:** As a standard action, you can antagonize a foe that can see and hear you by attempting a Diplomacy or Intimidate check (DC = 10 + your opponent's total Sense Motive skill bonus, or 15 + 1-1/2 × the opponent's CR, whichever is higher). If you succeed, the foe is off-target and takes a –2 penalty to all skill checks for 1 round plus 1 additional round for every 5 by which your result exceeds the DC, or until it makes an attack against you, forces you to attempt a saving throw, or damages you (whichever comes first). Once you have attempted to antagonize a foe, that foe is immune to this ability for 24 hours. This is a language-dependent ability.

Barricade (Combat)

You are adept at creating quick, temporary cover.

- **Prerequisites:** Engineering 1 rank.
- **Benefit:** As a move action, you can stack and reinforce objects that are too small or too fragile to provide cover into a single square of adjacent cover. The GM has discretion over whether enough such objects are nearby to allow you to use this ability, but most urban and wilderness settings not specifically described as empty or barren have enough such material to allow at least one such temporary barricade to be built. The barricade grants partial cover against attacks with line of effect that pass through it. If the barricade is in a square that already granted partial cover, it instead grants normal cover. For more information about cover, see page 253.

  The barricade is temporary and not particularly durable. When determining its hardness and Hit Points, treat it as a piece of equipment with an item level equal to half your total ranks in Engineering (minimum 1st level). Additionally, once it or a creature adjacent to it is hit by an attack, the barricade collapses at the beginning of your turn in 1d4 rounds (unless the barricade is destroyed completely by the attack). There isn't normally enough material for you to build a second barricade in exactly the same space unless you are in a particularly crowded area (as determined by the GM).

Basic Melee Weapon Proficiency (Combat)

You know how to use basic melee weapons.

- **Benefit:** You gain proficiency with basic melee weapons (see Weapon Proficiency on page 243).

Blind-Fight (Combat)

You are skilled at attacking opponents you can't clearly see.

- **Benefit:** In melee, every time you miss because of concealment (see page 253), you can reroll your miss chance percentile roll one time to see if you actually hit (see page 243).

  You aren't flat-footed against melee attacks from creatures you can't see, and you can withdraw from creatures you can't perceive. You don't need to attempt Acrobatics checks to move at full speed while blinded.

Bodyguard (Combat)

You can attempt to ward off attacks that target nearby allies.

- **Benefit:** As a reaction when an adjacent ally is attacked, you can grant that ally a +2 circumstance bonus to its AC against that attack. If you do so, you take a –2 penalty to your own Armor Class until the beginning of your next turn.

Cleave (Combat)

You can strike two adjacent foes with a single swing.

- **Prerequisites:** Str 13, base attack bonus +1.
- **Benefit:** As a standard action, you can make a single melee attack against a foe within reach. If you hit, you deal damage normally and can make an additional melee attack (using your full base attack bonus) against a foe that is adjacent to the first and also within reach. You can make only one additional attack per round with this feat. When you use this feat, you take a –2 penalty to your Armor Class until your next turn.

Climbing Master

You can climb as well as a monkey or a spider.

- **Prerequisites:** Athletics 5 ranks.
- **Benefit:** You gain a climb speed equal to your land speed.

Combat Casting (Combat)

You leave fewer openings when casting a spell.

- **Prerequisites:** Ability to cast 2nd-level spells.
- **Benefit:** You gain a +2 bonus to your Armor Class and saving throws against attacks of opportunity you provoked by casting a spell and against readied actions triggered by your spellcasting.

Connection Inkling

You gain a hint of mystic power.

- **Prerequisites:** Wis 15, character level 5th, no levels in mystic.
- **Benefit:** Choose two 0-level mystic spells and one 1st-level mystic spell. You can cast the 0-level spells at will and the 1st-level spell once per day for every 3 character levels you have. For these spells, your caster level is equal to your character level and the key ability score is Wisdom. If you later gain levels in mystic, you lose the benefits of this feat and can replace it with either Spell Focus or Spell Penetration.

Coordinated Shot (Combat)

You can maneuver a foe to be in the direct line of an ally's fire.

- **Prerequisites:** Base attack bonus +1.
- **Benefit:** When you are threatening a foe with a melee weapon, any ally that has line of sight to that foe without you granting that foe cover gains a +1 bonus to ranged attack rolls against that foe.

Deadly Aim (Combat)

You can strike your enemies' weak points and deal more damage.

- **Prerequisites:** Base attack bonus +1.
- **Benefit:** When you take the attack or full attack action with weapons (including a solarian's solar manifestation, but not spells or other special abilities of any kind), you can take a –2 penalty to your attack rolls. If you do, those attacks deal additional damage equal to half your base attack bonus (minimum 1).

Deflect Projectiles (Combat)

You can use your melee weapon to deflect attacks.

- **Prerequisites:** Base attack bonus +8.
- **Benefit:** When you would be hit by a ranged attack from a weapon or spell that deals energy or kinetic damage, you can spend 1 Resolve Point as a reaction to make an attack roll with a nonarchaic melee weapon that deals the same general category of damage (energy or kinetic) with a +5 bonus. If your attack roll is higher than the attack roll that hit you, you deflect the attack with your weapon, and it misses. This doesn't work against area attacks, even against area attacks that have attack rolls like blast weapons, and you can't use this reaction if you aren't capable of making an attack with an appropriate weapon.

Diehard

You are especially hard to kill. Your wounds quickly stabilize when you're grievously wounded.

- **Benefit:** When you are dying, you can spend the required Resolve Points to stabilize and 1 Resolve Point to stay in the fight (regaining 1 Hit Point) in the same round.
- **Normal:** You must use Resolve Points to stabilize and to stay in the fight in separate rounds.

Dive for Cover (Combat)

You know how to dive out of the area of an effect.

- **Prerequisites:** Base Reflex save bonus +2.
- **Benefit:** When you attempt a Reflex save against an area attack or area effect, you can fall prone in an adjacent square and roll that Reflex save twice (taking the better result of the two). If you were in a threatened space, this movement provokes attacks of opportunity normally.

Diversion

You can draw attention to yourself, allowing your allies to slip away.

- **Benefit:** When you successfully use Bluff to create a distraction, you can allow an ally to attempt a Stealth check to hide (instead of attempting to hide yourself). You can attempt to allow multiple allies to use Stealth to hide, but you take a –5

penalty to your Bluff check for every ally after the first, and on a failed check no ally can attempt to hide.

- **Normal:** Using Bluff to create a distraction allows only you to attempt a Stealth check to hide.

Drag Down (Combat)

You are skilled at bringing your opponent down with you when you are knocked prone.

- **Benefit:** Whenever an opponent successfully uses the trip combat maneuver against you, you can attempt to trip an adjacent opponent as a reaction.

Enhanced Resistance

You have trained your body to resist a particular type of damage.

- **Prerequisites:** Base attack bonus +4.
- **Benefit:** Choose one kinetic damage type (bludgeoning, piercing, or slashing) or one energy type (acid, cold, electricity, fire, or sonic). If you choose a kinetic damage, you ignore damage of that type equal to your base attack bonus; this doesn't stack with DR. If you choose an energy type, you gain energy resistance against that type of energy equal to your base attack bonus.

Extra Resolve

Your resolve is stronger than most.

- **Prerequisites:** Character level 5th.
- **Benefit:** You have 2 additional Resolve Points in your pool.

Far Shot (Combat)

You remain accurate at longer ranges.

- **Prerequisites:** Base attack bonus +1.
- **Benefit:** You take only a –1 penalty per full range increment between you and your target when using a ranged weapon.
- **Normal:** You take a –2 penalty per full range increment between you and your target.

Fast Talk

You can baffle a foe with chatter to disguise the start of battle.

- **Prerequisites:** Bluff 5 ranks.
- **Benefit:** You can distract a creature with a confusing barrage of words, causing it to be surprised at the beginning of combat. You can use this ability only on a creature you are able to converse with (it must be able to see or hear you and understand your words) prior to the beginning of combat, and you must continue to converse with it until combat begins. You can't use this ability if you are the one to instigate combat or if you are unaware at the start of combat.

  When the GM declares that combat has begun, but before initiative is rolled, you can spend 1 Resolve Point to attempt a Bluff check against a single creature that this ability can affect. The DC is equal to 15 + the target's total Perception skill bonus, or 20 + 1-1/2 × the target's CR, whichever is higher. If your check is successful, the target creature is considered unaware at the start of combat, allowing other creatures (including yourself) to act in a surprise round. Once you have attempted to use this ability on a creature, whether or not you succeed, it is immune to this ability for 24 hours.

Fleet (Combat)

You are faster than most.

- **Benefit:** While you are wearing light or no armor, your land speed increases by 10 feet. When you are encumbered, your land speed instead increases by only 5 feet. When you are overburdened, your speed is reduced to 10 feet.

Fusillade (Combat)

You use your numerous limbs to lay down a hail of fire.

- **Prerequisites:** Base attack bonus +1, four or more arms.
- **Benefit:** As a full attack when you are wielding four or more identical small arms, you can fire them all simultaneously to duplicate the effects of an automatic weapon (see page 180). You use all of the ammunition in all the small arms used, and you treat this as an attack in automatic mode. Add all the ammunition expended from all of your small arms when determining the maximum number of creatures you can hit.

Great Cleave (Combat)

You can strike many adjacent foes with a single blow.

- **Prerequisites:** Str 13, Cleave, base attack bonus +4.
- **Benefit:** If you strike a second target with the Cleave feat, you can spend 1 Resolve Point to make a melee attack against each subsequent foe that is both adjacent to the last target and within your reach, as long as you hit the previous foe. You can't attack an individual foe more than once during this attack action.

Great Fortitude

You are resistant to diseases, poisons, and other maladies.

- **Benefit:** You gain a +2 bonus to Fortitude saving throws.

Greater Feint (Combat)

You are skilled at fooling your opponents in combat.

- **Prerequisites:** Improved Feint, base attack bonus +6.
- **Benefit:** Whenever you successfully feint in combat, the foe gains the flat-footed condition until the end of your next turn.

Greater Spell Penetration

Your spells break through spell resistance much more easily than most.

- **Prerequisites:** Spell Penetration.
- **Benefit:** You gain a +2 bonus to caster level checks to overcome a creature's spell resistance. This bonus stacks with the bonus from Spell Penetration.

Grenade Proficiency (Combat)

You know how to use grenades.

- **Benefit:** You gain proficiency with grenades (see Weapon Proficiency on page 243).

Harm Undead

You can use your healing channel to harm undead.

- **Prerequisites:** Healing channel connection power, mystic level 1st.
- **Benefit:** When you use your healing channel as a full action, you can expend a mystic spell slot of the highest level you can cast to also deal damage equal to the amount you heal

to all undead foes in the area. The undead can attempt a Will save for half damage, at your usual connection power DC.

Heavy Armor Proficiency (Combat)

You know how to use heavy armor.

- **Prerequisites**: Str 13, proficiency with light armor.
- **Benefit:** You gain proficiency with heavy armor (see page 242).

Heavy Weapon Proficiency (Combat)

You know how to use heavy weapons.

- **Prerequisites:** Str 13, proficiency with small arms and longarms.
- **Benefit:** You gain proficiency with heavy weapons (see page 243).

Improved Combat Maneuver (Combat)

You are particularly skilled with a specific combat maneuver.

- **Prerequisites:** Base attack bonus +1.
- **Benefit:** Choose one combat maneuver (bull rush, dirty trick, disarm, grapple, reposition, sunder, or trip). You gain a +4 bonus to your attack roll to resolve that combat maneuver.
- **Special:** You can take Improved Combat Maneuver multiple times. The effects don't stack. Each time you take the feat, it applies to a new combat maneuver.

Improved Critical (Combat)

Attacks with your chosen weapon are harder to shake off.

- **Prerequisites:** Base attack bonus +8.
- **Benefit:** When you score a critical hit with a weapon, increase the DC to resist that weapon's critical effect by 2.

Improved Great Fortitude

You are more resistant to diseases, poisons, and dangers.

- **Prerequisites:** Great Fortitude, character level 5th.
- **Benefit:** You can spend 1 RP to reroll a failed Fortitude save (see page 243).

Improved Feint (Combat)

You are skilled at fooling your opponents in combat.

- **Benefit:** You can use Bluff to feint in combat as a move action.

Improved Initiative (Combat)

Your quick reflexes allow you to react rapidly to danger.

- **Benefit:** You gain a +4 bonus to initiative checks.

Improved Iron Will

Your clarity of thought allows you to resist mental attacks.

- **Prerequisites:** Iron Will, character level 5th.
- **Benefit:** You can spend 1 RP to reroll a failed Will save (see page 243).

Improved Lightning Reflexes

You have a knack for avoiding the dangers all around you.

- **Prerequisites:** Lightning Reflexes, character level 5th.
- **Benefit:** You can spend 1 RP to reroll a failed Reflex save (see page 243).

Improved Sidestep (Combat)

You keep your mobility when sidestepping foes' melee attacks.

- **Prerequisites:** Dex 17, Mobility or trick attack class feature, Sidestep.
- **Benefit:** After sidestepping an opponent's missed attack using the Sidestep feat, you can still take a guarded step during your next turn, or you can move up to your full speed if you take an action to move during your next turn.
- **Normal:** If you use the Sidestep feat, you can't take a guarded step during your next turn and your movement is reduced by 5 feet during your next turn.

Improved Stand Still (Combat)

You are particularly skilled at stopping foes in their tracks.

- **Prerequisites:** Stand Still.
- **Benefit:** You gain a +4 bonus to your melee attack roll for Stand Still.

Improved Unarmed Strike (Combat)

You have trained to make your unarmed strikes lethal and strike with kicks, head-butts, and similar attacks.

- **Benefit:** Your unarmed strike damage increases to 1d6 at 4th level, 2d6 at 8th level, 3d6 at 12th level, 5d6 at 15th level, and 7d6 at 20th level. Your unarmed strikes don't count as archaic and can deal lethal damage. You threaten squares within your natural reach with your unarmed strikes even when you do not have a hand free for an unarmed strike. If you are immobilized, entangled, or unable to use both legs (or whatever appendages you have in place of legs, where appropriate), you lose the ability to make unarmed strikes without your hands. When making an unarmed strike without your hands, you can't use such attacks for combat maneuvers or similar abilities—only to deal damage.
- **Normal:** You don't threaten any squares with unarmed strikes, and you must have a hand free to make an unarmed strike.

In Harm's Way (Combat)

You put yourself in danger's path to save your allies.

- **Prerequisites:** Bodyguard.
- **Benefit:** When an attack hits an ally whose Armor Class you have increased with the Bodyguard feat, you can intercept the attack. You take all damage and associated effects from that attack, and once you intercept the attack, no other ability can redirect it. This ability takes no action, but you can intercept only one attack in this way each round.

Iron Will

You are more resistant to mental effects.

- **Benefit:** You gain a +2 bonus to Will saving throws.

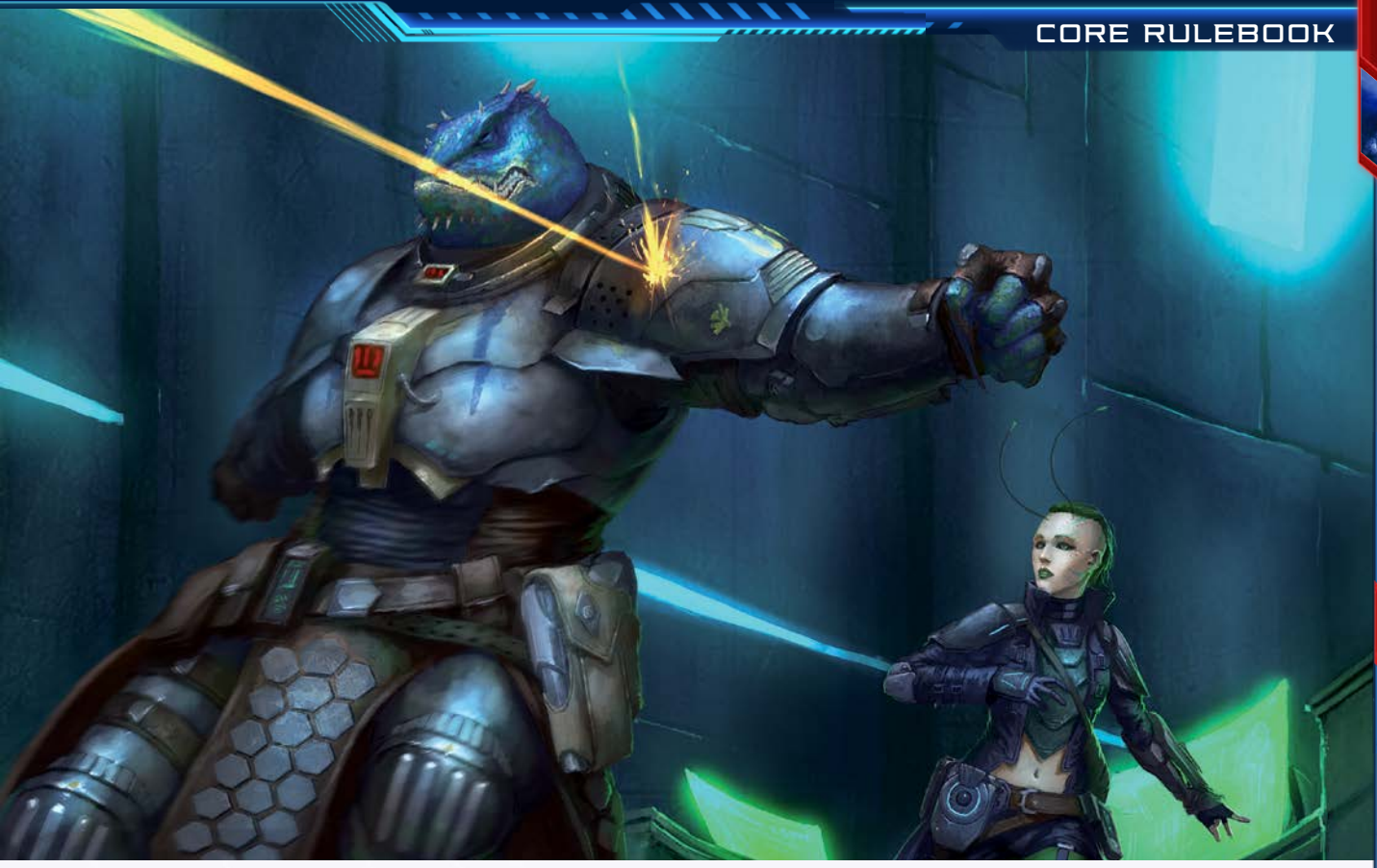
Jet Dash

You are swift of foot and can make enormous leaps.

- **Benefit:** When running, you move six times your land speed. Whenever you jump, double the height and distance you can jump. While running, you don't gain the flat-footed condition.
- **Normal:** You move four times your land speed and gain the flat-footed condition while running.

Kip Up (Combat)

You can stand up from prone in a hurry.



- **Prerequisites:** Acrobatics 1 rank.
- **Benefit:** You can stand from prone as a swift action, rather than a move action.

Light Armor Proficiency (Combat)

You know how to use light armor.

- **Benefit:** You gain proficiency with light armor (see Armor Proficiency on page 242).

Lightning Reflexes

You have faster reflexes than normal.

- **Benefit:** You gain a +2 bonus to Reflex saving throws.

Longarm Proficiency (Combat)

You know how to use longarms.

- **Prerequisites:** Proficiency with small arms.
- **Benefit:** You gain proficiency with longarms (see Weapon Proficiency on page 243).

Lunge (Combat)

You can strike foes that would normally be out of reach.

- **Prerequisites:** Base attack bonus +6.
- **Benefit**: You can increase the reach of your melee attacks by 5 feet until the end of your turn by taking a –2 penalty to your Armor Class until the beginning of your next turn. You must decide to use this ability before making any attacks in the round.

Major Psychic Power

You have a significant natural psychic ability.

- **Prerequisites:** Cha 15, Minor Psychic Power, Psychic Power, character level 7th.
- **Benefit:** Select one of the following 2nd-level spells: *augury* or *status*. You can cast this spell once per day as a spell-like ability, using your character level as your caster level.

Master Crafter

You can construct things more quickly than most.

- **Prerequisites:** Computers, Engineering, Life Science, Mysticism, Physical Science, or appropriate Profession 5 ranks.
- **Benefit:** Choose one skill that allows you to craft items in which you have the required number of ranks. When you craft items using that skill, it takes half the normal time.
- **Special**: You can take Master Crafter multiple times. Each time you do, it applies to a different skill that meets the prerequisite number of ranks.

Medical Expert

You are an expert at medical science and caring for the ill.

- **Prerequisites:** Life Science 1 rank, Medicine 1 rank, Physical Science 1 rank.
- **Benefit:** You can use the Medicine skill in conjunction with a medpatch or sprayflesh to treat deadly wounds as a full action (DC 25). If you have an ability that enables you to treat deadly wounds more often but with a longer time frame (such as the envoy's surgeon expertise talent), you cannot use this feat to use that ability more quickly. When used in this way, the medpatch or sprayflesh does not perform any of its normal functions. You can also use the Medicine skill to provide long-term care with just a medkit.
- **Normal:** It takes 1 minute to treat deadly wounds, and long-term care requires a medical bay or medical lab.

Minor Psychic Power

You have a minor natural psychic ability.

- **Prerequisites:** Cha 11.
- **Benefit:** Select one of the following 0-level spells: *dancing lights*, *psychokinetic hand*, *telekinetic projectile*, or *telepathic message*. You can cast this spell three times per day as a spell-like ability, using your character level as your caster level.
- **Special:** You can select this feat more than once. Each time you do, you must choose a different spell from the list.

Mobility (Combat)

You can easily move past dangerous foes.

- **Prerequisites:** Dex 13.
- **Benefit:** You gain a +4 bonus to your Armor Class against attacks of opportunity that you provoke by leaving a threatened square.

Multi-Weapon Fighting (Combat)

You know how to fight with several lighter weapons at once and how to take advantage of your multiple attacks.

- **Benefit:** When you make a full attack with two or more small arms or with two or more operative melee weapons (see page 184), reduce the penalty for making a full attack by 1.

Mystic Strike (Combat)

Your magical power flows into your weapons.

- **Prerequisites:** Ability to cast spells.
- **Benefit:** Your melee and ranged attacks count as magic for the purposes of bypassing damage reduction and other situations, such as attacking incorporeal creatures.

Nimble Moves (Combat)

You can move across a single obstacle with ease.

- **Prerequisites:** Dex 15.
- **Benefit:** You can move through up to 20 feet of difficult terrain each round as if it were normal terrain. This feat allows you to take a guarded step into difficult terrain.

Opening Volley (Combat)

Your ranged assault leaves your foe disoriented and vulnerable to your next melee attack.

- **Benefit:** Whenever you deal damage to an opponent with a ranged attack on your first turn in a combat, you gain a +2 circumstance bonus to your next melee attack roll against that opponent. This melee attack must occur before the end of your next turn.

Parting Shot (Combat)

You are an expert skirmisher and are able to take a final shot as you retreat.

- **Prerequisites:** Dex 15, Mobility, Shot on the Run, base attack bonus +6.
- **Benefit:** When using the withdraw action, you can make a single ranged attack at any point during your movement. If you have the trick attack class feature and are using an appropriate weapon, you can add your trick attack damage to the attack you make while withdrawing. Once you use this ability, you can't use it again until the next time you regain Stamina Points with a 10-minute rest.
- **Normal:** You can't attack when using the withdraw action.

Penetrating Attack (Combat)

You know how to angle your attacks so that you penetrate your opponent's defenses.

- **Prerequisites:** Base attack bonus +12.
- **Benefit:** Reduce your target's energy resistances and damage reduction by 5 against your weapon attacks.

Penetrating Spell

You know how to cast spells so that they penetrate your opponent's defenses.

- **Prerequisites:** Ability to cast 4th-level spells.
- **Benefit:** Reduce your target's energy resistances and damage reduction by 5 against your spell damage.

Powered Armored Proficiency (Combat)

You know how to use powered armor.

- **Prerequisites**: Str 13, base attack bonus +5, proficiency with light and heavy armor.
- **Benefit:** You gain proficiency with powered armor (see Armor Proficiency on page 242).

Psychic Power

You have a natural psychic ability.

- **Prerequisites:** Cha 13, Minor Psychic Power, character level 4th.
- **Benefit:** Select one of the following 1st-level spells: *comprehend languages*, *detect thoughts*, or *mindlink*. You can cast this spell once per day as a spell-like ability, using your character level as your caster level.
- **Special:** You can select this feat more than once. Each time you do, you must choose a different spell from the list.

Pull the Pin (Combat)

You can activate a foe's grenade.

- **Prerequisites:** Improved Combat Maneuver (disarm).
- **Benefit:** When you make a successful disarm combat maneuver against a foe that you know has grenades, rather than disarming the foe of a weapon, you can activate one grenade in the foe's possession. You can activate only a grenade that is ready to be drawn and thrown (not, for example, a grenade stowed away within an equipment pack). The grenade explodes at the end of your current turn, unless it has a delayed fuse that causes it to go off 1 round or more after it is activated.

  The foe takes a –2 penalty to the saving throw against this grenade, and the grenade's explosion has half its normal area.

Quick Draw (Combat)

You can draw weapons faster than most.

- **Prerequisites:** Base attack bonus +1.
- **Benefit:** You can draw a weapon as a swift action. Additionally, when making an attack using a thrown weapon as an attack or full attack action, you can draw a weapon as part of the action

of making a thrown attack with it. You can draw a hidden weapon (see Sleight of Hand on page 146) as a move action.

- **Normal:** You can draw a weapon as a move action, or (if your base attack bonus is +1 or higher) as part of a move action, and you can draw a hidden weapon as a standard action.

Reflect Projectiles (Combat)

You can use your melee weapon to redirect attacks.

- **Prerequisites:** Deflect Projectiles, base attack bonus +16.
- **Benefit:** When you successfully deflect an attack with the Deflect Projectiles feat, you can spend 1 additional Resolve Point to redirect the attack at a target within 60 feet to which you have line of effect. Make a ranged attack at a –4 penalty against the appropriate Armor Class of the new target. If your attack succeeds, the target is damaged as if it had been the target of the original attack.

Shot on the Run (Combat)

You can move, make a ranged attack, and move again before your foes can react.

- **Prerequisites:** Dex 15, Mobility, base attack bonus +4.
- **Benefit:** As a full action, you can move up to your speed and make a single ranged attack at any point during your movement. If you have the trick attack class feature, you can take your movement from trick attack at any time during a trick attack (see page 93) with a ranged weapon (instead of only before).
- **Normal:** You can move only before or after making a ranged attack, not both.

Sidestep (Combat)

You can reposition yourself after a foe's missed swing.

- **Prerequisites:** Dex 15, Mobility or trick attack class feature.
- **Benefit:** Whenever an opponent misses you with a melee attack, you can take a guarded step as a reaction, as long as you remain within that opponent's threatened area. If you take this step, you can't take a guarded step during your next turn. If you take an action to move during your next turn, subtract 5 feet from your total movement.

Skill Focus

You are particularly adept at a certain skill.

- **Benefit:** Choose a skill. You gain a +3 insight bonus to checks involving the chosen skill.
- **Special:** You can take this feat multiple times. Its effects don't stack. Each time you take this feat, it applies to a new skill.

Skill Synergy

You understand how two skills work well together.

- **Benefit:** Choose two skills. These skills become class skills for you. If one or both were already class skills, you gain a +2 insight bonus to those skill checks instead.
- **Special:** You can take this feat multiple times. Its effects don't stack. Each time you take it, it applies to two different skills.

Sky Jockey

You can get the most out of flying technology.

- **Prerequisites:** Piloting 5 ranks.
- **Benefit:** When you're using a device to fly (including magic items, but not spells or natural flight), your fly speed increases by 10 feet. If you are operating a flying vehicle, its fly speed increases by 10 (though this has no impact on its full speed or overland movement speed). When you are in the pilot role of starship combat, your starship's speed increases by 1.

Slippery Shooter (Combat)

You leave fewer openings when making a ranged attack.

- **Prerequisites:** Dex 15, base attack bonus +6.
- **Benefit:** You gain a +3 bonus to your Armor Class against attacks of opportunity you provoke by making a ranged attack.

Small Arm Proficiency (Combat)

You know how to use small arms.

- **Benefit:** You gain proficiency in small arms (see Weapon Proficiency on page 243).

Sniper Weapon Proficiency (Combat)

You know how to use sniper weapons.

- **Benefit:** You gain proficiency in sniper weapons (see Weapon Proficiency on page 243).

Special Weapon Proficiency (Combat)

You know how to use a special weapon.

- **Prerequisites:** Proficiency with basic melee weapons or small arms (see below).
- **Benefit:** You gain proficiency with a single special weapon of your choice (see Weapon Proficiency on page 243). If the special weapon you choose is a melee special weapon, you must have proficiency with basic melee weapons. If the special weapon you choose is a ranged weapon, you must have proficiency with small arms. If a set of special weapons are all different models of the same weapon, proficiency with one such weapon grants proficiency with all weapons in the set.
- **Special**: You can take this feat multiple times. Each time you do, select a different special weapon.

Spell Focus

Through careful study, you have developed methods to make your spells harder to resist.

- **Prerequisites:** Ability to cast spells, character level 3rd.
- **Benefit:** The DC of spells you cast increases by 1. At 11th level, the DC of your spells instead increases by 2, and at 17th level, the DC of spells you cast instead increases by 3. This bonus does not apply to spell-like abilities.

Spell Penetration

Your spells break through spell resistance more easily than those of other spellcasters.

- **Benefit:** You gain a +2 bonus to caster level checks to overcome a creature's spell resistance (see page 265).

Spellbane

Your mind and body are fortified against magic.

- **Prerequisites:** Unable to cast spells or use spell-like abilities.
- **Benefit:** You gain a +2 insight bonus to saving throws against spells and spell-like abilities. If you ever gain the ability to cast spells or use spell-like abilities, you lose the benefits of this feat and can replace it with Great Fortitude, Lightning Reflexes, or Iron Will, or the improved version of one of those feats if you meet its prerequisites.

Spring Attack (Combat)

You can deftly move up to a foe, strike, and withdraw before it can react.

- **Prerequisites:** Dex 15, Mobility, base attack bonus +4.
- **Benefit:** As a full action, you can move up to your speed and make a single melee attack or combat maneuver without provoking any attacks of opportunity from the target of your attack. You can move both before and after the attack, but you must move at least 10 feet before the attack, and the total distance that you move cannot be greater than your speed. You cannot use this ability to attack a foe that is adjacent to you at the start of your turn. If you have the trick attack class feature, you can take your movement from trick attack at any time during a trick attack with a melee weapon (instead of only before), without provoking any attacks of opportunity from the target of your attack.
- **Normal:** You can move only before or after an attack, not both.

Spry Cover (Combat)

You can use covering fire to make it easier for your ally to move.

- **Prerequisites:** Base attack bonus +1.
- **Benefit:** Instead of the usual benefits of covering fire, you can use covering fire to grant an ally a +4 bonus to her next Acrobatics check to tumble before the end of your next turn.

Stand Still (Combat)

You can stop foes that try to move past you.

- **Benefit:** When a foe provokes an attack of opportunity by leaving a square you threaten, you can attempt a melee attack as a reaction against that foe's Kinetic Armor Class + 8. If you're successful, the enemy cannot take any further movement for the rest of its turn. The enemy can still take the rest of its actions, but cannot leave that square.

Step Up (Combat)

You can close the distance when a foe tries to move away.

- **Prerequisites:** Base attack bonus +1.
- **Benefit:** Whenever an adjacent foe attempts to take a guarded step away from you, you can also take a guarded step as a reaction as long as you end up adjacent to the foe that triggered this ability.

Step Up and Strike (Combat)

When a foe tries to move away, you can follow and make an attack of opportunity.

- **Prerequisites:** Dex 13, Step Up, base attack bonus +6.
- **Benefit:** When using the Step Up feat to follow an adjacent foe, you can move up to 10 feet. You can also either make an attack of opportunity against the foe, or wait to see if the foe provokes another attack of opportunity at any point before the end of its turn. Either way, this attack of opportunity does not count toward the number of actions you can usually take each round; it is part of the Step Up reaction.

Strike Back (Combat)

You can strike at foes that attack you using their superior reach by targeting their limbs or weapons as they come at you.

- **Prerequisites:** Base attack bonus +1.
- **Benefit:** You can ready an action to make a melee attack against a foe that attacks you with a melee weapon, even if that foe isn't within your reach.

Suppressive Fire (Combat)

You can use automatic weapons to create a cone of covering fire or harrying fire.

- **Prerequisites:** Base attack bonus +1, proficiency with heavy weapons.
- **Benefit:** As a full action, you can use a ranged weapon with the automatic weapon property to provide covering fire or harrying fire in a cone with a range equal to half the weapon's range increment. You must expend 10 charges or rounds of ammunition to use this ability. Decide if you are providing covering fire or harrying fire. Make a single ranged attack roll with a +4 bonus, and compare it to the AC of all creatures in the area. Any creature with an AC equal to or less than your attack roll is affected by the selected effect. If you select covering fire, choose a single ally that gains the benefit of the covering fire bonus to its AC.

Swimming Master

You can swim as well as a fish.

- **Prerequisites:** Athletics 5 ranks.
- **Benefit:** You gain a swim speed equal to your land speed.

Technomantic Dabbler

You dabble with coding in the language of magic.

- **Prerequisites:** Intelligence 15, character level 5th, no levels in technomancer.
- **Benefit:** Choose two 0-level technomancer spells and one 1st-level technomancer spell. You can cast the 0-level spells at will and the 1st-level spell once per day for every 3 character levels you have. For these spells, your caster level is equal to your character level and the key ability score is Intelligence. If you later gain levels in technomancer, you lose the benefits of this feat and can replace it with either Spell Focus or Spell Penetration.

Toughness

You have enhanced physical resilience, and harsh conditions or long exertions don't easily tire you.

- **Benefit:** For every character level you have (and whenever you gain a new level), you gain 1 Stamina Point. In addition, you gain a +4 bonus to Constitution checks to continue running, to avoid damage from a forced march, to hold your breath, and to avoid damage from starvation or thirst. You also gain a +4 bonus to Fortitude saving throws to avoid taking damage from hot or cold environments, to withstand the harmful effects of thick and thin atmospheres, to avoid choking when breathing in heavy smoke, and to avoid fatigue caused by sleep deprivation.

Unfriendly Fire (Combat)

You can trick foes into firing at an unintended target.

- **Prerequisites:** Bluff 5 ranks.
- **Benefit:** As a reaction when an attacker makes a ranged attack against you and misses, you can attempt a Bluff check to redirect the attack toward a different target. The new target must be adjacent to you and within line of sight and line of effect of the original attacker. The DC for this check is equal to either 10 + the attacker's total Sense Motive skill bonus, or 15 + 1-1/2 × the attacker's CR, whichever is greater. You can't take 10 on this check. If you succeed, the original attacker rerolls the attack roll (see page 243) with the same bonuses against the appropriate Armor Class of the new target.

  Once a creature has observed you use this feat, even if that creature is neither the attacker nor the new target, you can't use this feat to attempt to redirect attacks from that creature for 24 hours.

Veiled Threat

You can be so subtle not even the people you threaten are entirely sure you threatened them.

- **Prerequisites:** Cha 15, Intimidate 1 rank.
- **Benefit:** When you successfully use the Intimidate skill to bully a creature, after the duration of its helpful attitude ends, its attitude toward you becomes indifferent rather than hostile.

Versatile Focus (Combat)

Your accuracy applies to all weapons with which you are proficient.

- **Prerequisites:** Weapon Focus (any).
- **Benefit:** The benefits of Weapon Focus extend to all weapons with which you are proficient.

Versatile Specialization (Combat)

You know how to get full value out of weapon types your class doesn't normally use.

- **Prerequisites:** Weapon Specialization, character level 3rd.
- **Benefit:** You gain specialization (see page 243) in all weapons with which you are proficient that can be selected with Weapon Specialization.

Weapon Focus (Combat)

You have increased training in a particular weapon type, making it easier to hit your target.

- **Prerequisites:** Proficiency with selected weapon type.
- **Benefit:** Chose one weapon type (small arms, longarms, heavy weapons, etc.). You gain a +1 bonus to attack rolls with that weapon type. If your base attack bonus is at least 3 lower than your character level (or your mechanic's class level, if you are a drone), you gain a +2 bonus instead.

Weapon Specialization (Combat)

You know how to get the full damage out of a weapon type your class doesn't normally use.

- **Prerequisites:** Character level 3rd, proficiency with selected weapon type.
- **Benefit:** Choose one weapon type (small arms, longarms, heavy weapons, etc.). You gain specialization in that weapon type, which means you add your character level to damage with the selected weapon type, or half your character level for small arms or operative melee weapons. You can never have specialization in grenades.

EQUIPMENT

7

EQUIPMENT

It's a dangerous galaxy, and a smart explorer knows that the difference between success and failure—or even life and death—may be the equipment you have at the ready. This chapter presents all sorts of different equipment, from weapons and armor to adventuring gear for scouting new worlds. Yet not everything in this chapter is a purely technological wonder, and many of the items included here are the products of spellcasting artisans or are a blending of magic and advanced science.

CURRENCY

Many worlds still retain coins or other forms of physical money from the time before the Pact, and they may occasionally use them for local trade. However, the standard unit of currency in the Pact Worlds (and the Starfinder RPG rules) is the credit. All interplanetary business is conducted in standardized credits, thanks to their backing and regulation through the Pact Worlds government and the church of Abadar. Converting a world's economy to the credit standard is a requirement of joining the Pact Worlds, and even worlds far outside the Pact's official jurisdiction often prefer to use them, since they are so universally carried and understood.

Credits are a combination of digital and physical currency. Most individuals and corporations in Starfinder store their funds digitally in accounts with major banking houses, protected by the strongest spells and encryption money can buy. Yet the price of such security is high: accessing these funds requires jumping through significant hoops, and official transactions between accounts must be transparent to government and banking officials, making true privacy impossible.

Credsticks

Fortunately, the widespread use of the credstick circumvents issues related to spending and storing currency. Flat and roughly the size of a human finger, ranging from cheap and disposable to elaborate works of art, credsticks are a convenient way to carry and spend money. When an individual wants to load money onto a credstick, she visits an automated bank kiosk and goes through the security procedures required to place a set amount of currency on the unit. The specifics of these procedures are up to the GM, but they might include retinal scans, fingerprinting, gene reading, or some form of magical identification.

Once loaded onto the credstick, the funds become completely anonymous, and the owner can dole out any amount to other credsticks wirelessly—sometimes, it's easiest for owners to simply hand over the credstick itself and acquire a new one later. In addition to allowing individuals to make purchases anonymously, credsticks also provide users with peace of mind—they help keep identity theft rare and difficult, and the pickpocket who nabs your credstick gains access only to whatever funds were left on it, not your entire net worth.

Individuals in the Pact Worlds sometimes receive money via direct account transfers, particularly if they're being employed by reputable organizations, but most everyday purchases are made with credsticks, and nearly all black-market or confidential transactions use them. While credsticks can theoretically hold any amount, most people opt to carry smaller denominations—sticks holding only a few tens or hundreds of credits—so as not to tempt fate. As such, criminal deals often involve sacks full of credsticks with small denominations, to raise less suspicion. Only those looking to flaunt their wealth use luxury credsticks like the infamous Abadar Black stick, known throughout the Pact Worlds for its built-in secure link to an unlimited line of credit.

In most technologically advanced urban areas, no one bothers to track fractions of credits, and few things cost a fraction of a credit. Mass production makes it cheaper to sell entire suits of clothing, prebundled into 1-credit packages, than to sell individual items worth less than a credit each. However, some credsticks are designed to allow fractional credit purchases.

As a GM, assume that most individuals in civilized areas carry only enough credstick funds on them to make it through a week or two of expenses, and that even those who store all their funds physically keep most of it hidden somewhere safe. While credsticks make it physically possible for a character to carry a near limitless amount of money on them, you don't want your PCs to retire just because they found a vanquished enemy's life savings in his pocket!

Selling Equipment

In general, you can sell equipment of any type anywhere you could buy the same equipment. Since any equipment sold by PCs comes without the guarantees and reputation of major merchants and producers (and may be broken, cursed, defective, or stolen), in general PCs can sell equipment for only 10% of its

purchase price. A GM may change this based on the spare credits of a community, market conditions, or the factors an adventure dictates. Trade goods (see page 232) are the exception to this, since they are considered more universal, more easily checked for defects, and less traceable (and thus less likely to cause issues if they are of a questionable provenance). Trade goods can generally be sold for 100% of their purchase price, and in some cases can be used as money themselves (subject to the GM's discretion).

CARRYING CAPACITY

These carrying capacity rules determine how much your character's equipment slows you down. Carrying capacity is based on the bulk of items, which accounts for both their weight and their unwieldiness.

Item Bulk

Each item in this chapter has a representation of its bulk, which is a number, the letter "L" if it has light bulk, or a dash ("—") if it has negligible bulk. For example, a gyrojet rifle has 2 bulk, a tactical knife has light bulk, and a *ring of sustenance* has negligible bulk.

Every 10 items that have light bulk count as 1 bulk, and fractions don't count—so 10 items with light bulk have a total of 1 bulk, and 19 such items also have a total of 1 bulk. Items that have negligible bulk count toward your bulk limit only if the GM determines that you are carrying an unreasonable number of them.

Add together the numerical bulk values of all items you are wearing and carrying to determine the total amount of bulk you are carrying.

Bulk Limits

You can carry an amount of bulk up to half your Strength score without difficulty. If you carry more than that, you gain the encumbered condition, as described below, until the amount of bulk you carry becomes less than or equal to half your Strength score. You can't voluntarily wear or hold an amount of bulk that is greater than your Strength score. If you are forced to do so (due to changing gravity, for example), you gain the overburdened condition, as described below, until the bulk you carry becomes less than or equal to your Strength score.

If you are wearing armor, use the worse penalty (from armor or bulk) for speed adjustments and skill checks. The penalties do not stack.

Encumbered

While encumbered, you reduce each of your movement speeds by 10 feet, reduce your maximum Dexterity bonus to AC to +2, and take a –5 penalty to Strength- and Dexterity-based checks.

Overburdened

If you have the overburdened condition, you reduce each of your movement speeds to 5 feet, reduce your maximum Dexterity bonus to AC to +0, and take a –5 penalty to Strength- and Dexterity-based checks.

Estimating Bulk

As a general rule, an item that weighs around 5 to 10 pounds is 1 bulk (and every multiple of 10 is an additional bulk), an item weighing a few ounces is negligible, and anything in between is light. An awkward or unwieldy item might have a higher bulk.

CHARACTER WEALTH

Although a character's personal wealth is entirely up to how much the GM wants to make available during her adventures, this book provides guidelines on the thresholds of wealth for which the game is most optimized. For more about character wealth, see Gaining Wealth and Table 11-5: Character Wealth by Level on page 391.

ITEM LEVEL

In Starfinder, all armor, equipment, and weapons (whether magic, technological, or hybrid) are assigned an item level. While characters can utilize items of any level, Game Masters should keep in mind that allowing characters access to items far above their current level may imbalance the game.

An object's item level represents the scarcity and value of the technology and/or magic employed in its construction—higher-level items generally incorporate more advanced technology or mystical forces. An object's item level also determines its hardness and Hit Points (see Breaking Objects on page 409) and is an indicator of the level at which a character should typically expect to both have access to the item and be able to craft it (see Crafting Equipment and Magic Items on page 235).

Item level also helps convey the fact that buying equipment is more involved than just placing an order. Even finding the items you desire isn't always easy, and those who have access to things such as powerful weapons and armor tend to deal only with people they trust. Legitimate vendors don't want to get reputations for selling hardware to pirates or criminals, and even criminal networks must be careful with whom they do business.

Rather than meticulously track every arms dealer, contact, guild, and license a character has access to, the game assumes that in typical settlements you can find and purchase anything with an item level no greater than your character level + 1, and at major settlements items up to your character level + 2. The GM can restrict access to some items (even those of an appropriate level) or make items of a higher level available for purchase (possibly at a greatly increased price or in return for a favor done for the seller).

MAGIC AND TECHNOLOGY

A number of abilities and effects specifically target equipment that utilizes technology or magic. All weapons and armor are assumed to be technological in nature unless they have the analog special property (see page 180). Other equipment is listed as being magic, technological, or a hybrid of both (making it subject to effects that target either kind of item). Armor upgrades (see page 204) and weapon fusions (see page 191) note whether they are magic, technological, or a hybrid. If a magic fusion or upgrade is added to a technological item, that item becomes a hybrid item.

WEAPONS

An adventurer's weapon can be all that stands between them and death. Weapons primarily deal damage, and some have additional special properties. Some weapons also cause specific critical hit effects, which are listed in the weapon tables and described beginning on page 182. See Critical Hits on page 245 for information.

HOLDING AND WIELDING WEAPONS

Melee weapons are categorized by how many hands are required to properly wield them. For ranged weapons, all small arms require one hand, longarms and heavy weapons require two hands, and special weapons are categorized by the number of hands required to wield them.

You can attack with a weapon (or threaten an area with it, for all melee weapons except unarmed strikes) only if you are wielding it with the correct number of hands. When the rules refer to wielding a weapon, it means you are holding a weapon with the correct number of hands and can thus make attacks with it. For example, if you are holding a small arm in your hand, you are considered to be wielding the weapon. If you are carrying a longarm in one hand or wearing a holstered weapon, you are not wielding it. You can carry a two-handed weapon in one hand, but you can't make an attack with it while doing so.

Changing how you hold a weapon is a swift action. You are only considered to have as many hands as your race has actual functional hands or similar appendages (two for most races, but four in the case of kasathas and some other characters). Even if you could hold two weapons in the same hand, you can't use the hand to wield both weapons. For example, a human with a power battleglove on one hand can still make ranged attacks with a longarm, but he can't make melee attacks (and thus does not threaten any spaces) while doing so. As a swift action, the human can switch to hold his longarm with only one hand, allowing him to make attacks with the battleglove, but while doing so he can't make longarm attacks.

Weapon Sizes

Weapons are built to be easily held and used by both Small and Medium creatures. Weapons can be built for use by smaller creatures but generally cost twice as much (since they require special miniaturization technology). Weapons can also be built for use by larger creatures with no increase in price. A Small or Medium creature trying to use a weapon built for a creature that is Tiny or Large suffers a –4 penalty to attack rolls. Weapons designed for creatures Diminutive or smaller, or Huge or larger, generally cannot be effectively used by Small or Medium creatures.

AMMUNITION

Weapons often employ electrical charges (typically stored in batteries), cartridges of ammunition, or individual missiles. A weapon's capacity measures what size battery it uses or the number of cartridges it can hold, and its usage is how much ammunition it uses with each attack. You can use launchers to fire their corresponding missiles, which must be loaded individually. Reloading a weapon or inserting a new battery (including ejecting a spent cartridge or battery if necessary) takes a move action.

Weapons that use standard ammunition (arrows, charges, darts, mini-rockets, petrol, rounds, scattergun shells, etc.) are sold preloaded. For weapons with other forms of ammunition (such as grenades), ammunition must be purchased separately.

Cartridges

This type of ammunition includes bullets (often called rounds or shells), bolts, darts, mini-rockets, pellets, and other physical projectiles with any necessary casing and propellant. Cartridges are typically either contained in a multi-cartridge magazine or loaded into the weapon individually; a weapon is assumed to come with enough magazines that you can load spare ones for reloading the weapon in battle. If you buy more cartridges than can be held in a single magazine of your weapon, the purchase includes additional magazines of the same capacity, up to the number needed to fit all your cartridges into magazines. The same rules apply to petrol for flame weapons.

Rounds are standardized by weapon type. For example, small arms all use the same size of round, but you can't use a small arm round in a longarm. Most projectile weapons fire one cartridge per attack unless they have special firing modes that shoot multiple cartridges in a short time.

Charges

This ammunition powers energy or projectile weapons using charges stored in batteries. Since each energy weapon varies in intensity, stronger weapons use up more charges per shot. You can restore a weapon's charges by attaching it to a generator or a recharging station (see Professional Services on page 234) and thereby recharging its battery, or by swapping out its battery for another fully charged battery.

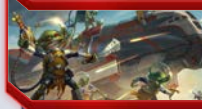
Recharging a weapon's battery from a generator takes 1 minute per charge restored, and using a recharging station takes 1 round per charge, but swapping out a battery takes only a move action. Most batteries can hold 20 charges, but some high-capacity versions made of rare materials can hold more (see Table 7–9: Ammunition).

A weapon's battery cannot be recharged to hold more charges than its capacity. A weapon that holds a high-capacity battery still works when a lower-capacity battery is inserted into it, but if a battery has fewer charges remaining than the minimum number required to fire a shot, the weapon doesn't fire.

In addition to weapons, batteries can be used to power a wide array of items, including powered armor and technological items.

Missiles

This special ammunition is loaded and fired one at a time, and it includes arrows and explosive rounds fired from launchers. Some weapons that fire missiles have the quick reload special property (see page 182), allowing you to draw the ammunition and fire it as part of your attack or attacks. Attacks with missile weapons often have the explode special property (see page 181).



IMPROVISED WEAPONS

If you're using an object that wasn't meant to be used as a weapon, treat it as a club. You don't add your Weapon Specialization bonus damage (if any) when attacking with an improvised weapon. At the GM's discretion, the object might deal a different type of damage or not be treated as archaic (see page 180), and in rare cases a GM might decide a nonweapon functions as a specific weapon (such as an industrial grinder functioning as a fangblade). In such cases, attacks with the weapon take a –4 penalty to the attack roll because of the awkward nature of attacking with something designed for another purpose.

TARGETING ARMOR CLASS

Whether you compare an attack roll to the target's Energy Armor Class (EAC) or Kinetic Armor Class (KAC) depends on the type of damage the weapon deals. In rare cases, a weapon's damage type can be magically altered with weapon fusions (see page 191), but this never changes whether a weapon targets EAC or KAC.

If the weapon deals only energy damage, the attack targets EAC. Energy damage generally includes acid, cold, electricity, fire, and sonic damage, though it also potentially includes magical or exotic untyped energies.

If the weapon deals only kinetic damage, or if it deals both energy and kinetic damage, the attack targets KAC. Kinetic damage generally comes from attacks that deal bludgeoning, piercing, or slashing damage, as well as damage from crushing, constriction, or the impact from falling.

For more about EAC and KAC, see Armor Class on page 240.

WEAPON DAMAGE

The energy and kinetic damage types are described below, including the abbreviations for each that appear in the weapon tables in this chapter. Weapons that deal multiple types of damage have an ampersand between the types (such as "B & E" for a weapon that deals bludgeoning and electricity damage). For such weapons, half the damage dealt is one type, and half is the other (if the damage done is an odd number, select one damage type to round up, rounding down the other damage type normally).

Energy Damage

The following types of damage are energy damage. Other, rare forms of energy damage exist, and such weapons specify whether they target EAC in their descriptions.

- **Acid (A):** Damage dealt by corrosive substances and effects.
- **Cold (C):** Damage dealt by ice and cryogenic energy.
- **Electricity (E):** Damage dealt by lightning and other electric shocks.
- **Fire (F):** Damage dealt by flames, lasers, and extreme heat.
- **Sonic (So):** Damage dealt by loud noise or damaging frequencies.

Kinetic Damage

The following are types of kinetic damage.

- **Bludgeoning (B):** Damage from blunt force.
- **Piercing (P):** Damage from spikes, bullets, and punctures.
- **Slashing (S):** Damage from blades, claws, and sharp edges.

WEAPON TYPES

The weapons on the following tables are grouped into types, and they are further divided into categories within each type. Most weapons belong to both a weapon type and a weapon category. For example, a zero pistol is both a small arm and a cryo weapon.

Weapons of the same type are of similar size and have similar mechanical properties. Weapon types include basic melee, advanced melee, small arms, longarms, heavy weapons, sniper weapons, grenades, and special weapons. Ammunition and solarian weapon crystals are also listed here.

The weapon tables that start on page 171 are arranged by weapon type, as described in the sections below.

- **Weapon Categories:** Weapons fall into subgroups that indicate how a given weapon deals damage. Weapon categories include cryo weapons, flame weapons, laser weapons, plasma weapons, projectile weapons, shock weapons, and sonic weapons. When a weapon doesn't fall into a specific category, it is listed in the weapon tables as an uncategorized weapon. The weapon descriptions on pages 183–190 are arranged primarily by weapon category.

Basic Melee

Any handheld weapon that must touch a target to deal damage is considered a melee weapon. Basic melee weapons can be easily used by almost anyone and generally require no special training. While basic melee weapons deal less damage than more sophisticated weapons of the same item level, they have the advantage of not usually requiring power sources and operating under almost any conditions. Basic melee weapons are divided into one-handed and two-handed weapons, as shown on Table 7–1.

Advanced Melee

Any handheld weapon that must touch a target to damage it is considered a melee weapon. Advanced melee weapons require a degree of training and skill to use properly. Advanced melee weapons are divided into one-handed and two-handed weapons, as shown on Table 7–2.

Small Arms

Small arms are handheld ranged weapons that can be held and operated with one hand. Various pistols are the most common type, though many types of small arms exist. Small arms require a battery or ammunition of the proper size and type to function, as shown on Table 7–3.

Longarms

Longarms are handheld, long-ranged weapons that must be held and operated with two hands. Various rifles are the most common type, though many types of longarms exist. Some longarms support automatic fire as well. Longarms require a battery or ammunition of the proper size and type to function, as shown on Table 7–4.

Heavy Weapons

Heavy weapons are military-grade, high-damage weapons that require specialized training to use. Heavy weapons are difficult to hold steadily and aim accurately, and they thus require a minimum Strength score to use to their full potential. Heavy

weapons must be held and operated with two hands, and they require a battery or ammunition of the proper size and type to function, as shown on Table 7–5.

- **Minimum Strength:** The minimum Strength score is 12 for 1st- through 10th-level heavy weapons and 14 for 11th-level and higher heavy weapons. A character using a heavy weapon without the appropriate minimum Strength takes a –2 penalty to attack rolls with that weapon.

Sniper Weapons

Sniper weapons are handheld, long-ranged weapons that must be held and operated with two hands. They are similar to long arms, but they are designed to emphasize range and accuracy, even if this requires some sacrifice in damage potential. Sniper weapons require a battery or ammunition of the proper size and type to function, as shown on Table 7–6.

Grenades

Grenades are a special type of thrown weapon that can deal a variety of types of damage as well as create special hindering effects, as shown on Table 7–7.

Special Weapons

Special weapons resist classification into any other category. Some adventurers favor special weapons for the abilities they offer or for their unique beauty.

AMMUNITION

Ammunition includes standard items (such as batteries that can replenish charged weapons), small arm and longarm rounds, and special units such as grenade arrows and missiles.

SOLARIAN WEAPON CRYSTALS

A solarian weapon crystal adds damage to a solarian's solar weapon. The solarian can place the crystal inside his mote as a standard action. While within a mote, a crystal applies its effects any time that mote is in a solar weapon form. A crystal within a mote can't be interacted with in any way other than via abilities that specifically target a mote. The solarian can remove the crystal from his mote as a standard action, and the crystal falls loose if the mote is deactivated in any way. A solarian can't have more than one crystal in his mote at a given time.

A solarian weapon crystal doesn't give a solarian the option to create a solar weapon if he did not choose that option for his solar manifestation. Most weapon crystals increase the amount of damage attacks with the solar weapon deal. This increased damage is normally the same type of damage the solarian weapon deals (typically bludgeoning, piercing, or slashing). If a solarian crystal's damage entry lists an abbreviation after the damage, however, the additional damage the solar weapon deals is of the indicated type.

Even if a solarian weapon crystal's extra damage is a type of energy damage, attacks with the solar weapon still target KAC, not EAC. If a solarian crystal lists a critical effect, that critical effect applies to any critical hit the solar weapon makes while the solarian crystal is within the solarian's mote.

For example, a solarian with a *minor photon crystal* and a base solar weapon damage of 2d6 deals 2d6 bludgeoning, piercing, or slashing damage, plus 1d6 fire damage, on a hit with his solar weapon.

A solarian weapon crystal is a hybrid item that blends magic and technology. When a weapon crystal is within a mote and the solarian uses the mote in solar weapon form, the solar weapon is considered magic for the purpose of overcoming damage reduction.

- **Broken Solarian Crystals:** If a solarian weapon crystal with the broken condition is inside a solarian's solar mote, the solarian takes a –2 penalty to attack and damage rolls with the solar weapon, and the solar weapon can't deal extra critical effects. Both effects last until the crystal is repaired. As hybrid items, solarian crystals can be repaired using the *make whole* or *mending* spells, or with the Engineering or Mysticism skills, as described in the Skills chapter.

READING WEAPON TABLES

An entry on a weapon table describes a single weapon, with the following statistics. Individual weapons are described starting on page 183 in Weapon Descriptions. The descriptions are organized primarily by weapon category (cryo, flame, laser, plasma, projectile, shock, sonic, and uncategorized).

Not all weapons and ammunition have all the entries listed here. Melee weapons and ammunition don't have range, shot, or rate of fire. Ammunition lists the number of cartridges or charges provided when purchased.

- **Level:** The weapon or ammunition's item level (see page 167).
- **Price:** The typical market price of the weapon or ammunition.
- **Damage:** The amount of damage you roll when you hit with the weapon is listed here, along with an abbreviation for the damage type the weapon deals: A for acid, B for bludgeoning, C for cold, E for electricity, F for fire, P for piercing, S for slashing, and So for sonic. See Weapon Damage on page 169 for more information.
- **Range:** The range increment of a ranged weapon.
- **Critical:** On a critical hit, a weapon's damage is rolled twice. This entry lists any additional effect the weapon has when you score a critical hit against a target. For more information about additional critical effects, see Critical Hit Effects on page 182.
- **Capacity:** A weapon's capacity measures the largest-capacity battery it can hold (given in number of charges), the number of rounds of ammunition its magazine can hold, the amount of fuel it carries, or the number of individual cartridges, grenades, or missiles it can hold.

  When a weapon entry states that its capacity is drawn, it means that you can hold only one such weapon in the number of hands required to use it. You can hold only a single grenade or shuriken in one hand, you can have only one arrow nocked at a time, and you can wield only one net at a time. Drawing a weapon—such as grabbing a grenade from your belt—requires a move action. Drawing a weapon might be different than wielding it (see pages 243 and 247).
- **Usage:** This listing shows how much ammunition is consumed with each attack you make with the weapon: the number of rounds from a magazine, the number of battery charges from a charged weapon, and so on.
- **Bulk:** This is the bulk of the item (see page 167).
- **Special:** Any special properties of the weapon or ammunition are listed here (see Weapon Special Properties on page 180).

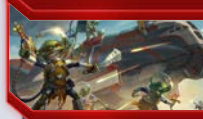


TABLE 7-1: BASIC MELEE WEAPONS

ONE-HANDED WEAPONS	LEVEL	PRICE	DAMAGE	CRITICAL	BULK	SPECIAL
UNCATEGORIZED						
Unarmed strike	–	–	1d3 B	–	–	Archaic, nonlethal
Club	0	–	1d6 B	–	L	Analog, archaic, thrown (10 ft.)
Baton, tactical	1	90	1d4 B	–	L	Analog, operative, thrown (20 ft.)
Battleglove, cestus	1	100	1d4 B	–	L	Analog
Knife, survival	1	95	1d4 S	–	L	Analog, operative, thrown (20 ft.)
Dueling sword, tactical	2	475	1d6 S	–	L	Analog
Knife, tactical	7	6,000	2d4 S	–	L	Analog, operative, thrown (20 ft.)
Dueling sword, buzzblade	8	9,500	2d6 S	–	L	Powered (capacity 20, usage 1)
Incapacitator	9	14,200	3d4 B	Staggered	L	Nonlethal, operative, powered (capacity 20, usage 2)
Battleglove, power	10	16,100	2d8 B	–	L	Powered (capacity 20, usage 1)
Dueling sword, ultrathin	11	26,000	3d6 S	–	L	Analog
Dagger, ultrathin	12	32,800	4d4 S	–	L	Analog, operative, thrown (20 ft.)
Battleglove, nova	13	52,500	3d10 B	–	L	Powered (capacity 20, usage 1)
Dagger, zero-edge	14	64,400	6d4 S	–	L	Analog, operative, thrown (20 ft.)
Dueling sword, ripper	15	109,250	7d6 S	–	L	Powered (capacity 20, usage 1)
Peacemaker	16	185,300	6d6 B	Knockdown	L	Operative, powered (capacity 20, usage 2), stun
Battleglove, gravity	17	214,850	5d10 B	–	L	Powered (capacity 20, usage 1)
Dagger, molecular rift	17	275,000	10d4 S	–	L	Analog, operative, thrown (20 ft.)
Dueling sword, molecular rift	18	331,200	10d6 S	–	L	Analog
Baton, advanced	19	540,000	8d6 B	–	L	Operative, powered (capacity 20, usage 1), thrown (20 ft.)

TWO-HANDED WEAPONS	LEVEL	PRICE	DAMAGE	CRITICAL	BULK	SPECIAL
UNCATEGORIZED						
Spear, tactical	1	375	1d6 P	–	1	Analog, block, thrown (20 ft.)
Staff, battle	1	80	1d4 B	Knockdown	1	Analog, block
Staff, carbon	7	6,150	1d8 B	Knockdown	1	Analog, block
Spear, sentinel	8	10,000	2d6 P	–	1	Analog, block, thrown (20 ft.)
Spear, buzzblade	11	22,650	3d6 P	–	1	Block, powered (capacity 40, usage 2), thrown (20 ft.)
Spear, zero-edge	15	107,350	7d6 P	–	1	Analog, block, thrown (20 ft.)
Staff, hardlight	18	320,800	8d8 B	Knockdown	1	Analog, block
Spear, gravity	19	552,000	12d6 P	–	1	Block, powered (capacity 40, usage 2), thrown (20 ft.)

TABLE 7-2: ADVANCED MELEE WEAPONS

ONE-HANDED WEAPONS	LEVEL	PRICE	DAMAGE	CRITICAL	BULK	SPECIAL
FLAME						
Skyfire sword, tactical	7	6,120	2d4 F	Burn 1d8	1	Powered (capacity 20, usage 2)
Skyfire sword, inferno	17	246,000	7d8 F	Burn 4d12	1	Powered (capacity 20, usage 1)
PLASMA						
Plasma sword, tactical	9	14,550	2d8 E & F	Severe wound	1	Powered (capacity 20, usage 2)
Plasma sword, red star	13	54,300	4d8 E & F	Severe wound	1	Powered (capacity 40, usage 4)
Plasma sword, yellow star	15	127,000	5d8 E & F	Severe wound	1	Powered (capacity 40, usage 4)
Plasma sword, white star	18	415,600	8d8 E & F	Severe wound	1	Powered (capacity 40, usage 4)
Plasma sword, blue star	20	920,250	10d8 E & F	Severe wound	1	Powered (capacity 40, usage 4)
SHOCK						
Shock truncheon, static	8	9,150	1d12 E	Arc 1d4	1	Powered (capacity 20, usage 2), stun
Shock truncheon, aurora	11	23,000	2d12 E	Arc 2d4	1	Powered (capacity 20, usage 2), stun
Shock truncheon, storm	16	80,200	3d12 E	Arc 3d4	1	Powered (capacity 40, usage 2), stun
Shock truncheon, tempest	19	545,000	6d12 E	Arc 6d4	1	Powered (capacity 40, usage 2), stun
SONIC						
Pulse gauntlet, thunderstrike	2	475	1d6 B & So	Knockdown	1	Powered (capacity 20, usage 1)
Pulse gauntlet, LFD	7	7,340	2d6 B & So	Knockdown	1	Powered (capacity 20, usage 1)
Pulse gauntlet, HFD	12	31,300	5d6 B & So	Knockdown	1	Powered (capacity 20, usage 1)
Pulse gauntlet, banshee	16	148,200	10d6 B & So	Knockdown	1	Powered (capacity 20, usage 1)

TABLE 7-2: ADVANCED MELEE WEAPONS (CONTINUED)

ONE-HANDED WEAPONS (CONT.)	LEVEL	PRICE	DAMAGE	CRITICAL	BULK	SPECIAL
UNCATEGORIZED						
Hammer, assault	1	95	1d6 B	–	1	Analog
Longsword	1	375	1d8 S	–	1	Analog
Starknife, tactical	1	110	1d4 P	–	L	Analog, thrown (20 ft.)
Taclash, standard	1	240	1d4 S	–	L	Analog, disarm, nonlethal, reach, trip
Injection glove	2	490	1d4 P	Injection DC +2	L	Analog, injection
Fangblade	7	5,430	1d12 S	Bleed 1d8	1	Powered (capacity 20, usage 1)
Longsword, sintered	7	8,420	2d8 S	–	1	Analog
Starknife, sintered	8	9,810	4d4 P	–	L	Analog, thrown (50 ft.)
Longsword, microserrated	9	12,100	2d10 S	Bleed 2d6	1	Analog
Hammer, comet	10	16,900	4d6 B	–	1	Powered (capacity 20, usage 2)
Longsword, ultrathin	11	26,300	4d8 S	–	1	Analog
Taclash, numbing	11	24,800	5d4 S	–	L	Disarm, powered (capacity 20, usage 2), reach, stun, trip
Starknife, accelerated	12	40,400	4d8 F & P	–	L	Powered (capacity 20, usage 1), thrown (30 ft.)
Grindblade	13	45,700	4d10 S	Bleed 2d8	1	Analog
Longsword, zero-edge	14	79,500	7d8 S	Severe wound	L	Analog
Monowhip	15	107,000	10d4 S	Severe wound	L	Analog, disarm, reach, trip
Hammer, meteoric	16	164,500	11d6 B	–	1	Analog
Starknife, lightspeed	16	183,400	8d8 F & P	–	L	Powered (capacity 20, usage 2), thrown (50 ft.)
Longsword, molecular rift	17	245,200	10d8 S	–	1	Analog
Longsword, ultraserrated	18	368,100	8d10 S	Bleed 6d6	1	Analog
Hammer, gravity well	19	551,000	15d6 B	–	1	Powered (capacity 40, usage 2)
Starknife, dimensional slice	19	602,200	8d12 P	–	L	Analog, thrown (80 ft.)
Longsword, dimensional slice	20	727,300	14d8 S	–	1	Analog

TWO-HANDED WEAPONS	LEVEL	PRICE	DAMAGE	CRITICAL	BULK	SPECIAL
CRYO						
Cryopike, tactical	5	3,360	1d8 C	–	2	Powered (capacity 40, usage 2), reach
Cryopike, advanced	12	34,800	2d8 C	Staggered	2	Powered (capacity 40, usage 2), reach
FLAME						
Flame doshko, ember	2	750	1d8 F	Wound	1	Powered (capacity 20, usage 1)
Flame doshko, blaze	8	8,500	2d8 F	Wound	1	Powered (capacity 20, usage 1)
Flame doshko, inferno	13	53,200	5d8 F	Wound	1	Powered (capacity 20, usage 1)
Flame doshko, solar flare	19	595,000	10d8 F	Severe wound	1	Powered (capacity 20, usage 1)
PLASMA						
Plasma doshko, red star	6	4,650	1d10 E & F	Severe wound	1	Powered (capacity 20, usage 2)
Plasma doshko, yellow star	10	17,000	2d10 E & F	Severe wound	1	Powered (capacity 20, usage 2)
Plasma doshko, white star	15	126,800	5d10 E & F	Severe wound	1	Powered (capacity 20, usage 2)
Plasma doshko, blue star	18	364,100	7d10 E & F	Severe wound	1	Powered (capacity 20, usage 2)
UNCATEGORIZED						
Doshko, tactical	1	240	1d12 P	–	1	Analog, unwieldy
Pike, tactical	2	475	1d8 P	–	2	Analog, reach
Curve blade, carbon steel	4	2,230	1d10 S	Bleed 1d6	2	Analog
Swoop hammer, tactical	5	3,360	1d10 B	Knockdown	2	Analog, reach, unwieldy
Devastation blade, wrack	7	5,500	2d8 S	–	1	Analog
Doshko, advanced	7	5,300	2d12 P	–	1	Analog, unwieldy
Staff, sentinel	7	6,320	1d10 B	–	1	Block, powered (capacity 20, usage 1), stun
Pike, advanced	9	12,200	2d8 P	Bleed 1d8	2	Analog, reach
Swoop hammer, advanced	9	14,300	3d10 B	Knockdown	2	Analog, reach, unwieldy
Curve blade, ultrathin	10	18,100	3d10 S	Bleed 2d6	1	Analog
Doshko, ultrathin	11	24,600	4d12 P	–	1	Analog, unwieldy
Devastation blade, ruin	13	43,900	5d8 S	–	1	Analog
Staff, repeller	13	45,200	3d8 B	Knockdown	1	Block, powered (capacity 20, usage 1), stun
Swoop hammer, mach I	13	44,100	5d10 B	Knockdown	2	Powered (capacity 40, usage 4), reach, unwieldy
Doshko, zero-edge	14	71,500	7d12 P	–	1	Analog, unwieldy
Pike, elite	15	95,700	7d8 P	Bleed 3d8	2	Analog, reach

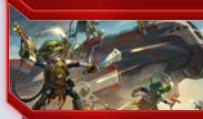


TABLE 7–2: ADVANCED MELEE WEAPONS (CONTINUED)

TWO-HANDED WEAPONS (CONT.)	LEVEL	PRICE	DAMAGE	CRITICAL	BULK	SPECIAL
Curve blade, buzzblade	16	184,300	8d10 S	Bleed 5d6	2	Powered (capacity 40, usage 2)
Doshko, molecular rift	17	248,000	10d12 P	–	1	powered (capacity 20, usage 1), unwieldy
Swoop hammer, mach II	17	273,000	10d10 B	Knockdown	2	Analog, reach, unwieldy
Devastation blade, apocalypse	18	410,200	12d8 S	–	1	Analog
Doshko, dimensional blade	19	546,100	13d12 P	–	1	Analog, unwieldy
Curve blade, dimensional slice	20	815,000	12d10 S	Bleed 6d6	2	Powered (capacity 40, usage 2)
Swoop hammer, mach III	20	905,700	14d10 B & F	Knockdown	2	Powered (capacity 40, usage 4), reach, unwieldy

TABLE 7–3: SMALL ARMS

ONE-HANDED WEAPONS	LEVEL	PRICE	DAMAGE	RANGE	CRITICAL	CAPACITY	USAGE	BULK	SPECIAL
CRYO									
Zero pistol, frostbite-class	5	3,060	1d6 C	60 ft.	Staggered	20 charges	1	L	–
Zero pistol, hailstorm-class	10	16,900	2d6 C	60 ft.	Staggered	40 charges	2	L	–
Zero pistol, blizzard-class	15	94,500	4d6 C	60 ft.	Staggered	40 charges	2	L	–
Zero pistol, avalanche-class	19	492,900	6d6 C	60 ft.	Staggered	80 charges	4	L	–
FLAME									
Flare gun, survival	1	90	1d3 F	30 ft.	Burn 1d6	1 flare	1	L	Analog, bright
Flame pistol	2	470	1d4 F	20 ft.	Burn 1d4	20 petrol	4	L	Analog, line, unwieldy
LASER									
Laser pistol, azimuth	1	350	1d4 F	80 ft.	Burn 1d4	20 charges	1	L	–
Laser pistol, corona	6	4,270	2d4 F	90 ft.	Burn 1d4	20 charges	1	L	–
Laser pistol, aphelion	9	14,820	3d4 F	90 ft.	Burn 1d4	40 charges	2	L	Boost 1d4
Laser pistol, perihelion	12	40,200	4d4 F	90 ft.	Burn 2d4	40 charges	2	L	–
Laser pistol, parallax	14	82,000	5d4 F	90 ft.	Burn 3d4	80 charges	4	L	Boost 2d4
Laser pistol, zenith	17	245,200	8d4 F	100 ft.	Burn 4d4	80 charges	4	L	–
PLASMA									
Plasma pistol, red star	7	7,200	1d8 E & F	20 ft.	Burn 1d8	20 charges	4	L	Line, unwieldy
Plasma pistol, yellow star	12	40,300	2d8 E & F	25 ft.	Burn 1d8	40 charges	8	L	Line, unwieldy
Plasma pistol, white star	15	107,500	3d8 E & F	30 ft.	Burn 2d8	100 charges	20	L	Line, unwieldy
Plasma pistol, blue star	19	565,000	5d8 E & F	40 ft.	Burn 3d8	100 charges	20	L	Line, unwieldy
PROJECTILE									
Semi-auto pistol, tactical	1	260	1d6 P	30 ft.	–	9 rounds	1	L	Analog
Semi-auto pistol, advanced	7	5,500	2d6 P	60 ft.	–	12 rounds	1	L	Analog
Semi-auto pistol, elite	10	18,200	3d6 P	60 ft.	–	12 rounds	1	L	Analog
Semi-auto pistol, paragon	13	45,200	4d6 P	60 ft.	–	16 rounds	1	L	Analog
Gyrojet pistol, tactical	15	91,500	3d12 B	80 ft.	Knockdown	8 mini-rockets	1	L	Analog
Gyrojet pistol, advanced	17	212,700	4d12 B	80 ft.	Knockdown	8 mini-rockets	1	L	Analog
Gyrojet pistol, elite	20	715,800	5d12 B	80 ft.	Knockdown	8 mini-rockets	1	L	Analog
SHOCK									
Pulsecaster pistol	1	250	1d4 E	30 ft.	–	20 charges	1	L	Nonlethal
Arc pistol, static	2	750	1d6 E	50 ft.	Arc 2	20 charges	2	L	Stun
Arc pistol, aurora	13	45,700	3d6 E	50 ft.	Arc 2d6	40 charges	2	L	Stun
Arc pistol, storm	18	365,500	3d12 E	50 ft.	Arc 4d6	100 charges	10	L	Stun
SONIC									
Sonic pistol, thunderstrike	4	2,300	1d8 So	40 ft.	Deafen	20 charges	2	L	–
Sonic pistol, LFD	11	26,200	2d8 So	40 ft.	Deafen	40 charges	4	L	Boost 1d6
Sonic pistol, HFD	14	71,300	3d8 So	40 ft.	Deafen	60 charges	6	L	–
Sonic pistol, banshee	16	191,000	4d8 So	40 ft.	Deafen	80 charges	8	L	Boost 1d10
UNCATEGORIZED									
Needler pistol	1	105	1d4 P	30 ft.	Injection DC +2	6 darts	1	L	Analog, injection

IFRIT-CLASS FLAMETHROWER
TYPE: Heavy weapon (two-handed)
CATEGORY: Flame
DAMAGE: 1d6 F
CRITICAL: Burn 1d6

TACTICAL SEMI-AUTO PISTOL
TYPE: Small arm (one-handed)
CATEGORY: Projectile
DAMAGE: 1d6 P
CRITICAL: –

TACTICAL GYROJET RIFLE
TYPE: Longarm (two-handed)
CATEGORY: Projectile
DAMAGE: 3d12 B
CRITICAL: Knockdown

AUTOTARGET RIFLE
TYPE: Longarm (two-handed)
CATEGORY: Projectile
DAMAGE: 1d6 P
CRITICAL: –

TACTICAL SHIRREN-EYE RIFLE
TYPE: Sniper weapon (two-handed)
CATEGORY: Projectile
DAMAGE: 1d10 P
CRITICAL: –

SNUB SCATTERGUN
TYPE: Longarm (two-handed)
CATEGORY: Projectile
DAMAGE: 1d12 P
CRITICAL: –

HEAVY REACTION CANNON
TYPE: Heavy weapon (two-handed)
CATEGORY: Projectile
DAMAGE: 3d10 P
CRITICAL: –

TACTICAL X-GEN GUN
TYPE: Heavy weapon (two-handed)
CATEGORY: Projectile
DAMAGE: 1d12 P
CRITICAL: –

LIGHT MACHINE GUN
TYPE: Heavy weapon (two-handed)
CATEGORY: Projectile
DAMAGE: 2d10 P
CRITICAL: –

STATIC ARC PISTOL
TYPE: Small arm (one-handed)
CATEGORY: Shock
DAMAGE: 1d6 E
CRITICAL: Arc 2

AURORA SHOCK CASTER
TYPE: Heavy weapon (two-handed)
CATEGORY: Shock
DAMAGE: 2d12 E
CRITICAL: –

STATIC ARC RIFLE
TYPE: Longarm (two-handed)
CATEGORY: Shock
DAMAGE: 1d12 E
CRITICAL: Arc 1d6

ELITE AUTOBEAM ARTILLERY
TYPE: Heavy weapon (two-handed)
CATEGORY: Laser
DAMAGE: 6d8 F
CRITICAL: Burn 2d10

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RED STAR PLASMA PISTOL
TYPE: Small arm (one-handed)
CATEGORY: Plasma
DAMAGE: 1d8 E & F
CRITICAL: Burn 1d8

AZIMUTH LASER PISTOL
TYPE: Small arm (one-handed)
CATEGORY: Laser
DAMAGE: 1d4 F
CRITICAL: Burn 1d4

YELLOW STAR PLASMA RIFLE
TYPE: Longarm (two-handed)
CATEGORY: Plasma
DAMAGE: 2d10 E & F
CRITICAL: Burn 1d8

CORONA LASER RIFLE
TYPE: Longarm (two-handed)
CATEGORY: Laser
DAMAGE: 2d6 F
CRITICAL: Burn 1d6

YELLOW STAR PLASMA CANNON
TYPE: Heavy weapon (two-handed)
CATEGORY: Plasma
DAMAGE: 4d10 E & F
CRITICAL: Burn 2d8

TACTICAL AUTOBEAM RIFLE
TYPE: Longarm (two-handed)
CATEGORY: Laser
DAMAGE: 5d4 F
CRITICAL: Burn 2d4

THUNDERSTRIKE SONIC PISTOL
TYPE: Small arm (one-handed)
CATEGORY: Sonic
DAMAGE: 1d8 So
CRITICAL: Deafen

APHELION ARTILLERY LASER
TYPE: Heavy weapon (two-handed)
CATEGORY: Laser
DAMAGE: 3d8 F
CRITICAL: Burn 1d6

THUNDERSTRIKE STREETSWEEPER
TYPE: Longarm (two-handed)
CATEGORY: Sonic
DAMAGE: 1d6 So
CRITICAL: Knockdown

FROSTBITE-CLASS ZERO PISTOL
TYPE: Small arm (one-handed)
CATEGORY: Cryo
DAMAGE: 1d6 C
CRITICAL: Staggered

WARPSHOT SHIRREN-EYE RIFLE
TYPE: Sniper weapon (two-handed)
CATEGORY: Projectile
DAMAGE: 10d10 P
CRITICAL: –

HAILSTORM-CLASS ZERO RIFLE
TYPE: Longarm (two-handed)
CATEGORY: Cryo
DAMAGE: 2d8 C
CRITICAL: Staggered

TACTICAL ZERO CANNON
TYPE: Heavy weapon (two-handed)
CATEGORY: Cryo
DAMAGE: 3d8 C
CRITICAL: Staggered

TABLE 7-4: LONGARMS

TWO-HANDED WEAPONS	LEVEL	PRICE	DAMAGE	RANGE	CRITICAL	CAPACITY	USAGE	BULK	SPECIAL
CRYO									
Zero rifle, frostbite-class	4	2,330	1d8 C	60 ft.	Staggered	40 charges	2	1	–
Zero rifle, hailstorm-class	8	10,100	2d8 C	60 ft.	Staggered	40 charges	2	2	–
Zero rifle, blizzard-class	14	79,800	4d8 C	60 ft.	Staggered	80 charges	4	2	–
Zero rifle, avalanche-class	18	410,200	7d8 C	60 ft.	Staggered	100 charges	5	2	–
FLAME									
Flame rifle	2	490	1d6 F	25 ft.	Burn 1d6	20 petrol	5	1	Line, unwieldy
LASER									
Laser rifle, azimuth	1	425	1d8 F	120 ft.	Burn 1d6	20 charges	1	1	–
Laser rifle, corona	6	4,650	2d6 F	120 ft.	Burn 1d6	40 charges	1	1	–
Laser rifle, aphelion	9	14,300	3d6 F	120 ft.	Burn 1d6	40 charges	1	1	–
Autobeam rifle, tactical	11	26,900	5d4 F	60 ft.	Burn 2d4	40 charges	4	2	Automatic
Laser rifle, perihelion	13	53,800	5d6 F	130 ft.	Burn 2d6	100 charges	2	1	–
Autobeam rifle, advanced	15	95,500	7d4 F	60 ft.	Burn 3d4	100 charges	10	2	Automatic
Laser rifle, parallax	17	248,000	8d6 F	150 ft.	Burn 4d6	100 charges	2	1	–
Autobeam rifle, elite	19	548,100	12d4 F	60 ft.	Burn 5d4	100 charges	5	2	Automatic
Laser rifle, zenith	20	722,000	11d6 F	150 ft.	Burn 5d6	100 charges	2	1	–
PLASMA									
Plasma rifle, red star	6	4,600	1d10 E & F	40 ft.	Burn 1d4	40 charges	4	2	Line, unwieldy
Plasma rifle, yellow star	10	16,800	2d10 E & F	40 ft.	Burn 1d8	40 charges	4	2	Line, unwieldy
Plasma caster, white star	13	49,100	3d10 E & F	80 ft.	Burn 1d10	100 charges	5	2	Boost 1d10
Plasma rifle, white star	15	126,600	4d10 E & F	60 ft.	Burn 2d8	40 charges	4	2	Line, unwieldy
Plasma caster, blue star	17	275,000	5d10 E & F	80 ft.	Burn 2d10	200 charges	10	2	Boost 2d10
Plasma rifle, blue star	20	935,000	8d10 E & F	100 ft.	Burn 4d8	100 charges	10	2	Line, unwieldy
PROJECTILE									
Hunting rifle	1	240	1d8 P	90 ft.	–	6 rounds	1	1	Analog
Scattergun, utility	1	235	1d4 P	15 ft.	–	4 shells	1	1	Analog, blast
Acid dart rifle, tactical	2	485	1d8 A & P	80 ft.	Corrode 1d4	10 darts	1	1	Analog
Autotarget rifle	2	755	1d6 P	60 ft.	–	10 rounds	1	2	Analog, automatic
Crossbolter, tactical	2	475	1d10 P	70 ft.	–	1 arrow	1	2	Analog, unwieldy
Acid dart rifle, dual	7	6,900	2d8 A & P	90 ft.	Corrode 2d4	24 darts	2	1	Analog
Seeker rifle, tactical	7	6,030	2d8 P	100 ft.	–	8 rounds	1	1	Analog
Crossbolter, dual	8	8,250	2d10 P	70 ft.	–	4 arrows	2	2	Analog, unwieldy
Scattergun, snub	8	8,300	1d12 P	15 ft.	–	8 shells	1	1	Analog, blast
Magnetar rifle, tactical	9	11,800	2d8 P	60 ft.	–	18 rounds	1	2	Analog, automatic
Combat rifle	10	16,500	3d8 P	90 ft.	–	12 rounds	1	1	Analog
Acid dart rifle, complex	12	39,200	4d8 A & P	90 ft.	Corrode 4d4	48 darts	4	2	Analog
Scattergun, impact	12	30,400	2d12 P	15 ft.	–	12 shells	1	2	Analog, blast
Gyrojet rifle, tactical	13	54,000	3d12 B	100 ft.	Knockdown	12 mini-rockets	1	2	Analog
Magnetar rifle, advanced	13	53,700	4d8 P	60 ft.	–	24 rounds	1	2	Analog, automatic
Seeker rifle, advanced	14	72,300	6d8 P	100 ft.	–	18 rounds	1	1	Analog
Gyrojet rifle, advanced	15	122,800	5d12 B	120 ft.	Knockdown	12 mini-rockets	1	2	Analog
Scattergun, vortex	15	91,900	3d12 P	30 ft.	–	12 shells	1	2	Analog, blast
Magnetar rifle, elite	16	185,100	6d8 P	120 ft.	–	36 rounds	1	2	Analog, automatic
Gyrojet rifle, elite	17	245,600	6d12 B	120 ft.	Knockdown	12 mini-rockets	1	2	Analog
Seeker rifle, elite	17	242,500	9d8 P	100 ft.	–	18 rounds	1	1	Analog
Scattergun, grapeshot	18	331,000	4d12 P	30 ft.	–	12 shells	1	2	Analog, blast
Magnetar rifle, paragon	19	612,600	8d8 P	120 ft.	–	48 rounds	1	2	Analog, automatic
Gyrojet rifle, paragon	20	723,500	8d12 B	120 ft.	Knockdown	12 mini-rockets	1	2	Analog
Seeker rifle, paragon	20	809,200	12d8 P	100 ft.	–	24 rounds	1	1	Analog
SHOCK									
Pulsecaster rifle	1	100	1d6 E	50 ft.	–	20 charges	1	1	Nonlethal
Arc emitter, tactical	2	750	1d4 E	15 ft.	–	20 charges	4	1	Blast, stun, unwieldy
Arc rifle, static	6	4,200	1d12 E	70 ft.	Arc 1d6	40 charges	1	2	Stun
Arc emitter, advanced	9	13,200	2d4 E	30 ft.	–	40 charges	10	1	Blast, stun, unwieldy
Arc rifle, aurora	11	24,500	2d12 E	70 ft.	Arc 2d6	40 charges	1	2	Stun

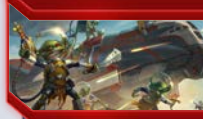


TABLE 7–4: LONGARMS (CONTINUED)

TWO-HANDED WEAPONS (CONT.)	LEVEL	PRICE	DAMAGE	RANGE	CRITICAL	CAPACITY	USAGE	BULK	SPECIAL
Arc rifle, storm	16	190,300	4d12 E	80 ft.	Arc 4d6	80 charges	2	2	Stun
Arc rifle, tempest	19	622,000	6d12 E	80 ft.	Arc 6d6	100 charges	2	2	Stun
SONIC									
Sonic rifle, thunderstrike	5	3,400	1d10 So	50 ft.	Deafen	40 charges	2	1	–
Streetsweeper, thunderstrike	7	7,150	1d10 So	50 ft.	Knockdown	40 charges	5	2	Boost 1d6
Sonic rifle, LFD	10	17,000	2d10 So	50 ft.	Deafen	40 charges	2	2	–
Streetsweeper, LFD	12	39,300	3d10 So	50 ft.	Knockdown	40 charges	5	2	Boost 1d8
Sonic rifle, HFD	14	80,200	4d10 So	50 ft.	Deafen	80 charges	4	2	–
Streetsweeper, HFD	16	195,000	5d10 So	50 ft.	Knockdown	40 charges	5	2	Boost 1d10
Sonic rifle, banshee	18	364,500	6d10 So	50 ft.	Deafen	100 charges	5	2	–
UNCATEGORIZED									
Needler rifle	1	110	1d6 P	60 ft.	Injection DC +2	12 darts	1	1	Analog, injection

TABLE 7–5: HEAVY WEAPONS

TWO-HANDED WEAPONS	LEVEL	PRICE	DAMAGE	RANGE	CRITICAL	CAPACITY	USAGE	BULK	SPECIAL
CRYO									
Zero cannon, tactical	11	23,000	3d8 C	60 ft.	Staggered	80 charges	4	2	Line, unwieldy
Zero cannon, advanced	14	81,400	5d8 C	60 ft.	Staggered	100 charges	5	2	Line, unwieldy
Zero cannon, elite	18	412,800	8d8 C	80 ft.	Staggered	100 charges	5	2	Line, unwieldy
FLAME									
Flamethrower, ifrit-class	2	780	1d6 F	15 ft.	Burn 1d6	20 petrol	4	2	Analog, blast, unwieldy
Flamethrower, salamander-class	8	8,600	2d6 F	30 ft.	Burn 2d6	20 petrol	5	2	Analog, blast, unwieldy
Flamethrower, hellhound-class	12	35,100	4d6 F	30 ft.	Burn 4d6	40 petrol	8	2	Analog, blast, unwieldy
Flamethrower, firedrake-class	15	128,000	6d6 F	30 ft.	Burn 6d6	40 petrol	10	2	Analog, blast, unwieldy
Flamethrower, phoenix-class	18	367,500	9d6 F	30 ft.	Burn 9d6	40 petrol	10	2	Analog, blast, unwieldy
LASER									
Artillery laser, azimuth	1	425	1d10 F	120 ft.	Burn 1d6	20 charges	2	3	Penetrating
Artillery laser, corona	6	4,650	2d8 F	120 ft.	Burn 1d6	40 charges	4	3	Penetrating
Artillery laser, aphelion	9	14,300	3d8 F	120 ft.	Burn 1d6	40 charges	4	3	Penetrating
Autobeam artillery, tactical	10	19,400	2d8 F	120 ft.	Burn 1d8	40 charges	1	2	Automatic
Artillery laser, perihelion	13	53,800	4d8 F	130 ft.	Burn 2d6	100 charges	5	3	Penetrating
Autobeam artillery, advanced	16	145,700	4d8 F	120 ft.	Burn 2d8	40 charges	1	2	Automatic
Artillery laser, parallax	17	248,000	7d8 F	150 ft.	Burn 4d6	100 charges	5	3	Penetrating
Autobeam artillery, elite	19	543,300	6d8 F	120 ft.	Burn 2d10	40 charges	1	2	Automatic
Artillery laser, zenith	20	722,000	9d8 F	150 ft.	Burn 5d6	100 charges	5	3	Penetrating
PLASMA									
Plasma cannon, red star	8	8,650	2d10 E & F	100 ft.	Burn 1d8	40 charges	5	2	Explode (5 ft.), unwieldy
Plasma cannon, yellow star	14	62,800	4d10 E & F	100 ft.	Burn 2d8	100 charges	5	2	Explode (5 ft.), unwieldy
Plasma cannon, white star	16	189,200	6d10 E & F	100 ft.	Burn 3d8	100 charges	5	2	Explode (5 ft.), unwieldy
Plasma cannon, blue star	20	950,000	8d10 E & F	100 ft.	Burn 4d8	100 charges	10	2	Explode (10 ft.), unwieldy
PROJECTILE									
Reaction cannon, light	1	250	1d10 P	90 ft.	–	6 rounds	1	3	Penetrating
Machine gun, squad	4	2,060	1d10 P	60 ft.	–	40 rounds	2	2	Analog, automatic
X-gen gun, tactical	6	4,240	1d12 P	120 ft.	–	80 rounds	2	2	Automatic
Reaction cannon, tactical	7	6,100	2d10 P	90 ft.	–	6 rounds	1	3	Penetrating
Machine gun, light	8	8,600	2d10 P	60 ft.	–	60 rounds	2	2	Analog, automatic
X-gen gun, advanced	9	13,100	2d12 P	120 ft.	–	100 rounds	2	2	Automatic
Reaction cannon, heavy	10	16,750	3d10 P	100 ft.	–	6 rounds	1	3	Penetrating
Stellar cannon, light	10	19,200	2d12 P	30 ft.	Wound	18 shells	6	2	Blast
Crossbolter, advanced	11	21,900	4d10 P	70 ft.	–	12 arrows	4	2	Unwieldy
Machine gun, medium	11	23,100	3d10 P	60 ft.	–	60 rounds	2	2	Analog, automatic
X-gen gun, elite	13	53,700	4d12 P	120 ft.	–	100 rounds	2	2	Automatic
Crossbolter, elite	14	71,400	6d10 P	60 ft.	–	30 arrows	6	2	Unwieldy
Reaction cannon, advanced	14	73,000	6d10 P	100 ft.	–	6 rounds	1	3	Penetrating
Stellar cannon, heavy	15	122,800	4d12 P	30 ft.	Wound	32 shells	8	2	Blast
Machine gun, heavy	17	220,300	7d10 P	120 ft.	–	100 rounds	4	2	Analog, automatic

TABLE 7–5: HEAVY WEAPONS (CONTINUED)

TWO-HANDED WEAPONS (CONT.)	LEVEL	PRICE	DAMAGE	RANGE	CRITICAL	CAPACITY	USAGE	BULK	SPECIAL
Reaction cannon, elite	17	244,000	8d10 P	100 ft.	–	6 rounds	1	3	Penetrating
Crossbolter, paragon	18	327,200	10d10 P	60 ft.	–	40 arrows	8	2	Unwieldy
Reaction cannon, paragon	20	810,000	12d10 P	100 ft.	–	6 rounds	1	3	Penetrating
X-gen gun, paragon	20	826,000	9d12 P	120 ft.	–	100 rounds	2	2	Automatic
SHOCK									
Shock caster, static	6	4,620	1d12 E	40 ft.	–	40 charges	2	2	Explode (10 ft.), unwieldy
Shock caster, aurora	10	19,100	2d12 E	40 ft.	–	40 charges	4	2	Explode (15 ft.), unwieldy
Shock caster, storm	16	164,800	5d12 E	40 ft.	–	100 charges	10	2	Explode (20 ft.), unwieldy
Shock caster, tempest	20	735,000	7d12 E	40 ft.	–	100 charges	10	2	Explode (20 ft.), unwieldy
SONIC									
Screamer, thunderstrike	5	3,350	1d10 So	30 ft.	Deafen	40 charges	4	2	Blast, unwieldy
Screamer, LFD	9	14,000	2d10 So	60 ft.	Deafen	80 charges	8	2	Blast, unwieldy
Screamer, HFD	15	107,500	4d10 So	60 ft.	Deafen	100 charges	10	2	Blast, unwieldy
UNCATEGORIZED									
NIL grenade launcher, merc	1	280	By grenade	60 ft.	–	6 grenades	1	2	–
NIL grenade launcher, squad	8	9,400	By grenade	70 ft.	–	12 grenades	1	3	–
IMDS missile launcher	10	18,200	–	80 ft.	–	1 missile	1	2	–

TABLE 7–6: SNIPER WEAPONS

TWO-HANDED WEAPONS	LEVEL	PRICE	DAMAGE	RANGE	CRITICAL	CAPACITY	USAGE	BULK	SPECIAL
PROJECTILE									
Shirren-eye rifle, tactical	2	755	1d10 P	70 ft.	–	1 round	1	1	Analog, sniper (250 ft.), unwieldy
Shirren-eye rifle, advanced	8	9,350	2d10 P	70 ft.	–	4 rounds	1	2	Analog, sniper (500 ft.), unwieldy
Shirren-eye rifle, elite	13	54,000	4d10 P	80 ft.	–	6 rounds	1	2	Analog, sniper (750 ft.), unwieldy
Shirren-eye rifle, paragon	16	147,200	6d10 P	80 ft.	–	6 rounds	1	1	Analog, sniper (1,000 ft.), unwieldy
Shirren-eye rifle, warpshot	20	740,800	10d10 P	80 ft.	–	4 rounds	1	1	Analog, sniper (1,000 ft.), unwieldy

TABLE 7–7: GRENADES

GRENADES	LEVEL	PRICE	RANGE	CAPACITY	BULK	SPECIAL
Frag grenade I	1	35	20 ft.	Drawn	L	Explode (1d6 P, 15 ft.)
Shock grenade I	1	50	20 ft.	Drawn	L	Explode (1d8 E, 15 ft.)
Smoke grenade	1	40	20 ft.	Drawn	L	Explode (smoke cloud 1 minute, 20 ft.)
Stickybomb grenade I	1	80	20 ft.	Drawn	L	Explode (entangled 2d4 rounds, 10 ft.)
Flash grenade I	2	120	20 ft.	Drawn	L	Explode (blinded 1d4 rounds, 5 ft.)
Incendiary grenade I	2	140	20 ft.	Drawn	L	Explode (1d6 F, burning 1d4, 5 ft.)
Frag grenade II	4	310	20 ft.	Drawn	L	Explode (2d6 P, 15 ft.)
Screamer grenade I	4	320	20 ft.	Drawn	L	Explode (1d10 So, deafened 1d4 minutes, 15 ft.)
Shock grenade II	4	290	20 ft.	Drawn	L	Explode (1d12 E, 15 ft.)
Stickybomb grenade II	4	300	20 ft.	Drawn	L	Explode (entangled 2d4 rounds, 15 ft.)
Cryo grenade I	6	600	20 ft.	Drawn	L	Explode (1d8 C, staggered 1 round, 10 ft.)
Flash grenade II	6	620	20 ft.	Drawn	L	Explode (blinded 1d4 rounds, 10 ft.)
Incendiary grenade II	6	580	20 ft.	Drawn	L	Explode (2d6 F, burning 1d6, 10 ft.)
Frag grenade III	8	1,260	20 ft.	Drawn	L	Explode (4d6 P, 15 ft.)
Incendiary grenade III	8	1,380	20 ft.	Drawn	L	Explode (3d6 F, burning 1d6, 10 ft.)
Screamer grenade II	8	1,340	20 ft.	Drawn	L	Explode (2d10 So, deafened 1d4 minutes, 20 ft.)
Cryo grenade II	10	2,350	20 ft.	Drawn	L	Explode (2d8 C, staggered 1 round, 15 ft.)
Frag grenade IV	10	2,700	20 ft.	Drawn	L	Explode (6d6 P, 15 ft.)
Shock grenade III	10	2,500	20 ft.	Drawn	L	Explode (3d12 E, 15 ft.)
Stickybomb grenade III	10	2,500	20 ft.	Drawn	L	Explode (entangled 2d4 rounds, 20 ft.)
Flash grenade III	12	4,800	20 ft.	Drawn	L	Explode (blinded 1d6 rounds, 15 ft.)

TABLE 7-7: GRENADES (CONTINUED)

GRENADES (CONT.)	LEVEL	PRICE	RANGE	CAPACITY	BULK	SPECIAL
Incendiary grenade IV	12	4,300	20 ft.	Drawn	L	Explode (5d6 F, burning 3d6, 15 ft.)
Screamer grenade III	12	5,200	20 ft.	Drawn	L	Explode (4d10 So, deafened 1d4 minutes, 25 ft.)
Cryo grenade III	14	9,400	20 ft.	Drawn	L	Explode (4d8 C, staggered 1 round, 20 ft.)
Frag grenade V	14	8,400	20 ft.	Drawn	L	Explode (10d6 P, 15 ft.)
Shock grenade IV	14	10,500	20 ft.	Drawn	L	Explode (6d12 E, 15 ft.)
Flash grenade IV	16	24,300	20 ft.	Drawn	L	Explode (blinded 1d8 rounds, 20 ft.)
Frag grenade VI	16	20,500	20 ft.	Drawn	L	Explode (12d6 P, 15 ft.)
Incendiary grenade V	16	20,200	20 ft.	Drawn	L	Explode (10d6 F, burning 5d6, 15 ft.)
Screamer grenade IV	16	20,000	20 ft.	Drawn	L	Explode (7d10 So, deafened 1d4 minutes, 30 ft.)
Cryo grenade IV	18	54,100	20 ft.	Drawn	L	Explode (6d8 C, staggered 1 round, 20 ft.)
Frag grenade VII	18	48,400	20 ft.	Drawn	L	Explode (16d6 P, 15 ft.)
Incendiary grenade VI	18	54,300	20 ft.	Drawn	L	Explode (12d6 F, burning 6d6, 15 ft.)
Frag grenade VIII	20	132,000	20 ft.	Drawn	L	Explode (20d6 P, 15 ft.)
Shock grenade V	20	110,000	20 ft.	Drawn	L	Explode (9d12 E, 15 ft.)

TABLE 7-8: SPECIAL WEAPONS

ONE-HANDED WEAPONS	LEVEL	PRICE	DAMAGE	RANGE	CRITICAL	CAPACITY	USAGE	BULK	SPECIAL
UNCATEGORIZED									
Carbonedge shuriken (10)	1	85	1d4 P	10 ft.	Bleed 1d4	Drawn	–	–	Analog, quick reload, thrown
Nyfiber net	2	460	–	10 ft.	–	Drawn	–	1	Analog, entangle, thrown

TWO-HANDED WEAPONS	LEVEL	PRICE	DAMAGE	RANGE	CRITICAL	CAPACITY	USAGE	BULK	SPECIAL
UNCATEGORIZED									
Bow	1	255	1d6 P	60 ft.	–	Drawn	1	1	Analog, quick reload

TABLE 7-9: AMMUNITION

STANDARD AMMUNITION	LEVEL	PRICE	CHARGES/CARTRIDGES	BULK	SPECIAL
Arrows	1	50	20	L	–
Battery	1	60	20	–	–
Battery, high-capacity	4	330	40	–	–
Battery, super-capacity	4	390	80	–	–
Battery, ultra-capacity	5	445	100	L	–
Darts	1	20	25	L	–
Flare	1	5	1	–	–
Mini-rockets	4	300	10	L	–
Petrol tank, standard	1	60	20	1	–
Petrol tank, high-capacity	3	280	40	2	–
Rounds, small arm	1	40	30	L	–
Rounds, longarm and sniper	1	75	25	L	–
Rounds, heavy	2	90	20	L	–
Scattergun shells	1	55	25	L	–

SPECIAL AMMUNITION	LEVEL	PRICE	CHARGES/CARTRIDGES	BULK	SPECIAL
Grenade arrow I	6	875	1	–	As any 1st-level grenade
Grenade arrow II	10	5,450	1	–	As any 5th- or lower-level grenade
Grenade arrow III	15	32,050	1	–	As any 10th- or lower-level grenade
Grenade arrow IV	20	245,000	1	–	As any 15th- or lower-level grenade
Tactical missile	10	5,700	1	1	Explode 6d8 B & P (30 ft.)
Advanced missile	13	14,600	1	1	13d8 B & F

TABLE 7-10: SOLARIAN WEAPON CRYSTALS

SOLARIAN WEAPON CRYSTALS	LEVEL	PRICE	DAMAGE	CRITICAL	BULK
Graviton crystal, least	5	2,900	+1d3	Knockdown	–

TABLE 7–10: SOLARIAN WEAPON CRYSTALS (CONTINUED)

SOLARIAN WEAPON CRYSTALS (CONT.)	LEVEL	PRICE	DAMAGE	CRITICAL	BULK
Photon crystal, least	5	2,950	+1d3 F	Burn 1d6	–
W-boson crystal, least	5	3,050	+1d4	Bleed 1d6	–
Gluon crystal, least	6	3,900	+1d4	Wound	–
Graviton crystal, minor	8	9,200	+1d6	Knockdown	–
Photon crystal, minor	8	9,300	+1d6 F	Burn 1d6	–
W-boson crystal, minor	8	9,800	+1d6	Bleed 2d6	–
Gluon crystal, minor	9	11,500	+1d6	Severe wound	–
Graviton crystal, lesser	11	24,000	+2d6	Knockdown	–
Photon crystal, lesser	11	25,100	+2d6 F	Burn 1d6	–
W-boson crystal, lesser	11	26,200	+2d6	Bleed 2d6	–
Gluon crystal, lesser	12	30,800	+2d6	Severe wound	–
Graviton crystal, standard	14	69,800	+3d6	Knockdown	–
Photon crystal, standard	14	71,200	+3d6 F	Burn 2d6	–
W-boson crystal, standard	14	81,300	+3d6	Bleed 3d6	–
Gluon crystal, standard	15	94,200	+3d6	Severe wound	–
Graviton crystal, greater	17	251,000	+4d6	Knockdown	–
Photon crystal, greater	17	246,200	+4d6 F	Burn 3d6	–
W-boson crystal, greater	17	274,100	+4d6	Bleed 4d6	–
Gluon crystal, greater	18	330,300	+4d6	Severe wound	–
Gluon crystal, true	20	916,200	+6d6	Severe wound	–
Graviton crystal, true	20	727,100	+6d6	Knockdown	–
Photon crystal, true	20	729,500	+6d6 F	Burn 5d6	–
W-boson crystal, true	20	806,000	+6d6	Bleed 6d6	–

WEAPON SPECIAL PROPERTIES

Some weapons possess inherent special properties. A weapon's special properties are listed in the Special column entry in its corresponding weapons table. Details of these special weapon properties appear below.

Analog

This weapon does not use any advanced electronics, computer systems, or electrical power sources. It is immune to abilities that target technology. While this use of the word "analog" is not technically correct when referring to technology, use of the term in this way has become common throughout the Pact Worlds.

Archaic

This weapon deals 5 fewer damage unless the target is wearing no armor or archaic armor. Archaic weapons are made of primitive materials such as wood or common steel.

Automatic

In addition to making ranged attacks normally, a weapon with this special property can fire in fully automatic mode. No action is required to toggle a weapon between making normal ranged attacks and using automatic mode.

When you make a full attack with a weapon in automatic mode, you can attack in a cone with a range of half the weapon's range increment. This uses all the weapon's remaining ammunition. Roll one attack against each target in the cone, starting with those closest to you. Attacks made with a weapon in automatic mode can't score critical hits. Roll damage only once, and apply it to all targets struck. Each attack against an individual creature in the cone uses up the same amount of ammunition or charges as taking two shots, and once you no longer have enough ammunition to attack another target, you stop making attacks.

For example, if you were using a tactical X-gen gun with 27 rounds remaining, you would target the nearest 6 creatures in the cone and use up all 27 rounds.

If more than one creature is equidistant and you don't have enough cartridges remaining to shoot at all equidistant creatures, determine randomly which one you target. You can't avoid shooting at allies in the cone, nor can you shoot any creature more than once, even if you have enough cartridges to fire more shots than you have targets. Attacks in automatic mode take the same penalties as other full attacks.

Blast

This weapon fires in a cone that extends only to its first range increment. You can't use it to attack creatures beyond that range.

For each attack you make with a weapon with the blast special property, roll one attack against each target in the cone, starting with those closest to you. Each attack takes a –2 penalty in addition to other penalties, such as the penalty to all attacks during a full attack. Roll damage only once for all targets. If you roll one or more critical hits, roll the extra critical damage only once (or any other special effects on a critical hit that require you to roll) and apply it to each creature against which you score a critical hit. You can't avoid shooting at allies in the cone, nor can you shoot any creature more than once.

Attacks with blast weapons ignore concealment. A blast weapon doesn't benefit from feats or abilities that increase the damage of a single attack (such as the operative's trick attack). Ammunition for blast weapons is designed for blast attacks, so you spend the usage amount only once for each cone of attacks.

Block

Only melee weapons can have the block special property, which represents some kind of guard or crossbar that can protect you from attacks by a foe you strike in melee. When you successfully strike a target with a melee attack using such a weapon, you gain a +1 enhancement bonus to your AC for 1 round against melee attacks from that target.

Boost

You can charge up a weapon with this special property as a move action. When you do, you increase the weapon's damage by the listed amount on the next attack you make with the weapon. Boosting expends charges from the weapon equal to its usage value. This increases the weapon's damage and is multiplied on a critical hit. Boosting a weapon more than once before firing it doesn't have any extra effect, and the extra charge dissipates if the weapon is not fired by the end of your next turn.

Bright

Attacks with bright weapons illuminate the area within 20 feet of your target for 1 round following the attack, increasing the illumination level by one step, to a maximum of normal light.

Disarm

When you attempt a disarm combat maneuver while wielding a weapon with the disarm special property, you gain a +2 bonus to your attack roll.

Entangle

A creature hit by an entangle weapon becomes entangled until it escapes with an Acrobatics check (DC = 10 + weapon's item level + the attacker's Dexterity modifier) or a Strength check (DC = 15 + weapon's item level + the attacker's Dexterity modifier). An entangled creature can attempt such a check as a move action. Some weapons (such as stickybomb grenades) have a maximum duration for this effect. See page 275 for information about the entangled condition.

Explode

Explosives have the explode special property, which lists the amount of damage the explosion deals and the damage type (if any), special effects (with a duration, if necessary), and the radius of the explosion. When you attack with this type of weapon or ammunition, aim at a grid intersection. Each creature within the blast radius takes the listed damage but can attempt a Reflex saving throw for half damage. If you score a critical hit, it applies only to the creature closest to the targeted intersection (you choose the creature if several are equally close). If the explode special property has any special effects other than damage, they are negated with a successful saving throw.

Injection

This weapon or its ammunition can be filled with a drug; a contact, ingested, inhaled, or injury poison; or a medicinal compound. On a successful attack with the weapon (either the first attack if it's a melee weapon or an attack with the relevant piece of ammunition if it's a ranged weapon), the weapon automatically injects the target with the substance. Refilling the weapon with a new substance acts as reloading it and is a move action. Each different injectable material must be bought separately and can be used in any weapon with the injection special property. See page 231 for rules and prices for drugs, medicinals, and poisons.

WEAPON SPECIAL PROPERTY AND CRITICAL HIT DCS

Some weapons that explode or cause critical hit effects (see page 182) allow the target to attempt a saving throw. The DC of such a saving throw is typically equal to 10 + half the weapon's item level + one of your ability modifiers. Unless stated otherwise, the ability modifier corresponds to the ability score you'd normally use to make an attack with that weapon (Dexterity for a ranged weapon, and Strength for a melee or thrown weapon). Any penalty you would normally take to your weapon attack roll also applies to this DC, including penalties from the weapon's range increment.

Line

This weapon fires a projectile in a straight line that pierces through multiple creatures or obstacles. When attacking with such a weapon, make a single attack roll and compare it to the relevant Armor Class of all creatures and objects in a line extending to the weapon's listed range increment. Roll damage only once. The weapon hits all targets with an AC equal to or lower than the attack roll. However, if an attack fails to damage a creature or obstacle hit in the line (typically due to damage reduction or hardness), the path is stopped and the attack doesn't damage creatures farther away. A line weapon can't damage targets beyond its listed range. If you score a critical hit, that effect applies only to the first target hit in the line, and you roll the critical damage separately. If multiple creatures are equally close, you choose which one takes the effects of the critical hit. A line weapon doesn't benefit from feats or abilities that increase the damage of a single attack (such as the operative's trick attack).

Nonlethal

This weapon deals nonlethal damage. See page 252 for more information on how nonlethal damage works.

Operative

An operative can use the trick attack class feature (see page 93) with a weapon that has this special property. Any character can add her Dexterity modifier rather than her Strength modifier on melee attack rolls with weapons with this special property.

Penetrating

A penetrating weapon is designed to punch through large objects' outer layers, making it easier to damage them. A penetrating weapon ignores an amount of hardness equal to the weapon's level.

Powered

A melee weapon with an internal battery that must be charged to function has the powered special property, which lists its

capacity and usage. Unlike with a ranged weapon, the usage is for 1 minute of operation rather than per attack, though using a powered weapon for less than 1 full minute still expends 1 full usage. The number of charges expended is equal to the usage × the number of minutes the weapon is used, rounded up to the nearest minute. You can activate the power of the weapon as part of the action used to make an attack with it, and it automatically deactivates after 1 minute.

As with ranged weapons, you can recharge the battery of a powered melee weapon using a generator or a recharging station, or you can purchase new batteries for it. If you try to attack with a powered weapon that's out of charges, it functions as an improvised weapon (see page 169).

Quick Reload

You can reload this weapon as part of the same action as firing it, instead of taking a move action to reload.

Reach

Only melee weapons can have the reach special property. Wielding a weapon with reach gives you 10 feet of reach for attacks with that weapon. See Reach and Threatened Squares on page 255 for more information.

Sniper

Weapons with the sniper special property can be fired accurately at very long ranges if aimed properly. If you aim the weapon as a move action and then fire it on the same turn, use the value listed with the sniper special property as the weapon's range increment. You can still fire a sniper weapon as normal, but it has only the range listed under its normal range entry when you do.

Stun

You can set a weapon with the stun special property to stun mode (or reset it to normal mode) as a move action. While in stun mode, all the weapon's attacks are nonlethal. See page 252 for more about how nonlethal damage works.

Thrown

Ranged weapons that must be thrown and melee weapons that can be thrown as a ranged attack have the thrown special property and a listed range increment. You apply your Strength modifier to damage rolls for thrown attacks. After you throw a weapon, it lands near your target and you must recover it if you want to attack with it again.

Trip

When you attempt a trip combat maneuver while wielding a weapon with this property, you gain a +2 bonus to your attack roll.

Unwieldy

Weapons with the unwieldy special property are awkward, can't be fired without cooling down first, or are otherwise difficult to use with repeated attacks. You can't use an unwieldy weapon as part of a full attack (or any other action in which you could make multiple attacks), you can't attack with it more than once per round, and you can't use it to make an attack of opportunity.

CRITICAL HIT EFFECTS

If your attack roll is a natural 20 and your attack total is equal to or greater than your target's AC, your attack is a critical hit. A critical hit means that you roll your damage twice (adding to each roll all your usual bonuses, including any additional damage from special abilities) and then add the rolls together to determine the damage dealt. Some weapons have an additional critical effect that applies when you score a critical hit. These effects are as follows. When you score a critical hit with a weapon that has multiple critical hit effects, you can apply only one of those critical hit effects.

Arc

The attack's energy leaps to a second creature. This secondary target must be within 10 feet of your original target and must be the creature closest to the original target (you choose if multiple creatures are equidistant). Roll the amount of damage listed in the weapon's arc—the secondary target takes this damage (not multiplied by the critical hit), of whatever type the weapon deals.

Bleed

The target gains the bleeding condition (see page 273).

Burn

The target gains the burning condition (see page 273).

Corrode

The target takes corrode damage equal to the amount listed. This functions as the burning condition but deals acid damage rather than fire damage.

Deafen

The target must succeed at a Fortitude saving throw or be deafened (see page 275) for 1d4 minutes.

Injection DC +2

If the weapon is used to deliver a poison or drug of some kind, the save DC of that poison is increased by 2 when delivered on a critical hit.

Knockdown

The target is knocked prone (see page 277).

Severe Wound

Roll twice on Table 7–11: Wounding Weapons and choose your desired result. The target can still attempt any associated save.

Staggered

The target must succeed at a Fortitude save or be staggered (see page 277) for 1 round.

Stunned

The target is stunned (see page 277) for 1 round.

Wound

Roll on Table 7–11: Wounding Weapons. The target must succeed at a saving throw of the listed type (if any) or suffer the listed effect. If the creature lacks a specified location, use the general location.

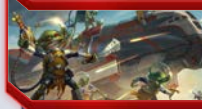


TABLE 7–11: WOUNDING WEAPONS

D20	LOCATION	SAVE	EFFECT
1–10	General	–	Bleed 1d6
11–13	Eye (sensory)	Ref	Lost eye, –2 Perception
14–15	Leg (mobility)	Fort	Severed limb, –10 land speed
16–17	Arm (manipulation)	Ref	Severed limb, lose a hand
18–19	Vital organ	Fort	1d4 Con damage
20	Brain	Fort	Stunned 1 round

WEAPON DESCRIPTIONS

Statistics for each of the following weapons can be found on its corresponding weapon table. Weapons are generally listed in their associated categories, which group weapons that function and deal damage similarly and which sometimes have special rules that apply to all such weapons (such as laser or plasma weapons). Other groupings include grenades (see below), weapons with the operative special property (see page 184), and weapons without weapon categories (see Uncategorized Weapons on page 187). Solarian weapon crystal descriptions appear on page 186, and ammunition descriptions appear on page 190.

Cryo Weapons

Cryo weapons generate blasts of supercooled gas that can damage or incapacitate a target. The gas is kept within a charged cryochamber attached to the weapon. While primitive models simply sprayed these freezing chemicals like a flamethrower, modern models use a containment beam to deliver deadly frozen particles to targets at impressive ranges. Most cryo weapons automatically replenish their reservoirs of reactive chemicals by drawing and processing various gases from the atmosphere, needing only batteries to maintain their ammunition supply.

One of the most popular lines of cryo weapons are zero weapons, including zero cannons, pistols, and rifles. In common parlance, avalanche-class cryo weapons are the coldest and most dangerous, followed in descending order by blizzard-class, hailstorm-class, and frostbite-class cryo weapons.

Cryopike (Advanced, Tactical)

The haft of a cryopike is a long aluminum or carbon-steel shaft with an adjustable rubber grip. A cryopike emits a blast of supercooled gas from its tip that acts as a freezing blade.

Zero Cannon (Advanced, Elite, Tactical)

Zero cannons project a freezing line straight out from a generator, affecting any targets within the line. A pair of tanks in the cannon's heavy stock contain chemical coolants that produce a violent endothermic reaction when mixed in the insulated barrel.

Zero Pistol (Avalanche-Class, Blizzard-Class, Frostbite-Class, Hailstorm-Class)

Zero pistols have a weighted grip to balance their unusually heavy barrels. A cylindrical canister over the barrel contains and directs the coolants.

Zero Rifle (Avalanche-Class, Blizzard-Class, Frostbite-Class, Hailstorm-Class)

Zero rifles have long, bulky barrels and tend to be very front-heavy. A heavy tank over the barrel stores the rifle's coolant supply, contributing most of its bulk.

Flame Weapons

Flame weapons deal fire damage without using lasers or plasma. This flame damage usually comes via superheated metal coils or gas ignition, but weapon manufacturers may devise other methods as well. Flame weapons often have the ability to set targets on fire, dealing burn damage in addition to their initial fire damage when they land especially effective hits.

Most flame weapons rely on a reactive blend of hydrocarbons called petrol for ammunition, rather than batteries.

Flame Doshko (Blaze, Ember, Inferno, Solar Flare)

When activated, the blade of this doshko heats up by means of internal heating coils. The doshko deals fire damage and can also cause traumatic injuries.

Flame Pistol

A flame pistol shoots a line of ignited petrol from its barrel.

Flame Rifle

A flame rifle shoots a line of ignited petrol from its barrel.

Flare Gun, Survival

A survival flare gun is used to signal danger or call for help. Though not designed for combat, survival flare guns can deal fire damage at close range.

Flamethrower (Firedrake-Class, Hellhound-Class, Ifrit-Class, Phoenix-Class, Salamander-Class)

These portable flamethrowers consist of a heavy rifle-like design with an oversized petrol tank integrated into the weapon's stock.

Skyfire Sword (Inferno, Tactical)

Originally, these swords were known by their manufacturing ID, BSB–1750. Their popularity with the Skyfire Legion led to their colloquial name, Skyfire swords. Vents for burning gas jets line one edge of the hollow blade. When powered, magnetic fields contain and ignite the gases into a glowing corona of flames.

Grenades

Grenades are thrown weapons that detonate in an explosive radius when they reach the target. A grenade's listing on Table 7–7: Grenades shows its explosion radius. Some grenades apply conditions to creatures in the explosion radius that fail a Reflex save against the grenade. If a grenade has other effects, its description defines when they take effect. The DC of the save is equal to 10 + half the grenade's item level + your Dexterity modifier. Any penalty you take to your attack roll also applies to this save DC.

Cryo Grenade (I–IV)

Cryo grenades release a blast of supercooled chemicals on impact, which immediately coalesce into freezing particles.

Flash Grenade (I–IV)
When detonated, a flash grenade releases a pulse of intense radiance.

Frag Grenade (I–VIII)
A fragmentary, or frag, grenade explodes in a cloud of shrapnel.

Incendiary Grenade (I–VI)
Incendiary grenades detonate in a spray of superheated plasma.

Screamer Grenade (I–IV)
When detonated, a screamer grenade releases a piercing shriek of sonic energy.

Shock Grenade (I–V)
A shock grenade releases a pulse of electrical energy on impact.

Smoke Grenade
A smoke grenade deals no damage; instead, it releases a cloud of dense smoke. Each character who inhales smoke must succeed at a Fortitude saving throw each round (DC = 15 + 1 per previous check) or spend that round choking and coughing; he can do nothing else. A character who chokes for 2 consecutive rounds takes 1d6 nonlethal damage. (Active environmental protection from a suit of armor prevents this effect altogether.) Regardless of the armor a character wears, smoke obscures vision, providing concealment.

Stickybomb Grenade (I–III)
A stickybomb grenade detonates with a splash of adhesive resin.

Laser Weapons
Laser weapons emit highly focused beams of light that deal fire damage. These beams can pass through glass and other transparent physical barriers, dealing damage to such barriers as they pass through. Barriers of energy or magical force block lasers. Invisible creatures don't take damage from lasers, as the beams pass through them harmlessly. Fog, smoke, and other clouds provide both cover and concealment from laser attacks. Lasers can penetrate darkness, but they don't provide any illumination.

Laser weapons use various means to concentrate beams of light into deadly intensity. Some focus light through a faceted crystal, while others focus the beam through a chemical cloud or ionized gas.

Artillery Laser (Aphelion, Azimuth, Corona, Parallax, Perihelion, Zenith)
Artillery lasers are heavy weapons designed to be effective against hardened targets such as vehicles and enemy bunkers.

Autobeam Artillery (Advanced, Elite, Tactical)
Though it lacks the penetrating power of an artillery laser, an autobeam artillery delivers sustained laser fire. It uses a rotating array of lenses to prevent the intense heat of sustained fire from melting the weapon's housing.

Autobeam Rifle (Advanced, Elite, Tactical)
Autobeam rifles can fire in automatic mode, spraying a cone of lasers from the barrel.

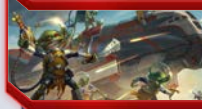
Laser Pistol (Aphelion, Azimuth, Corona, Parallax, Perihelion, Zenith)
The laser pistol is possibly the most common small arm used by explorers, guards, mercenaries, and traders. Laser pistols are light and reliable, yet they still deal a respectable amount of damage.

Laser Rifle (Aphelion, Azimuth, Corona, Parallax, Perihelion, Zenith)
With its snub, squared barrel and internal reinforcements, a laser rifle is sturdy and dependable.

Operative Weapons
Operative melee weapons are basic in design, but they are capable of dealing precise damage when wielded by a trained combatant. An operative can use the trick attack class feature with a weapon with the operative special property. Additionally, any character can add her Dexterity modifier rather than her Strength modifier to melee attack rolls with these weapons.

Baton (Advanced, Tactical)
A baton is a thin, solid metal shaft, usually with a textured rubber grip. A tactical baton can be used to inflict precise bludgeoning blows. An advanced baton, used by elite mercenary and security companies, often has an additional shaft, as well as a weighted end that can be powered to connect with substantially more force than a tactical baton.

Dagger (Molecular Rift, Ultrathin, Zero-Edge)
The thinness and lightness of daggers make them easy to carry or conceal. Ultrathin daggers have sharp, double-edged blades. Zero-edge daggers have blades—crafted with quantum technology—that are so fine, their edges blur. The blade of a molecular rift dagger looks translucent, as if it's made of glass, and its vibrating particles allow the dagger to slice through almost any substance. Most daggers are available with fixed, folding, or retractable blades.



Incapacitator
When this nonreflective, dark-gray baton connects with a target, it discharges an electrical pulse that can stagger its victim.

Knife (Survival, Tactical)
These light blades can be used for both mundane tasks and combat. A typical survival knife has a fixed, single-edged, carbon-steel or ceramic blade and is treated against corrosion. Tactical knives have large, double-edged blades, often with a section of serrated blade near the haft, and they come in both fixed- and folding-blade designs; users may prefer one style or the other, but the two are identical in terms of price, weight, and damage dealt.

Peacemaker
This more advanced combat baton, known as a peacemaker, is a light metal rod that discharges a pulse that can be strong enough to knock a target to the ground.

Plasma Weapons
Superheated or electromagnetically charged gas becomes ionized plasma, which plasma weapons emit in a controlled blast. Ionized plasma deals both electricity and fire damage, tearing through organic flesh and metal alike. Plasma beams can be projected, as from a gun, or maintained in a steady beam with a powerful magnetic field, as the blade of a melee weapon.

Followers of Sarenrae popularized terms for the different intensities of plasma swords based on the heat they emit. The hottest, deadliest plasma weapon is a blue star, followed in descending order by white star, yellow star, red star, and finally tactical plasma weapons.

Plasma Cannon (Blue Star, Red Star, White Star, Yellow Star)
Plasma cannons shoot large, explosive blasts of ionized plasma. They are difficult to use and have a relatively short range for a heavy weapon, but their impact has devastating effect.

Plasma Caster (Blue Star, White Star)
Plasma casters fling bolts of ionized plasma at a target. They have good range and are easier to use than plasma rifles or pistols, but they strike only a single target.

Plasma Doshko (Blue Star, Red Star, White Star, Yellow Star)
The plasma versions of these traditional vesk weapons use the same popular naming convention as other plasma weapons.

Plasma Pistol (Blue Star, Red Star, White Star, Yellow Star)
Plasma pistols fire a line of ionized plasma out to a relatively short range. The plasma can continue to burn after contact.

Plasma Rifle (Blue Star, Red Star, White Star, Yellow Star)
Plasma rifles fire long lines of ionized plasma that lance through objects and opponents in their path.

Plasma Sword (Blue Star, Red Star, Tactical, White Star, Yellow Star)
A plasma generator is seated securely within this sword's hilt. A plasma-resistant ceramic housing focuses the beam with the assistance of a localized energy field, either in a single straight beam or along a magnetized blunted blade or wire-like lines. When the sword is unpowered, the plasma beam disappears.

Projectile Weapons
Projectile weapons fire solid rounds, such as bullets or rockets. While projectile weapons are relatively antiquated, they provide serviceable firepower at a reasonable price to many travelers and traders.

Acid Dart Rifle (Dual, Complex, Tactical)
An acid dart rifle has a nonreactive polymer reservoir that can be filled with whatever acid the wielder desires. The automatic loading process fills the rifle darts with acid as they are moved into the chamber. Dual acid dart rifles fire two darts simultaneously, while complex acid dart rifles hold concentrated doses of acid.

Autotarget Rifle
An automatic model of the basic rifle, autotarget rifles fire continuously for as long as the trigger is depressed and fresh rounds are available in the magazine.

Combat Rifle
This utilitarian rifle is favored by mercenaries who aren't looking for flashy weapons.

Crossbolter (Advanced, Dual, Elite, Paragon, Tactical)
This weapon resembles a rifle with a crossbeam near the end of the barrel. A crossbolter uses mechanical power to fire arrows along the barrel. Grenade arrows can also be fired with a crossbolter.

Gyrojet Pistol (Advanced, Elite, Tactical)
Gyrojet pistols fire mini-rockets that can hit with a force great enough to knock down targets. Gyrojet pistols are slightly larger than semiautomatic pistols, and they have a reinforced barrel.

Gyrojet Rifle (Advanced, Elite, Paragon, Tactical)
The longarm model of a gyrojet pistol, a gyrojet rifle fires mini-rockets with devastating force.

Hunting Rifle
This basic rifle is used mainly for personal defense and hunting. More advanced rifles have military uses.

Machine Gun (Heavy, Light, Medium, Squad)
The most basic and portable machine guns are known as squad guns for their popularity among mercenary groups. Light, medium, and heavy machine guns remain reliable heavy weapons for their automatic fire and damage capability.

Magnetar Rifle (Advanced, Elite, Paragon, Tactical)
The magnetar rifle uses magnetic fields to accelerate metallic rounds to high speeds. With few moving parts that can break down, it's a workhorse automatic rifle popular among planetary explorers.

Reaction Cannon (Advanced, Elite, Heavy, Light, Paragon, Tactical)

An ancient yet still popular vesk weapon, the reaction cannon uses advanced materials and technology to redirect the recoil of a projectile back into the projectile itself, making it an extremely damaging heavy weapon.

Scattergun (Grapeshot, Impact, Snub, Utility, Vortex)

A scattergun fires fragmentary shells in a spray from its barrel, dealing damage to all targets in range. The shortened barrel of the snub scattergun makes it easier to conceal. Grapeshot, impact, and vortex scatterguns are designed to deliver enhanced damage.

Seeker Rifle (Advanced, Elite, Paragon, Tactical)

Seeker rifles are single-shot projectile weapons. The line gained its name from korasha lashunta explorers, who favor the rifle for its reliability in hostile terrain.

Semi-Auto Pistol (Advanced, Elite, Paragon, Tactical)

The semiautomatic mechanism of this pistol discharges spent cartridges and reloads fresh ones in the barrel, provided a cartridge remains in the magazine.

Shirren-Eye Rifle (Advanced, Elite, Paragon, Tactical, Warpshot)

Shirren-eye rifles are named for their compound sights, which resemble the eyes of the insectile race, but are rarely manufactured by shirren companies. Shirren-eye rifles are extremely accurate and favored by snipers and sharpshooters.

Stellar Cannon (Heavy, Light)

A stellar cannon is a portable, handheld cannon that fires exploding shells filled with dense flechettes that shred nearby targets. Stellar cannons have a limited range, but they deal traumatic damage to large areas.

X-Gen Gun (Advanced, Elite, Paragon, Tactical)

X-gen guns are named for their external generator—a power pack that drives the automatic feed of the weapon. They are common on fortified bases and in large armed encampments.

Shock Weapons

Shock weapons emit powerful electrical blasts that can damage and potentially stun enemies. Ranged versions use a low-power laser to direct these weapons' electrical arcs. Electrical blasts can also leap to adjacent targets, making the weapons well suited for stunning groups of enemies. In general, tempest shock weapons are the most powerful, followed in descending order by storm, aurora, and static shock weapons.

Arc Emitter (Advanced, Tactical)

Arc emitters discharge a cone of electrical energy that can damage and stun anyone within its area. Advanced arc emitters can be used at a longer range and are used by military forces to stun and subdue groups of enemies.

Arc Pistol (Aurora, Static, Storm)

Arc pistols fire deadly, stunning blasts of electricity at ranged targets. They have a two-pronged emitter that directs the electrical blast and a bulky chamber that holds the capacitor.

Arc Rifle (Aurora, Static, Storm, Tempest)

Arc rifles fire deadly electrical blasts and have a longer range than arc pistols. Like arc pistols, arc rifles can stun targets that are not killed outright by the electricity damage.

Pulsecaster Pistol

A smaller version of an arc pistol, the pulsecaster sends a low-energy blast at its target. This blast stuns the target without dealing serious damage.

Pulsecaster Rifle

The pulsecaster rifle sends a low-voltage blast at its target and has a longer range than the handheld pulsecaster. The blast can stun the target and deal nonlethal damage.

Shock Caster (Aurora, Static, Storm, Tempest)

Shock casters fire a blast of electrical energy that explodes when it impacts, creating an electrical storm that can damage and stun anyone within its radius.

Shock Truncheon (Aurora, Static, Storm, Tempest)

These polycarbonate batons have a side-handle grip and a electrode-lined striking surface that delivers an electrical charge.

Solarian Weapon Crystals

Solarian weapon crystals are used by solarians to enhance their solar weapons. Complete rules for solarian weapon crystals appear in Weapon Types on page 170.

Gluon Crystal (Greater, Lesser, Minor, Standard, True)

Gluon crystals create an entropic field along the weapon that creates traumatic wounds.

Graviton Crystal (Greater, Lesser, Minor, Standard, True)

Graviton crystals accelerate the impact of a weapon, dealing extra damage and potentially knocking down targets.

Photon Crystal (Greater, Lesser, Minor, Standard, True)

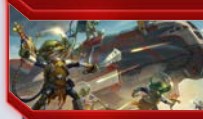
Photon crystals add compressed photonic energy to a weapon strike, adding fire damage and the potential to burn the target.

W-boson Crystal (Greater, Lesser, Minor, Standard, True)

W-boson crystals amplify the sheer amount of damage a weapon deals.

Sonic Weapons

Sonic weapons emit sonar waves at frequencies that are designed to injure or incapacitate enemies. Many of them are termed "low-frequency devices" (LFDs) and "high-frequency devices" (HFDs) based on the frequencies at which they operate and damage foes.



Pulse Gauntlet (Banshee, HFD, LFD, Thunderstrike)

When a pulse gauntlet strikes its target, it releases a surge of sonic energy that can knock the target down. Pulse gauntlets are made of heavy-duty nylon with reinforced pads over the items' knuckles.

Screamer (HFD, LFD, Thunderstrike)

A screamer is a circular metal device with two handles on the back. The front of a screamer projects a cone of sonic energy that can damage and deafen anyone within the weapon's area of effect.

Sonic Pistol (Banshee, HFD, LFD, Thunderstrike)

Sonic pistols have a stocky barrel capped with a concave resonating chamber that amplifies and directs its sonic blast. They use high-intensity sound to shake molecules apart.

Sonic Rifle (Banshee, HFD, LFD, Thunderstrike)

A sonic rifle fires a blast that is loud enough to deafen targets in addition to damaging them. Sonic rifles have snub-nosed barrels and typically incorporate U-shaped prongs to improve beam stability.

Streetsweeper (HFD, LFD, Thunderstrike)

Streetsweepers are sonic weapons designed to deliver a low-intensity "punch" of sound. A streetsweeper can be overcharged to deliver a significant sonic blast that can knock down its target.

Uncategorized Weapons

The following weapons are not considered to be a part of any other weapon category, and they follow the normal rules for weapons unless defined otherwise in their descriptions.

Battleglove (Cestus, Gravity, Nova, Power):

Battlegloves are popular, economical choices for mercenaries and guards. These durable nylon-web or para-aramid gloves hold a weighted plate over the wearer's knuckles. You can hold other objects or weapons in a hand wearing a glove, but you can't use the glove to make attacks while doing so.

Bow

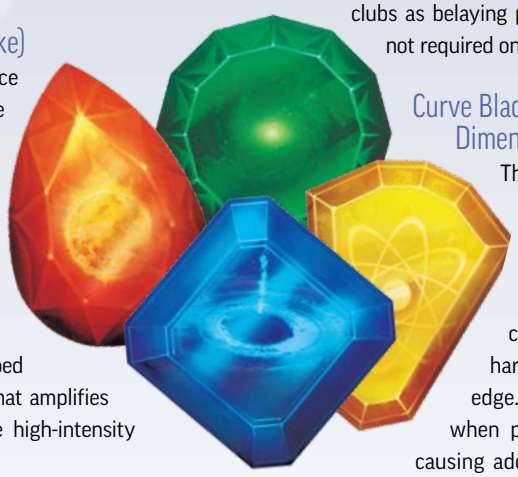
Modern compound bows are made of aluminum alloys, for superior lightness and durability. The string is made of high-performance polyethylene. Bows fire arrows as ammunition, and they can also be used with grenade arrows for more customized damage and effects.

Carbonedge Shuriken

The four-armed kasathas favor thrown weapons, so they are the most common users of these finely edged projectiles. Users of thrown weapons appreciate the light weight and keen edges of carbonedge shuriken.

Club

A club is any sort of blunt, oblong instrument with a haft suitable for gripping. Clubs can be made of stone, wood, or similar materials. Metal clubs exist as well, and they are usually hollow to keep them from being too heavy. Some Free Captains refer to clubs as belaying pins, though those archaic items are not required on starships.



Curve Blade (Buzzblade, Carbon Steel, Dimensional Slice, Ultrathin)

This graceful, curving blade further increases the drama inherent in sword fighting. Carbon steel blades bite deeply, causing bleeding wounds. The blade of an ultrathin curve blade looks delicate, but it is as hard as carbon steel and keeps a fine edge. Buzzblade curve blades vibrate when powered, tearing organic flesh and causing additional bleed damage. Dimensional slice curve blades have only a narrow visible blade area, surrounded by a solid aura; these are the sharpest and most dangerous curve blades on the market.

Devastation Blade (Apocalypse, Ruin, Wrack)

The overlarge devastation blade is a two-edged sword that creates terrifying wounds. Devastation blades are rarely subtle weapons, due to both their size and their often elaborate spiked designs.

Doshko (Advanced, Dimensional Blade, Molecular Rift, Tactical, Ultrathin, Zero-Edge)

The traditional weapon of the vesk, the doshko is composed of one to four triangular blades arranged in a row and attached to a long haft. Ideal for devastating overhand blows and catching and parrying enemy weapons, its use is a highly respected art form in traditional vesk society, but it also sees use by creatures of other races as a variant axe. Traditionally, doshkos are made of steel, but in recent decades they have been crafted using advanced metallurgic techniques and even quantum technology to improve the stabbing edges.

Ultrathin doshko blades look exceptionally delicate but hold a fine edge. Zero-edge doshkos appear to have a blurred edge, while molecular rift doshkos have translucent blades. Dimensional blade doshkos have a narrower visible blade, but the solid surrounding aura makes them vicious weapons.

Dueling Sword (Buzzblade, Molecular Rift, Ripper, Tactical, Ultrathin)

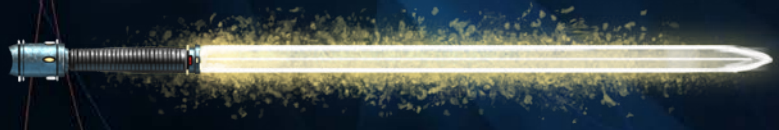
While dueling swords are crafted to be aesthetically pleasing and are often seen as a mark of rank or tradition, many warriors still train with them to deadly effect. The powered blades of both buzzblade and ripper dueling swords bring this danger into the modern era, while the molecular rift sword—though unpowered—uses a field of disrupted molecules along its blade to slice through nearly anything, and must be stored in a magnetic sheath that never actually touches the blade.

RED STAR PLASMA DOSHKO
TYPE: Advanced melee (two-handed)
CATEGORY: Plasma
DAMAGE: 1d10 E & F
CRITICAL: Severe Wound

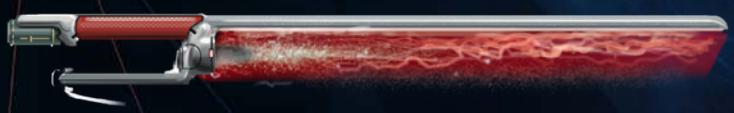
FANGBLADE
TYPE: Advanced melee (one-handed)
CATEGORY: –
DAMAGE: 1d12 S
CRITICAL: Bleed 1d8

STATIC SHOCK TRUNCHEON
TYPE: Advanced melee (one-handed)
CATEGORY: Shock
DAMAGE: 1d12 E
CRITICAL: Arc 1d4

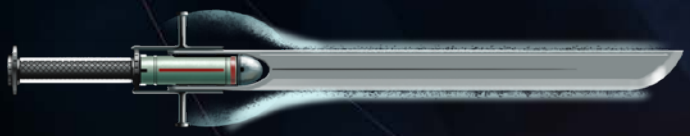
TACTICAL PLASMA SWORD
TYPE: Advanced melee (one-handed)
CATEGORY: Plasma
DAMAGE: 2d8 E & F
CRITICAL: Severe Wound



YELLOW STAR PLASMA SWORD
TYPE: Advanced melee (one-handed)
CATEGORY: Plasma
DAMAGE: 5d8 E & F
CRITICAL: Severe Wound



TACTICAL SKYFIRE SWORD
TYPE: Advanced melee (one-handed)
CATEGORY: Flame
DAMAGE: 2d4 F
CRITICAL: Burn 1d8



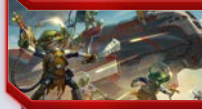
MOLECULAR RIFT LONGSWORD
TYPE: Advanced melee (one-handed)
CATEGORY: –
DAMAGE: 10d8 S
CRITICAL: –

GRINDBLADE
TYPE: Advanced melee (one-handed)
CATEGORY: –
DAMAGE: 4d10 S
CRITICAL: Bleed 2d8

WRACK DEVASTATION BLADE
TYPE: Advanced melee (two-handed)
CATEGORY: –
DAMAGE: 2d8 S
CRITICAL: –

MOLECULAR RIFT DUELING SWORD
TYPE: Basic melee (one-handed)
CATEGORY: –
DAMAGE: 10d6 S
CRITICAL: –

TACTICAL DUELING SWORD
TYPE: Basic melee (one-handed)
CATEGORY: –
DAMAGE: 1d6 S
CRITICAL: –



Fangblade
Cheaper and less elegant than a ripper dueling sword, a fangblade is closer to an industrial chainsaw, with a toothed, motor-driven chain wrapped around its blade.

Grindblade
The sharp edge of a grindblade has been crafted with advanced micropitting technology that turns it into a destructive rasp at close to the molecular level, capable of inflicting hideous damage. So sharp and savage is their edge that most grindblade designers don't even bother giving them a point.

Hammer (Assault, Comet, Gravity Well, Meteoric)
Assault hammers have heavily weighted metal heads and relatively light aluminum or polycarbonate grips. Hammer heads can be custom-made with designs or logos imprinted on the surface. Comet, gravity well, and meteoric hammers have weighted or pneumatically driven heads that deliver accelerated blows.

IMDS Missile Launcher
IMDS (an acronym for "individual missile delivery system") missile launchers are the most common missile launchers currently on the market. IMDS launchers fire individual missiles as ammunition and use the damage listed for the missiles fired out of them.

Injection Glove
Injection gloves were originally designed for medical use, but they have been heavily altered to serve in combat as well. A flat cartridge containing an injectable substance (such as a medicinal or poison) is inserted into a slot in the pointer finger of the glove, where it connects with a retractable needle. When the pointer finger encounters resistance, the needle pops out and injects its contents. The needle is reset by pressing it against a hard surface (which can be done as part of reloading it).

Longsword
A longsword is a straight, double-edged blade that typically protrudes from a haft. Modern longswords are made of stainless steel, carbon steel, or, rarely, a custom material such as titanium or bainite.

Longsword, Dimensional Slice
The ultimate advancement in metallurgic technology, designed by a tech firm owned by Ulrikka Clanholdings, a dimensional slice blade looks like an elongated stiletto surrounded by a blade-shaped aura. The aura is solid to the touch and can slice through almost any material.

Longsword (Microserrated, Ultraserrated)
The single edge of this sword looks homogeneous to the naked eye, but it is actually made of thousands of microscopic teeth. The teeth tear through organic matter, causing significant damage and bleeding.

Longsword, Molecular Rift
The molecules of this longsword have been artificially agitated, creating a devastating disruption field along its blade. It must be stored in a magnetic sheath to avoid cuts and damage from casual contact.

Longsword, Sintered
A sintered longsword is made of compacted ceramics, forming a durable and finely edged blade.

Longsword, Ultrathin
The double-edged blade of an ultrathin longsword is made of dense metal that holds its edge and adds heft to a swing. The blade appears exceptionally thin and light, belying the damage it can deal.

Longsword, Zero-Edge
Crafted with quantum technology, the blade of this sword seems blurry due to its exceptionally fine edge.

Monowhip
Designed to deal maximum damage, a monowhip is woven of monofilament fibers reinforced with carbon particles. Weighted at one end and spooled from a tough carbon-fiber grip, it delivers surgical-quality lacerations with minimal strength. The cuts delivered are so clean that victims sometimes fail to notice a severed limb until they are overwhelmed by a rush of blood loss.

Needler Pistol
A favorite of assassins and battlefield medics alike, the needler pistol uses magnetic fields or pressurized gas to launch darts that inject a substance into the target. This injection gun can be fitted with cartridges containing medicine or poison.

Needler Rifle
Like the needler pistol, this injection gun can be fitted with cartridges containing medicine or poison. The needler rifle fires darts much farther than its smaller counterpart.

NIL Grenade Launcher (Merc, Squad)
NIL (an acronym for "neutronic individual launcher") grenade launchers are the most common grenade launcher available on the market. NILs can be fitted with any sort of grenade as ammunition. Grenades are loaded individually, rather than in magazines. You can load different types of grenades into a NIL grenade launcher, and you can select which grenade to fire as part of the action used to make an attack.

Nyfiber Net
Created from specialized nylon fibers that contract in response to struggle, nyfiber nets are weighted along the edges to more effectively entangle their targets. Attacks with the net target KAC.

Pike (Advanced, Elite, Tactical)
A pike is composed of a sharpened-aluminum, stainless-steel, or carbon-steel spike atop a light metal or polycarbonate staff.

Spear (Buzzblade, Gravity, Sentinel, Tactical, Zero-Edge)

Spears come in many varieties. Buzzblade spears vibrate at high frequency. Zero-edge spears employ quantum manufacturing to hone an edge so fine that it seems indistinct. The gravity spear uses a tiny gravity field generator to accelerate the weapon at the moment of impact.

Staff (Battle, Carbon, Hardlight, Repeller, Sentinel)

Staves are long and flexible, weighted on the end to provide extra striking power. Most staves are made from aluminum or fiberglass, though some are still made from wood.

Sentinel and repeller staves are made of conductive metal and deliver a painful, low-voltage charge that can stun opponents. The hardlight staff uses a core of unstable photonic gel to dramatically increase its mass every time it strikes a surface.

Starknife (Accelerated, Dimensional Slice, Lightspeed, Sintered, Tactical)

Four tapered metal blades surround the central ring of a starknife, which can be thrown or used to stab opponents. Accelerated and lightspeed starknives have gas-powered jets that fire when the starknife is wielded. Solid auras surround the blades of a dimensional slice starknife, which are manufactured with cutting-edge metallurgic techniques. In a sintered starknife, the metal blades are replaced with compressed ceramic blades.

Swoop Hammer (Advanced, Mach I, Mach II, Mach III, Tactical)

The combat head of a swoop hammer is affixed to an elongated haft. The extra reach of the haft allows for a greater swinging arc and accelerated damage.

Taclash (Numbing, Standard)

A tactical lash, or taclash as it is commonly called, is a length of nylon cord reinforced with carbon fibers. Taclashes were originally used by military organizations as a form of crowd control, and explorers and mercenaries came to appreciate the utility of the weapon. When a numbing taclash connects, a low electrical shock transmits through the lash. The shock is too mild to deal damage, but it can stun the target.

Unarmed Strike

An unarmed strike can be dealt with any limb or appendage. Unarmed strikes deal nonlethal damage, and the damage from an unarmed strike is considered weapon damage for the purposes of effects that give you a bonus to weapon damage rolls.

Ammunition

Ammunition is sold in multiples, as listed in the individual entries in Table 7–9: Ammunition on page 179.

Arrows

Arrow shafts are made of carbon fiber–reinforced plastic and have metal or ceramic heads.

Battery (High-Capacity, Super-Capacity, Ultra-Capacity)

Batteries charge powered weapons, but they can also be used to power an array of items, including powered armor and technological items. Batteries have a standardized size and weight, and items that take batteries all have a slot into which they fit, regardless of the item's actual size. Weapons that use batteries list the highest-capacity battery they are capable of using as well as how many charges from the battery that each shot consumes.

Darts

These light metal shafts each have a pointed tip and a reservoir to hold toxins or other appropriate substances that are typically liquid or viscous. While most combatants rely on darts to deliver toxins to enemies, particularly desperate or overworked field medics sometimes employ darts to conveniently deliver antitoxins, healing serums, and other beneficial drugs across a crowded battlefield. In these cases, medics often practice to improve their aim to ensure that this strategy is effective when employed.

Flare

Usually made of magnesium, flares burn brightly and can deliver some heat. You can ignite a flare by hand without the need for a flare gun. A lit flare burns for 1 hour, and it can be wielded in melee combat as an improvised weapon that deals 1d2 fire damage.

Grenade Arrow (I–IV)

The explosive tip of the arrow detonates on impact. A grenade arrow can be made using any handheld grenade. The miniaturized technology incorporated into the arrow increases its price substantially over an equivalent grenade.

Mini-Rockets

These long, tapered shells hold combustible material as well as a chemical propellant.

Missile (Advanced, Tactical)

Missiles are heavy, snub-nosed munitions with devastating explosive power. A missile's damage when fired from a missile launcher (such as an IMDS missile launcher) is listed in its entry in Table 7–9: Ammunition on page 179.

Petrol Tank (High-Capacity, Standard)

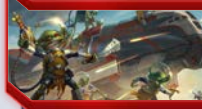
Petrol is a highly flammable blend of hydrocarbons that is used in flame weapons (and petrol is occasionally used by desperate adventurers as fuel or for other various utilitarian purposes). A petrol tank snaps easily into the housing of weapons that are specifically petrol-powered.

Rounds (Heavy, Longarm and Sniper, Small Arm)

Cased rounds are housed in magazines, which can be fitted into the appropriate weapon.

Scattergun Shells

These cartridges are packed with small metal spheres that scatter when the cartridge explodes.



SPECIAL MATERIALS

Some weapons can be crafted using materials that have innate special properties. Only cartridges of ammunition and melee weapons that deal bludgeoning, piercing, or slashing damage can be made out of special materials. If you make a weapon out of more than one special material, you get the benefit of only the most prevalent material.

Each of the special materials described below has a defined game effect. Some creatures have damage reduction making them resistant to all but a special type of damage (such as that dealt by evil-aligned weapons) or damage from weapons of a particular material (such as cold iron). Characters may choose to carry several different types of weapons, depending on the types of creatures they most commonly encounter.

TABLE 7-12: SPECIAL MATERIALS

TYPE	ITEM PRICE MODIFIER
Ammunition (adamantine alloy)	+50 credits per cartridge
Weapon (adamantine alloy)	+2,500 credits
Ammunition (cold iron)	+9 credits per cartridge
Weapon (cold iron)	+450 credits
Ammunition (silver)	+6 credits per cartridge
Weapon (silver)	+300 credits

Adamantine Alloy

Adamantine is a starmetal, one of several valuable metals mined from asteroids and planets throughout the universe. Pure adamantine is exceedingly rare and expensive, so weapons using adamantine are always made of an adamantine alloy. Weapons or ammunition fashioned from adamantine alloy overcome the damage reduction of creatures with DR/adamantine, such as many magical constructs, and have a natural ability to ignore hardness when sundering weapons or attacking objects, ignoring hardness less than 30 (see Breaking Objects on page 409). Weapons and ammunition without metal parts can't be made from adamantine alloy.

Cold Iron

Cold iron is mined from deep underground and forged at a lower temperature to preserve its delicate properties. Weapons or ammunition fashioned from cold iron overcome the damage reduction of creatures with DR/cold iron, such as demons and fey. Weapons or ammunition without metal parts can't be made from cold iron.

Silver

A complex process involving alchemy, magic, and metallurgy can bond silver to weapons or ammunition so that they overcome the damage reduction of creatures with DR/silver, such as lycanthropes. The silvering process can't be applied to nonmetal items, and it doesn't work on rare metals such as adamantine, cold iron, or starmetals.

WEAPON FUSIONS

A weapon fusion is a small, prepackaged add-on that can be attached to any weapon to infuse it with magic. Adventurers use weapon fusions to customize their weapons for a specific enemy or to increase a weapon's overall effectiveness. Weapon fusions are magic unless stated otherwise. While this causes the weapons they are installed in to be considered hybrid items, in truth the weapon and the fusion still operate separately. An ability that affects a magic item could affect the fusion installed in a weapon, but that would not prevent the weapon's core function from operating normally unless the weapon was also independently a magic device. The *hybridized* fusion (see page 194) is an exception to this rule, as noted in its description. Weapons with fusions are considered magic for the purpose of overcoming damage reduction.

Installing and Transferring Fusions

A fusion can be installed in a chosen weapon (including a grenade) or piece of ammunition when it's purchased or at any point afterward. It's also possible, though difficult and fairly expensive, to transfer fusions from one weapon to another. Any character trained in Mysticism can transfer a fusion; this costs half as much as it would to initially purchase the fusion, using the level of the new weapon to determine the price. Characters trained in Engineering or Mysticism can also install fusions, if necessary (for instance, if the PCs find an unused fusion as part of a treasure cache, or in the case of a character who used Mysticism to craft a fusion; see page 235 for more about crafting items). In either case, installing or transferring a fusion takes about 10 minutes of uninterrupted tinkering.

Fusion Seals

It is also possible to place a weapon fusion into a physical object, called a fusion seal, which can then be affixed to a specific weapon and even moved among different weapons. A fusion seal affects only weapons of a given level or less, as noted in parentheses after the name of the fusion seal. For example, a *holy* fusion seal that could be applied to any weapon of 10th level or lower would be written *holy* fusion seal (10th). Any decisions that must be made when a fusion is added to a weapon are made when a fusion seal is created, and they can't be changed.

A fusion seal's cost is based on the highest-level weapon the fusion seal can affect, and it is equal to 110% of the price of a weapon fusion for a weapon of that level. Removing a fusion seal and transferring it to a new weapon takes only 1 minute and does not require any specific skill training, but the fusion doesn't function until the seal has been in place on a weapon for 24 hours. A fusion seal can't be added to a weapon if doing so would cause the weapon's total level of fusions (including the level of the fusion seal) to exceed its item level or if the weapon is not a legitimate choice for the fusion within the fusion seal. Grenades, ammunition, and other consumable items can benefit from fusion seals, but the fusion seal is destroyed when the item is used.

A fusion seal can take the form of nearly any medallion or symbol, and when affixed to a weapon, it can even alter the aesthetics of that weapon. A *thundering* fusion seal might cause a weapon to be etched with storm clouds,

runes of weather, or possibly even symbols of a god of storms if affixed by a worshiper of such a god. However, these alterations of appearance are not enough to conceal a weapon's basic function or type (a heavy reaction cannon with a *vorpal* fusion seal is still clearly a heavy reaction cannon, even if its appearance is altered to feature skulls and symbols of the Devourer). Fusion seals that alter weapons to feature a specific group's iconography are often used by organizations as a way of unifying the appearance of their members' weaponry.

Item Level

Each weapon fusion has an item level, and a fusion can't be placed on a weapon that has a lower level than the fusion's item level. Once it is attached to a weapon, a weapon fusion uses the weapon's item level for any of the weapon fusion's level-based effects.

Multiple Fusions and Multiple Targets

You can place multiple fusions on the same weapon, but only if the weapon's item level is equal to or greater than the combined total of all the fusions' item levels. A weapon cannot hold or benefit from additional fusions beyond this limit. A fusion that applies an effect to attacks applies it to all targets for spread weapons, automatic fire, explode weapons, and other effects with multiple targets.

Price

The price of a weapon fusion depends on the item level of the weapon into which it's being installed. Installing a fusion into a 7th-level weapon costs more than applying the same fusion into a 6th-level weapon, for instance. Installing a fusion into a grenade or a piece of ammunition costs half the normal price of a weapon fusion for a weapon of the same level.

TABLE 7–13: WEAPON FUSION PRICES

WEAPON'S ITEM LEVEL	FUSION PRICE
1	120
2	360
3	440
4	680
5	720
6	1,040
7	1,560
8	2,300
9	2,600
10	3,580
11	4,880
12	6,920
13	9,760
14	11,700
15	17,800
16	27,000
17	40,500
18	60,300
19	90,000
20	135,000

WEAPON FUSION DESCRIPTIONS

Common weapon fusions are described below.

ANARCHIC — LEVEL 2

The *anarchic* fusion imbues a weapon with divine energy from a chaotic deity. Any attacks with the weapon are chaotic-aligned. Damage from the weapon bypasses DR/chaotic and ignores the energy resistance of lawful dragons and lawful outsiders. The *anarchic* fusion can't be added to weapons that have the *axiomatic* fusion.

ANCHORING — LEVEL 1

A weapon with the *anchoring* fusion has a chance to immobilize its targets. The weapon gains immobilization as a critical hit effect. If the weapon already has a critical hit effect, choose each time whether to apply the weapon's normal critical hit effect or the immobilization effect. A target affected by the immobilization critical hit effect is unable to move from its space under its own power for 1d4 rounds. It cannot use any form of movement, including teleportation effects, to change its position. If the target is entirely contained in a mobile object (such as a starship or large vehicle), the target is immobile relative to its location within that object. Other creatures and forces can move the target normally.

AXIOMATIC — LEVEL 2

The *axiomatic* fusion imbues a weapon with divine energy from a lawful deity. Any attacks with the weapon are lawful-aligned. Damage from the weapon bypasses DR/lawful and ignores the energy resistance of chaotic dragons and chaotic outsiders. The *axiomatic* fusion can't be added to weapons that have the *anarchic* fusion.

BANE — LEVEL 5

The *bane* fusion enhances the power of critical hits against certain foes. Against a designated foe, the *bane* weapon gains the stunned critical hit effect (see page 182). If the weapon already has a critical hit effect, when you score a critical hit against an appropriate foe, you can apply either the weapon's normal critical hit effect or the stunned effect. When you add this fusion to a weapon (or create it as a fusion seal), you must select a single creature type (aberration, animal, construct, dragon, fey, humanoid, magical beast, ooze, outsider, plant, undead, or vermin) against which it will apply. If you select humanoid or outsider, you must also select one subtype. The stunned critical hit effect applies only against creatures of the selected type (and subtype, if selected). Once selected, the creature type and subtype can't be changed.

BLASTING — LEVEL 2

The *blasting* fusion allows a weapon to make a single attack as a blast (see the blast weapon special property on page 180) once per day as a full action. This attack has a maximum range of 30 feet and deals half the weapon's normal damage. Only ranged weapons that don't have the automatic, explode, line, or thrown weapon special property can benefit from the *blasting* fusion. Weapons that don't require attack rolls to affect their targets also can't benefit from the *blasting* fusion.

HOLY FUSION

FLAMING FUSION

BLEEDING — LEVEL 5

The *bleeding* fusion weaves entropic energy into the weapon's form. The weapon gains the bleed critical hit effect (see page 182). The amount of damage taken each round from this effect is equal to 1d6 per 5 levels of the weapon, rounded down. If the weapon already has a critical hit effect, when you score a critical hit, you can apply either the weapon's normal critical hit effect or the bleed effect. Only weapons that deal piercing or slashing damage can have this fusion.

BURST — LEVEL 2

With the *burst* fusion, a weapon's energy damage can form a small explosion that spills onto a second target. The weapon gains the arc critical hit effect (see page 182). If the weapon already has a critical hit effect, when you score a critical hit, you can apply either the weapon's normal critical hit effect or the arc effect. The amount of damage dealt to the secondary target is equal to one-third the level of the weapon with the *burst* fusion (minimum 1). Only weapons that deal acid, cold, electricity, fire, or sonic damage can benefit from a *burst* fusion. If your weapon deals more than one type of energy damage, you select one of those types for the arc critical hit effect to apply to secondary targets when the fusion is added.

CALLED — LEVEL 1

A weapon with the *called* fusion can be teleported to its owner's hand as a swift action, even if the weapon is in the possession of another creature. This ability has a maximum range of 100 feet, and effects that block teleportation prevent the return of a *called* weapon. A weapon with the *called* fusion must be in your possession for at least 24 hours for this ability to function.

CORROSIVE — LEVEL 9

The *corrosive* fusion weaves the destructive power of acid into the weapon's form. Half the weapon's damage type is replaced with acid damage. You can activate or deactivate the *corrosive* fusion as a swift action. If the weapon already deals two types of damage, replace one of them with acid (you decide which damage type is replaced each time you activate the *corrosive* fusion). You can add this fusion only to a weapon that does not already deal acid damage. This fusion never causes a weapon that normally targets KAC to target EAC.

DEAFENING — LEVEL 3

With the *deafening* fusion, a weapon releases a blast of low-frequency sonic energy on impact. The weapon gains the deafen critical hit effect (see page 182). If the weapon already has a critical hit effect, when you score a critical hit, you can apply either the weapon's normal critical hit effect or the deafen effect. Only weapons that deal bludgeoning, piercing, slashing, or sonic damage can benefit from a *deafening* fusion.

DEFIANT — LEVEL 1

A weapon with the *defiant* fusion resists efforts to be removed from its wielder. If you are wielding it when you are knocked unconscious, panicked, or stunned, it stays in your hand. You also gain a bonus to your KAC against combat maneuvers to disarm the weapon equal to one-fifth the weapon's level (minimum +1).

DEVASTATING — LEVEL 5

You can apply the *devastating* fusion only to a weapon with two or more critical hit effects. When you score a critical hit with a weapon that has the *devastating* fusion, you can select two of the critical hit effects to apply to the target (even if you are normally required to select just one critical hit effect).

DISPELLING — LEVEL 3

A weapon with the *dispelling* fusion gathers spare wisps of latent magic during combat, which it can then unleash in a focused effort to dispel magic. The weapon gains dispelling as a critical hit effect in combat. This ability manifests only in high-stakes situations, so you must be in combat and facing a significant enemy (see page 242) for it to gain this critical hit effect. If there's any doubt about whether you're in combat or able to access the critical hit effect, the GM decides. If the weapon already has a critical hit effect, when you score a critical hit, you can apply either the weapon's normal critical hit effect or the dispelling effect. A target affected by the dispelling critical hit effect is the subject of a targeted *dispel magic*, as the spell, using the weapon's item level as the dispel check's caster level.

DISRUPTIVE — LEVEL 3

The *disruptive* fusion imbues a weapon with powerful positive energy designed to disrupt the magical forces that allow undead to exist. The weapon ignores any DR and energy resistance of undead creatures. Only weapons that deal bludgeoning damage can benefit from this fusion.

DURABLE — LEVEL 1

The *durable* fusion uses magical runes and reinforcements to significantly increase a weapon's toughness. When determining a weapon's hardness, Hit Points, and saving throws, treat its item level as being 5 higher. For more about calculating these values, see Breaking Objects on page 409.

ENTANGLING — LEVEL 2

A weapon with the *entangling* fusion gains the entangle weapon special property (see page 181). Only a single attack each day may benefit from this property, and you must announce before making an attack that it is an entangle attack. Regardless of how many targets you can hit with a single attack from your weapon, only a single target of your choice is affected by the entangle condition. The entangle effect ends after 1d4 rounds if the target has not already escaped it. Only weapons that do bludgeoning, piercing, slashing, or cold damage can benefit from this fusion.

FLAMING — LEVEL 5

The *flaming* fusion imbues a weapon with the fiery power of a star. Half the weapon's damage type is replaced with fire damage. You can activate or deactivate the *flaming* fusion as a swift action. If the weapon already deals two types of damage, replace one of them with fire (you decide which damage type to replace each time you activate the *flaming* fusion). You can add this fusion only to a weapon that does not already deal fire damage. This fusion never causes a weapon that normally targets KAC to target EAC.

FROST — LEVEL 5

The *frost* fusion imbues a weapon with the icy cold of a dead world far from its system's sun. Half the weapon's damage type is replaced with cold damage. You can activate or deactivate the *frost* fusion as a swift action. If the weapon already deals two types of damage, replace one of them with cold (you decide which damage type to replace each time you activate the *frost* fusion). You can add this fusion only to a weapon that does not already deal cold damage. This fusion never causes a weapon that normally targets KAC to target EAC.

GHOST KILLER — LEVEL 5

Attacks from a weapon with this fusion deal full damage to incorporeal creatures. They also pass into the Ethereal Plane, allowing such attacks to affect ethereal creatures normally. Weapons with the *ghost killer* fusion can also score critical hits against incorporeal creatures. In addition, an incorporeal creature (though not an ethereal one) can pick up, move, or wield a *ghost killer* weapon.

GLAMERED — LEVEL 1

As a standard action, a weapon with the *glamered* fusion can be commanded to change its appearance to assume the form of another object of similar size. The weapon retains all its properties (including bulk) when disguised but does not radiate magic. Only *true seeing* or similar magic reveals the true nature of a *glamered* weapon while it is in disguise. After a *glamered* weapon is used to make an attack, this fusion is suppressed for 1 minute.

HOLY — LEVEL 2

A weapon with the *holy* fusion becomes blessed with divine energy from a good deity. Any attacks with the fused weapon are good-aligned. Damage from the weapon bypasses DR/good and ignores the energy resistance of evil dragons, evil outsiders, and evil undead. The *holy* fusion cannot be added to weapons that have the *unholy* fusion.

HYBRIDIZED — LEVEL 1

A weapon with the *hybridized* fusion replaces much of its technological functions with magic counterparts. It gains the analog weapon special property (see page 180), and the core function of the weapon is considered to be a hybrid of magic and technology (rather than only the fusion counting as a hybrid item). A hybridized weapon still consumes ammunition and battery charges normally.

ILLUMINATING — LEVEL 1

The *illuminating* fusion causes a weapon to gain the bright weapon special property (see page 181). You can deactivate this fusion as a move action, in which case the weapon acts as if it does not have the bright property until it is reactivated (which also requires a move action).

KNOCKDOWN — LEVEL 6

With the *knockdown* fusion, a weapon disrupts a target's center of gravity. The weapon gains the knockdown critical hit effect (see page 182). If the weapon already has a critical hit effect, when you score a critical hit, you can apply either the weapon's normal critical hit effect or the knockdown effect. Only weapons that deal bludgeoning damage can benefit from this fusion.

MERCIFUL — LEVEL 2

A weapon with the *merciful* fusion often hums pleasantly when at rest and makes soft, airy musical noises when it is used to make an attack. The magic of this fusion subdues the damaging effect of the weapon it is added to. While this fusion is active, the weapon's regular damage becomes nonlethal damage. If the weapon deals two types of damage, both of the damage types become nonlethal. You can activate or deactivate the *merciful* fusion as a swift action.

OMINOUS — LEVEL 1

A weapon with the *ominous* fusion trails a shadowy haze behind it and moans a menacing dirge in battle. The weapon gains intimidation as a critical hit effect. If the weapon already has a critical hit effect, when you score a critical hit, you can apply either the weapon's normal critical hit effect or the intimidation effect. A target affected by the intimidation critical hit effect is shaken for 1d4 rounds (Fortitude save negates). A creature that gains the shaken condition from a weapon with the *ominous* fusion can't gain that condition again from the same weapon for 24 hours.

RETURNING — LEVEL 1

You can add this fusion only to a weapon that has the thrown weapon special property. A *returning* weapon flies through the air back to you after you make a thrown ranged attack with it. It returns to you just before your next turn (and is therefore ready to use again in that turn). Catching the weapon when it comes back takes no action. If you can't catch it, or if you have moved since throwing it, the weapon drops to the ground in the square from which you threw it.

SEEKING — LEVEL 3

The *seeking* fusion causes an attack from a weapon to veer toward its target. This negates any miss chance caused by the target having concealment, though it has no effect on miss chances from other sources (and does not offset the miss chance from a target having total concealment).

SHOCK — LEVEL 5

The *shock* fusion weaves the electrical energy of the universe into the weapon's form. Half the weapon's damage type is replaced with electricity damage. You can activate or deactivate the *shock* fusion as a swift action. If the weapon already deals two types of damage, replace one of them with electricity (you decide which damage type to replace each time you activate the *shock* fusion). You can add this fusion only to a weapon that does not already deal electricity damage. This fusion never causes a weapon that normally target KAC to target EAC.

SPELLTHROWER — LEVEL 2

A weapon with the *spellthrower* fusion is able to have a single spell gem loaded into it at a time. It takes 1 minute to load a spell gem, and only gems containing a spell with a casting time of one standard action or less and a spell level no greater than one-quarter the weapon's item level can be loaded into the weapon.

If you are proficient with and wielding the weapon, as a full action you can cast the spell contained within the spell gem rather than make a normal attack. This allows you to use the spell gem as if you were a spellcaster with the spell on your class's spell list.

Unlike the normal rules for using a spell gem, it does not matter if the gem's item level is higher than your caster level (even if your caster level is 0). However, if the spell gem's item level is higher than your base attack bonus, once you've spent the full action to cast the spell, you must succeed at an attack roll with the weapon against an AC equal to the spell gem's level + 1 or you fail to cast the spell. This roll represents your expertise with the weapon, and no actual attack or ammunition is used. If you fail to cast a spell from a spell gem, the spell is expended harmlessly and the spell gem is destroyed.

THUNDERING — LEVEL 9

The *thundering* fusion imbues a weapon with heightened frequency vibrations. Half the weapon's damage type is replaced with sonic damage. You can activate or deactivate the *thundering* fusion as a swift action. If the weapon already deals two types of damage, replace one of them with sonic (you decide which damage type to replace each time you activate the *thundering* fusion). You can add this fusion only to a weapon that does not already deal sonic damage. This fusion never causes a weapon that normally target KAC to target EAC.

TRAILBLAZER — LEVEL 1

A weapon with the *trailblazer* fusion manages to alter the nature of its attacks to overcome the penalties of some natural environmental effects. Its attacks ignore the cover provided by bogs and the cover creatures submerged at least chest deep in water receive from attacks made from the surface. Fire damage dealt by the weapon to underwater targets does half normal damage (rather than the normal one-quarter), and other attacks made underwater deal full damage (rather than the normal half damage).

Additionally, ranged attack rolls with the weapon don't take a penalty due to the effects of storms, strong and severe winds, or windstorms. It can even be used to make ranged attacks in severe storms as if they were typical storms and in hurricane-force winds as if they were strong winds.

See Biomes on page 396 for more information on environments that impose attack penalties, and see Underwater Combat on page 405 for rules on attacking submerged targets.

UNHOLY — LEVEL 2

The *unholy* fusion imbues a weapon with divine energy from an evil deity. Any attacks with the fused weapon are evil-aligned. Damage from the weapon overcomes DR/evil and ignores the energy resistance of good dragons and good outsiders. The *unholy* fusion can't be added to weapons that have the *holy* fusion.

VENOMOUS — LEVEL 2

A weapon with the *venomous* fusion gains the injection weapon special property (see page 181). Only a single attack each day may benefit from this property, and you must announce before making an attack that it is an injection attack. Regardless of how many targets you can hit with a single attack from your weapon, only a single target of your choice is exposed to the drug, medicinal, or poison when you use the injection property in an attack. Only weapons that deal piercing or slashing damage can benefit from this fusion.

VORPAL — LEVEL 10

With the *vorpal* fusion, a weapon can tear between the molecules of a creature. The weapon gains the severe wound critical hit effect (see page 182). If the weapon already has a critical hit effect, when you score a critical hit, you can apply either the weapon's normal critical hit effect or the severe wound effect. Only a weapon that deals bludgeoning, piercing, or slashing damage can benefit from this fusion.

WOUNDING — LEVEL 7

The *wounding* fusion causes a weapon to deal exceptionally traumatic damage. The weapon gains the wound critical hit effect (see page 182). If the weapon already has a critical hit effect, when you score a critical hit, you can apply either the weapon's normal critical hit effect or the wound effect.

ARMOR

Armor is usually the easiest and most cost-effective way for creatures to protect themselves. Whether you are skimming through space aboard a mercenary vessel, attending a diplomatic meeting on a space station, or descending to a planet's surface to explore, armor provides you with protection against attacks and hostile environments.

Modern armor is made of many different substances, including carbon fiber, ceramic, fabric, metal, and polymers. Most are constructed from a combination of materials, and some even use archaic materials such as animal hide. Creatures wear armor to protect themselves, but also to express their personal style.

Most suits of armor consist of a helmet, gloves, boots, and a bodysuit that offers head-to-toe protection. Unless otherwise specified, the boots include a functionality that can anchor your feet to a solid surface in a zero-gravity environment, allowing you to orient yourself or return to normal footing when needed (for more about moving in zero-g, see page 402). A personal comm unit (see page 218) is integrated into every suit of armor.

READING ARMOR TABLES

Each entry on the armor tables starting on page 197 describes a single suit of armor, with the following statistics.

- **Level:** The armor's item level (see page 167).
- **Price:** This is the price in credits of the suit of armor.
- **EAC Bonus:** This is the bonus your armor adds to your Energy Armor Class, which protects against attacks from laser weapons, plasma cannons, and the like (see page 240).
- **KAC Bonus:** This is the bonus your armor adds to your Kinetic Armor Class, which protects against projectiles, most melee weapons, and other solid objects (see page 240).
- **Maximum Dex Bonus:** You normally add your Dexterity modifier to your Armor Class (for both EAC and KAC), but it's limited by your armor. Your armor's maximum Dexterity bonus indicates how much of your Dexterity modifier you can add to AC. Any excess Dexterity doesn't raise your AC further and is simply ignored for this purpose.
- **Armor Check Penalty:** You take a penalty to most Strength- and Dexterity-based skill checks equal to this number. See Chapter 5 for a more complete list of which skills apply.
- **Speed Adjustment:** While wearing the armor, your speed is adjusted by this number.
- **Upgrade Slots:** You can improve your armor with magic and technological upgrades. This entry shows how many total upgrades your armor can accommodate. Some armor upgrades are larger or more complicated and take up multiple upgrade slots (see page 204.)
- **Bulk:** This is the bulk of the item (see page 167).

WEARING ARMOR

A character's class and feats determine what kinds of armor they can wear. Further details about wearing armor are below.

Armor Proficiency

If you are wearing armor with which you are not proficient, you take a –4 penalty to both EAC and KAC (see page 240). A character who is proficient only with light armor can wear heavier armor effectively by selecting the Heavy Armor Proficiency feat.

Donning Armor

The time required to don or remove armor depends on its type. Light armor requires 4 rounds to don or remove, while heavy armor requires 16 rounds to don or remove.

Armor that is at least 8th level but less than 16th level takes half the normal time to don or remove. Armor of 16th level or higher takes one-quarter the normal time to don or remove, to a minimum of one full action.

Modern suits of armor are designed so that you can don or remove armor without assistance.

Don Hastily

You can hastily don armor in half the normal time, to a minimum of one full action. The armor check penalty, maximum Dexterity bonus, and armor bonus for hastily donned armor are each 1 worse than normal.

ARMOR SIZE

Armor comes in different sizes for different creatures, and you might have to adjust a suit of armor to fit you if it wasn't made for your race. A ysoki can't effectively wear armor made for a human, and a kasatha needs to adjust armor that was made for a two-armed creature. If it's in doubt whether a creature can fit the suit, the GM decides whether the armor needs to be adjusted. When you buy armor new, the purchase price includes any adjustments.

Adjusting Armor

If you get secondhand armor that wasn't tailored for you, you can have it adjusted, which requires a successful Engineering check (DC = 10 + 2 × the armor's level). Alternatively, you can spend 10% of the armor's purchase price to have it adjusted by a professional—typically an armorsmith or anyone with multiple ranks in Engineering.

ENVIRONMENTAL PROTECTIONS

Space can be an inhospitable place, with countless dangerous worlds within it. Unless otherwise specified, all armors protect you from a range of hazards to ensure that you can survive for at least a few days if you must make emergency repairs to the hull of a starship, explore an alien world, or endure exposure to an environmental breach in a space station. Some armors do this through an environmental field (a minor energy field specially attuned to pressure and temperature that does not reduce damage from attacks), while others can be closed with helmets and airtight seals. The most common environmental dangers are detailed in Environment beginning on page 394.

Activation and Duration

A suit of armor's environmental protections last for a number of days equal to its item level. Activating or deactivating these environmental protections takes a standard action if you are wearing the suit (assuming the armor was properly donned). If you have access to a suit that is unattended or worn by a

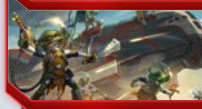


TABLE 7-14: LIGHT ARMOR

ARMOR MODEL	LEVEL	PRICE	EAC BONUS	KAC BONUS	MAXIMUM DEX BONUS	ARMOR CHECK PENALTY	SPEED ADJUSTMENT	UPGRADE SLOTS	BULK
Estex suit I	1	410	+0	+1	+5	-1	–	2	1
Second skin	1	250	+1	+2	+5	–	–	1	L
Stationwear, flight suit	1	95	+0	+1	+6	–	–	0	L
Freebooter armor I	2	750	+2	+3	+4	–	–	0	L
Kasatha microcord I	2	460	+1	+3	+3	-1	–	0	1
Carbon skin, graphite	3	1,220	+3	+4	+4	-1	–	1	1
Stationwear, casual	3	1,300	+1	+2	+6	–	–	0	L
Defrex hide	4	2,250	+5	+5	+4	–	–	1	L
Lashunta tempweave, basic	4	1,950	+4	+4	+5	–	–	1	L
D-suit I	5	2,980	+5	+6	+5	–	–	1	L
Estex suit II	5	2,700	+4	+5	+5	-1	–	3	1
Stationwear, business	5	2,600	+2	+3	+6	–	–	0	L
Freebooter armor II	6	4,720	+6	+8	+5	–	–	1	L
Kasatha microcord II	6	3,670	+6	+8	+4	-1	–	1	1
Stationwear, elite	6	4,100	+4	+5	+7	–	–	0	L
Ysoki refractor suit	6	4,120	+7	+7	+5	–	–	2	L
AbadarCorp travel suit, silver	7	7,250	+6	+7	+7	–	–	0	L
D-suit II	7	6,900	+8	+9	+5	–	–	2	L
Estex suit III	7	5,500	+7	+8	+5	-1	–	4	1
Kasatha microcord III	8	9,000	+9	+11	+5	-1	–	2	1
Lashunta tempweave, advanced	8	8,500	+9	+10	+6	–	–	3	L
AbadarCorp travel suit, gold	9	12,100	+9	+10	+8	–	–	0	L
D-suit III	9	13,300	+11	+12	+6	–	–	3	L
Carbon skin, white carbon	10	19,650	+12	+14	+5	-1	–	3	1
Freebooter armor III	10	16,900	+12	+13	+6	–	–	3	L
Kasatha microcord IV	11	23,800	+13	+15	+5	-1	–	3	1
AbadarCorp travel suit, platinum	12	30,750	+12	+13	+8	–	–	0	L
Hardlight series, squad	12	37,500	+15	+15	+6	–	–	4	L
D-suit IV	13	45,800	+16	+17	+6	–	–	4	L
Estex suit IV	13	49,250	+15	+16	+6	-1	–	6	1
Echelon fashion, ready to wear	14	71,300	+15	+16	+8	–	–	0	L
Freebooter armor IV	14	60,600	+17	+18	+6	–	–	4	L
Carbon skin, diamond	15	126,400	+17	+19	+7	-1	–	4	1
Hardlight series, elite	15	123,500	+18	+18	+7	–	–	4	L
Swarmsuit	15	95,200	+18	+19	+6	–	–	4	L
Shotalashu armor	16	149,500	+19	+20	+7	–	–	5	L
D-suit V	17	244,300	+20	+21	+7	–	–	5	L
Echelon fashion, bespoke	17	285,000	+18	+19	+8	–	–	0	L
Freebooter armor V	18	367,650	+20	+21	+8	–	–	5	L
D-suit VI	19	552,000	+21	+22	+8	–	–	6	L
Carbon skin, nanotube	20	825,000	+21	+23	+8	-1	–	6	1
Hardlight series, specialist	20	928,000	+22	+22	+8	–	–	6	L

TABLE 7-15: HEAVY ARMOR

ARMOR MODEL	LEVEL	PRICE	EAC BONUS	KAC BONUS	MAXIMUM DEX BONUS	ARMOR CHECK PENALTY	SPEED ADJUSTMENT	UPGRADE SLOTS	BULK
Ceremonial plate, troop	1	110	+1	+3	+2	-3	-10 ft.	3	3
Golemforged plating I	1	250	+2	+5	+0	-3	-10 ft.	0	3
Lashunta ringwear I	1	415	+2	+4	+2	-2	-5 ft.	0	2
Hidden soldier armor	2	465	+3	+5	+2	-2	-5 ft.	1	2
Iridishell, basic	2	755	+3	+6	+2	-2	-5 ft.	0	2
Thinplate	2	1,000	+4	+6	+2	-3	-10 ft.	1	3
Defiance series, squad	3	1,220	+5	+8	+1	-4	-10 ft.	1	3
Golemforged plating II	3	1,610	+5	+7	+2	-2	-10 ft.	1	3
Ceremonial plate, officer	4	2,275	+6	+8	+2	-2	-5 ft.	1	2

TABLE 7–15: HEAVY ARMOR (CONTINUED)

ARMOR MODEL	LEVEL	PRICE	EAC BONUS	KAC BONUS	MAXIMUM DEX BONUS	ARMOR CHECK PENALTY	SPEED ADJUSTMENT	UPGRADE SLOTS	BULK
Lashunta ringwear II	5	2,970	+8	+10	+2	–2	–5 ft.	1	2
Vesk overplate I	6	3,910	+9	+11	+3	–2	–5 ft.	1	2
Ceremonial plate, commander	7	7,350	+10	+12	+2	–3	–10 ft.	5	3
Defiance series, elite	7	6,300	+10	+13	+2	–4	–10 ft.	2	3
Golemforged plating III	7	5,500	+10	+12	+3	–2	–5 ft.	2	2
Lashunta ringwear III	8	8,420	+12	+14	+3	–2	–5 ft.	3	2
Vesk overplate II	8	10,250	+13	+15	+2	–3	–10 ft.	3	3
Iridishell, advanced	9	13,100	+13	+15	+3	–	–	3	2
Skyfire armor, pinion	9	14,200	+14	+16	+3	–2	–5 ft.	4	2
Defiance series, specialist	10	16,950	+15	+18	+2	–4	–10 ft.	3	3
Golemforged plating IV	11	24,800	+15	+17	+3	–3	–10 ft.	6	3
Lashunta ringwear IV	11	27,100	+16	+18	+4	–3	–5 ft.	4	2
Vesk overplate III	11	23,400	+16	+18	+3	–2	–5 ft.	4	2
Aegis series, squad	12	45,200	+17	+19	+3	–5	–10 ft.	5	3
Iridishell, superior	12	42,250	+17	+18	+4	–	–	4	2
Vesk monolith I	12	39,650	+16	+18	+4	–2	–5 ft.	5	2
Skyfire armor, exident	13	53,600	+18	+20	+4	–2	–5 ft.	5	2
Golemforged plating V	14	63,750	+18	+20	+4	–3	–10 ft.	7	3
Vesk overplate IV	14	71,850	+19	+21	+4	–2	–5 ft.	5	2
Enginerunner	15	120,900	+21	+22	+4	–	–	5	2
Lashunta ringwear V	15	94,200	+20	+22	+4	–2	–5 ft.	5	2
Steelbones	16	145,500	+21	+23	+4	–3	–5 ft.	6	2
Vesk monolith II	16	163,400	+22	+24	+4	–3	–5 ft.	6	2
Aegis series, elite	17	209,000	+23	+27	+3	–5	–10 ft.	6	3
Vesk overplate V	18	415,800	+24	+26	+4	–3	–5 ft.	7	2
Vitrum plate	18	365,650	+23	+24	+5	–	–	4	1
Voidshield armor	19	610,250	+25	+26	+5	–3	–5 ft.	7	2
Aegis series, specialist	20	932,000	+25	+28	+4	–4	–10 ft.	7	3
Vesk monolith III	20	827,250	+26	+27	+5	–2	–5 ft.	7	2

helpless creature, you can turn on its environmental protection as a full action, but turning it off requires a Computers check to hack the system, treating the suit as a computer with a tier equal to half the suit's item level (the base DC to hack a computer is equal to 13 + 4 per tier).

The duration of a suit's environmental protections does not need to be expended all at once, but it must be expended in 1-hour increments. Recharging this duration requires access to a functioning starship or an environment recharging station (publicly available in most technologically advanced or average settlements) and takes 1 minute per day recharged. Most of the recharging stations that replenish devices, such as batteries and power cells (see page 234), also recharge armor's environmental protections, and using them to recharge suits is typically free of price. All other functions on a suit of armor with no duration remaining still work normally.

Breathing and Pressure

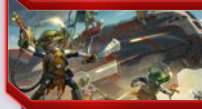
All armor can facilitate self-contained breathing, protecting you against vacuums, smoke, and thick, thin, and toxic atmospheres (including any airborne poison or disease). Self-contained breathing functions underwater and in similar liquid environments. This protection allows you to breathe in a corrosive atmosphere (see page 395) to prevent suffocation, but it isn't strong enough to prevent a corrosive atmosphere from dealing acid damage to both you and your armor. A suit of armor with an upgrade that grants acid resistance reduces any acid damage taken from a corrosive atmosphere normally. Any vision impairment from the environment (such as smoke or water) still applies.

Radiation

Armor protects you against low levels of radiation (see page 403) and grants a +4 circumstance bonus to saving throws against higher levels of radiation. Armor of 7th level and higher grants immunity to medium radiation levels and provides a +6 circumstance bonus to saving throws against higher levels of radiation. No armor's bonuses apply to saves against radiation sickness, regardless of the level of radiation exposure that caused you to contract it.

Temperature

Armor's environmental protections reasonably protect you against both cold (temperatures as low as –20° F) and heat (temperatures as high as 140° F). This prevents you from having to attempt most Fortitude saving throws to avoid damage from the environment, and it prevents you from taking damage from breathing in most environments. This does not protect against cold or fire damage from other sources or against environments



that deal damage without allowing a Fortitude saving throw or breathing the atmosphere (such as lava).

ARMOR DESCRIPTIONS

The suits of armor listed in the tables are described below.

AbadarCorp Travel Suit (Gold, Platinum, Silver)

AbadarCorp executives popularized these light armor business suits for boardrooms and diplomatic meetings. Contingent energy fields and concealed rebreathers protect the wearer in hostile environmental conditions. Higher grades of travel suits offer more protection—along with a designer label.

Aegis Series (Elite, Specialist, Squad)

Aegis suits of heavy armor cover wearers entirely, leading to the suits' nickname of "personal tanks." Helmet visors are narrow or nonexistent, instead projecting video and audio feeds to the wearer. Power-assisted limbs allow the wearer to move intuitively with the suit on.

Carbon Skin (Diamond, Graphite, Nanotube, White Carbon)

Though these suits of light armor appear to be made of stiff fabric, they are actually woven from carbon fibers. Higher-quality carbon skins are reinforced with carbon allotypes, such as white carbon or diamond, and the heightened sheen of the fabric hints at their expensive construction.

Ceremonial Plate (Commander, Officer, Troop)

While this heavy armor of sculpted metal plates offers good protection to the wearer, its main purpose is to intimidate enemies. Often used for honor guards, military exercises, or parades, ceremonial plate is usually brightly colored or made of shining metal, with elaborate helmets.

D-Suit (I-VI)

Disembarkment suits, or d-suits, are designed for spacefarers who expect to leave their ship and visit a planet's surface. Most d-suits are jumpsuits or flight suits worn under reinforced breeches, heavy boots, and a thick jacket. A helmet or rebreather and a utility belt with an attached holster complete the outfit.

Defiance Series (Elite, Specialist, Squad)

The defiance series of heavy armor is the workhorse of squad armor. A formed hard shell overlays a suit of para-aramids, creating a bulky and solid protective outfit. Defiance series helmets have wide, tinted visors to allow peripheral vision.

Defrex Hide

Made from the hide of a ferocious mammal native to Vesk-2, this light armor is popular among vesk but less often worn by other races. Tanned stretches of the creature's thick hide are stitched together with metal wires, and the suits are reinforced with metal studs or scales.

Echelon Fashion (Bespoke, Ready to Wear)

Modeled after the universe's most cutting-edge fashions, this lightly armored clothing is available in daring modern designs, using energy fields and the highest-tech fibers to create any sort of outfit imaginable. Bespoke echelon fashions are often tailor-made for the orderer and meant to look unique.

Enginerunner

The ysoki popularized this seemingly lightweight but incredibly durable heavy armor. Small squares of dense metal lie between two layers of reinforced fiber weave, giving the appearance of a padded flight suit but offering considerably more protection.

Estex Suit (I-IV)

Estex is a thick, durable fabric most often used to make flight suits and environmental suits. Estex suits cover the wearer from the neck down and can be modified with armor upgrades as needed. Higher-quality estex suits grant a better level of protection and allow for more upgrades, though they are often bulkier than comparable suits of light armor.

Freebooter Armor (I-V)

Popularized by the Free Captains of the Diaspora, freebooter armor features an armored jacket or breastplate, heavy boots and gloves, numerous straps and hidden weapons, and a helmet. Novice explorers and mercenaries beginning their career sometimes choose freebooter armor for the air of rakish experience this light armor lends its wearer.

Golemforged Plating (I-V)

An economical choice for many mercenaries, golemforged plating is one of the universe's most popular heavy armors. Golemforged plating consists of a close-fitting polycarbonate suit fitted with ports and sockets to fit most armor customization options. Suits of golemforged plating include flexible boots and gloves as well as a standard helmet with a clear visor.

Hardlight Series (Elite, Specialist, Squad)

The last word in light infantry armor, hardlight series armor features an inflexible, lightweight breastplate, limb guards, and a helmet over a smooth and formfitting jumpsuit. Manufacturers often make custom armor for military organizations, but off-the-rack armor of differing qualities is also available to mercenaries and explorers.

Hidden Soldier Armor

Made by the kasatha, these suits of heavy armor are so named for their slitted helmets, which reveal only the eyes. A rebreather lets the wearer keep their faces completely covered. A ceramic breastplate, shoulder guards, bracers, and greaves protect the wearer while facilitating the graceful kasathan close-combat style.

Iridishell (Advanced, Basic, Superior)

These gleaming metal plates lock together to form a suit of heavy armor reminiscent of an insect's shell. Although the iridishell was initially designed for shirrens, its beauty combined and functionality makes it a popular choice for many. More expensive suits of iridishell not only offer more protection

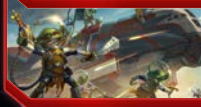
GRAPHITE CARBON SKIN
TYPE: Light Armor
EAC: +3
KAC: +4
MAX DEX BONUS: +4

FREEBOOTER ARMOR I
TYPE: Light Armor
EAC: +2
KAC: +3
MAX DEX BONUS: +4

SHOTALASHU ARMOR
TYPE: Light Armor
EAC: +19
KAC: +20
MAX DEX BONUS: +7

SQUAD DEFIANCE SERIES
TYPE: Heavy Armor
EAC: +5
KAC: +8
MAX DEX BONUS: +1

SQUAD HARDLIGHT SERIES
TYPE: Light Armor
EAC: +15
KAC: +15
MAX DEX BONUS: +6



OVERVIEW
CHARACTER CREATION
RACES
CLASSES
SKILLS
FEATS
EQUIPMENT
TACTICAL RULES
STARSHIPS
MAGIC AND SPELLS
GAME MASTERING
SETTING
PATHFINDER LEGACY

TROOP CEREMONIAL PLATE
TYPE: Heavy Armor
EAC: +1
KAC: +3
MAX DEX BONUS: +2

KASATHA MICROCORD I
TYPE: Light Armor
EAC: +1
KAC: +3
MAX DEX BONUS: +3

JARLSLAYER
TYPE: Powered Armor
EAC: +18
KAC: +24
MAX DEX BONUS: +4

but feature elaborate designs with gold or silver trim and embedded jewels.

Kasatha Microcord (I–IV)

These suits of ribbed protective fabric are slightly less advanced than comparable light armor but still provide good-quality protection at an affordable price. Kasatha-made microcord suits are typically one-piece outfits of dark colors, sometimes with glowing trim, but other manufacturers produce such suits in a variety of colors and styles.

Lashunta Ringwear (I–V)

These beautiful suits of heavy armor feature engraved metal bands that fit above and below the body's major joints. Metal guards, woven chain sheets, and energy fields stretch between the bands to form a complete set of protective gear. Tinted crystals are often added during the forging process to the ore used for ringwear to create glimmering suits of different hues.

Lashunta Tempweave (Advanced, Basic)

Lashuntas developed tempweave light armor by threading temperature-regulating wires through reinforced clothing. The result is a protective, flexible outfit that maintains a comfortable temperature for the wearer. Most tempweave outfits feature a fitted tunic over breeches, making them a popular choice for explorers venturing to hot or humid environments.

Second Skin

This flexible body stocking fits tightly against its wearer and can be worn under ordinary clothes. If a second skin matches the wearer's skin tone, this type of light armor can be difficult to detect. A second skin can also accept upgrades, making it popular for celebrities, diplomats, and other individuals who want protection without appearing to wear armor.

Shotalashu Armor

The lashunta shotalashu cavalry wear this protective gear while riding their bonded saurian mounts. Layers of thin, ablative plates make for light armor that moves with the rider while providing maximum protection. Military merchants have taken to creating knock-off shotalashu armor in more modern styles, as some of the traditional nature themes are no longer fashionable.

Skyfire Armor (Exident, Pinion)

These suits of interlocking metal and ceramic plates are usually highly decorated. Gold trim, exaggerated shoulder guards, and stylized Skyfire logos on the breastplates are common. These iconic outfits are worn by the storied members of the Skyfire Legion, though other groups and individuals have copied the Legion's distinctively decorated heavy armor. Skyfire armor ordinarily comes with energy fields that encase the wearer's head when needed.

Stationwear (Business, Casual, Elite, Flight Suit)

Many types of reinforced clothing afford protection without sacrificing comfort or fashion. The prevalence of this kind of light armor on Absalom Station has led to the colloquial term "stationwear." Stationwear ranges in style from casual wear to business suits and more formal garb. The usual environmental protections of armor are concealed in the design of these outfits. The grades of armor—business, casual, elite, and flight suit—refer to the quality of the garments, not the style.

Steelbones

A framework of metal ribs covers this suit of heavy armor. Energy fields bridge the gaps between the metal ribs, which give the armor the macabre look of a metal skeleton. Officers of the Corpse Fleet favor this armor for its unsettling appearance, but steelbones can be worn by anyone who values an intimidating style.

Swarmsuit

Inspired by Swarm technology and designed specifically for shirrens, a swarmsuit is a collection of ablative plates backed with reinforced padding and linked with mesh straps. The light armor's unique arrangement makes it perfect for creatures with unusual physiologies. The wearer arranges the straps in a comfortable formation and slides the ablative plates to cover vulnerable areas.

Thinplate

Devised by androids, thinplate is a dense polyethylene layer that looks lightweight while providing significant protection. This type of heavy armor is thin enough to be worn under loose outfits, but the rigid polyethylene restricts movement and slows the wearer. Thinplate can be molded into a variety of styles, though a simple breastplate plus limb guards is the most common form.

Vesk Monolith (I–III)

The ultimate battle gear, pioneered by the vesk, these suits of heavy armor have a dappled polycarbonate shell that resembles stone in texture. A monolith suit looks like a massive articulated golem formed of stone plates. Despite its size, monolith armor moves easily thanks to its power-assisted joints. Sigils and personal emblems can be "chiseled" on the breastplate or shoulder guards of a monolith suit to signal the wearer's allegiance.

Vesk Overplate (I–V)

These utilitarian suits of heavy armor reflect the brute strength of their inventors. Overplate makes no concession to comfort. Instead, each polycarbonate suit is solid, dense, and often unadorned, though the high-quality craftsmanship of each suit is apparent. Overplate has a reputation for withstanding any sort of trauma, thanks to its coating of thermoplastic resin.

Vitrum Plate

Made of transparent polyethylene, vitrum plate resembles a suit of carved crystal. Though the material is hard as metal, it shimmers and refracts light like glass. The difficulty of compressing polyethylene to preserve its lightness while affording such protection makes this type of heavy armor expensive.

Voidshield Armor

Constructed from interlocking carbon nanotubes, voidshield armor is a matte black and remarkably thin. Android armorsmiths were the first to develop this heavy armor, and most suits bear

a mechanical, robotic design. Voidshield armor sets are suitable for many upgrades and are popular among experienced explorers.

Ysoki Refractor Suit

The innovative ysoki created this reinforced jumpsuit layered with energy-reflective foil. This light armor is undeniably noticeable, but it also protects against energy attacks with the same efficacy as it does kinetic attacks. Ysoki refractor suits are popular among all races now and can be tinted in different metallic shades.

POWERED ARMOR

Unlike light and heavy armor, powered armor requires its own battery, and comes with a fully charged battery at purchase. Powered armor uses the same type of batteries as other items, including charged weapons, and the battery for a suit of powered armor can be recharged as normal using a generator or recharging station (see page 234), or it can be replaced with a new battery when spent (see Table 7–9: Ammunition for battery pricing).

Using Powered Armor

Powered armor augments the wearer's Strength and has weapon mounts on which ranged weapons can be installed. More about using powered armor is below.

Entering and Exiting

Getting into or exiting a suit of powered armor requires a full action. Unless noted otherwise, a suit of powered armor has an electronic lock preventing anyone from opening it without knowing the passcode. The passcode can be determined with a successful Computers check (DC = 15 + double the armor's level).

Powered Armor Proficiency

Characters can gain proficiency with powered armor by taking the Powered Armor Proficiency feat (see page 160) or at 5th level through the soldier's guard fighting style. Lacking proficiency in powered armor comes with more significant drawbacks than with other types of armor. If you are wearing powered armor with which you are not proficient, you take a –4 penalty to both EAC and KAC, you are always flat-footed and off-target, and you move at half speed. If the armor has a special form of movement (such as a fly speed), you cannot use that movement.

POWERED ARMOR DESCRIPTIONS

The following explains powered armor's statistics entries. Specific suits of powered armor are described on page 204. Each suit of powered armor's price is listed in Table 7–16: Powered Armor.

EAC and KAC Bonuses

These are the bonuses the powered armor adds to your Energy Armor Class, which protects against attacks from laser weapons and the like, and to your Kinetic Armor Class, which protects against projectiles and other solid objects.

The cockpit of powered armor is too small to fit a person wearing heavy armor. If you're wearing light armor while in powered armor, you gain the higher of the EAC bonuses and the higher of the KAC bonuses between the two suits of armor, and you take the worse maximum Dexterity bonus and armor check penalty. Powered armor is normally designed to be operated by any roughly humanoid creature of Small or Medium size—only creatures not matching those criteria must have the armor tailored to fit them (see Adjusting Armor on page 196).

Maximum Dexterity Bonus

You normally add your Dexterity modifier to your EAC and KAC, but it's limited by your powered armor. A suit of powered armor's maximum Dexterity bonus indicates how much of your Dexterity modifier you can add to your AC. Any excess Dexterity bonus doesn't raise your AC further.

Armor Check Penalty

You take a penalty to most Strength- and Dexterity-based skill checks equal to this number.

Speed

Rather than using your normal speed, the powered armor has a maximum land speed of its own. In some cases, powered armor has additional movement types as well.

Strength

When wearing powered armor, the armor determines your effective Strength. You use it for all Strength-based rolls. Even if your Strength is higher, you're limited to the armor's Strength.

Damage

When you make an unarmed melee attack with the powered armor, it deals damage equal to the armor's listed damage value plus its Strength modifier.

Size

A suit of powered armor has the listed size, so you may take up more space when you're wearing it.

Some suits of powered armor list a reach in parentheses after size. Powered armor with a reach greater than 5 feet allows you to attack creatures within that range in melee even if they aren't adjacent to you. Add the reach of the powered armor to the reach of any weapons you wield using the powered armor.

Capacity and Usage

Powered armor requires a great deal of electricity to function, and it has a battery capacity and usage value.

A suit of powered armor's battery capacity indicates the number of charges its battery holds. This battery can be recharged as normal using a generator or a recharging station (see page 234), or it can be replaced with a new battery (see Table 7–9: Ammunition). You can put a battery with a smaller charge capacity into powered armor, but you can't recharge one to hold more than its maximum number of charges.

Powered armor's usage indicates how long a single battery charge runs the armor. For example, a character in a battle harness with a fully charged battery can use that powered armor for 20 hours before its battery needs to be replaced or recharged. Once you have entered a suit of powered armor, you can tell how many battery charges it has remaining, if any. You can turn a suit of powered armor on or off as a standard action, and you do not

need to use all charges for a suit of powered armor consecutively, but you must use them in 1-charge increments.

If you're in armor that's out of power, you are flat-footed and off-target, you don't benefit from the armor's Strength or damage, and you can't attack with it or cause it to move. None of its mounted weapons (see below) or upgrades (see Armor Upgrades below) function, even if they have their own power sources. You can't attempt any Strength- or Dexterity-based skill checks, and the armor's maximum Dexterity bonus is +0 (or the armor's regular maximum Dexterity bonus, if lower). You can still exit the armor.

Weapon Slots

Ranged weapons can be installed in most powered armor. The maximum number is equal to the powered armor's weapon slots.

Upgrade Slots

You can improve your powered armor with technological and magical upgrades (see below). This entry shows how many total upgrades your powered armor can accommodate. Some larger or more complicated upgrades take up multiple upgrade slots.

Bulk

A powered armor's listed bulk refers to its bulk when it is picked up or carried as cargo, and it does not count toward your own normal carrying capacity. When you're wearing powered armor, you use that armor's Strength to determine your carrying capacity. Count everything you're wearing, everything the powered armor is holding, and any armor upgrades and weapons mounted to the powered armor against this bulk limit.

TABLE 7–16: POWERED ARMOR

ARMOR MODEL	LEVEL	PRICE
Cargo lifter	4	2,150
Battle harness	5	3,450
Spider harness	10	19,500
Flight frame	11	27,100
Jarlslayer	15	125,500

BATTLE HARNESS

EAC BONUS +9	**KAC BONUS** +12	
MAX DEX BONUS +2	**ARMOR CHECK PENALTY** –4	**SPEED** 30 feet
STRENGTH 18 (+4)	**DAMAGE** 1d10 B	**SIZE** Medium
CAPACITY 20	**USAGE** 1/hour	
WEAPON SLOTS 1	**UPGRADE SLOTS** 1	**BULK** 20

The battle harness is the basic powered armor frame used by infantry units in professional militaries.

CARGO LIFTER

EAC BONUS +0	**KAC BONUS** +7	
MAX DEX BONUS +0	**ARMOR CHECK PENALTY** –10	**SPEED** 15 feet
STRENGTH 20 (+5)	**DAMAGE** 1d10 B	**SIZE** Large (5-foot reach)
CAPACITY 40	**USAGE** 1/minute	
WEAPON SLOTS 0	**UPGRADE SLOTS** 0	**BULK** 34

A cargo lifter consists of a simple metal frame atop slow-moving legs or treads. Rather than having articulated hands, its arms end in specialized gripping tools meant to lift bulky containers. A cargo lifter can't use weapons and takes a –4 penalty to all attack rolls. It can carry 10 bulk more than normal for its Strength score without becoming encumbered or overburdened.

FLIGHT FRAME

EAC BONUS +12	**KAC BONUS** +19	
MAX DEX BONUS +3	**ARMOR CHECK PENALTY** –5	**SPEED** 30 feet, fly 30 feet (average)
STRENGTH 22 (+6)	**DAMAGE** 2d6 B	**SIZE** Huge (10-foot reach)
CAPACITY 100	**USAGE** 1/minute	
WEAPON SLOTS 3	**UPGRADE SLOTS** 4	**BULK** 40

This massive, sleek machine is shaped like a person and equipped with powerful thrusters built into the feet and attached to the back, giving it a fly speed with average maneuverability.

JARLSLAYER

EAC BONUS +18	**KAC BONUS** +24	
MAX DEX BONUS +4	**ARMOR CHECK PENALTY** –6	**SPEED** 20 feet
STRENGTH 29 (+9)	**DAMAGE** 2d8 B	**SIZE** Large (10-foot reach)
CAPACITY 100	**USAGE** 1/minute	
WEAPON SLOTS 2	**UPGRADE SLOTS** 2	**BULK** 43

The dwarven-built jarlslayer suit is traditionally shaped like a stocky, heavily armored dwarf with articulated hands, though other races have created sleeker, more modern-looking versions.

SPIDER HARNESS

EAC BONUS +10	**KAC BONUS** +13	
MAX DEX BONUS +5	**ARMOR CHECK PENALTY** –4	**SPEED** 25 feet, climb 25 feet
STRENGTH 18 (+4)	**DAMAGE** 1d10 P	**SIZE** Large (10-foot reach)
CAPACITY 40	**USAGE** 1/minute	
WEAPON SLOTS 1	**UPGRADE SLOTS** 2	**BULK** 28

This suspension harness has six arachnid legs. Each leg has a gravitic attraction device at the tip, allowing the armor to climb up walls and even walk across ceilings. The armor grants the wearer a climb speed of 25 feet. A spider harness also has powered arm braces that attach to the wearer's arms, allowing the wearer to use weapons.

ARMOR UPGRADES

A creature can personalize armor by purchasing and installing armor upgrades, described below, which add bonuses or customized abilities to armor. Some individuals keep a collection of upgrades at hand, swapping them out as needed (requiring 10 minutes to replace the unit and resecure all connections). Explanations of entries for upgrades' statistics follow.

Capacity

For a technological armor upgrade that requires charges to function, this entry lists the maximum size battery the upgrade can hold. The batteries that upgrades hold can be recharged as normal using either a generator or a recharging station (see page 234). A magic armor upgrade that can be

TABLE 7–17: ARMOR UPGRADES

UPGRADE	LEVEL	PRICE	SLOTS	ARMOR TYPE	BULK
Infrared sensors	1	200	1	Any	L
Quick-release sheath	1	325	1	Any	L
Radiation buffer	1	200	1	Any	L
Tensile reinforcement	1	150	1	Any	–
Automated loader	2	750	1	Powered	1
Jump jets	2	1,000	1	Light, heavy	L
Force field, brown	3	1,600	2	Any	L
Backup generator	4	2,100	1	Any	1
Exit pod	4	1,750	1	Heavy, powered	2
Targeting computer	4	2,250	1	Any	–
Electrostatic field, mk 1	5	3,000	1	Any	–
Jetpack	5	3,100	1	Light, heavy	1
Load lifter	5	2,550	1	Any	–
Thermal capacitor, mk 1	5	3,600	1	Any	–
Filtered rebreather	6	4,600	1	Any	1
Force field, purple	6	4,550	2	Any	L
Phase shield	6	4,325	1	Heavy, powered	1
Deflective reinforcement	7	7,500	1	Any	1
Sonic dampener	7	7,150	1	Any	L
Force field, black	8	10,500	2	Any	L
Haste circuit	8	9,250	1	Light, heavy	L
Electrostatic field, mk 2	9	13,000	1	Any	–
Forcepack	9	13,100	1	Light, heavy	1
Force field, white	10	20,000	2	Any	L
Electrostatic field, mk 3	12	35,000	1	Any	–
Force field, gray	12	40,000	2	Any	L
Thermal capacitor, mk 2	12	36,250	1	Any	–
Spell reflector, mk 1	13	47,950	1	Light, heavy	1
Force field, green	14	80,000	2	Any	L
Titan shield	14	75,000	1	Powered	2
Thermal capacitor, mk 3	15	120,000	1	Any	–
Force field, red	16	180,000	2	Any	L
Force field, blue	17	280,000	2	Any	L
Force field, orange	18	400,000	2	Any	L
Spell reflector, mk 2	18	360,000	1	Light, heavy	1
Force field, prismatic	20	1,000,000	2	Any	L

used a certain number of times runs on magical charges; these charges are integral to the construction of the item and can't be replenished with generators or batteries. Charges for a magic item either refresh each day or never refresh.

Usage

This entry lists how many charges are consumed when the armor upgrade is used. This might be per activation or a certain duration. If an armor upgrade uses a certain number of charges over an interval, the upgrade's abilities can be shut off before that amount of time has passed, but it still uses charges for the full interval. For instance, an upgrade that uses charges at a rate of 2 per round would still use 2 charges if activated for half a round.

Upgrade Slots

Each suit of armor contains a certain number of upgrade slots. This represents the maximum number of times the armor can be modified while still functioning. If you install upgrades beyond the maximum, the armor and all upgrades attached to it cease to function until you remove enough upgrades to bring the armor down to its maximum number of upgrade slots or fewer. You can't install two or more armor upgrades that provide the same benefit.

Some upgrades use more than one upgrade slot, as noted in the Armor Slots entry in Table 7–17: Armor Upgrades.

Magic Upgrades

Some armor upgrades are magic or a hybrid of magic and technology. This is indicated next to the upgrade's name. If neither magic nor hybrid is listed after an item, it's a technological item.

ARMOR UPGRADE DESCRIPTIONS

Specific armor upgrades are described below.

AUTOMATED LOADER

This device attaches to powered armor and consists of a small robotic arm and a storage compartment that holds up to 2 bulk

of ammunition and batteries. You can activate the automated loader as a move action to reload or recharge a weapon that's mounted to the powered armor (but not to replace the batteries of the powered armor itself). Abilities that let you reload faster than a move action don't apply to an automated loader.

This upgrade can be installed only in powered armor.

BACKUP GENERATOR

You can connect charged electric items such as batteries to this miniature generator to recharge them. The electricity comes from the kinetic energy of your movement, which generates 1 charge every 10 minutes of movement. No more than one item can be plugged in at a time, and the generator doesn't produce charges when you're resting or otherwise stationary.

DEFLECTIVE REINFORCEMENT

This upgrade gives your armor a uniquely slippery texture. Your armor grants you DR 5/—. In addition, your armor check penalty is reduced by 2 when you attempt an Acrobatics check to escape.

ELECTROSTATIC FIELD

This field over your armor grants you electricity resistance, and any creature that touches you or deals damage to you with a melee weapon takes electricity damage. The resistance granted and damage dealt depend on this upgrade's type, as noted below.

- **Mk 1:** Resistance 5 and 1d6 electricity damage.
- **Mk 2:** Resistance 10 and 2d6 electricity damage.
- **Mk 3:** Resistance 15 and 3d6 electricity damage.

EXIT POD

This body harness fits into a suit of powered armor or is built into the frame of heavy armor, allowing you to exit the armor as a move action instead of as a full action. Entering the armor is no faster with an exit pod.

This can be installed only in heavy armor or powered armor.

FILTERED REBREATHER

This upgraded rebreather supplements your armor's ability to provide fresh air and filters out common toxins and poisonous vapors. Armor with this upgrade can provide fresh air for a number of weeks equal to its level. You also gain acid resistance 5 and a +2 bonus to saving throws against poison and disease.

FORCE FIELD

You can activate or deactivate your armor's force field as a standard action. Once active, the device generates an invisible force field around you (a force effect), including all your worn and carried items. The force field blocks solids and liquids but not gases or light (including laser beams). You can breathe while the field is active, but you can't eat or drink.

While a force field is active, it provides you with a number of temporary Hit Points depending on the force field's power. A force field has fast healing, meaning that it regains temporary Hit Points at a fixed rate each round at the end of your turn, up to its normal maximum. If the force field's temporary Hit Points are reduced to 0, it is inactive until the end of your next turn, when its fast healing restores some of its Hit Points. The charge capacity, amount of temporary Hit Points granted, and rate of fast healing vary according to the force field's color code. A force field has a usage of 1 charge per round.

More powerful force fields also have a fortification ability, which gives a percentage chance that a critical hit is treated as a normal attack, dealing normal damage and not applying any critical effect. You roll your fortification percentage chance before the critical hit's damage is rolled. If a force field is inactive, its fortification ability does not function. A suit of armor cannot support more than one force field upgrade.

TABLE 7-18: FORCE FIELDS

COLOR	CAPACITY	TEMP HP	FAST HEALING	FORTIFICATION
Brown	10	1	1	0%
Purple	10	5	2	0%
Black	10	10	3	0%
White	20	15	4	0%
Gray	20	20	5	0%
Green	20	25	6	20%
Red	40	30	7	40%
Blue	40	35	8	60%
Orange	40	40	9	80%
Prismatic	100	50	10	100%

FORCEPACK (HYBRID)

CAPACITY 100 **USAGE** 2/round

A *forcepack* grants you a fly speed of 60 feet (average maneuverability). You can use this for "cruising flight" at a usage of 1 charge per minute, but you are flat-footed and off-target while doing so. Changing from normal flight to cruising flight, or back, is a standard action. A *forcepack* can't lift you if you're encumbered.

This upgrade can be installed only in light or heavy armor.

HASTE CIRCUIT (MAGIC)

CAPACITY 10 **USAGE** 1/round

You can activate the *haste circuit* as a swift action to gain the benefits of a *haste* spell until you spend another swift action to deactivate it or it runs out of charges. A *haste circuit's* charges replenish each day.

This upgrade can be installed only in light or heavy armor.

INFRARED SENSORS

You gain darkvision with a range of 60 feet.

JETPACK

CAPACITY 40 **USAGE** 2/round

You gain a fly speed of 30 feet (average maneuverability). You can use this for "cruising flight" at a usage of only 1 charge per minute, but you are flat-footed and off-target while doing so. Changing from normal flight to cruising flight or vice versa is a standard action. A jetpack can't lift you if you're encumbered.

This upgrade can be installed only in light or heavy armor.

JUMP JETS

CAPACITY 20 **USAGE** 2/action

You can activate jump jets as part of a move action in order to

FORCE FIELD AUTOMATED LOADER JETPACK

fly during your movement. You can fly up to 30 feet (average maneuverability) with a maximum height of 10 feet, or you can fly up to 20 feet straight up. You must land at the end of your move action. Jump jets can't lift you if you're encumbered.

This upgrade can be installed only in light or heavy armor.

LOAD LIFTER

This set of artificial muscles increases the amount of bulk you can carry while wearing your armor by 3.

PHASE SHIELD

CAPACITY 40 **USAGE** 2

You can activate this upgrade to generate a glowing, translucent blue shield on one of your arms that helps you block incoming attacks. Activating or deactivating the shield takes a move action. While the shield is active, you gain a +1 enhancement bonus to EAC. The phase shield interferes with your ability to use the arm it's installed on, so while the phase shield is active, you can hold an item in that hand but not use it or make attacks with it.

This can be installed only in heavy or powered armor.

QUICK-RELEASE SHEATH

This articulated compartment can hold a one-handed weapon of no more than light bulk. You can activate this upgrade as a swift action to put the item in your hand as though you'd drawn it.

RADIATION BUFFER

This device grants a +2 bonus to your initial saving throw against radiation (see page 403) in addition to any bonuses from your armor's environmental protection. This doesn't provide any bonus to saves against the secondary effects of radiation.

SONIC DAMPENER

This device muffles the incidental sounds you make, and sonic attacks lose power in your vicinity. You gain sonic resistance 5 and reduce your armor check penalty by 1 when making Stealth checks.

SPELL REFLECTOR (MAGIC)

CAPACITY 1 **USAGE** 1

You can activate a *spell reflector* as a reaction when you're targeted by a spell. This does not affect spells that include an area you are in or affect you in other ways; it affects only those that target you specifically. The spell is reflected on its caster, as if the caster had been the target. The type of *spell reflector* determines the highest level of spell it can reflect. A *spell reflector*'s charge replenishes each day.

This upgrade can be installed only in light or heavy armor.

- **Mk 1:** You can reflect a spell of 4th level or lower.
- **Mk 2:** You can reflect a spell of 6th level or lower.

TARGETING COMPUTER

This targeting computer helps you compensate for poor visibility conditions. Ignore concealment on attacks you make. This doesn't have any effect against targets with total concealment.

TENSILE REINFORCEMENT

When calculating your armor's hardness and Hit Points (see page 409), treat it as if its item level were 5 higher.

THERMAL CAPACITOR

This upgrade regulates heat, protecting you from extreme temperatures. You can exist comfortably in conditions between –50° and 170° F without needing to attempt Fortitude saves. In addition, the armor grants cold resistance and fire resistance. The amount depends on the capacitor's type, as listed below.

- **Mk 1:** Resistance 5
- **Mk 2:** Resistance 10
- **Mk 3:** Resistance 15

TITAN SHIELD

CAPACITY 40 **USAGE** 10

This emitter generates a wide, unidirectional energy shield that protects against incoming attacks. You can activate or deactivate the shield as a move action. When you activate it, choose one edge of your space. The shield extends along three continuous edges in a straight line centered on the chosen edge. The shield provides cover against attacks coming from the far side of the shield but not against attacks originating from the side you're on.

If you move, you can reposition your shield, moving it to a different edge of your space. You can also spend a move action to reposition the shield without leaving your space.

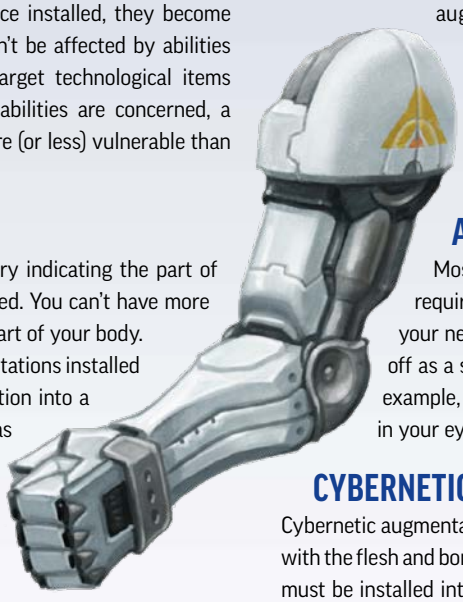
This upgrade can be installed only in powered armor.

AUGMENTATIONS

Many explorers and mercenaries modify their own bodies with technological or biological gear called augmentations. These are modifications to your body that give you special abilities and bonuses. Once installed, they become a part of your body and generally can't be affected by abilities that destroy or disable objects or target technological items or creatures. As far as attacks and abilities are concerned, a cybernetic or vat-grown arm is no more (or less) vulnerable than your original biological limb.

SYSTEM

All augmentations have a system entry indicating the part of the body into which it must be installed. You can't have more than one augmentation on the same part of your body.



In some cases, such as with augmentations installed in limbs, you can install an augmentation into a single general type of body part, such as any single one of your feet or hands. In these cases, the augmentation lists the acceptable body parts into which the augmentation can be installed. You can install a single augmentation on each limb of which you have multiples. For example, if you're a kasatha, you could install a separate augmentation on each of your four hands, as long as each of those augmentations requires only a single hand.

If an augmentation requires multiple limbs for installation—such as climbing suckers, which require all feet, or a speed suspension, which requires all legs—the augmentation's systems entry indicates that requirement. The augmentation's description will also indicate whether a limb-based upgrade requires the replacement of a limb or the augmentation of an existing limb. In the case of augmentations that specifically replace a lost limb, such as a polyhand or a prosthetic limb, you cannot attach such an augmentation to an existing limb, due to the way these upgrades are manufactured.

Common Systems: Although exceptions do exist, most augmentations require installation into one of the following body systems: arm (or all arms), brain, ears, eyes, foot (or all feet), hand (or all hands), heart, leg (or all legs), lungs, spinal column, skin, and throat.

IMPLANTATION

Getting an augmentation installed requires the services of a professional cybernetic surgeon or someone with ranks in Medicine equal to the level of the augmentation. A session with a cybernetic surgeon usually takes 1 hour per level of the augmentation. The price of such implantation procedures is included in the prices listed for each augmentation.

REMOVING AUGMENTATIONS

You might want to have an augmentation removed, usually because you want to install a different one in the same system of your body. This removal usually occurs during surgery to install new cybernetics. Biotech usually kills off the old augmentation while it's integrating with your body, allowing you to purge the dead biotech naturally. Because augmentations are coded to your body, it's not possible to resell an old augmentation, nor can you reimplant one into a different person. The price of a new augmentation includes the price and time to remove the old augmentation.

ACTIVATION

Most augmentations work continuously. Those requiring some degree of control are plugged into your nervous system, and you can turn them on or off as a standard action unless otherwise noted. For example, you could activate or deactivate cybernetics in your eyes to observe different visual phenomena.

CYBERNETICS

Cybernetic augmentations use machines and circuitry integrated with the flesh and bone of the recipient. In most cases, cybernetics must be installed into the body by a trained surgeon—a process that takes 1 hour per level of the augmentation and the price of which is covered in the price of the cybernetic. Cybernetics are more than just machine implants: they are complex meldings of technology and the living host's own organs. This allows them to be hardened against assaults that affect other technologies in ways robots and other entirely technological creatures can't. Cybernetics are not subject to any effect or attack that targets technology unless it specifies that it affects cybernetics.

CARDIAC ACCELERATOR

SYSTEM Heart

PRICE 3,850 **LEVEL** 6

This implant plugs directly into your heart and can be triggered to overclock the performance of your heart and circulatory system. When you run, charge, or take a move action to move, you can spend 1 Resolve Point to increase your speed (in the relevant mode of movement) by 20 feet for that action. This extra movement is treated as an enhancement bonus.

Alternatively, you can spend 1 Resolve Point as a reaction when you attempt a Reflex saving throw to gain a +1 enhancement bonus to your roll.

CYBERNETIC ARM

SYSTEM Spinal column

MODEL	LEVEL	PRICE
Single	11	24,750
Dual	14	70,150

Made of ultralight materials, this fully cybernetic arm fuses to your spinal column, exoskeleton, or equivalent body structure and functions as a full arm. You can hold an additional hand's worth of equipment. This lets you have more items at the ready, but it doesn't increase the number of attacks you can make in combat. You must have a Strength score of 12 to use a cybernetic arm effectively.

TABLE 7–19: CYBERNETICS

NAME	LEVEL	PRICE	SYSTEM
Hideaway limb, standard	1	150	Arm or leg
Prosthetic limb, standard	1	100	Arm and hand, or leg and foot
Respiration compounder	1	250	Lungs
Vocal modulator	1	125	Throat
Datajack, standard	2	625	Brain
Darkvision capacitors, standard	3	1,750	Eyes
Prosthetic limb, storage	3	1,450	Arm and hand, or leg and foot
Retinal reflectors	3	1,350	Eyes
Speed suspension, minimal	4	1,900	All legs
Datajack, high-density	5	2,600	Brain
Dermal plating, mk 1	5	3,025	Skin
Hideaway limb, quickdraw	5	3,050	Arm or leg
Wide-spectrum ocular implant	5	2,825	Eyes
Cardiac accelerator	6	3,850	Heart
Dermal plating, mk 2	7	6,950	Skin
Darkvision capacitors, advanced	8	9,000	Eyes
Datajack, accelerated	8	8,525	Brain
Speed suspension, standard	8	8,800	All legs
Dermal plating, mk 3	9	17,975	Skin
Cybernetic arm, single	11	24,750	Spinal column
Dermal plating, mk 4	12	48,850	Skin
Speed suspension, complete	12	32,900	All legs
Darkvision capacitors, long-range	13	48,950	Eyes
Cybernetic arm, dual	14	70,150	Spinal column
Dermal plating, mk 5	14	105,000	Skin
Polyhand	14	71,000	Hand
Dermal plating, mk 6	16	163,500	Skin
Dermal plating, mk 7	19	542,000	Skin

Dual cybernetic arms consist of a pair of arms, one on each side of your body, and let you hold two additional hands' worth of equipment. You need a Strength score of 14 to use dual cybernetic arms effectively.

DARKVISION CAPACITORS

SYSTEM Eyes

MODEL	LEVEL	PRICE
Standard	3	1,750
Advanced	8	9,000
Long-range	13	48,950

These replacement eyes allow you to see in total darkness, giving you darkvision with a range of 60 feet. They operate by sending out low-powered ultraviolet lasers that are then detected by receptors within the capacitors. When your capacitors are in operation, their lasers can be detected by creatures that have darkvision capacitors or can otherwise see ultraviolet light.

Advanced darkvision capacitors have the benefits of a wide-spectrum ocular implant (see page 211). Long-range darkvision capacitors function like advanced capacitors but provide a darkvision range of 120 feet.

DATAJACK

SYSTEM Brain

MODEL	LEVEL	PRICE
Standard	2	625
High-density	5	2,600
Accelerated	8	8,525

This cybernetic includes a programmable data port that allows you to access different types of computers and digital storage media. Any handheld computer can be inserted directly into the port, while larger systems need to be connected by an adapter cable. Having the system connected directly to your nervous system obviates the need for an interface to access data on a system. Actually operating the system requires you to use the Computers skill as usual. Some closed systems don't allow data access or require you to do some rewiring to connect with a datajack (usually an Engineering check).

Advanced datajacks make it easier to process and send information through the datajack. With a high-density datajack, you gain a +1 circumstance bonus to Computer checks when accessing a system via your datajack. An accelerated datajack instead provides a +2 bonus.

DERMAL PLATING

SYSTEM Skin

MODEL	LEVEL	PRICE	DR
Mk 1	5	3,025	1
Mk 2	7	6,950	2
Mk 3	9	17,975	3
Mk 4	12	48,850	4
Mk 5	14	105,000	5
Mk 6	16	163,500	6
Mk 7	19	542,000	7

You line your skin with hardened composite plates that deflect physical attacks. You gain an amount of damage reduction that depends on the model of your dermal plating. If you have natural damage reduction equal to or greater than your dermal plating, adding dermal plating increases the value of your natural DR by 1. If you have natural DR of a value less than your dermal plating, the value of DR from your dermal plating increases by 1.

HIDEAWAY LIMB

SYSTEM Arm or leg

MODEL	LEVEL	PRICE
Standard	1	150
Quickdraw	5	3,050

This compartment is hidden inside one of your limbs. You can conceal items inside and protect them with a simple passcode. The compartment can hold items of negligible bulk and items of light bulk that are either relatively small or can be folded or contracted to fit. A hideaway in a leg (in a human) can hold more than one in an arm, and the creature's size also adjusts the capacity. The GM decides what can fit.

When the compartment is closed, the seam in your flesh is difficult to detect. You gain a +2 bonus to Sleight of Hand checks to conceal items in a hideaway limb. Though this compartment can usually foil a simple pat down, most security checkpoints include a scan that can detect such devices. Retrieving an item from a hideaway limb is a move action instead of a standard action.

This type of augmentation is for Small and Medium creatures only. Hideaway limbs for creatures larger than Medium typically cost more but can hold items of greater size or bulk.

If you have a quickdraw hideaway limb, the compartment is integrated with a specific weapon. This allows you to draw the weapon as a swift action or as part of making an attack or full attack (similar to using the Quick Draw feat). A quickdraw hideaway limb works only if the limb is one you can normally aim and attack with, typically an arm. You can't, for example, put a quickdraw hideaway limb in your leg and have the weapon spring into your hand.

You can have a mount installed in a quickdraw limb that holds the weapon in place while you shoot. You still can't use your hand for other purposes, but you gain a +2 bonus to KAC against disarm attempts. The mount can't hold a weapon that requires more than one hand to operate. You can't hide other objects inside a quickdraw hideaway limb—there's room for only the weapon.

Nothing stored in a hideaway limb is considered part of the cybernetic, and the stored item does not gain the cybernetic's immunity to attacks affecting technological devices.

POLYHAND

SYSTEM Hand

PRICE 71,000 **LEVEL** 14

You replace your entire hand with a hand made of reprogrammable microscopic adamantine prisms. With either a mental command or a programmable interface built into the hand, you can reconfigure your hand into the shape of various tools. The hand can contain programming for nine different tools, in addition to a configuration for a normal hand for your species. As a move action, you can switch the setting, causing the adamantine pieces to realign into the shape of the chosen tool. The tool has all the flexibility of the normal tool (or of a hand, if set to that).

Programming a new tool into the polyhand takes 10 minutes, and you must choose either to fill an empty slot or to replace a programmed tool. The tool replicated must be 8th level or lower. The polyhand can replicate the moving parts of a tool, but you must supply any fuel or batteries needed for the tool to function. The tool cannot produce substances, and since it's not very conductive (important so as to avoid shocking the user), it can't serve as a power conduit or data transmission line. The GM has final say in deciding which tools you can duplicate. The tools within engineering kits and similar kits can be duplicated, subject to the restrictions above.

You can't replace the hand setting based on your biology, which is required for the polyhand to function properly. You can add a hand corresponding to another species in any slot that isn't reserved; for instance, a human could program her polyhand to replicate a shirren hand. This can't duplicate features of a unique individual, such as thumbprints. You can install a polyhand into a prosthetic limb that replaces an arm as if the prosthetic were a natural arm.

The adamantine construction makes the polyhand extremely durable (see page 408 in Chapter 11 for more information about adamantine). This doesn't change the amount of unarmed strike damage, no matter the form your polyhand is in. The polyhand can't maintain structural integrity if extended too far, so it can't assume a form more than one and a half feet long in any dimension. Consequently, it can't extend your reach.

PROSTHETIC LIMB

SYSTEM Arm and hand, or leg and foot

MODEL	LEVEL	PRICE
Standard	1	100
Storage	3	1,450

This prosthesis replaces a missing limb. It restores functionality, but it is no more durable than and doesn't otherwise function differently than a normal limb for your species. A prosthetic limb can replace one you've lost, or you can have a limb removed in order to replace it with a prosthetic.

A storage prosthetic limb has a built-in concealed storage compartment, which functions as a hideaway limb (see above).

RESPIRATION COMPOUNDER

SYSTEM Lungs

PRICE 250 **LEVEL** 1

A respiration compounder consists of a series of modules that attach to your lungs, letting you survive longer without having to breathe. Treat your Constitution score as though it were doubled for the purpose of how long you can hold your breath. You also gain a +4 bonus to Constitution checks to continue holding your breath. This doesn't protect you from other dangers of an airless environment.

The compounder also filters your air, granting a +2 bonus to saving throws against inhaled poisons or other airborne toxins.

RETINAL REFLECTORS

SYSTEM Eyes

PRICE 1,350 **LEVEL** 3

These sheets of reflective material can be implanted behind the retina, granting you low-light vision and a +1 enhancement bonus to vision-based Perception checks.

SPEED SUSPENSION

SYSTEM All legs

MODEL	LEVEL	PRICE
Minimal	4	1,900
Standard	8	8,800
Complete	12	32,900

You increase your land speed by replacing joints and tendons in your legs with high-performance cybernetics. A minimal speed suspension replaces only a few parts, increasing your land speed by 10 feet. A standard suspension is more invasive and increases your land speed by 20 feet. Replacing all your leg joints and tendons with a complete speed suspension increases your land speed by 30 feet. You can install a speed suspension into prosthetic legs. Extra speed from these augmentations is treated as an enhancement bonus.

VOCAL MODULATOR

SYSTEM Throat

PRICE 125 **LEVEL** 1

A vocal modulator includes a series of miniature actuators built specifically to reshape your voice box, along with miniature hyper-resonant chambers that dynamically close or open. This allows you to change the pitch, timbre, and tone of your voice. You can more easily imitate accents or pronounce alien languages. When using Disguise to change your appearance, you gain a +2 circumstance bonus if the change in your voice also helps your disguise (at the GM's discretion).

WIDE-SPECTRUM OCULAR IMPLANT

SYSTEM Eyes

PRICE 2,825 **LEVEL** 5

These cybernetic spheres replace your eyes entirely. You gain low-light vision, as well as the ability to see infrared and ultraviolet light. These enhancements grant you a +2 bonus to vision-based Perception checks and allow you to notice some things people who can see only the red-violet light spectrum can't, including the lasers from darkvision capacitors (see page 209). This doesn't grant you darkvision, but in darkness you can see significant sources of heat due to your infrared vision.

BIOTECH

Functioning similarly to cybernetics, biotech items include modifications to your DNA combined with implants of biological origin that integrate into your physiology. Biotech mostly operates by the same rules as cybernetics and uses the same implantation slots.

TABLE 7-20: BIOTECH

NAME	LEVEL	PRICE	SYSTEM
Gill sheath	1	95	Lungs
Dragon gland, wyrmling	2	755	Throat
Venom spur	2	625	Hand
Wildwise	2	500	Throat
Adaptive biochains	3	Varies	Varies
Climbing suckers	3	1,200	All feet
Tympanal cluster	4	2,150	Ears
Skin of the chameleon	6	4,050	Skin
Dragon gland, standard	10	19,125	Throat
Dragon gland, wyrm	16	181,500	Throat

ADAPTIVE BIOCHAINS

SYSTEM Varies

PRICE Varies **LEVEL** 3

You can duplicate the effects of cybernetics with biotech by using adaptive biochains—microscopic cells that can reform themselves into replacements for technology within the body of a living host. This replicates the effects of any cybernetic augmentation, but it costs an additional 10% due to the price of the biochains. Adaptive biochains can also be used to replace any existing cybernetic with a biotech version of the same device; doing so has the same price and time as introducing a new adaptive biochain.

CLIMBING SUCKERS

SYSTEM All feet

PRICE 1,200 **LEVEL** 3

The soles of your feet become covered in fleshy slats you can open and close, providing you a climb speed of 20 feet (see page 259). You don't need to attempt Athletics checks to traverse a vertical or horizontal surface (even upside down). You don't benefit from climbing suckers unless you're barefoot or wearing custom clothing, and you can not be wearing more than light armor. Climbing suckers integrate into your natural feet and do not require you to replace your feet and legs. Climbing suckers can be installed into the feet of prosthetic legs.

DRAGON GLAND

SYSTEM Throat

MODEL	LEVEL	PRICE
Wyrmling	2	755
Standard	10	19,125
Wyrm	16	181,500

You implant an arcanicus gland modified to function for a creature of your race at the back of your throat. You can trigger this gland as a standard action to expel a breath weapon in a 15-foot cone as an extraordinary ability. Choose the damage type when the organ is biocrafted, picking from the following list: acid, cold, electricity, or fire. You are not harmed by using your own breath weapon. Once you've used your breath weapon, you can't use it again until you've rested for 10 minutes to regain Stamina Points, though you can spend 1 Resolve Point at any point to recharge it immediately.

A wyrmling dragon gland deals 3d6 damage, a standard gland deals 9d6 damage, and a wyrm gland deals 18d6 damage. Targets in the area can attempt a Reflex save (DC = 10 + half your level + your Constitution modifier) to take only half damage.

GILL SHEATH

SYSTEM Lungs

PRICE 95 **LEVEL** 1

An external lining striated with oxygen-filtering nodules coats the outside of your lungs. If you breathe in water, it filters into the lining, where the nodules extract the oxygen and deposit it into your lungs. This lets you breathe underwater or in the air. You still exhale normally.

SKIN OF THE CHAMELEON

SYSTEM Skin

PRICE 4,050 **LEVEL** 6

This biotech modification replaces pigmentation cells in your skin. You can alter your skin to mimic the terrain or lighting

conditions around you, giving you a +3 circumstance bonus to Stealth checks. You must be wearing custom clothing and no more than light armor to benefit from this biotech.

TYMPANAL CLUSTER

SYSTEM Ears

PRICE 2,150 **LEVEL** 4

A tympanal cluster consists of multiple small membranes of various sizes that can detect a wide range of sounds. They give you a +2 circumstance bonus to hearing-based Perception checks.

VENOM SPUR

SYSTEM Hand

PRICE 625 **LEVEL** 2

You implant a retractable stinger and venom sac into your hand. You can extend this stinger as a swift action but only while you aren't holding anything in that hand. While extended, the venom spur is a one-handed basic melee weapon that deals 1d6 piercing damage and automatically injects venom into a struck target. An affected creature can attempt a Fortitude saving throw (DC = 10 + half your level + your Constitution modifier) to resist the effects of your venom. On a failed save, the creature takes 2d6 damage immediately and must attempt a new Fortitude saving throw at the start of its turn each round to end the effect. Each time it fails this save, it takes an additional 2d6 damage. Effects such as *remove affliction* and antitoxin affect this venom as though it were a poison.

Once used, the venom sac doesn't refill until the next time you rest to regain Stamina Points. While it's empty, you can still attack with the stinger but can't envenomate your target.

WILDWISE

SYSTEM Throat

PRICE 500 **LEVEL** 2

The soft purple fungus called wildwise attaches itself to your vocal cords and extends fine filaments into portions of your brain. It allows you to communicate in a general sense with animals and with magical beasts with an Intelligence score of 1 or 2. You can attempt Diplomacy checks to influence such creatures as well as understand in very vague terms information they try to convey to you. The information they give you usually consists of simple concepts such as "danger," "food," or "that way."

PERSONAL UPGRADES

Personal upgrades are a special class of augmentation that do not follow the normal system-limitation rules. Instead, these are broad upgrades that make changes across your entire body, while still allowing for other augmentations. Put more simply, buying a personal upgrade is the easiest way to increase your ability scores.

Personal upgrades may be cybernetics, biotech upgrades, mystical crystals, nanite enhancements, or various other forms of enhancement, and each permanently grants you additional ability score points. Using any of these sorts of items counts as a personal upgrade.

You can gain a total of three personal upgrades, regardless of the source. Each personal upgrade item has a model number: mk 1, mk 2, or mk 3. A mk 1 personal upgrade grants you +2 points to a single ability score, a mk 2 personal upgrade grants +4 points to a single ability score, and a mk 3 personal upgrade grants you +6 points to a single ability score. Each of your personal upgrades must be a different model number (for example, you cannot have three mk 1 upgrades, but you can have a mk 1, a mk 2, and a mk 3) and each must be applied to a different ability score. You can boost an existing personal upgrade by paying the difference in price between the current model and the next higher model. For example, if you have a mk 1 synaptic accelerator granting you +2 points of Strength, you could increase that to a mk 2 synaptic accelerator granting you a total +4 points of Strength by paying 5,100 credits (the difference in price between the mk 1 and mk 2 models). Be sure to keep track of what upgrades you have applied to which ability scores.

Below are three typical examples of personal upgrades: one each for purely technological upgrades, purely magical upgrades, and hybrid upgrades. These distinctions have no rules differences, but some societies may view them differently.

TABLE 7-21: PERSONAL UPGRADES

MODEL	LEVEL	PRICE	ABILITY
Mk 1	3	1,400	+2
Mk 2	7	6,500	+4
Mk 3	14	75,000	+6

ABILITY CRYSTAL (MAGIC)

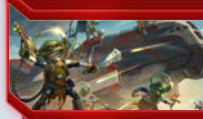
This crystal formed a mystical connection to the memories of heroes long ago. Any character can spend 1 hour communing with the crystal to gain additional ability points. This counts as a personal upgrade of the appropriate model number. Once a character has used the crystal, its magic is forever spent.

SYNAPTIC ACCELERATORS (TECHNOLOGY)

These implants supercharge the synaptic connections in your brain, allowing you to process information faster and send impulses throughout your body more effectively. Synaptic accelerators grant you additional ability points. This counts as a personal upgrade of the appropriate model number. It takes an hour to install a synaptic accelerator, and once a character has benefited from its technology, it is forever spent.

SYNERGIZING SYMBIOTE (HYBRID)

These tiny, biovat-grown, tadpole-like creatures form symbiotic relationships with other animals by attaching to their bodies and instinctively maximizing efficiency in the hosts' biological systems, losing their own independence and functionally becoming a new organ. Synergizing symbiotes grant additional ability points. This counts as a personal upgrade of the appropriate model number. It takes an hour to implant a synergizing symbiote, and once a character has benefited from it, it is forever spent.



COMPUTERS

Computers control most of the modern tools and conveniences in the Starfinder universe, from simple door locks to advanced overminds controlling all incoming and outgoing traffic from a spacedock. Almost anything can be found hiding inside their mainframes, from the plans for wondrous new technological marvels to some of the darkest corporate secrets imaginable. That said, most computers consist of simple information and control systems. Gaining access to computers in order to reach their files and control modules is a common occurrence in the game—and even sometimes required. The following rules are designed to give GMs the tools necessary to design computer systems that are both interesting and challenging.

BASICS

Each computer system is made up of various simple statistics that tell the GM how the computer functions, what it knows, what it controls, and what it can do to defend itself. This information is presented in the following terms.

Tier

The computer's tier indicates its overall technological sophistication, from 1 to 10. A tier 1 computer might be something as simple as a common datapad or a door lock, whereas a tier 10 computer might represent the systems managing the engine core of a space station. A computer's effective item level is equal to twice its tier (or 1 for computers of tier 0 and lower). Note that the workstation of a tier 10 computer mainframe might itself be only a tier 3 computer, but it cannot in any way access or control the full mainframe, even if hacked; it can interface with only the components to which it has been granted access. Thus, access to the mainframe itself and features it controls requires hacking its tier 10 defenses.

The tier of a computer determines its base price and the base DC to hack into its system using a Computers check. Both of these are modified by the modules and countermeasures installed on a system (see Modules and Countermeasures below). The base DC to hack a computer is equal to 13 + 4 per tier.

User Interface

A computer's control module is the input device and display designed to allow you to enter commands into and receive data from the computer. In the Pact Worlds, most user interfaces include a keyboard, view screen, microphone, and speakers, to allow typed, spoken, or gesture-based commands to be given to the computer and to deliver graphic or audio data from the computer. These kinds of user interfaces come free with any system, and a computer can have as many as ten user interfaces per point of bulk the computer has (though normally only public systems or computers used by large companies do this).

It is also possible for a user interface to exist only as a broadcast device (such as a comm unit), or even to have another smaller computer act as a user interface (using a control module). You can set a computer to use this kind of user interface for free when you buy it, though you must pay for the additional device separately, or you can install (or remove) user interfaces using the disable or manipulate module task of the Computers skill to alter a user interface. Such additional user interfaces do not count against the total modules a computer can have.

You can use a hacking kit to access a computer without using a user interface, but this requires you to have physical contact with the computer or to make contact through an infosphere or similar network that is linked to the computers.

Size

Computers can be extremely small, but miniaturizing such units without sacrificing computational power or durability increases a computer's price. At base, a computer has a bulk equal to its tier squared. Computers with light bulk or negligible bulk can be worn easily on the wrist or clipped to communications devices and used without having to hold them in a hand. Any computer with a bulk of 1 or more must be held or set on a sturdy surface to be used. Computers with a bulk of 25 or more are not designed for portability, and normally they are permanently mounted to furniture or a vehicle or starship. You can reduce the size of a computer with the miniaturization upgrade (see page 216).

Access and Authorization

Computers are designed for users to quickly and easily gain access to their files and functions. A computer may have unsecured access, which allows anyone able to interact with its user interface to perform basic functions. In such cases it usually has secured root access, so more crucial features remain available to only a select few. A computer can have unsecured root access, but this is normally only the case for a newly-purchased computer, and the first owner is expected to establish secure root access as soon as possible.

Access

Access means you are able to use all the basic functions of the computer, which generally includes retrieval of any information not stored in a secure data module (see page 215), the ability to send and receive messages from other devices or systems

connected to the computer (which may include access to a planetary infosphere), and control of any minor functions (such as door controls, entertainment systems, light switches, and other common household devices) controlled by the computer.

In most cases, it is obvious at a glance whether a computer's user interface has unsecured access or whether it is necessary to attempt a Computers check to hack the system.

Root Access

Root access is a more advanced form of access that allows you to use all of a computer's functions and modules, bypass or set conditions for its countermeasures, and look at, copy, add to, and delete any of its secured data. With root access, you can also grant a specific individual with access the ability to use a specific module or countermeasure you control that would not normally be available to the base access level.

You can gain root access only when a computer is first purchased, when it is granted by another creature that already has root access, or when you make a successful Computers check to hack the system and beat the computer's normal DC by 20 or more. Normally, root access applies to a computer as a whole, but modules behind a firewall can have their own separate root access permissions.

Secured Computers

Most systems attempt to balance access and security with a two-step verification process to confirm authorized access, entailing both a physical security key (which might be nearly any tangible object, such as a keycard, palm print, or even another computer) and a password (often a fairly long string of characters entered through a keyboard, but also potentially a voiceprint or song, a telepathic command, or a riddle easily understood if you know the context).

Characters who are authorized, have the security object, and know the password can access a computer and use it for its intended purpose without needing to hack into it. Both a security key and a password can limit a character's access to only some modules or tiers of a computer and don't allow the user to access other functions. If you attempt to hack a computer, you gain a significant advantage if you acquire its security key or password, each giving you a +5 bonus to Computers checks to hack. However, the access granted by such security measures can easily be revoked by someone who already has access to the computer if that individual knows you have somehow obtained a security key or learned a password. Similarly, if you use either a security key or password to gain a bonus to a Computers check and then fail that check by 5 or more, the system automatically locks access against further attempts from the specific security credential used, which no longer grants its bonus to future checks.

Basic Functions

Computers are good at storing data, making calculations, manipulating and sorting information, performing rote tasks, and combining these tasks (often in the form of apps or programs). A computer may be set up to perform any of these functions in a general way, and it's impossible to define everything a computer can possibly do. In general, computers can be treated as tools that streamline tasks that would otherwise demand significant bookkeeping, computation, sorting, tracking, or viewing, as long as the needed data can be input. Such tasks are normally part of a computer's basic functions (though the data they need might well be kept behind a firewall, in a secure data module, or both), and ultimately it is up to a GM to determine a computer's total capacity for performing such basic functions.

A basic function can also control a simple device such as a fire-suppression system, remote door, or a video camera—anything with simple on and off functions. New basic functions of this type can be added with a successful DC 10 Computers check, though the GM has final say on what an appropriate basic function is for a computer. Anything more complex that would normally require a creature to operate must be controlled through a control module (see page 215).

Modules

Modules define what a computer is capable of doing beyond its basic functions. Computers can have any number of modules. These typically fall into one of four categories: control, secure data, spell chips, and upgrades. Control modules can operate a device or object that is in some way linked to the computer, such as a video camera or even a connected robot. A secure data module contains a vast amount of information, from technical blueprints to financial ledgers or perhaps personal correspondence. Spell chips are special magic items that allow a computer to generate spell effects. Finally, upgrades are simply improvements to the computer system that increase the difficulty of hacking the computer, expand its reach, or make it faster and easier to use. For more information about common computer modules, see Modules on page 215.

Countermeasures

Countermeasures are specific actions that occur if someone tries to hack into a computer system. Some spring into action only if someone attempts and fails a Computers check to hack the system, while others activate whenever anyone tries to access the machine in any way. The most basic countermeasures simply remove access from a user or specific user interface, whereas more advanced countermeasures might alert robot sentries or even emit a lethal shock. A computer can have a maximum number of countermeasures equal to its tier. For more details about common computer countermeasures, see Countermeasures beginning on page 216.

TABLE 7-22: COMPUTER TIERS

TIER	PRICE	DC TO HACK
1	50	17
2	250	21
3	1,250	25
4	5,000	29
5	10,000	33
6	20,000	37
7	40,000	41
8	80,000	45
9	160,000	49
10	320,000	53

TABLE 7–23: MODULE, UPGRADE, AND COUNTERMEASURE PRICING

FEATURE	PRICE
MODULES	
Control, complex	10% of controlled device
Secure data, average	10 credits
Secure data, large	Varies
Secure data, specific	1 credit
Spell chip	110% of component spell gem
UPGRADES	
Artificial personality	10% of computer's base price
Hardened	50% of computer's base price
Miniaturization	10% of computer's base price
Range I (100 feet)	5 credits
Range II (1 mile)	50 credits
Range III (planetwide)	100 credits
Security	Varies[1]
Self-charging	10% of computer's base price
COUNTERMEASURES	
Alarm	10 credits
Fake shell	50% of computer's base price + 10% of price of control and data modules
Feedback	500 credits
Firewall	20% of computer's base price
Lockout	100 credits
Shock grid	Varies[2]
Wipe	10 credits

[1] See Table 7–24: Security Modules for more details.

[2] See Table 7–25: Shock Grids for more details.

MODULES

Computers can have any number of modules installed. Modules can be partitioned off from other parts of a computer if placed behind firewall countermeasures, which increases their security. A computer can have multiple modules of the same type, but the bonuses they grant to a system generally do not stack with themselves. For example, a system could have three copies of the security I module (which each grant a +1 bonus to the DC), but they do not stack to increase the DC to break into the computer.

Note that modules are a combination of both hardware and software, and as such they typically cannot be physically removed without damaging the system or rendering it inoperable. With the right amount of skill and time, a module can be disabled or manipulated, but this typically cannot be done during combat. See the Computers skill on page 137 for more information.

Module pricing is provided on Table 7–23: Module, Upgrade, and Countermeasure Pricing.

Control

The control module allows the computer to operate a complex device, to which it must be in some way connected. (Simpler devices can be controlled as part of a computer's basic functions.) Some countermeasures might make use of a computer's control modules when activated. Gaining control of a computer allows the user to activate the devices in any way allowed by the control module. The price of a control module depends on the complexity of the object being controlled. The control module for a more complex device, such as a spy drone, vehicle, or weapon turret, costs 10% of the device to be controlled.

When controlling a basic device that essentially has an on/off switch, the computer simply gains access to that switch and can activate or deactivate the connected device as instructed. When in charge of a device that can already operate autonomously (such as a robot or another computer), the controlling computer can give orders to that device. When operating a device that requires a skill check or attack roll (such as a computer hooked to a med-bed or weapon), the controlling computer can either allow a creature with authorized access to attempt a skill check or attack roll, or attempt the skill check or attack roll itself. When making its own check, the computer is assumed to have an attack bonus equal to its tier, proficiency with any weapon it controls, and a total skill bonus equal to 2-1/2 × its tier. Such controlled objects are normally mounted to a specific location (such as a controlled longarm placed in a turret with line of sight to the computer's terminal), in which case the mount and related components are included in the control unit price.

A computer can also control another computer. In this case, hacking one computer allows you to attempt to hack any computer it controls, but this does not automatically give you access to those other computers. It's common for a lower-tier computer to be set up to control a higher-tier computer, such as when a clerk's desk computer is linked to a company mainframe. In these cases, the lower-tier computer can only send specific, authorized commands to the higher-tier computer, though it can still be used as an access point in an attempt to hack the higher-tier computer.

Secure Data

This module contains secured data relative to a specific topic, and is almost never available without root access or an action by someone with root access to grant another user the ability to access the secure data module. Since a secure data module serves to store information too important or sensitive to let fall into the hands of your average hacker, it is frequently also kept behind a firewall.

Secure data might consist of a few simple documents or a vast library of technical specifications. The only requirement is that the data be limited to one general topic (such as a ship's design, correspondence among members of a group, local maps and charts, etc.); additional topics require additional data modules. The price of the module depends on the topic's size. A data module suitable for a specific small topic (such as a video log, a financial ledger, or a building schematic) costs 1 credit. A data module for an average topic (such as engineering specifications for a gun, a company's employee database, or a large array of maps) costs 10 credits. Modules for large topics (such as the plans for a starship, a space station's operations log, or a company's master records) cost at least 100 credits and might cost as much as 1,000 credits. In addition to storing data that might be valuable on its own (such as plans for a military invasion), a data module allows a character with access to it to take 20 when attempting a skill check to recall knowledge on a topic related to the data module's contents.

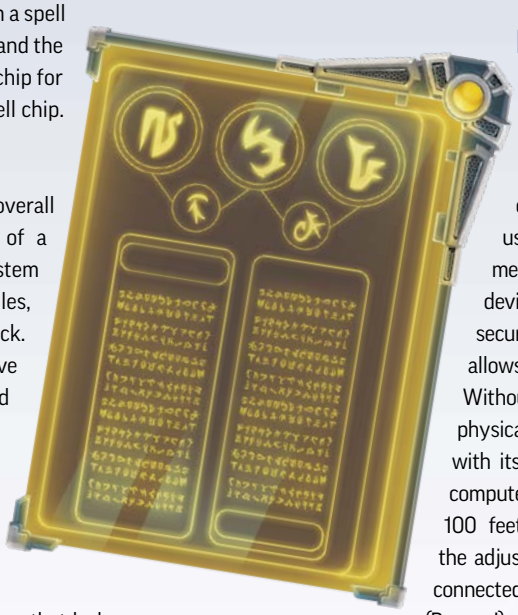
Spell Chips

It is possible to create spell gems (see page 224) in the form

of chips that can be slotted into a computer system. A user capable of utilizing an equivalent spell gem with access to the computer in which such spell chips are installed can cast the related spells whenever controlling the computer and gains a +2 circumstance bonus to any skill check involving these spells. Spell chips cost 110% of a spell gem (page 224) with the same spells. When a spell is expended from a spell chip, the chip itself is not destroyed, and the spells can be reloaded into the spell chip for 90% of the normal price of a new spell chip.

Upgrades

These modules improve the overall effectiveness, security, and utility of a computer system. A computer system can have any number of these modules, but their effects generally do not stack. For a better effect, a more expensive module must be purchased and installed on the computer.



Artificial Personality

An artificial personality is a program designed to allow a computer to hold conversations in plain language with both users and creatures that lack access. Such computers are often given a name and are capable of parsing expressions, slang, social cues, tone of voice, and similar elements beyond a literal understanding of spoken or written words. They can respond appropriately through algorithms and lists of billions of known phrases and expressions, developed by programmers over centuries to allow for extremely natural-sounding conversations. Such computers can even display what appear to be emotions and insights. However, unlike androids, computers with artificial personalities have not attained true consciousness. The ability of an artificial personality to hold a conversation, learn names and habits, and even give advice is based purely on its complex code and extensive lexicons.

The primary advantage of an artificial personality is that an authorized user can operate the computer by giving simple spoken or typed commands in plain language and receive information from the computer the same way. On starships traveling far from civilized systems for months or years at a time, some owners also appreciate hearing a friendly voice and having someone to talk to, despite knowing that the "someone" isn't an actual conscious being. Artificial personalities are sophisticated enough that the computer can attempt Bluff, Diplomacy, Intimidate, and Sense Motive checks with a total bonus equal to 2 × its tier. This upgrade costs 10% of the base price of the computer.

Hardened

The computer and its systems are encased in armored and energy-resistant shells. The computer's hardness increases by 10, and it gains a +8 bonus to saving throws against energy attacks and effects that specifically target computers or electronic systems. This upgrade costs 50% of the base price of the computer.

Miniaturization

Treat your computer as 1 tier lower when calculating its bulk, to a minimum of tier –1. A tier 0 computer has light bulk, and a computer of tier –1 has negligible bulk. You can buy this upgrade multiple times. Each time it costs 10% of the base price of the computer.

Range

While most computers have access to remote systems and local infospheres, this connection does not necessarily extend to other devices. A computer that controls a comm unit can use that comm unit to send and receive messages but cannot use it to control devices. The range upgrade provides a secure, remote connection to a device which allows it to be controlled from a distance. Without this upgrade, a computer must be physically connected to the devices it controls with its control modules. Range I allows the computer to control a device wirelessly within 100 feet, and costs 5 credits (this includes the adjustments to both the computer and the connected device). Extending this range to 1 mile (Range I) costs 50 credits, while increasing it to planetwide (Range III) costs 100 credits (requiring an infosphere connection for both the computer and device).

Security

This bolsters the overall security of the computer, increasing the DC of the Computers check to hack the computer and gain access to its modules. This upgrade comes in multiple ranks, each stronger and more secure than the last. Refer to Table 7–24: Security Modules to determine the DC increase and the price (in percentage of the base price of the computer). A computer cannot benefit from more than one security upgrade.

TABLE 7–24: SECURITY MODULES

RANK	DC INCREASE	PRICE
Security I	+1	25% of computer's base price
Security II	+2	50% of computer's base price
Security III	+3	75% of computer's base price
Security IV	+4	100% of computer's base price

Self-Charging

While most computers can operate for up to 24 hours on internal batteries, this upgrade makes it so that the computer can function for up to 1 week on its internal power alone. Multiple purchases of this upgrade each extend the time by 1 additional week. This upgrade costs 10% of the base price of the computer.

COUNTERMEASURES

Countermeasures form a computer system's last defense against hackers trying to compromise it. Countermeasures are specifically designed to activate when an unauthorized

user attempts unsuccessfully to access the system, usually by entering an incorrect password or by failing to bypass other security precautions. Some activate the moment a user tries to get into the system and deactivate only once the correct password has been entered. In either case, a computer can have a number of countermeasures equal to its tier.

Prices for countermeasures are listed on Table 7–23: Module, Upgrade, and Countermeasure Pricing.

Alarm

One of simplest countermeasures, this program sends an alert to a specific individual or station if someone attempts to breach the system. If the computer has a control module connected to an actual alarm, this countermeasure can trigger that alarm. If the computer controls a robot, trap, or weapon, an alarm can also activate them. The alarm countermeasure costs 10 credits.

Fake Shell

This particularly cunning countermeasure creates an entirely fake network and system directory for anyone accessing the system that fails to bypass this countermeasure. The phony network has cloned control modules and data modules to make it appear to be the actual system, but the control modules do not actually work and the data modules contain garbage files. A character can uncover this ruse with a successful Computers check with a DC equal to the system's DC + 5. See Detect Fake Shell on page 138 for more information. The fake shell countermeasure costs 50% of the base price of the computer plus 10% of the price of its control and data modules.

Feedback

This countermeasure unleashes insidious virus software into any system that tries to hack it, causing damage to that system and its programming. If you fail a check to hack the computer by 5 or more, any device used in the attempt to break into the system is infected and becomes unreliable, resulting in a –5 penalty to all skill checks involving the infected equipment. You can remove a virus from an infected system if you succeed at a Computers check with the same DC as hacking the computer that has the feedback countermeasure. At the GM's discretion, feedback viruses can have other effects instead, such as granting a +5 circumstance bonus to anyone attempting to hack the infected system. A feedback countermeasure costs 500 credits.

Firewall

This countermeasure does nothing to the intruder but instead partitions off modules behind an additional layer of security. Accessing the hidden modules requires another successful Computers check, usually with a DC equal to the original DC + 2. A computer can have multiple firewalls to block off multiple modules, but no one module can be protected by more than a single firewall. A firewall costs 20% of the base price of the computer.

Lockout

A lockout countermeasure freezes a system if a user repeatedly fails attempts to access it, causing it to become entirely inaccessible. Generally, this does not mean that the system is powered down, and other modules and countermeasures can still take automated actions. Lockouts last a specified period of time, typically 10 minutes, 1 hour, or 1 day, but any time frame can be specified. A lockout cannot be disabled, even by a user with the correct passwords and credentials. It is possible to bypass a lockout by accessing physical components of the computer, requiring a successful Engineering check with the same DC as the check to hack the computer.

A standard lockout activates if there are three failed attempts to access or hack the computer within 24 hours and costs 100 credits. A lockout can be set to allow a different number of failed attempts before activating or to last a different amount of time. If the computer has an alarm, it can be set to inform a specific terminal or communication device when each failed attempt occurs and when the lockout is activated.

Shock Grid

The computer and its surrounding environment are protected by a grid of conductive material that transmits a shock to anyone who fails to access the system. This has two settings: one meant to stun and one meant to kill. Normally, the stun setting happens first, with a warning about lethal force should the intruder make another attempt. The stun setting forces all creatures within 10 feet of the terminal to succeed at a Fortitude saving throw or be stunned for 1 round. The lethal setting affects nearby creatures like the stun setting but also deals electricity damage to all creatures within 10 feet of the computer, allowing a Reflex save for half damage. The save DC, damage dealt, and price all depend upon the rank of the shock grid, as indicated on Table 7–25: Shock Grids. Each rank added counts as one countermeasure when determining the total number of countermeasures a system can have. Only computers fixed permanently to a floor or similar surface can have shock grids.

TABLE 7–25: SHOCK GRIDS

RANK	DC	DAMAGE	PRICE
1	20	8d6	500
2	22	10d6	2,000
3	24	12d6	5,000
4	27	14d6	20,000
5	30	16d6	50,000

Wipe

The system deletes specified data when an unauthorized breach is detected. This usually causes a number of data modules to be deleted from the system. Unless the owner is incredibly paranoid, this countermeasure is usually set to trigger only after two or more failed attempts to enter the system (so as to prevent accidental deletion due to a failed password attempt). Wipes don't definitively remove data, however, unless the physical module containing the data is destroyed. Information deleted through a wipe can be recovered with 8 hours of work and a successful Computers check (DC = 10 + the DC to hack the computer). A wipe countermeasure costs 10 credits.

TECHNOLOGICAL ITEMS

Technology is everywhere in Starfinder, and includes any number of devices useful to adventurers, such as those presented on Table 7–26: Technological Items. Unless otherwise indicated, activating or deactivating an item is a standard action. Items that can be activated to modify an action you're taking last for the duration of that action (such as those that modify skill checks), in which case activating the item is part of that action.

Unless otherwise specified, technological items use a battery and are subject to special abilities that work against items using batteries, charges, or technology. If an item doesn't specify a usage, it needs very little power and has an internal battery designed to function for decades or even centuries without recharging. Items with a specified usage use a battery that comes fully charged when purchased. Such batteries can be recharged as normal using generators or recharging stations (see Professional Services on page 234), or they can be replaced (see Table 7–9: Ammunition for battery prices).

- **Name:** An item's name is its colloquial title, a particular brand name, or its scientific name.
- **Model:** Some items come in multiple versions, each with varying effectiveness. These items list multiple models, with a price and level entry for each.
- **Price:** This is the price in credits to purchase or craft the item. The prices listed for each item represent common, mass-produced versions of each item. Brand-name items typically cost twice as much, while more luxurious versions can cost three times as much or more.
- **Level:** The level of the item is the minimum level you have to be to craft the item, as well as a rough approximation of the item's effectiveness compared to your character level.
- **Hands:** If an item is handheld, this entry indicates how many hands you must have free to utilize the item properly and gain its benefits. Most items can be carried in one hand while you're not using them unless they're especially unwieldy or heavy, as decided by the GM.
- **Bulk:** The item's bulk (see page 167) appears here.
- **Capacity:** This lists the maximum capacity for an item that requires charges to function. An item that holds electrical charges can be replenished with a battery (see page 190).
- **Usage:** This entry lists how many charges are consumed when the item is used. This might be per activation, or it might cover a certain duration. If an item uses a certain amount of charges over an interval, it uses charges for the full interval even if the item is shut off before that amount of time has passed. For instance, an item that uses charges at a rate of 2 per minute would still use 2 charges if activated for only 30 seconds.

Of course, there's a vast array of technological devices available in most settlements—well beyond the number that could possibly be presented in any real-world book. In general, any minor piece of equipment with a real-world equivalent (alarm clock, camera, digital keys for vehicles you own, timer, watch, and so on) can be purchased with GM approval, costs 5 credits and has light bulk.

TECHNOLOGICAL ITEM DESCRIPTIONS

Technological items found on Table 7–26 are described below. Where items are grouped into a category, that category and the items that fall into it are listed in a single entry.

Cable Line (Adamantine Alloy, Titanium Alloy)

Industrial-strength cabling is typically woven from hundreds of cords of high-durability plastic that are often coated in metal for added strength, usually adamantine or titanium alloy.

Comm Unit

A personal comm unit is pocket-sized device that combines a minor portable computer (treat as a tier 0 computer with no upgrades or modules) and a cellular communication device, allowing wireless communication with other comm units in both audio- and text-based formats at planetary range (see page 272). A personal comm unit also includes a calculator, a flashlight (increases the light level one step in a 15-foot cone), and several entertainment options (including games and access to any local infospheres). You can upgrade a personal comm unit to function as some other devices (such as full computers and scanners) by spending credits equal to 110% of the additional device's price.

Comm units that function at system-wide and unlimited ranges aren't as portable; they include built-in generators that provide the necessary amount of power. Short-term use of these units can be purchased in most major settlements (see page 234).

See page 430 for more about Pact Worlds communications.

Detonator

This conical device primes and detonates explosives (including grenades) with a push of a button. Programming a detonator to a specific package of explosives takes 1 minute, after which the detonator can be triggered in one of several ways. The detonator can be set to ignite its payload with the simple press of a button (no action), a four-digit command code (a move action), or a complex input method, such as scanning your retina or thumbprint (a full action). You choose the triggering method when setting the detonator. A detonator detonates its payload only if it is within 500 feet, but some detonators can make use of signal-boosting technologies at the risk of becoming vulnerable to countermeasures like signal jammers and other effects. Explosives have the same price, effect, and weight as grenades (see page 183). If you successfully set an explosive on a stationary object with a detonator using the Engineering skill, the explosive's damage ignores half of the object's hardness.

Fire Extinguisher

As a standard action, you can deploy a fire extinguisher to end a burn effect on any one creature or object of Medium or smaller size. Extinguishing a Large creature or object takes 2 rounds, and the number of rounds required doubles with each size category beyond Large. A fire extinguisher can function for 20 rounds (which need not be consecutive) and can be recharged for 10% of the purchase price.

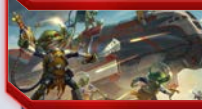


TABLE 7-26: TECHNOLOGICAL ITEMS

NAME/MODEL	LEVEL	PRICE	HANDS	BULK	CAPACITY	USAGE
CABLE LINES						
Cable line, titanium alloy	1	5/10 ft.	–	L/10 ft.	–	–
Cable line, adamantine alloy	2	500/10 ft.	–	L/20 ft.	–	–
COMM UNITS						
Personal	1	7	1	L	80	1/hour
System-wide	6	4,000	–	20	–	–
Unlimited	12	32,000	–	40	–	–
LOCKS						
Simple	1	100	2	L	–	–
Average	3	1,000	2	L	–	–
Good	6	3,600	2	L	–	–
Superior	14	60,000	2	L	–	–
MEDICAL GEAR						
Medkit, basic	1	100	2	1	–	–
Medpatch	1	50	1	L	1	1
Medkit, advanced	5	2,700	2	1	–	–
Sprayflesh	5	440	1	L	1	1
Medical lab	7	7,000	2	50	–	–
PORTABLE LIGHTS						
Beacon	1	25	2	1	10	1/hour
Flashlight	1	1	1	L	10	1/hour
Lantern	1	1	1	L	10	1/hour
Spotlight	1	25	2	1	10	1/hour
RESTRAINTS						
Binders	1	5	–	–	–	–
Manacles	4	350	–	1	–	–
OTHER						
Signal jammer	Varies	Level squared × 100	–	L	12	1/10 minute
Detonator	1	150	1	L	5	1/use
Fire extinguisher	1	15	1	L	20	1/round
Tool kit	1	20	–	L	–	–
Grappler	2	700	–	L	20	1/minute
Holoskin	2	500	–	L	20	1/10 minute
Tool kit, engineering specialty	2	445	–	L	–	–
Laser microphone	5	2,725	2	L	10	1/minute
Spy drone	6	4,550	–	L	20	1/minute
Motion detector	7	6,000	1	L	10	1/hour
X-ray visor	9	15,000	–	L	40	1/round
Regeneration table	16	45,000	2	20	–	–

Grappler

A grappler is a high-tech anchoring device that can be attached to a cable line as a move action. The cable line can instead be threaded through the grappler, which takes 1 minute but adds the cable line's hardness and HP to the hardness and HP of the grappler (and vice versa). A grappler has clamps that can slide from its base along a cable line attached to it, allowing it to be climbed as easily as a knotted rope (see Athletics on page 136).

You can attach a grappler through which a cable line is threaded to an immobile object that's at least 5 feet in width with a ranged attack against AC 5. If the grappler is fired at a moving object or a smaller object, you must hit that object's KAC + 8 to attach the grappler to the object. After it's attached, the grappler remains anchored until either you give a release command as a move action, the grappler is pried free with an Athletics check equal to the attack roll you made to attach it, or the grappler is destroyed. If a cable line attached to or threaded through a grappler is destroyed but the grappler itself was not damaged, the cable line is destroyed, but the grappler is unharmed. In this case, the grappler loses the excess hardness and HP that a threaded cable line added to it.

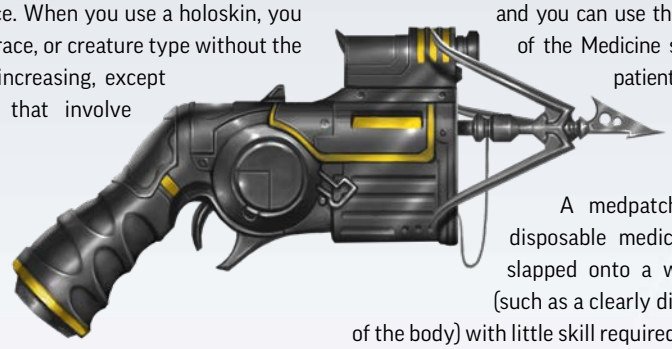
You can also target a creature with the grappler. This is resolved as a grapple combat maneuver, but a creature struck with the grappler can still use its hands, and its movement is only restricted to remain within range of the length of the grappler's cable. In addition to the normal rules for escaping a grapple, the target can pry itself loose with a successful Athletics check (DC equal to your attack roll to grapple the target). Or, it can perform a sunder combat maneuver (see page 246) against the grappler. Even if the combat maneuver

doesn't destroy the attached cable, the creature escapes the grapple.

A grappler can be thrown as a grenade or set over the muzzle of a ranged weapon that targets KAC, in which case it has half the normal range increment of the weapon, and you use any weapon proficiency and bonuses to attack you have with that weapon. A grappler can be reused.

Holoskin

This holographic projector is generally mounted to a belt or arm strap. It can be programmed using the Disguise skill to project a different appearance. When you use a holoskin, you can disguise major features, race, or creature type without the DC of your Disguise check increasing, except against Perception checks that involve physical examination.



Laser Microphone

This handheld sensor allows you to hear through normally sound-impervious materials at great range. It grants you sense through (hearing) with a range of 120 feet, but only through materials that are 1 inch thick or thinner, and each Perception check attempted using it takes a full action, during which you are flat-footed.

Lock (Average, Good, Simple, Superior)

Locks are extremely advanced reusable devices, able to secure any fastening or closure by bonding with its surface and then holding fast. Locks usually open with a code, security chip, or voice command. Successful Engineering checks can disable locks. Locks come in four levels of quality—simple, average, good, and superior—which determine the DC of Engineering checks to open them without the proper key or code. A lock takes two hands to secure or open with a security chip. For more information on locks, including the Engineering DCs to open them, see the Engineering skill on page 141.

Medical Gear (Advanced Medkit, Basic Medkit, Medical Lab, Medpatch, Sprayflesh)

Medical gear allows you to attempt Medicine checks and determines the DC of Medicine checks to treat deadly wounds. See the Medicine skill on page 143 for more information.

Advanced Medkit

The advanced medkit adds more-advanced and specialized tools to diagnose and treat ailments. The advanced medkit can be used in the same way as a basic medkit, but the DC to treat deadly wounds is only 20, and you gain a +2 insight bonus to Medicine checks to treat drugs, diseases, and poisons. Additionally, you can use an advanced medkit to set up a temporary one-patient medical lab, though this requires 10 minutes. You can then provide long-term care to a single patient using the temporary medical lab, with a DC 30 Medicine check.

Basic Medkit

The basic medkit has spray antiseptic, bandages, and handheld instruments designed to examine, explore, and treat common ailments. The basic medkit allows you to attempt DC 25 Medicine checks to treat deadly wounds.

Medical Lab

A full medical lab contains beds, diagnostic equipment, sensors, and tools, and even a small surgical theater. A medical lab is not generally portable unless installed in a starship or vehicle of Huge or larger size. It allows you to treat up to three patients at once, and you can use the treat deadly wounds task of the Medicine skill twice per day on each patient. It otherwise functions as an advanced medical kit.

Medpatch

A medpatch is a simple, all-in-one, disposable medical device designed to be slapped onto a wound or area of concern (such as a clearly diseased or poisoned section of the body) with little skill required. A medpatch allows you to attempt a Medicine check untrained with a +10 circumstance bonus, but only for the first aid, long-term stability, treat disease, and treat drugs or poison tasks.

Sprayflesh

Sprayflesh is an advanced biotech medical device that sprays neutral biomass into a wound or area of concern (such as a clearly diseased or poisoned section of the body). If you have ranks in Medicine, a dose of sprayflesh allows you to attempt a check to treat deadly wounds on a creature that has already received its limit of treat deadly wound benefits for the day. If you succeed at a DC 25 Medicine check, the next time such a creature rests for 10 minutes and spends a Resolve Point to regain Stamina Points, it can instead gain the benefit of your Medicine check to treat deadly wounds. If you are not trained in Medicine, a dose of sprayflesh acts as a medpatch.

Motion Detector

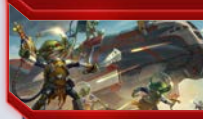
This handheld scanner is capable of detecting sweeping kinetic moves, such as the locomotion of creatures and vehicles. Motion detectors have blindsense (vibration) out to 30 feet, but you must take a move action each round to use the sensor.

Portable Light (Beacon, Flashlight, Lantern, Spotlight)

A portable light, sometimes called an electric torch, is one of several different devices that use batteries to create light sources. A portable light increases the light level by one step in an area determined by its model, as follows: flashlight (20-foot cone), lantern (10-foot radius), beacon (50-foot radius), and spotlight (100-foot cone).

Regeneration Table

A regeneration table is a medical bed that uses the most advanced medical technology known in the Pact Worlds to



restore a creature's body to full function from nearly any mishap or injury, including death. It does this with quantum-locked nanites held in a suspended state from which they can become nearly any form of matter, including stem cells for biological creatures or mechanical components for artificial creatures like androids or Akiton's anacites. The table both reads the creature's own genetic code (or equivalent data) and uses supercomputing predictive algorithms to determine what damage or affliction is present, then attempts to restore the subject to perfect health based on that information.

A living creature using a regeneration table is affected as if a 6th-level *mystic cure* spell as well as the *remove affliction* and *restoration* spells were cast on it. A dead creature is affected as if *raise dead* were cast on it. A regeneration table has an effective caster level of 20th.

As a result of its need to perfectly attune itself to one creature suffering one exact set of ailments and the expenditure of its quantum state particles, a regeneration table functions only once and is then inert and useless.

Restraints (Binders, Manacles)

Binders are simple, single-use, resin-cord restraints that can be placed only on helpless, pinned, or willing creatures (a standard action). A pair of binders immobilizes two limbs of your choice. A creature can escape binders with a successful Acrobatics check (DC = 20 + 1-1/2 × your level).

Manacles are reusable wrist restraints made of hardened metal or ceramics and keyed to open with a security chip, code, or voice command (determined when they are manufactured). Manacles can be placed only on helpless, pinned, or willing creatures (a standard action). Manacles prevent two arms from holding or using any object. A creature can escape manacles with a successful DC 30 Acrobatics check.

Signal Jammer

This handheld device, originally designed by the Stewards for military uses, is used by corporations and criminals alike. Signal jammers are available at any item level from 1 to 20 and can be purchased for a price equal to 100 credits × the square of the item level of the jammer. When activated, a signal jammer interrupts broadcast signals within 4 miles. If attached to a larger broadcasting station (such as those found aboard a starship), the range increases to 12 miles. A signal jammer blocks all communication devices from sending and receiving broadcasts. Each signal jammer is designed to affect one specific broadcasting medium (such as radio or wireless). You can attempt a Computers or Engineering check to bypass a signal jammer's effects or to determine the location of the jammer. The DC to bypass or locate a signal jammer is 15 + the signal jammer's level, and attempting this check takes 1 minute.

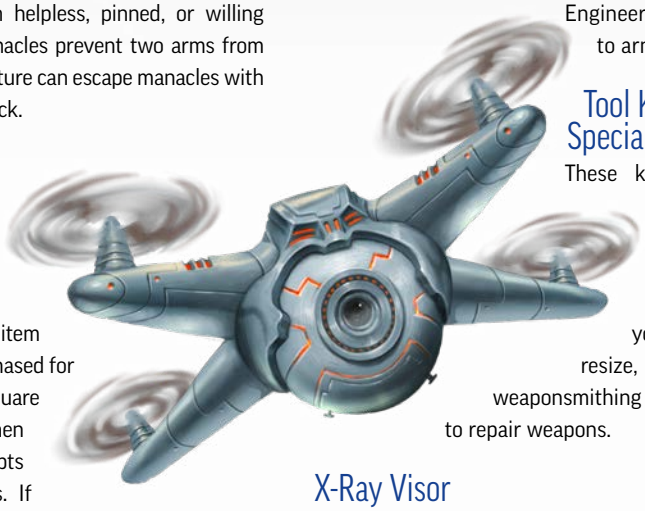
Spy Drone

A spy drone is a Tiny remote drone designed specifically to make observations at a distance. This acts as the flight drone of a 1st-level mechanic (and you control it as if you were a 1st-level mechanic, using its remote control or a computer with an added module to control the spy drone), except it cannot make any attacks and it has no weapon mounts, no feats, and no ability to add drone mods. Its skill unit is always Stealth. It cannot speak, but it does understand one language (chosen by you at the time of purchase) and allows you to attempt Perception checks using your own bonus when you directly control it (as the master control ability of a mechanic drone).

A drone can be upgraded with any one of the following technological items by paying 125% of the item's price: flashlight, grappler, lantern, laser microphone, motion detector, scanner, or X-ray visor. The price of buying and installing one upgrade includes the price of replacing an old upgrade on a drone, if applicable.

Tool Kit

A tool kit is a set of specialized tools and devices not worth purchasing individually, but which as a collection are required for a given task or provide a circumstance bonus to certain skill checks. The types of tool kits are: disguise kit (required for Disguise checks to change appearance), engineering kit (Engineering checks without one take a –2 penalty), hacking kit (required for most Computer checks; see page 137 for more information), navigator's tools (grants a +4 bonus to Survival checks when orienteering), professional's tools (provides a +4 bonus to Profession checks for one profession), rider's kit (provides a +4 bonus to Survival checks to ride creatures), and trapsmith's tools (provides a +4 bonus to Engineering or Mysticism checks to arm or disarm traps).



Tool Kit, Engineering Specialty

These kits each provide a +2 circumstance bonus to a specific use of the Engineering skill. Using an armorcrafter kit gives you a +2 bonus to repair, resize, or upgrade armor. A weaponsmithing kit gives you a +2 bonus to repair weapons.

X-Ray Visor

This sensor is worn as an adjustable viewer resting over the eyes, like goggles or thick glasses. It sends out X-rays and interprets the information gathered as an image it imposes over your normal vision. This grants sense through (vision) with a range of 60 feet, though it is blocked by materials one-fifth as dense as those that block normal sense through (2 feet of wood or plastic, 1 foot of stone, 2 inches of common metal, or 1 inch of lead or any starmetal) and limits you to black-and-white vision while in use. You don't gain the benefit of any other special visual senses (such as low-light vision) while the visor is active, and you can't attempt sight-based Perception checks beyond 60 feet. Activating or deactivating the sensor is a move action.

MAGIC ITEMS

While plenty of technology in Starfinder incorporates magical elements, some items operate solely through eldritch principles and thus follow different rules.

This section covers magic items not addressed under another rules system (such as weapon fusions or augmentations). Magic items are often divided into held, worn, and consumable items.

Held items (such as orbs and rods) must be held in a hand or similar appendage and activated manually like a weapon.

Worn magic items are things like rings, cloaks, amulets, and gloves. Just as your armor has a limited number of upgrade slots, you can only wear up to two magic items at once and have both function normally—beyond that, the magical fields start to interfere with each other. If you put on an additional worn magic item beyond these first two, it does not function until you have no more than two total magic items worn. This limitation applies specifically to worn magic items, and does not apply to armor upgrades, held items, weapon fusions, augmentations, magic armor, consumables, or other forms of magic, all of which function normally.

Lastly, consumables are magic items like serums or spell ampoules that create an immediate and temporary effect when ingested.

CHARGES

In a few rare cases, magic items require charges. However, such charged magic items function differently than charged technological items, whose batteries must be recharged or replaced. A magic item's charges are inherent to the construction of the item and can't be replenished with generators or batteries. Charges for a magic item either refresh each day or never refresh, depending on the item.

TABLE 7–27: MAGIC ITEMS

ITEM	LEVEL	PRICE	BULK
AEON STONES			
Clear spindle	1	245	–
Iridescent spindle	2	740	–
Dark blue rhomboid	10	18,000	–
Pearly white spindle	11	25,000	–
RING OF RESISTANCE			
Mk 1	2	735	–
Mk 2	6	4,200	–
Mk 3	10	18,100	–
Mk 4	14	70,000	–
Mk 5	18	361,500	–
SPELL AMPOULE			
0	2	200	L
1st	3	300	L
2nd	6	700	L
3rd	10	3,000	L
SPELL GEM			
0	1	50	L
1st	2	140	L
2nd	5	450	L
3rd	8	1,400	L
4th	11	3,700	L
5th	14	10,600	L
6th	17	36,650	L
TIARA OF TRANSLOCATION			
Mk 1	14	11,750	L
Mk 2	16	185,000	L
Mk 3	18	410,000	L
Mk 4	20	875,000	L
OTHER			
Charge cloak	1	200	L
Ring of whispers	1	300	–
Amulet of camouflage	3	1,400	–
Ring of sustenance	5	2,925	–
Staff of mystic healing	5	3,700	1
Glove of storing	6	4,600	L
Rod of cancellation	9	2,100	L
Shadow orb	10	2,850	L
Ring of cosmic alignment	11	25,000	–
SERUMS			
Serum of appearance change	1	75	L
Serum of healing, mk 1	1	50	L
Serum of sex shift	3	350	L
Serum of enhancement (all types)	5	475	L
Serum of healing, mk 2	5	425	L
Serum of healing, mk 3	9	1,950	L

MAGIC ITEM DESCRIPTIONS

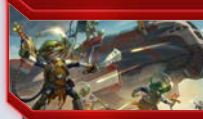
The magic items from Table 7–27: Magic Items are described below. Serums are grouped together at the end of this section.

Aeon Stones

Aeon stones are magic gemstones that orbit your head (or the nearest equivalent of a head, for species that lack heads) and grant you a constant magic effect. They do not count toward your worn magic item limit, and there's no limit to the number you can have orbiting you. They are most common in the Azlanti Star Empire, which also has unique ways of using such stones, but the most common types of *aeon stones* can be found in magic shops in many major settlements. *Aeon stones* are categorized by their shape and color, with all stones of the same shape and color having the same magic abilities.

Placing an *aeon stone* in orbit around your head is a standard action, and removing it is a move action. An *aeon stone* must be in orbit for you to benefit from its abilities. The stone orbits at a distance of 3 inches to 3 feet, as you prefer, but always outside any armor or helmet you wear. An orbiting *aeon stone* has an Armor Class equal to 12 + your character level, and it can be attacked directly or even grappled (a successful grapple check plucks the stone out of its orbit and into the attacker's hand).

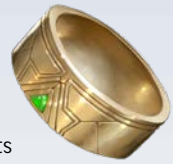
Most *aeon stones* (including all those presented here) are capable of glowing with a bright light. As a standard action, you can activate or deactivate the illumination of an *aeon stone*, which glows brightly enough to increase the light level in your square by one step (see Vision and Light on page 261).



Each *aeon stone* also has at least one other power that comes into effect when in orbit around you, detailed in the individual descriptions below.

Clear Spindle: This *aeon stone* sustains you by negating the need for food or water.

Dark Blue Rhomboid: This *aeon stone* grants you a +2 insight bonus to Perception and Sense Motive skill checks.



Iridescent Spindle: This *aeon stone* sustains you by negating the need to breathe.

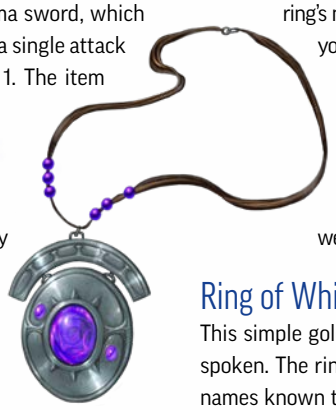
Pearly White Spindle: This *aeon stone* increases your caster level by 1. This affects only calculations that directly refer to your caster level, such as caster level checks and spells with a duration of 1 round/level. It does not affect your spells known or spells per day. If you do not normally have a caster level, this does not give you any ability to know or cast spells.

Amulet of Camouflage (Worn)

This modest amulet projects a simple pattern over your outer layers of armor, clothing, and equipment, which helps you blend into the background. When in an environment with a maximum distance at which Perception checks can be attempted, rolls to see at what range other creatures can attempt Perception checks against you are rolled twice, and the lower result applies. See Chapter 11 for more information on the Perception ranges of different environments. The amulet's magic isn't powerful enough to make you invisible or grant a bonus to Stealth checks. You can activate or deactivate this camouflage as a standard action.

Charge Cloak (Worn)

A *charge cloak* can power devices that depend on electrical charges as if it were a battery. The cloak produces 4 charges each day, but they must be used as a single unit. Thus you could power a single attack from a yellow star plasma sword, which has a usage of 4, but you could also make only a single attack with a sub zero pistol, which has a usage of 1. The item must be one which uses charges or a battery, rather than petrol, rockets, rounds, or other forms of ammunition or power. You must be wearing or touching the item to be charged. You cannot use this item to recharge a battery or item; it can only be used to directly power an item for a single usage.



Glove of Storing (Worn)

This simple glove is surprisingly smooth to the touch. While holding an item no larger than 2 bulk in the hand wearing it, you can command a *glove of storing* to shrink the held item to microscopic size and negligible bulk, and merge it with the palm of the glove. Returning the item to its original scale requires a mere snap of the fingers wearing the glove. You can store or retrieve an item within a *glove of storing* as a swift or move action. A *glove of storing* can store only one item at a time, and if the glove's effect is suppressed or dispelled, any stored item immediately returns to its original size.

Ring of Cosmic Alignment (Worn)

This majestic ring is forged from twin bands of mithral and adamantine. If you have the stellar mode class feature, whenever you start a turn of combat attuned to a stellar mode and choose to become unattuned, you can immediately gain 1 attunement point for the stellar mode that opposes the mode you began your turn in. For instance, if you began the turn in photon mode and choose to become unattuned, you can use the ring to gain 1 graviton attunement point. Using this ability is a swift action.

Ring of Resistance (Worn)

This ring grants you magic protection against attacks and effects to which you are particularly vulnerable. You gain an enhancement bonus to saving throws with your lowest base saving throw bonus. If two or three of your base saving throw bonuses are tied for lowest value, you select which category gains this bonus when you first put on the ring, and this choice does not change unless a different base saving throw bonus later becomes your lowest bonus. The bonus is determined by the model of the *ring of resistance*.

TABLE 7–28: RING OF RESISTANCE

RING	BONUS
Mk 1	+1
Mk 2	+2
Mk 3	+3
Mk 4	+4
Mk 5	+5

Ring of Sustenance (Worn)

This ring provides you with life-sustaining nourishment, negating the need for food or drink while the ring is worn. Additionally, the ring's magic refreshes your body and mind while worn, so you need only 2 hours of sleep each day to gain the benefits of 8 hours of rest. If you cast spells, you can regain your daily spell slots after only 2 hours of rest, but you still can't do so more than once per day. The ring must be worn for a full week before its magic takes effect, and if removed you must wear it for another week to reattune it to you.

Ring of Whispers (Worn)

This simple gold band helps you hear when specific names are spoken. The ring can be attuned to recognize up to five proper names known to you, such as specific people, places, or things. The ring cannot be attuned to words that are not used as proper names. Attuning a *ring of whispers* to a new name takes 10 minutes, and if the new name exceeds the five-name limit, the oldest attuned name ceases to be attuned.

The ring grants you a +5 insight bonus to hearing-based Perception checks and sense through (hearing) with a range of 60 feet, but both abilities apply only to allow you to hear one of the attuned names being spoken. This allows you to potentially hear a name being spoken a room away or even through soundproof glass, but not any other sounds or conversations.

Rod of Cancellation

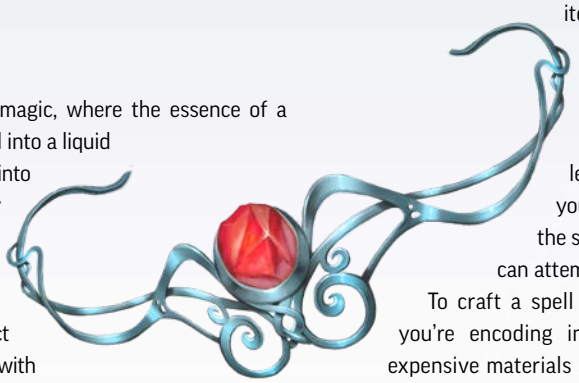
This device pulses with strange powers that drain items of all magical properties. When you touch a hybrid or magic item with a *rod of cancellation*, the item must succeed at a Will saving throw (DC = 10 + half your level + your Charisma bonus) or lose all magic abilities, becoming a mundane item of its type. If the touched item is being held or worn by a character, the item can use its bearer's Will save bonus in place of its own, if better. Upon draining an item, the rod itself becomes nonmagical and cannot be used again. Drained items can be restored only with *wish* or *miracle*.

Shadow Orb

While you hold this small orb of black glass, it puts forth tendrils of darkness that capture nearby light. The light level within a 20-foot radius of you decreases by one step. Lasers fired at you are bent toward the orb. This gives laser attacks against you a +1 circumstance bonus to hit, but also grants you fire resistance 5 against laser attacks.

Spell Ampoules

Spell ampoules are injectable magic, where the essence of a magic spell has been condensed into a liquid form and prepared for injection into a creature. Known colloquially as "spell amps," these heady, ready-to-use magic injections can be used only once. A spell amp duplicates the effect of a beneficial spell (a spell with "harmless" in its Saving Throw or Spell Resistance entry), excluding divination spells or spells that create some link between the caster and the target. In addition, the spell must be 3rd level or lower, have a casting time of 1 minute or less, and target one or more creatures (but not spells that target just the spellcaster). If a spell targets both creatures and objects, it only affects creatures when used as a spell amp. If a spell requires expending a Resolve Point to cast, it also requires the user to spend a Resolve Point when used as a spell amp (if you choose not to spend a Resolve Point or don't have any Resolve Points remaining, the spell amp has no effect).



A spell amp always has an item level equal to three times the level of the spell it duplicates (treat as a 2nd-level item for spell amps with 0-level spells), and a caster level equal to its item level. Creating a spell ampoule has the same requirements as creating a spell gem (see below).

You can only use a spell ampoule on yourself or a willing or unconscious creature. Injecting yourself or a willing creature with a spell ampoule is a standard action, while injecting an unconscious creature is a full action. Spell amps take effect as if the spell had been cast upon the creature injected. When you are injected with a spell amp, you get to make any decisions about the spell's effect as if you were the caster of the spell—you are both the effective target and the caster of the effect.

Spell Gems

Consisting of one or more lattices of carefully arranged lines of rare metal and bits of precious stone in a silicon casing, each lattice in a spell gem is encoded with magical writings equivalent to the casting of a single, specific spell. Holding a spell gem in your hand unlocks little-used portions of your mind, granting you the ability to temporarily cast the spell encoded within the gem without using up your daily spell slots. You must hold the spell gem in your hand throughout the spell's casting time and must spend at least a standard action using the spell gem, even if the spell's casting time is shorter. Each spell stored within a spell gem can be cast only once, after which the magic encoded within the spell gem's lattice is forever expended.

Only spellcasters are capable of using spell gems—if you aren't a spellcaster, you're unable to make use of the knowledge that the gem unlocks. You don't need to know the spell within a spell gem to use it, but the spell must be on your class's spell list (or have otherwise been added to your spell list) and you must have a high enough key ability score to cast it. If the spell gem's item level is higher than your caster level, once you've spent the full casting time of the spell, you must succeed at a caster level check with a DC equal to the spell gem's item level + 1 or you fail to cast the spell. If you fail to cast a spell from a spell gem, the spell remains within the gem and you can attempt to use it again.

To craft a spell gem, you have to know the spell you're encoding into the gem. If a spell requires expensive materials as part of its casting (such as *raise dead*), you must provide those while crafting the gem, and the gem's price is increased by the price of the components. You can create larger, compound spell gems with multiple spells in multiple lattices, with a price equal to the total price of all spells stored within it. Such spell gems can be used to cast only one spell at a time.

Staff of Mystic Healing

Available in a variety of shapes and sizes, a *staff of mystic healing* usually takes the form of an archaic shepherd's crook, carved with pre-Gap runes of origin denoting prosperity and long life. If you have the healing touch class feature, you can use that ability one additional time per day while holding the staff. You cannot use more than one *staff of mystic healing* each day to gain more than one additional use of healing touch, and a *staff of mystic healing* works only once per day.

Tiara of Translocation (Worn)

This shimmering circlet is crafted from rare metals and seems to bend and distort light around it, creating an eerie halo of light around your brow. Once per day, a *tiara of translocation* allows you to teleport yourself and up to 5 additional creatures, functioning as a *teleport* spell. Unlike the spell, the range at which you can use this item varies based upon its model, as described below. You cannot use a *tiara of translocation* to travel between the planes, and it refuses to function at all while in the Drift.

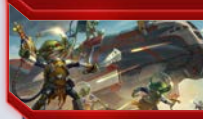


TABLE 7–29: TIARA OF TRANSLOCATION

TYPE	TELEPORTATION
Mk 1	Any point within 200 miles
Mk 2	Any point within 2,000 miles
Mk 3	Any point within the same star system
Mk 4	Any point within the same galaxy

SERUMS

Serums are vials of magic liquid that you can imbibe as a standard action or carefully trickle down the throat of a helpless or unconscious creature as a full action. Serums are normally 1 ounce of liquid (though it is possible to make serums with larger volumes, these are no more effective than standard serums), and lose potency if they are mixed with any other material. A serum can be used only once. Regardless of a serum's actual item level, all serum vials have their hardness and Hit Points calculated as if they were 1st-level items.

Serum of Appearance Change

Upon drinking this elixir, your coloration and the general form of your features instantly and permanently changes. Within the range that is normal for your race and sex, you can select any skin tone, hair and eye color, and alter the nature of such things as the shape or your nose or chin, the length of your fingers, broadness of your frame, and so on. You are still recognizable as yourself unless you attempt a Disguise check to alter your features enough to conceal your identity (comparing the result of this Disguise check to any effort to determine if you are the same person as your original appearance). In no case can you take on the exact appearance of another creature (even with a Disguise check; the level of control is not that fine).

Serum of Enhancement

This vial of performance-enhancing serum unlocks or enhances aspects of your body and mind. Imbibing this serum grants a living creature bonuses based upon the type of serum imbibed, as described below. The effects of a *serum of enhancement* last 1 hour.

Commando

The creature gains a +2 insight bonus to Acrobatics and Athletics checks, and it gains temporary Hit Points equal to half its level. If lost, these temporary Hit Points cannot be restored, and they do not stack with any other source of temporary Hit Points.

Diplomat

The creature gains a +2 insight bonus to Bluff and Diplomacy checks. Creatures with an Intelligence of 3 or greater also gain the ability to comprehend, speak, and understand one language that it has heard in the last 10 minutes.

Scientist

The creature gains a +2 insight bonus to Computers, Engineering, and Physical Science checks and can attempt checks with all three skills untrained.

Sensate

The creature gains a +2 insight bonus to Life Science and Mysticism checks and can attempt checks with both skills untrained.

Sneak

The creature gains a +2 insight bonus to Sleight of Hand and Stealth checks and can attempt checks with both skills untrained.

Warrior

The creature gains a +2 insight bonus to Intimidate and Sense Motive checks, and whenever it successfully demoralizes an opponent, it increases the number of rounds that the opponent is shaken by 1.

Serum of Healing

This vial of medical serum quickly sets bones and repairs other physical damage. It restores Hit Points when administered to a living creature.

TABLE 7–30: SERUM OF HEALING

TYPE	HEALING
Mk 1	1d8 Hit Points
Mk 2	3d8 Hit Points
Mk 3	6d8 Hit Points

Serum of Sex Shift

Mass production has rendered this once-rare serum easy and inexpensive to obtain among the Pact Worlds. Upon drinking this elixir, your biology instantly transforms to take on a set of sexual characteristics of your choice, changing both your appearance and physiology accordingly. You have some mild control over the details of this change, but you retain a strong "family resemblance" to your former appearance.

The elixir's magic functions instantaneously and cannot be dispelled. Your new anatomy is as healthy and functional as your previous body's, potentially allowing you to conceive, carry, or bear children (depending on your species' biology). Drinking a second elixir of sex shift either reverts you back to a former form or allows you to adopt other sexual characteristics, as you choose. The elixir has no effect if you are unwilling, and the presence of certain sex-specific biological processes, such as gestation, may prevent this serum from taking effect.

HYBRID ITEMS

Hybrid equipment makes use of both technology and magic; though not necessarily in equal measure, both forces are crucial to the item's function. Effects that modify or otherwise apply to magic or technological items also work when applied to hybrid items.

Charges

In some cases, hybrid items may require charges. However, such charged hybrid items typically function in a different way from charged technological items, whose batteries must be recharged or replaced. A hybrid item's charges are inherent to the construction of the item and can't be replenished with generators or batteries. Charges for a hybrid item either refresh each day or never refresh, depending on the item.

Wearing Hybrid Items

Hybrid items you wear on your body count as magic items when you are determining how many you can use at once (see page 222). You can wear only up to two total hybrid or magic items at a time for them to both function normally.

TABLE 7–31: HYBRID ITEMS

ITEM	LEVEL	PRICE	BULK
Starstone compass	1	3	L
Mindlink circlet, mk 1	2	1,600	L
Efficient bandolier	4	2,000	L
Psychic booster	4	2,000	L
Digital harrow deck	5	3,500	L
Mnemonic editor, mk 1	5	500	10
Null-space chamber, mk 1	5	3,050	L
Mindlink circlet, mk 2	8	11,000	L
Null-space chamber, mk 2	9	12,250	L
Mnemonic editor, mk 2	10	3,000	10
Null-space chamber, mk 3	13	50,000	L
Mindlink circlet, mk 3	14	78,000	L
Mnemonic editor, mk 3	15	20,000	10
Null-space chamber, mk 4	17	250,000	L
Mnemonic editor, mk 4	20	125,000	10

HYBRID ITEM DESCRIPTIONS

The hybrid items from Table 7–31 are described below.

Digital Harrow Deck

A *digital harrow deck* is a modernization of an archaic means of fortune-telling whose roots trace back to vanished Golarion. Once per day, you can activate the deck as a full action. It projects holograms of 54 cards, which buzz around you. To begin the reading, you ask a question aloud to the harrow deck, causing all of the cards to come together as a deck; then, the deck uses hundreds of advanced pseudomystical calculations to deal a three-by-three array of cards for you, which it then uses to vocally interpret the circumstances surrounding your question. This works as the *augury* spell, with a spell level equal to the deck's item level.

Additionally, a mystic who has a *digital harrow deck* and who also knows *augury* can ignore the spell's requirement that a Resolve Point be spent to cast it. A mystic can do this a number of times per day equal to his Wisdom bonus.

A technomancer can designate a *digital harrow deck* as her spell cache. If she does, the deck's AI integrates with her own consciousness, providing her with a +1 bonus to her caster level for divination spells and effects. Additionally, she can spend 1 Resolve Point as a swift action when she casts a technomancer spell to draw upon the algorithms that allow the deck to function, adding a +1 insight bonus to the spell's save DC.

Efficient Bandolier (Worn)

This bandolier fits over any Medium creature and contains five compartments, each corresponding to a specific type of weapon: melee weapons, small arms, longarms, heavy weapons, and explosives. Each compartment contains an extradimensional space designed to house up to 1 bulk of ammunition or batteries (for this purpose, 10 batteries or pieces of ammunition with no bulk count as having light bulk). The bandolier does not accumulate bulk even as its compartments are filled.

Each *efficient bandolier* includes an advanced AI capable of controlling the bandolier's robotic components to suit your needs. As a swift action, you can command an *efficient bandolier* to draw up to 1 bulk worth of batteries or ammunition, placing the items directly into one of your hands.

Mnemonic Editor

A *mnemonic editor* consists of a complex series of brain implant injectors, *digital harrow deck* autoreaders, illusion runes, and virtual-reality programs, all controlled by an enchanted analysis computer and attached to a mobile surgical bed. The network of magic and technology is capable of removing experiences from a patient strapped to the bed over the course of a single 24-hour session. Skills and knowledge can be excised, lessons unlearned and muscle memory altered. Memories are not lost entirely; the patient still recalls what it did during its life, whom it met, and how it felt about the moments it experienced, but the impact of those experiences is subtly altered. The device then creates a

new set of experiences—clearly artificial but no less effective—by leaving impressions and implanting new knacks, muscle memory, reflexes, and skills.

If you use a *mnemonic editor*, you can undo 2 character levels' worth of decisions about which class levels you took, which feats you selected, how you applied any level-based increases to ability scores, how you assigned new skill ranks, and so on. All decisions you made as a result of advancing over the previous 2 character levels you gained are undone. You then make new selections, including new class levels, feats, skills, and the like, as if you had regained the 2 missing character levels. Go through the normal process of advancing your character through each of these 2 levels.

Each *mnemonic editor* works only once—the strain on its technology and the consequences of rewriting your past to even this small degree cause it to break down into valueless junk after a single session. Additionally, the alterations made to you render it more difficult for such extraordinary procedures to be effective in the future. A *mk 1 mnemonic editor* can't be used on you if you have already benefited from one in the past. However, it is possible to use a more advanced mk 2 model that functions in the same manner, even if you have already used a *mk 1 mnemonic editor*. Of course, you can only benefit from a *mk 2 mnemonic editor* once. There exist even more advanced mk 3 and mk 4 models, and each can be used on you once even after you have used a lower-level *mnemonic editor*, but they are so expensive that they are usually produced only upon request.

Mindlink Circlet (Worn)

Although items with powers similar to those of the *mindlink circlet* have existed in the Pact Worlds for thousands of years, the technological components of the this useful item were an innovation that made its powers readily available. The effects of a *mindlink circlet* depend upon its model, as described below.

- **Mk 1:** You can telepathically communicate with any creatures within 30 feet with which you share a language. This functions like a shirren's limited telepathy racial trait.
- **Mk 2:** You can telepathically communicate with any creatures within 100 feet with which you share a language. This otherwise functions like a shirren's limited telepathy racial trait.
- **Mk 3:** You can telepathically communicate with any creatures within 100 feet that are capable of understanding language, including languages you do not understand. This otherwise functions like a shirren's limited telepathy racial trait.

Null-Space Chamber

A *null-space chamber* is a circular device often designed to be strapped to an arm or backpack. When you press a button on the side, the device creates a circular extradimensional rift to a pocket space, the size of which is determined by the *null-space chamber*'s model. You can close it by pressing the button again, causing the entrance to the space to disappear. Anything stored within the space remains, however, traveling with the item. The *null-space chamber* can be opened and closed only from the outside.

The only air within the pocket space is that which enters when you open the entrance. The device does not accumulate bulk even as its pocket space is filled. Each *null-space chamber* is associated with its own particular extradimensional space. Each *null-space chamber* can carry a set amount of bulk, after which it can no longer be closed (even if it has room left for more material). Spells and items that contain or create extradimensional spaces, such as other *null-space chambers*, do not function within a *null-space chamber*'s pocket dimension.

A readout on a *null-space chamber* automatically catalogs all items within it, and if the chamber is open, you can call up any such item and have it placed in your hand as a full action.

- **Mk 1:** You can close up to 25 bulk in this device's pocket space, a 3-foot cube. It can hold enough air for one Medium creature or two Small creatures for 10 minutes.
- **Mk 2:** You can close up to 50 bulk in this device's pocket space, a 6-foot cube. It can hold enough air for one Medium creature or two Small creatures for 2 hours.
- **Mk 3:** You can close up to 100 bulk in this device's pocket space, a 9-foot cube. It can hold enough air for one Medium creature or two Small creatures for 2 days.
- **Mk 4:** You can close up to 200 bulk in this device's pocket space, a 12-foot cube. It can hold enough air for one Medium creature or two Small creatures for 1 week.

REWORKING YOUR CHARACTER

A GM has the final decision on whether or not you may rework your character, changing decisions you previously made, and whether you are required to use a *mnemonic editor* to do so. A GM can decide that *mnemonic editors* are not available and cannot be crafted, created, or accessed through any means. A GM might also let a player to change a feat or class level if the player and GM agree it makes sense to do so, without resorting to such a device. The *mnemonic editor* provides an in-world explanation for mechanical changes made to a character. For example, it gives a character who started as an envoy but decided to study the ways of mysticism (and was seen casting spells) a plausible way to suddenly lose that spellcasting ability if the player decides that multicasting as an envoy/mystic isn't as fun as expected.

Psychic Booster (Worn)

This circlet, originally designed by lashuntas, fits over the wearer's brow and wraps around the wearer's antennae (if any). A *psychic booster* augments the power of your inherent psychic abilities. If you have telepathy, the range of your telepathy doubles. (For instance, if you have limited telepathy out to a range of 30 feet, the range increases from 30 feet to 60 feet.)

Starstone Compass

This small, clockwork navigational device hones in on mystical signals emitted by the *Starstone* resting at the heart of Absalom Station, calculating the compass's precise distance from and direction relative to the enigmatic font. While you are in the Pact Worlds system, this device lets you automatically know which direction Absalom Station is in relation to your current location, and it grants you a +2 insight bonus to Piloting checks when astrogating throughout the Pact Worlds system.

VEHICLES

Vehicles range from simple personal transports to massive airships and sea vessels. The rules for vehicles and vehicle chases are found in Chapter 8, starting on page 278. Starships are handled differently from vehicles—see Chapter 9 for more on starships. Statistics for specific vehicles are detailed below.

A vehicle stat block contains the following entries.

- **Name and Level:** These list the vehicle's name and item level.
- **Price:** This entry lists the vehicle's price in credits. The availability of some vehicles might be restricted, and a player must ask the GM what is available for purchase.
- **Size and Vehicle Type:** This entry lists the vehicle's size and whether the vehicle is built for land, water, atmospheric flight, or a combination thereof, followed by its dimensions.
- **Speed:** The speed entry first lists the vehicle's drive speed, followed by its full speed, and concludes with its speed in miles per hour for overland movement over the terrain type for which the vehicle was designed. If the speed entry doesn't list a movement type, the vehicle can move only on the ground. If the speed entry lists only swim, the vehicle must move underwater, and if the speed entry lists only fly, the vehicle must fly (though most flying vehicles can also move on the ground). Some vehicles have hover speeds, which means they can move overland and over water but not underwater.
- **EAC and KAC:** These entries indicate the Energy Armor Class and Kinetic Armor Class for the vehicle.
- **Cover:** This entry indicates the type of cover the vehicle gives its pilot and passengers. This might vary based on circumstances—a passenger hanging out of a window to fire a weapon doesn't get the full benefit of the vehicle's cover.
- **HP:** This entry lists the vehicle's Hit Points. If the vehicle is reduced to or below the number of HP listed in parentheses, it's broken. While broken, the vehicle takes a –2 penalty to its AC and collision DC, its Piloting modifier decreases by 2, and its full speed and mph speed are halved. If a vehicle is reduced to 0 HP, it's wrecked. A wrecked vehicle can't be piloted, and it might be difficult or impossible to repair. If the vehicle is in water when it is wrecked, it sinks; if it is flying, it falls.
- **Hardness:** As an object, a vehicle has hardness (see page 409). Any damage a vehicle takes is reduced by its hardness.
- **Attack:** This entry indicates an attack the vehicle has, the damage it deals, and the DC to avoid it (if any). Most vehicles have only collision attacks, which deal bludgeoning damage. (See Vehicle Collision Damage on page 229 and the ram and the run over actions on page 279 for more on collisions.)
- **Modifiers:** The vehicle imposes these modifiers on the attack rolls and listed skill checks of its pilot and passengers. The attack roll penalty worsens at full speed, as indicated in parentheses.
- **Systems:** The vehicle's special systems, such as autocontrol (see page 280), autopilot (see page 280), or comm units (see page 218), are listed here, if it has any.
- **Passengers:** If the vehicle can carry extra passengers, this entry lists how many the vehicle can hold in addition to the pilot.
- **Special Abilities:** Any abilities unique to the vehicle are described in full at the end of the stat block.

SAMPLE VEHICLES

These vehicles are found in the Pact Worlds and nearby systems.

GOBLIN JUNKCYCLE — LEVEL 1

PRICE 425

Medium land vehicle (5 ft. wide, 5 ft. long, 2 ft. high)
Speed 15 ft., full 250 ft., 28 mph
EAC 10; **KAC** 11; **Cover** none
HP 6 (5); **Hardness** 5
Attack (Collision) 2d4 B (DC 9)
Modifiers -1 Piloting, -2 attack (-3 at full speed)
Systems unstable engine

SPECIAL ABILITIES

Unstable Engine (Ex) Once the junkcycle becomes broken, its engine explodes in 1d4 rounds (even if it's been wrecked), dealing 3d6 fire damage to anyone riding the vehicle and 1d6 fire damage to anyone within 10 feet (Reflex DC 8 half).

BASIC ENERCYCLE — LEVEL 1

PRICE 700

Large land vehicle (5 ft. wide, 10 ft. long, 3 ft. high)
Speed 20 ft., full 200 ft., 22 mph
EAC 10; **KAC** 12; **Cover** none
HP 7 (3); **Hardness** 5
Attack (Collision) 2d4 B (DC 8)
Modifiers +2 Piloting, -1 attack (-3 at full speed)
Passengers 1

EXPLORATION BUGGY — LEVEL 1

PRICE 1,000

Large land vehicle (10 ft. wide, 10 ft. long, 4 ft. high)
Speed 15 ft., full 350 ft., 40 mph
EAC 12; **KAC** 14; **Cover** partial cover
HP 14 (7); **Hardness** 5
Attack (Collision) 4d4 B (DC 10)
Modifiers +0 Piloting, -2 attack (-4 at full speed)
Passengers 3

TORPEDO MINISUB — LEVEL 1

PRICE 1,500

Large water vehicle (5 ft. wide, 10 ft. long, 3 ft. high)
Speed 20 ft., full 200 ft., 22 mph (swim)
EAC 12; **KAC** 14; **Cover** total cover
HP 10 (5); **Hardness** 5
Attack (Collision) 4d4 B (DC 10)
Modifiers +2 Piloting, -1 attack (-3 at full speed)
Passengers 1

URBAN CRUISER — LEVEL 2

PRICE 2,210

Large land vehicle (10 ft. wide, 10 ft. long, 4 ft. high)
Speed 20 ft., full 500 ft., 55 mph
EAC 14; **KAC** 15; **Cover** improved cover
HP 24 (12); **Hardness** 5
Attack (Collision) 5d4 B (DC 11)
Modifiers +0 Piloting, -2 attack (-4 at full speed)
Systems autocontrol, planetary comm unit; **Passengers** 3

POLICE CRUISER — LEVEL 4

PRICE 6,195

Large land and air vehicle (10 ft. wide, 10 ft. long, 5 ft. high)
Speed 25 ft., full 650 ft., 75 mph (ground and fly)
EAC 17; **KAC** 19; **Cover** improved cover
HP 50 (25); **Hardness** 7
Attack (Collision) 5d6 B (DC 13)
Attack autodisabler (3d8 E)
Modifiers +2 Piloting, –2 attack (–4 at full speed)
Systems autopilot (Piloting +13), planetary comm unit; **Passengers** 1 plus 2 prisoners

SPECIAL ABILITIES

Autodisabler (Ex) The police cruiser's autodisabler is programmed to damage only vehicles. It is a longarm with a range of 50 feet, a capacity of 20, and a usage of 2. On a critical hit with the autodisabler, the target vehicle malfunctions for 1d4 rounds. During this time, the affected vehicle's pilot can't spend more than one move action per round on controlling the vehicle.

ALL-TERRAIN TRANSPORT — LEVEL 6

PRICE 8,370

Huge land vehicle (10 ft. wide, 20 ft. long, 7 ft. high)
Speed 10 ft., full 450 ft., 50 mph
EAC 13; **KAC** 16; **Cover** total cover
HP 90 (45); **Hardness** 8
Attack (Collision) 7d8 B (DC 12)
Modifiers –4 Piloting, –3 attack (–6 at full speed)
Systems autopilot (Piloting +13), planetary comm unit; **Passengers** 7

PUMP-JET SUB — LEVEL 6

PRICE 13,150

Huge water vehicle (10 ft. wide, 20 ft. long, 7 ft. high)
Speed 10 ft., full 450 ft., 50 mph (swim)
EAC 13; **KAC** 16; **Cover** total cover
HP 90 (45); **Hardness** 10
Attack (Collision) 7d8 B (DC 12)
Modifiers –4 Piloting, –3 attack (–6 at full speed)
Systems autopilot (Piloting +13), planetary comm unit; **Passengers** 7

HOVER POD — LEVEL 7

PRICE 14,850

Large land and water vehicle (10 ft. wide, 10 ft. long, 4 ft. high)
Speed 30 ft., full 550 ft., 65 mph (hover)
EAC 17; **KAC** 20; **Cover** cover
HP 80 (40); **Hardness** 4
Attack (Collision) 5d10 B (DC 17)
Modifiers +3 Piloting, –2 attack (–4 at full speed)
Systems autocontrol, planetary comm unit; **Passengers** 3

VEHICLE COLLISION DAMAGE

A vehicle's collision damage and the DC to avoid it are based on its item level and modified by its size (if other than Large), as shown in Table 7–32 below. Some systems can increase this damage. If the vehicle's size reduces its collision damage to 0 dice, it deals 0 damage on a collision.

TABLE 7–32: VEHICLE DAMAGE AND SIZE

ITEM LEVEL	DAMAGE	DC
1/4	2d4 B	7
1/3	2d4 B	8
1/2	3d4 B	9
1	4d4 B	10
2	5d4 B	11
3	5d4 B	12
4	5d6 B	13
5	5d8 B	13
6	6d8 B	14
7	6d10 B	15
8	7d10 B	16
9	8d10 B	16
10	9d10 B	17
11	10d10 B	18
12	11d10 B	19
13	12d10 B	19
14	14d10 B	20
15	15d10 B	21
16	17d10 B	22
17	18d10 B	22
18	20d10 B	23
19	23d10 B	24
20	25d10 B	25

VEHICLE SIZE	DAMAGE	DC MODIFIER
Diminutive	–4 dice	+8
Tiny	–3 dice	+6
Small	–2 dice	+4
Medium	–1 die	+2
Large	–	–
Huge	+1 die	–2
Gargantuan	+2 dice	–4
Colossal	+3 dice	–6

OTHER PURCHASES

Beyond weapons, armor, and crucial technological, magical, and hybrid equipment, explorers and adventurers need food, clothing, survival supplies, and other basic gear. Characters can also spend their hard-earned credits on lodging, services, and transportation. The equipment and services in this section are not considered technological or magical unless they specify otherwise.

PERSONAL ITEMS

The following personal items are readily available in most places that sell gear. Prices for each item listed below are found in Table 7–33: Personal Items.

Backpack (Consumer, Industrial)

Backpacks have numerous pockets for storing items that you might need while adventuring and include industrial-strength straps for attaching additional items for easy access. Padded bands strap across the wearer's chest and waist to evenly distribute the backpack's weight, and it can carry roughly 2 bulk of items. When fitted properly and worn, the bulk of the backpack itself does not count against your bulk carried (though it does if you carry it in your hands), but the bulk of any items within it does.

Consumer

When wearing a properly fitted consumer backpack, you treat your Strength score as 1 higher for the purpose of determining your carrying capacity.

Industrial

When wearing a properly fitted industrial backpack, you treat your Strength score as 2 higher for the purpose of determining your carrying capacity. This does not stack with the effect of a consumer backpack.

Bonding Epoxy

Bonding epoxy is a two-part adhesive plastic kept in a handheld dispenser that automatically mixes the components as they are dispensed. A single dispenser can be used five times. The dispensers cannot be reloaded, and a new dispenser must be purchased if additional epoxy is desired.

As a full action you can coat up to a 1-square-foot area with the epoxy. Anything held against the area bonds to it over 1d4 rounds as the epoxy dries. This requires a full action each round to maintain contact between the objects, and anything resisting (such as a creature) must be pinned or helpless to be held in place during this drying period. Dispensed epoxy that is not used within 1 minute hardens and loses its ability to bond objects together.

Pulling apart objects bonded together with this epoxy requires a successful DC 20 Strength check. If the objects are carefully fitted together (requiring 1 minute and a successful DC 20 Engineering check), the Strength DC to separate them increases to 25.

Clothing (Environmental, Everyday, Formal, Professional, Travel)

Clothing is mass produced throughout the Pact Worlds, and the residents of the system are never wanting for clothes. Clothing is often worn both under and over armor, and its benefits apply in nearly all situations. Clothing comes in several varieties based upon its intended purpose, as described below.

Environmental

Each environmental outfit is designed with a specific climate in mind, and wearing such an outfit in an extreme environmental condition it is tailored for grants a benefit as follows: cold climates (+2 circumstance bonus to Fortitude saves against environmental cold dangers), dust storms (reduce damage from dust storms with windstorm-magnitude winds by 1), extreme gravity (reduce damage from extreme gravity environments by 1), heat climates (+2 circumstance bonus to Fortitude saves against environmental heat dangers), radiation (+1 circumstance bonus to saving throws against radiation effects), and zero gravity (+2 circumstance bonus to Acrobatics or Athletics checks to stop movement or climb along handholds in zero-g). See Chapter 11 for more information on environmental dangers.

The benefit of an environmental outfit can be added to another type of clothing (including a different environmental outfit) by doubling and adding together the price of both types of clothing.

Everyday

Clothes designed for everyday wear come in a dazzling array of colors and styles, many of which are tailored to specific cultures or planets. Most characters choose their everyday wear based on their personal preferences.

Formal

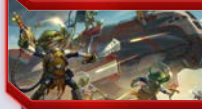
Formal wear is designed for a specific social function, such as a wedding or funeral, and commonly differs from planet to planet and even from culture to culture. Lacking the proper formal wear at a social event can cause you to take a penalty of up to –4 to Bluff, Diplomacy, and Disguise checks at the function, as determined by the GM.

Professional

Each set of professional wear is tailored to the tasks of a specific Profession skill and accommodates the needs of its wearer while also conveying an air of expertise and professionalism. You gain a +1 circumstance bonus to Profession checks to earn a living while wearing an appropriate professional outfit.

Travel

A travel outfit offers additional comfort and support during overland travel. You add 2 miles per 8-hour day of overland movement while wearing a traveling outfit. You also gain a +1 circumstance bonus to Constitution checks to avoid taking nonlethal damage resulting from a forced march. See Overland Movement on page 258 for more details.



Gear Clamp

A gear clamp is designed to place a piece of equipment into an easily accessible position. This is often on a belt or the exterior of a suit of armor, but it can also place equipment in convenient locations when you are lurking in a tree or working in a zero-g environment. Affixing a gear clamp in place is a full action, but any object easily and conveniently held in one hand can be added to or removed from a gear clamp as easily as drawing or sheathing a weapon. Gear clamps are designed to have a trick release, with thousands of models each using a unique combination of clicks, spins, tugs, and twists to release attached gear. If you are not familiar with a specific clamps trick (by reading the instructions when you buy the clamp, having it demonstrated, or owning it and periodically testing its function), adding or removing equipment takes a full action. A successful DC 25 Strength check is required to separate material attached by a clamp.

Hygiene Kit

This kit contains all of the tools and products needed to practice good grooming and hygiene. Kits designed for specific races include supplies (such as scale-care products for vesk or antennae grooming for lashuntas or shirrens) that are of less use to other creatures.

Space Suit

Although this high-tech suit offers little protection against attack, it does provide all the same environmental protections as a suit of armor (see page 196). Unlike armor, a space suit is not designed for the rigors of combat. Whenever you take damage while wearing a space suit, you must succeed at a Reflex saving throw (DC equal to the damage dealt) or the space suit's life systems suffer catastrophic failure, gaining the broken condition and losing all environmental protections in 1d6 hours unless the suit is repaired. If you fail such a saving throw while the suit already has the broken condition, you lose all environmental protections in 1d6 minutes unless the suit is repaired. You can't wear a space suit while also wearing any type of armor, even if that armor is broken.

Tent (Mass Produced, Mobile Hotelier)

Tents are designed to protect their occupants from the ravages of the elements. A standard tent has an occupancy of two people. You can double the occupancy of a tent by doubling its price, triple it by tripling its price, and so on.

Mass Produced

A mass-produced tent is insulated, sturdy, and capable of ventilating to prevent overheating or stuffiness without sacrificing protection. It allows characters within to treat extreme cold weather as severe cold weather, treat severe cold weather as typical cold weather, and ignore the effects of typical cold weather. It adjusts the severity of hot weather in a similar fashion. See page 400 for more information on cold dangers and page 402 for more information on heat dangers. A mass-produced tent does not protect against smoke, catching on fire, lava, radiation, or other environmental hazards.

Mobile Hotelier

Tents known as mobile hoteliers are advanced and include systems that provide their occupants the same environmental protections as armor (see page 196) while active. A mobile hotelier requires a 20-charge battery to provide this protection, uses 1 charge every 8 hours, and is considered a technological item for effects and abilities that target or disable technology. Even if this protection is removed, the tent can still be used as a mass-produced tent.

TABLE 7–33: PERSONAL ITEMS

ITEM	LEVEL	PRICE	BULK
BACKPACK			
Consumer	1	3	1
Industrial	1	25	1
CLOTHING			
Environmental	1	10	L
Everyday	1	1	L
Formal	1	5	1
Professional	1	5	L
Travel	1	10	L
TENT			
Mass produced	1	2	1
Mobile hotelier	1	50	1
OTHER			
Bonding epoxy	1	400	L
Gear clamp	1	100	L
Hygiene kit	1	3	L
Space suit	1	25	1

DRUGS, MEDICINALS, AND POISONS

The drugs, medicinals, and poisons appear by category on Table 7–34: Drugs, Medicinals, and Poisons and are detailed below. The table includes pricing for individual types of these items, and they all have negligible bulk. The rules for how drugs and poisons can affect a character can be found in Afflictions (see page 414).

Drugs

Though numerous pharmaceuticals and similar substances can be referred to as drugs, this entry refers specifically to narcotics that are not typically used for medicinal purposes. Drugs are normally weaponized by loading a single dose into a weapon with the injection weapon property, such as an injection glove or needler pistol. Drugs can also be slipped into the food or drink of a target, normally requiring both that a character succeed at a DC 20 Sleight of Hand check and that the imbiber fail a separate DC 20 Perception check to notice the change in the drugged food or drink. For more information about drugs, including stat blocks for specific drugs and details about addiction and their other effects, see Afflictions on page 414.

Medicinals

Though numerous pharmaceuticals and similar substances can be referred to as medicinals, this entry refers specifically to substances primarily used to treat ailments and which lack

addictive properties. However, many medicinals can also be used to help incapacitate a target or capture one largely unharmed. Medicinals can be delivered in the same way as drugs, including via a successful attack with a weapon with the injection weapon special property.

The three most common categories of medicinals are described below. Regardless of a medicinal's effects, its price is tied to its tier, as shown on Table 7–34: Drugs, Medicinals, and Poisons.

Analgesic

An analgesic deadens sensory input and is used by medical professionals to reduce sensations of pain. If you take or are injected with an analgesic, you are flat-footed for 1 round per tier of the medicinal. You also gain a bonus (equal to the analgesic's tier) to saving throws against pain effects for 10 minutes per tier of the medicinal.

Antitoxin

An antitoxin is a broad-spectrum medicinal designed to weaken all poisons in your system. When you take or are injected with an antitoxin, you gain a bonus (equal to 3 + the medicinal's tier) to saving throws against poison for a number of hours equal to its tier.

Sedative

Numerous mild sedatives commonly available for purchase have legitimate medical uses, but they are also popular among some bounty hunters to help capture their quarries alive. If you take or are injected with a sedative, you take nonlethal damage. A tier 1 sedative deals 1d4 nonlethal damage, a tier 2 sedative deals 2d4 nonlethal damage, a tier 3 sedative deals 4d4 nonlethal damage, and a tier 4 sedative deals 8d4 nonlethal damage. When suffering from an emotion or fear effect that allows a saving throw to negate it, you can take or be injected with a sedative that permits you to immediately attempt a new saving throw with a bonus equal to the sedative's tier to end the effect, as long as it's not a permanent or instantaneous effect.

Poisons

Poisons are normally weaponized by loading a single dose into a weapon with the injection special property, such as an injection glove or needler pistol. It's also possible to add a dose of injury poison to a melee weapon that deals piercing or slashing damage, though this takes a standard action and requires the poison to be in a vial that's already in hand. For more information on poisons, including their effects and how they work, see Afflictions on page 414.

TABLE 7–34: DRUGS, MEDICINALS, AND POISONS

SUBSTANCE	LEVEL	PRICE	DOSE
DRUGS			
Hyperleaf	1	95	1
Dreamshiver	5	2,500	1
Transdimensional pesh	10	14,000	1
Megaopiate	12	22,000	1
MEDICINALS			
Tier 1	1	75	1
Tier 2	5	450	1
Tier 3	10	2,700	1
Tier 4	15	16,200	1
POISONS			
Id moss	2	140	1
Insanity mist	4	350	1
Blue whinnis	7	1,000	1
Green lotus extract	8	1,500	1
Ungol dust	9	2,000	1
Shadow essence	10	2,650	1
Deathblade	16	24,000	1
Black lotus extract	20	121,000	1

TRADE GOODS

The trade goods found on Table 7–35: Trade Goods are described below. Trade goods can normally be sold for their full value, subject to the GM's discretion. These are given only as common baselines, most applicable to the Pact Worlds, as regional variances can have a significant impact on the value of trade goods.

Fine Art

Fine art can be nearly anything, though as trade goods those items with a set, singular, physical existence (paintings, sculpture, and so on) are more easily bought and sold than performance art (though, for example, the sole copy of a famous vesk play could be valuable until broadly disseminated). Fine art can be of nearly any price or bulk, as determined by the GM.

Gems

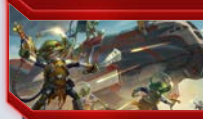
Gems are valued for their scarcity, their beauty, and, in some cases, their utility for some forms of magic rituals and technology. The value of a gemstone is determined by many factors, including size, rarity, clarity, cut, polish, and potential cultural influences. Gems considered of low quality are usually priced at 5–45 credits. Gems rated as semiprecious are generally priced at 50–95 credits. Gems rated as precious are generally priced at 150–450 credits, and those rated as jewels are generally priced at 1,000–4,500 credits. Gems rated as grand jewels are priced no lower than 5,000 credits, and the rarest and most valued can be worth hundreds of thousands or even millions of credits.

Grain

Grain is a common staple and can be considered representative of a wide range of basic foods. Of course, grain prices vary wildly, but the price given here is a baseline for a typical grain, packaged and shipped in bulk amounts.

Textiles

Common textiles include good linen and most synthetic fabrics. Fine textiles are of higher quality, with more visual appeal, higher durability, or both. Various silks, satins, and similar cloths are typical fine textiles, though more exotic materials exist in this category. Truly luxurious fabrics, including marramas and samite, can easily cost much more than even the best fine fabrics.



UPB

A universal polymer base, or UPB, is the basis for most technology in the Pact Worlds, the Veskarium, and many other systems. Each UPB is a tiny multifunction component, not much larger than a grain of rice, capable of being configured to act as a brace, capacitor, circuit, diode, fastener, insulator, lens, modulator, pipe, resistor, and dozens of other constituent parts. UPBs can even be spun out into fabric, broken down into component chemicals, reconstituted into new chemicals, or supplemented with base materials (such as dirt or sand) to form massive braces or walls. The right combination of hundreds or even thousands of UPBs can create everything from a comm unit to a laser weapon to powered armor. In their raw form, UPBs have a bulk of 1 per 1,000 UPBs, though when aligned and configured they can easily take up less bulk, and when configured for a specific purpose that calls for a minimum size and bracing (possibly combining them with inert materials), they can have a higher bulk.

UPBs are so ubiquitous that they are usable as currency in many major settlements and trade hubs. While credsticks are a more convenient and secure way to carry value, UPBs have the advantage of direct utility and untraceability. They are a popular way to pay smugglers and criminals, but they are also useful for trade missions to systems with UPB technology that don't use credits as currency. The value of the Pact Worlds' credit is based on the economic utility of a single UPB.

TABLE 7–35: TRADE GOODS

ITEM	PRICE	BULK
Fine art	Varies	Varies
Gem	Varies	–
Grain	1	1
Textiles, common	1	L
Textiles, fine	100	L
UPB (1000)	1000	1

FOOD AND DRINK

The food and drinks found on Table 7–36: Food and Drinks are described below. A surprisingly wide range of creatures, including all the Starfinder core races, can survive on the same basic nutritional ingredients. In the Pact Worlds, most food is mass produced; even most restaurant meals are prepared from precut and premeasured ingredients.

Field Rations

A field ration is prepackaged food that can easily sustain you but lacks flavor and visual appeal. Field rations generally consist of chewy, brownish blocks of processed nutrients, which contain enough moisture to provide a day's worth of water intake. While it is possible to survive for weeks on nothing but field rations, it's not a pleasant experience.

Intoxicant (Minor, Superior)

Table 7–36: Food and Drinks shows the price and bulk of a single serving of an intoxicating beverage or inhaled substance, which in the Pact Worlds is most often alcohol or tobacco. An intoxicant's potency can be minor or superior. A minor intoxicant might be beer or wine, which takes a few servings to cause any physiological effects. A superior intoxicant is usually a strong spirit, such as whiskey, that can start producing effects after a single serving. Unlike drugs, intoxicants are usually not addictive, although a GM might rule that a PC who partakes of too much of an intoxicant on a regular basis might begin to suffer the effects of an addictive drug (as described in Afflictions on page 417).

Meal (Poor, Common, Good)

A meal is usually purchased close to the time it is consumed, often at a restaurant or from a street vendor. Most such meals are mass produced in the Pact Worlds, and it is relatively cheap and easy to get food in just about any remotely civilized area. Poor-quality meals are either nutritious but bland, or tasty but unhealthy. Common-quality meals are both tasty and nourishing. Good meals are gourmet in taste and offer higher-quality nutrition.

R2E

These self-contained "Ready-to-Eat" pouches contain a day's worth of nourishing entrees and side dishes, plus a portable snack or dessert. Each R2E also includes disposable utensils, a single-use flameless ration heater, and an accessory pack containing breath freshener, a disposable cup, a napkin, seasonings, and drink powder. Each R2E has a shelf life of one century, and the pouch is made of a durable, easy-seal material.

TABLE 7–36: FOOD AND DRINKS

ITEM	PRICE	BULK
INTOXICANT		
Minor	1	L
Superior	10+	L
MEAL		
Poor	1	L
Common	3	L
Good	5	L
OTHER		
Field ration	1/week	1/week
R2E	1	L

SERVICES

The following services are typical for a variety of worlds, especially near points of interest and notable trade settlements.

Lodgings

Lodging prices are given per night, but paying for longer periods in advance can reduce this price. In general, you can find accommodations at half to one-quarter the listed price if you book in advance and pay for them in 30-day blocks. Most lodgings are designed for Medium or Small creatures able to survive in the local environment; prices for unusually large tenants or those in need of special atmosphere or gravity conditions run up to 10 times as much. Most lodgings have free access to unsecured sections of the local infosphere and basic entertainment options.

Efficiency

An efficiency is a small living quarters designed for one or two people, normally no bigger than 250–300 square feet. Beds fold down from the walls and may serve double duty as sofas. A restroom and shower are common, as is a minimal kitchen.

Sleep Pod

A sleep pod has an area not much bigger than that of a bed, and is available as a stand-alone pod in a public area or as the smallest room or apartment available in a hotel or living complex. Frequently, 3–5 sleep pods are stacked atop each other in each section, and a hallway may have hundreds of such units. Showers and restroom facilities are often communal, and no allowance is made for cooking or cleaning.

Suite

A suite forms a complete set of living quarters with multiple rooms, including a kitchen and full bathroom, plus laundry facilities either within the suite or available nearby.

Professional Services

These services assume an individual or small group is hired legally in free-market conditions. Efforts to hire criminals, mercenaries, or businesses fall under the purview of the GM, though unskilled laborers can be hired relatively cheaply (see Table 7–38).

Communications

Those without access to a starship's comms system can send and receive messages at system-wide or unlimited range (see page 272) by paying an individual or business. System-wide communications cost 5 credits per minute, and unlimited-range communications cost 10 credits per minute.

Professional Freelancer

Entertainers, experts, porters, and tradesfolk often lack time or interest in taking jobs outside of their normal work. Those who do are freelancers, who build a circle of regular clients and get paid directly by those to whom they provide services.

The price of hiring a freelancer is based on the typical total bonus she has in a specific relevant skill (often Profession), representing her skill level. However, the GM can determine a specific freelancer actually has a bonus much higher or lower than the norm for someone at her pay rate.

Even professional freelancers won't generally take work that places them in serious danger, and those few who do are likely to insist on pay rates two to 10 times higher than those listed.

Spellcasting

Professional spellcasters are common only in major settlements and often require advance appointments and insist on security measures when dealing with new clients. Many are associated with a church, guild, or major corporation, and they may only work for groups and individuals associated with such organizations. It's generally not possible to convince a professional spellcaster to travel to an unsecured location to cast spells, and any who do agree to it will insist on much higher payment rates (anywhere from 10 to 100 times the normal price).

If a spell requires an expenditure of credits, add that price to the price of having a professional spellcaster cast it. If a spell requires an expenditure of Resolve Points to be cast, increase the price of having it performed by a professional spellcaster by 50%; most professional spellcasters will only cast one such spell each day.

Recharging Stations

Most settlements of any significant size have public recharging stations for batteries and power cells. To recharge the full capacity of a spent battery or power cell takes 1 round per charge and costs half the price of the battery or cell. You can recharge a partially depleted battery or cell, but the price for doing so is the same as if it were fully spent. At the GM's discretion, some larger starships might have onboard recharging stations. These might offer recharging at low or no cost, but they typically take 1 minute per charge to recharge a battery or power cell.

Transportation

Travel prices assume transport at a typical, second-class, basic level of accommodation and assistance—for example, being assigned to common guest quarters on a starship (with six passengers per room), having an assigned seat on a grav-train, waiting a few minutes for a nearby robo-taxi to pick you up, and so on. More private and luxurious travel options normally exist, costing anywhere from two to 10 times as much. Starships in particular often have good and luxurious quarters that offer better accommodations (see the guest quarters expansion bay option on page 299 for more details on the amenities of each typical level of starship accommodations). Truly exceptional options exist for the ultrarich, which can cost 1,000 times as much as common travel.

Cheaper options are often also available, such as steerage transportation in a converted cargo hold, or standing-room-only cars for grav-train rides. These normally cost half to one-quarter the listed price, though at the GM's discretion even cheaper options (possibly those illegally ignoring various safety laws) could exist.

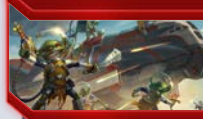
It is sometimes possible to procure long-distance passage at reduced prices or even for free by providing a desired service for the transport provider. Taking on common jobs such as a guard, gunner, cook, entertainer, or porter can sometimes facilitate travel on a tight budget. The prices given also assume a Medium or Small creature with no need for special accommodations or environmental conditions different from those of the vessel used. Unusually large creatures or those that require different atmospheres, gravity levels, or light levels than the vessel transporting them can easily see the price double, triple, or more depending on the inconvenience and risks involved.

Grav-Train

A grav-train is a hovering, multisection mass transport that runs a specific ground route, generally over a metal or ceramic rail. It is the cheapest way to move overland, but it requires significant infrastructure to operate and only runs to set locations on a (sometimes unreliable) schedule.

Robo-Taxi

This simple form of urban transport is generally similar to an urban cruiser but is assumed not to have the expense of a driver.



In most major cities, dispatch can send a robo-taxi within a few minutes of a request to the company by infosphere or comm unit.

Sea Vessel

Planets with large bodies of water often develop extensive commerce and transit networks by ship, hovership, and even submarine. This transport is slower than travel by plane, but cheaper per mile (and considered more relaxing by many travelers). Some planets have rigid lighter-than-air vessels as well, such as dirigibles, which tend to have similar accommodations, pricing, and speeds.

Starship

Travelers between planets almost exclusively use starships, most often those with Drift drives (though orbital shuttles and short-range transports traveling between moons or asteroids close to one another typically do not use Drift engines).

Suborbital Flight

For quick trips from point to point on a planet, the fastest option is generally a suborbital flight. The price assumes a single seat and a small common area for storage; larger seats or even small cabins cost five to 10 times as much.

TABLE 7–37: LODGINGS

LODGING	PRICE
Efficiency	3 per night
Sleep pod	1 per night
Suite, 1–2 beds	5 per night per bed
Suite, 3–4 beds	10 per night per bed

TABLE 7–38: PROFESSIONAL SERVICES

SERVICE	PRICE
Communications	5 or 10 per minute
Professional freelancer	Skill bonus × 2 per day
Spellcasting, 0-level spell	20
Spellcasting, 1st-level spell	100
Spellcasting, 2nd-level spell	350
Spellcasting, 3rd-level spell	1,000
Spellcasting, 4th-level spell	3,000
Spellcasting, 5th-level spell	9,000
Spellcasting, 6th-level spell	30,000
Unskilled labor	4 per day or 1 per hour

TABLE 7–39: RECHARGING STATIONS

TIME	PRICE
1 round/charge	1/2 price of battery or cell

TABLE 7–40: TRANSPORTATION

METHOD	PRICE
Grav-train passage	1 per 100 miles
Robo-taxi passage	1 per 10 miles
Sea vessel passage	1 per 50 miles
Starship passage, common	50 per day of travel
Starship passage, good	300 per day of travel
Starship passage, luxurious	1,000 per day of travel
Suborbital flight	1 per 25 miles

CRAFTING EQUIPMENT AND MAGIC ITEMS

Rather than buying mass-produced, mass-marketed equipment, characters with the right skills can construct their own equipment. This takes time, and due to the economies of scale enjoyed by multisystem corporations and shops with dedicated construction machines and drones, it does not save you any money. However, it allows you to acquire exactly what you need, as long as you can meet the construction requirements.

A player character can create all the items presented in this chapter as long as he has the skills, materials, tools, and time needed to construct it. He must have a number of ranks in the appropriate skill equal to the item level of the item to be created. For weapons, armor, vehicles, and technological equipment, the appropriate skill is Engineering. For magic fusions and magic items, the appropriate skill is Mysticism. For hybrid items, you must have the required ranks in both Engineering and Mysticism. For drugs, medicinals, and poisons, the skill can be either Life Science or Physical Science. For any food or drink, the appropriate skill is Life Science. For computers, you can use either Computers or Engineering, and you can construct a computer with a tier equal to half your ranks in the skill. For items that are not considered any of these categories (such as most clothes, tents, and so on) either Engineering or Mysticism can be used. At a GM's discretion, an appropriate Profession skill can be used for a narrower range of items. For example, a character with Profession (weaponsmith) might be able to make technological, hybrid, and magic weapons and weapon fusions, but no other items.

Crafting items requires you to have access to tools and a workshop or similar space. Most starships have an appropriate area set aside, and such space can be rented at the same price as lodgings in major cities (with the size of the lodging being equivalent to the size of the workshop, which limits the size of items that can be constructed and how many people can work on a single item at one time). Creating an item normally has a base time of 4 hours. If your number of ranks in the appropriate skill to craft an item exceeds that item's level by 5 or more, you can craft that item in half the base time. If your ranks exceed the item level by 10 or more, you can create the item in one-quarter the base time. Objects larger than a Medium creature take twice as long to craft for each size category larger.

To create an item, you must have UPBs with a total value equal to the price of the item to be created. At the GM's discretion, you can scavenge similar items for parts, allowing 10% of the scavenged item's value to count toward the UPBs needed. Even magic and hybrid items are created using UPBs, as the Mysticism skill is used to form the materials into runes and specific implements for rituals utilized in the creation of magic devices.

Custom-built equipment has a few advantages over mass-produced items. If you have a skill that allows you to repair an item you crafted, you can do so in half the normal time. When determining the hardness, Hit Points, and saving throws of an item you have crafted, treat its item level as if it were 2 higher. (For more about calculating these values, see Breaking Objects on page 409.)

TACTICAL RULES

8

TACTICAL RULES

While many ordinary citizens of the Pact Worlds go their entire lives without seeing combat, adventurers and explorers often stumble into situations where a laser pistol or a chainsword is their best option, or they might find themselves fighting for their lives from the back of a vehicle. Combat and tactical play are common parts of the Starfinder Roleplaying Game, and the following chapter explains how these crucial and wide-spanning rules work.

From high-level descriptions of how tactical combat works in Starfinder and robust breakdowns of tactical actions to in-depth explanations of key tactical concepts and special abilities, this chapter contains everything you need to know about tactical play in Starfinder.

HOW COMBAT WORKS

Combat in Starfinder is cyclical. After initial steps that begin a battle, every character acts in turn through a regular cycle of rounds until the combat ends. Regardless of how it plays out, combat follows this sequence.

1. **Determining Awareness:** The GM establishes whether any combatant is surprised when combat breaks out. PCs and NPCs usually attempt Perception checks to determine whether they are aware that a fight has started.
2. **Determining Initiative Order:** The GM and players roll initiative checks for those characters able to act. In combat, characters will act in order of their initiative check results—also known as their initiative counts—from highest to lowest. This order is called the initiative order.
3. **Surprise Round:** If some but not all of the characters are surprised, combat begins with a surprise round, during which only characters who aren't surprised can act and their choice of actions is limited (see Surprise on page 239). After the surprise round, if any, the GM and players roll initiative checks for any characters that have not yet done so. The GM inserts these characters into the initiative order based on their initiative counts.
4. **First Normal Combat Round:** All characters act according to initiative order. The full suite of options is available to the combatants when they act, including moving and attacking.
5. **Continuing Combat:** After all the characters have had a turn, the next normal combat round begins and characters again act in the initiative order determined for this combat. Step 5 then repeats until the combat ends. If a new character enters combat, she rolls an initiative check to determine her initiative count, and the GM inserts her into the established initiative order.

Beginning and Ending Combat

The GM determines when combat begins, often by telling players to roll initiative checks. As long as there are enemies to fight or threats for which it is important to determine who acts in what order, the characters are considered to be in combat. When the GM has decided there are no imminent, known threats left, the combat ends and initiative no longer dictates when characters can act. When the only creatures remaining on one side are so insignificant that they pose no real threat to characters from the opposing side, such as foes with a CR 4 or more below the average level of the PCs, the GM can decide whether the characters are still in combat. See Significant Enemies on page 242 for more on how to gauge this.

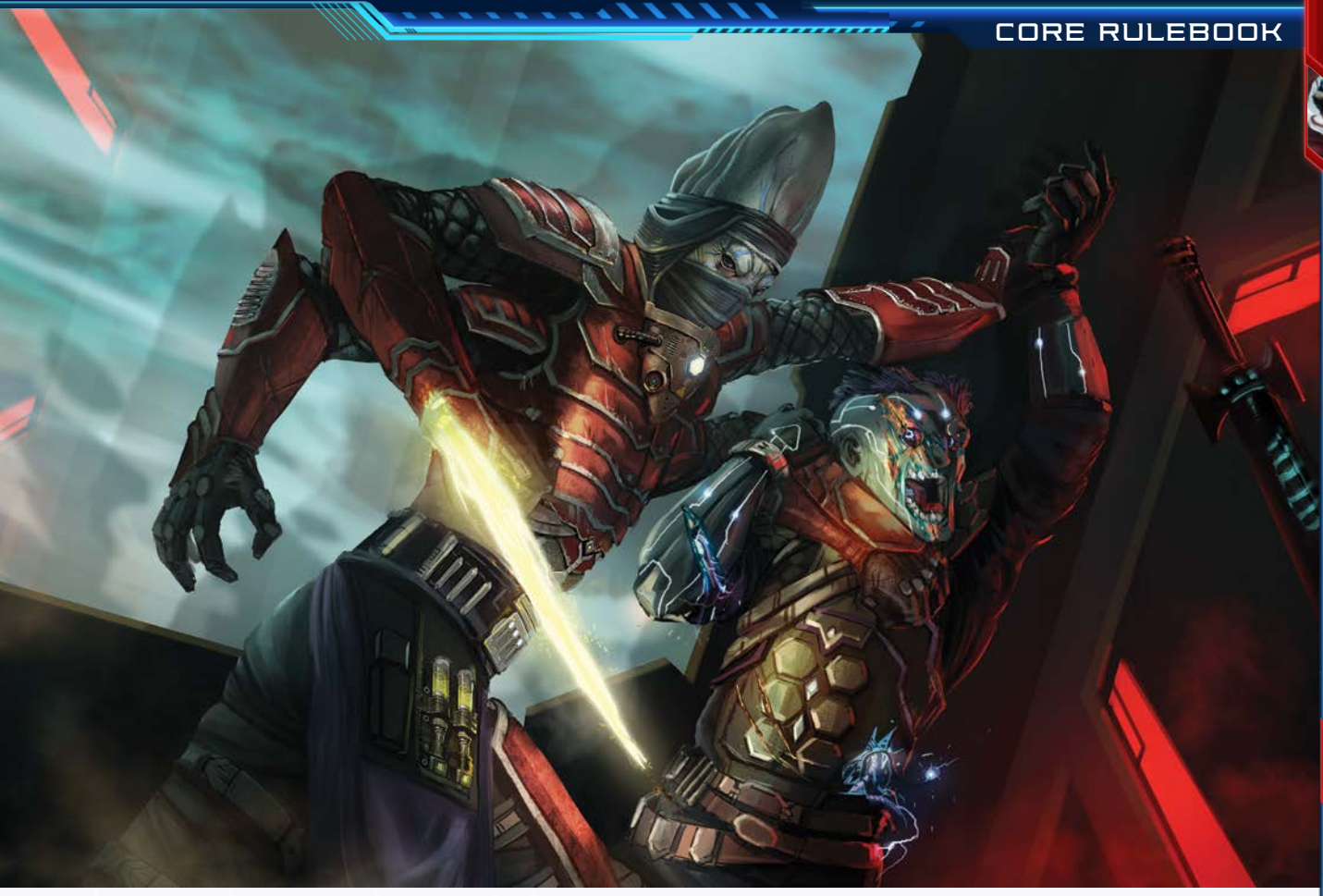
Initiative

When a combatant enters battle, she rolls an initiative check to determine when she'll act in each combat round relative to the other characters. An initiative check is a d20 roll to which a character adds her Dexterity modifier plus any other modifiers from feats, spells, and other effects. The result of a character's initiative check is referred to as her initiative count. The GM determines a combat's initiative order by organizing the characters' initiative counts in descending order. During combat, characters act in initiative order, from highest initiative count to lowest initiative count; their relative order typically remains the same throughout the combat.

If two or more combatants have the same initiative count, the order in which they act is determined by their total initiative modifiers (the character with the highest modifier acts first). If there is still a tie, the tied characters should each roll a d20, and whoever rolls highest goes first. This final method of determining which character's initiative order is earlier is often referred to as "rolling off." However, if the GM allows it, characters whose initiative results are a tie might decide among themselves which character acts first based on strategies or other tactical factors.

A character rolls to determine her initiative count only once in each combat. Even if a character can't take actions—for example, if she's is under the effect of a *hold person* spell or is otherwise paralyzed—the character retains her initiative count for the duration of the encounter. The exception is when a character takes an action that results in her initiative changing (see the Ready an Action and Delay on page 249).

Any characters who enter combat after it has already begun roll initiative checks when they first enter combat. The GM then inserts them into the initiative order based on their initiative counts.



Combat Round

Each combat round represents 6 seconds in the game world, and there are 10 rounds in 1 minute of combat. A round normally allows each character involved in a combat situation to act. Each time a character acts in a round's normal order, it's called her turn.

Each combat round's activity begins with the character with the highest initiative count and then proceeds to the remaining characters in order of their initiative. When a character's turn comes up in the initiative order, that character performs his entire round's worth of actions. For some exceptions, see Other Actions on page 249; for example, delaying can change the order in which you take your turn. Regardless, in a normal combat round on her turn, a character can perform either a full action or a handful of shorter actions (see Actions in Combat on page 244 for more details about the actions characters can take).

When the rules refer to a "full round," they usually mean a span of time from a particular initiative count in one round to the same initiative count in the next round. Effects that last a certain number of rounds end just before the same initiative count on which they began. Thus, if a spell with a duration of 1 round is cast on initiative count 14, it ends just before initiative count 14 on the following round.

Surprise

When a combat starts, if a character is not aware of her opponents, she is surprised. The GM determines whether each character is aware by calling for Perception checks or other relevant checks. Surprised combatants take penalties until they have acted in combat.

If some but not all of the combatants are aware of their opponents when combat breaks out, a surprise round takes place before normal combat rounds begin. In order of the characters' initiative results (highest to lowest; see Initiative on page 238), combatants who started the battle aware of their opponents can each take either a standard or move action during the surprise round. Characters can also take swift actions during the surprise round.

If no characters or all characters are aware of their opponents, no surprise round occurs, and combat proceeds as normal.

Surprised Combatants: During combat, combatants who are surprised at the start of battle have the flat-footed condition (see page 276). As a result, they take a –2 penalty to their Armor Class. Once a character has become aware and acted, she is no longer flat-footed due to being surprised.

WHO IS SURPRISED?

A surprise round occurs if some but not all characters involved in a combat are unaware of opponents about to attack. Sometimes all the combatants on a side are aware of their opponents, sometimes none are, and sometimes only a few are. Sometimes several combatants on each side are aware while the rest are surprised. When you can sneak up and catch your enemies by surprise, you enjoy a powerful advantage. It's one way stealthy characters can even the odds when facing foes with superior combat abilities.

COMBAT BASICS

This section presents the key terms and calculations needed to adjudicate the most basic elements of combat: attacking and defending. For a full breakdown of all actions characters can take in combat, see Actions in Combat on page 244.

WHO CAN I ATTACK?

Combat normally takes place on a battle map with a grid of 1-inch squares, each representing a 5-foot-by-5-foot area, with miniature figures representing characters and monsters. Most player characters and many monsters occupy a single 5-foot square, though some bigger creatures occupy multiple squares. The space a character occupies is usually referred to as her square, though the terms "space" and "square" can be used interchangeably. See Size and Space on page 255 for more information.

In general, you can fire a ranged weapon at any enemy you can see on the battle map, though this becomes harder the farther away an enemy is. Likewise, you can use a melee weapon to attack an enemy in any square you threaten, which means the squares adjacent to your space, including diagonally, though you may be able to attack creatures farther away if you have reach. See Reach and Threatened Squares on page 255 for more details.

ATTACK ROLL

An attack roll represents your attempt to hit your opponent in melee or from range on your turn in a round. When you make an attack roll, you roll a d20 and add your attack bonus (see Ranged Attacks and Melee Attacks below, as well as the Basic Attack and Damage Bonuses sidebar on page 241). Various other bonuses can apply from class features, feats, and so on. If your result equals or exceeds the target's Armor Class, you hit and deal damage.

Ranged Attacks

When making a ranged attack, you use a ranged weapon to shoot at an opponent from a distance. If you're attacking with a thrown weapon, your ranged attack bonus equals your base attack bonus (determined by your class and level; see Chapter 4) + your Strength modifier. Otherwise, your attack bonus for a ranged attack equals your base attack bonus + your Dexterity modifier.

When you make a ranged attack, you might also take a penalty for shooting or throwing your weapon beyond the distance listed as its optimal range (see Range and Penalties on page 245).

Melee Attacks

When making a melee attack, you use a melee weapon to strike an opponent in hand-to-hand combat. Your attack bonus for a melee attack is equal to your base attack bonus (determined by your class and level; see Chapter 4) + your Strength modifier.

Automatic Misses and Hits

A natural 1 (the d20 comes up 1) on an attack roll is always a miss. A natural 20 (the d20 comes up 20) is always a hit. A natural 20 is also a possible critical hit, which could deal more damage (see Critical Hits on page 245).

ARMOR CLASS (AC)

Your Armor Class (AC) represents how hard it is for opponents to land a solid damaging blow on you. Your Armor Class (AC) is the minimum attack roll result that an opponent needs to hit you and deal damage. Armor Class is divided into two categories: Energy Armor Class (EAC) and Kinetic Armor Class (KAC). Any reference to Armor Class, including bonuses and penalties, applies to both EAC and KAC unless otherwise specified.

Your EAC and KAC are primarily determined by your armor bonus (most often from a suit of armor you wear) plus your Dexterity modifier. Calculate your EAC and KAC using the following formula: 10 + your armor's EAC or KAC armor bonus (whichever is appropriate) + your Dexterity modifier.

Most suits of armor provide separate armor bonuses to EAC and KAC. However, some suits of armor's conditions prevent you from using your full Dexterity bonus. Various other bonuses can apply from class features, feats, special circumstances, and so on. For more information on bonuses, see page 266.

Energy Armor Class (EAC)

Your Energy Armor Class (EAC) represents the defenses you have against attacks that only deal damage as a result of some kind of energy (such as acid, cold, electricity, fire, or sonic damage). When an opponent's attack would deal only energy damage (if he is using, for example, a laser pistol), his attack roll result is compared to your EAC to determine whether he hits you. Some weapons and effects that use magical or exotic untyped energies might also target your EAC; the description of the weapon or effect tells you if this is the case.

Kinetic Armor Class (KAC)

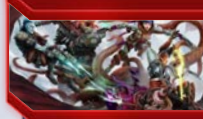
Your Kinetic Armor Class (KAC) represents the defenses you have against attacks that primarily deal damage as a result of a physical impact. This generally includes attacks that deal bludgeoning, piercing, or slashing damage (described as "kinetic attacks"), attacks that don't otherwise specify which AC they target, impacts from falling, and damage from crushing or constriction. When a foe's attack would deal such damage (if he is using, for example, a starknife), even if it also deals energy damage, his attack roll result is compared to your KAC to determine whether he hits.

DAMAGE

If your attack hits, you deal damage. Damage first reduces a target's current Stamina Points and then the target's Hit Points (see Injury and Death on page 250 for more information). In most cases, the type of weapon used determines the amount of damage you deal, though specialization in groups of similar weapons (see the Weapon Specialization feat on page 163) and other abilities can increase that amount. Some weapons and abilities may add further effects in addition to dealing damage.

Strength Modifier

When you hit with a melee or thrown ranged weapon, add your Strength modifier to your damage roll's result. However, do not



add your Strength modifier to the damage of your grenades and nonthrown ranged attacks.

Multiplying Damage

Sometimes you multiply your damage by some factor, such as on a critical hit (see page 245). In this case, you do not literally multiply your damage roll result by that factor. Instead, you roll the damage (adding all modifiers) the number of times specified and total the results. If you multiply damage more than once, each multiplier applies to the original, unmultiplied damage. Thus, doubling damage twice is equivalent to rolling the damage (adding all modifiers) three times—once for the original damage and once for each doubling.

Minimum Damage

If penalties reduce a damage result to less than 1, a hit still deals 1 nonlethal damage (see Nonlethal Damage on page 252).

Ability Damage

Certain creatures and magical effects can cause temporary or permanent ability damage, which lowers a particular ability score and can reduce its modifier, therefore affecting a range of statistics and rolls. See Ability Damage, Ability Drain, and Negative Levels on page 252 for more information.

STAMINA POINTS AND HIT POINTS

Whenever you take damage, it first reduces your Stamina Points (SP). Any damage you take beyond your Stamina Points reduces your Hit Points (HP). When your Hit Point total reaches 0, you fall unconscious and are dying, and you lose 1 Resolve Point (RP) each round unless you are stabilized. When your Resolve Points reach 0 but you would lose additional Resolve Points from dying or for any other reason, you're dead. For example, if you have 6 Stamina Points and take 9 damage, your Stamina Points are reduced to 0, you lose 3 Hit Points, and all subsequent damage reduces your HP until you regain Stamina Points. See Injury and Death on page 250 for more information.

SAVING THROWS

When you are subject to an unusual effect, such as those imposed by some special weapons and magical attacks, in most cases you can attempt a saving throw (often simply called a "save") to avoid or reduce the effect. When you attempt a saving throw, you roll a d20 and add your base saving throw bonus (determined by your class and level; see Chapter 4) and an associated ability score modifier (see below). You might also have other abilities, feats, or items that further modify your saving throws. If your result equals or exceeds the saving throw Difficulty Class (see below), your saving throw is successful.

Saving Throw Types

The three kinds of saving throws are Fortitude, Reflex, and Will.

Fortitude

Fortitude saving throws measure your ability to stand up to physical punishment or attacks against your vitality and health. Apply your Constitution modifier to your Fortitude saving throws.

BASIC ATTACK AND DAMAGE BONUSES

For ease of reference, the following are the basic formulas for calculating ranged attack bonuses, ranged damage, melee attack bonuses, and melee damage. Various other bonuses to attacks and damage can apply from class features, feats, special circumstances, and so on. For more information on bonuses, see page 266.

Ranged Attack

Base attack bonus + Dexterity modifier – any range penalty (see page 245)

Ranged Attack with a Thrown Weapon

Base attack bonus + Strength modifier – any range penalty (see page 245)

Ranged Damage

Weapon damage

Ranged Damage with a Thrown Weapon

Weapon damage + Strength modifier

Melee Attack

Base attack bonus + Strength modifier

Melee Damage

Weapon damage + Strength modifier

Reflex

Reflex saving throws test your ability to dodge area attacks and unexpected situations. Apply your Dexterity modifier to your Reflex saving throws.

Will

Will saving throws reflect your resistance to mental influence as well as many magical effects. Apply your Wisdom modifier to your Will saving throws.

Saving Throws in Play

This subsection explains how to determine the difficulty of a saving throw, the result of a successful saving throw, and other key elements in play.

Difficulty Class (DC)

A saving throw against an effect has a Difficulty Class (DC) determined by the effect. For most class features, the DC of an effect you create equals 10 + half your class level + your key ability score modifier. For spells, this is 10 + the level of the spell + your key ability score modifier. See page 181 to find the DC for weapon special properties and critical hit effects. The description of an effect from an item normally lists a saving throw DC.

Automatic Failures and Successes

A natural 1 (the d20 comes up 1) on a saving throw is always a failure. A natural 20 (the d20 comes up 20) is always a success.

Forgoing a Saving Throw

You can voluntarily forgo a saving throw and willingly accept the result of an effect or spell. If you have special resistance to magic, you can suppress that resistance to accept the result (though doing so takes a standard action; see page 335).

Success

If you succeed at a saving throw against an effect that has no obvious physical indications, you feel a hostile force or a warning tingle but cannot deduce the exact nature of the attack. Likewise, if a creature specifically targeted by one of your effects succeeds at its saving throw, you can generally tell that the creature has succeeded. You do not sense when creatures succeed at saves against effects you create that don't target a single creature.

Saving Throw Terminology

When a spell, an item, or another effect notes that it allows a saving throw, it typically includes the following terminology to describe the result of a successful saving throw. If it does not allow a saving throw, this entry simply says "none."

Negates

This means that the effect has no impact if you succeed at your saving throw.

Partial

This means that the effect has a lessened impact if you succeed at your saving throw. Some lesser effect occurs, as defined in the effect's description.

Half or Half Damage

This means the effect deals half the normal amount of damage if you succeed at your saving throw.

Disbelieves

A successful saving throw lets you ignore the effect (this usually applies only to illusion effects).

Object

Effects that deal damage generally affect unattended objects normally but don't damage held or attended objects unless the effect specifies that they do. Effects that do something other than deal damage affect objects only if their descriptions specifically say so (this is common only with spells) or if they note "(object)" in the description of the effect's saving throw. An object's total saving throw bonus for Fortitude, Reflex, and Will saves is equal to the object's item level (see page 167). An object you're holding or wearing uses your saving throw bonus if it is better than the object's own saving throw bonus. Items with an item level of 0 do not receive saving throws when unattended.

Harmless

Normally only spells note whether they are harmless. Such a spell is usually beneficial, not harmful, but if targeted, you can attempt a saving throw, if you like.

ABILITY CHECKS

Sometimes a situation will call for you to attempt an ability check: a Strength check, a Dexterity check, a Constitution check, an Intelligence check, a Wisdom check, or a Charisma check. In this case, simply roll a d20 and add the modifier for that associated ability score. It's possible for an ability score modifier to be negative. In this case, subtract that amount from your d20 roll.

OTHER RULE TERMS

In addition to the basic combat mechanics and statistics detailed above, the following terms and rules are also frequently used in Starfinder, both in and out of combat.

Allies and Enemies

Sometimes an ability targets or requires an enemy or an ally, such as the envoy's watch out improvisation. You count as your own ally unless an ability says otherwise. The GM has the final say on whether someone is an enemy or ally; you can't declare one of your fellow party members to be an enemy or an enemy to be an ally just to trigger a special ability. You can reject benefits that would apply to you as the result of being an ally.

Significant Enemies

The GM can and should declare that an ineffectual foe is not enough of a threat to count as an enemy for effects that grant you a benefit when you do something to an enemy or have an enemy do something to you. For example, the commander ability of the mercenary theme requires you to defeat three distinct groups of significant enemies in a day to recover 1 Resolve Point; a mercenary shouldn't gain this benefit if all they did was step on three different bugs that had no chance of hurting them. In general, a creature with a CR less than or equal to your character level – 4 is not a significant enemy.

Armor Proficiency

Most classes grant proficiency with light armor, and more melee-oriented classes, such as soldiers, grant proficiency with heavy armor. If you are wearing armor with which you are not proficient, you take a –4 penalty to your Armor Class.

Powered Armor

Characters can gain proficiency with powered armor by taking the Powered Armor Proficiency feat (see Chapter 6) or via certain class features. Powered armor imposes more significant drawbacks on wearers who aren't proficient with it than other types of armor. If you are wearing powered armor with which you are not proficient, you take a –4 penalty to Armor Class, you are always flat-footed and off-target (see page 276), and you move at half speed. If the armor has a special form of movement (such as the flight speed of a flight frame), you cannot use that form of movement.

Multiplying More Than Once

When you are asked to multiply a value or roll more than once, the multipliers (×2, ×3, and so on) are not multiplied by one another. Instead, you combine them into a single multiplier, with each extra multiple adding 1 less than its value to the first multiple.

For example, if you apply a ×2 multiplier twice, the result is equivalent to multiplying the value by 3 (or rolling the damage three times), not multiplying it by 4.

Rounding

Occasionally the rules might ask you to round a result or value. Unless otherwise stated, always round down. For example, if you are asked to take half of 7, the result would be 3.

Weapon Proficiency

Most classes grant proficiency with basic melee weapons and small arms. Combat-oriented classes, such as solarian and soldier, grant proficiency with more categories of weapons, as noted in each class's Weapon Proficiency section. All characters are proficient with any natural weapons they might have, such as a claw or bite attack. If you use a weapon with which you are not proficient, you take a –4 penalty to attack rolls with that weapon, and the DC for any saving throws against that weapon's special effects likewise takes a –4 penalty.

Weapon Specialization

At 3rd level, all classes grant specialization in groups of weapons, which increases the damage you deal with those weapons. See the Weapon Specialization feat on page 163 for more details.

Wielding Weapons

When the rules refer to wielding a weapon, it means you are holding a weapon with the correct number of hands and can thus make attacks with it. For example, if you are holding a small arm or one-handed melee weapon in a hand, you are considered to be wielding the weapon. If you are carrying a longarm or two-handed melee weapon in one hand or wearing a holstered or sheathed weapon, you are not wielding that weapon.

Rerolls and Rolling Twice

Some abilities allow you to reroll a failed die roll—usually an attack roll, a saving throw, or a skill check. Unless an ability says otherwise, you must decide to use a reroll as soon as you know the result of your first roll but before the GM tells you the outcome or you declare the use of any other ability. You use your rerolled result only if it is better than your original result.

There are also abilities that allow you to make two rolls for a specific die roll and take the better of the two results. These abilities require you to decide to roll twice prior to the die roll. Some abilities allow you to force a foe to roll twice and take the worse of the two results. These abilities also must be announced prior to a die roll being made.

In most cases, once an ability to either reroll or roll twice (or force a foe to roll twice) has been applied, no other similar ability can be applied to that same specific die roll. There are exceptions, however. If one character forces a foe to roll twice and take the worse result, that enemy can still apply the ability to roll twice and take the better result. The reverse is also possible—countering the advantage of rolling twice by forcing a foe to roll twice with a worse result. In both cases, the two abilities negate one other, resulting in a single die roll being made. That die roll cannot then benefit from an ability that would allow a reroll.

ACTIONS IN COMBAT

The specific actions you can perform in combat are detailed in this section. For quick reference, specific combat actions are organized by their type in the Actions in Combat sidebar.

ACTION TYPES

An action's type essentially tells you how long the action takes to perform within the framework of a 6-second combat round. There are five types of actions: standard actions, move actions, swift actions, full actions, and reactions.

In a normal round, you can perform one standard action, one move action, and one swift action, or you can instead perform one full action. Most characters will rarely perform swift actions, though occasionally using a special ability or class feature is a swift action. You can use your standard action to perform either a move action or a swift action, if you wish, and you can also use your move action to perform a swift action. You can also take one reaction each round, even if it isn't your turn; however, reactions happen only in response to certain defined triggers. There are some other actions that do not fall into the normal action types.

Key Combat Actions

The following actions are common in combat and crucial to maximizing your character's efficiency while fighting.

Standard Action

Performing a standard action is generally the main component of your turn. Most commonly, you use it to make an attack, cast a spell, or use a special power.

Move Action

Performing a move action allows you to take tactical actions that, while secondary to your standard action, are still key to your success. The most common move action is to move up to your speed (see Speed on page 255).

Swift Action

Performing a swift action consumes a very small amount of time and is used only in rare cases. A common swift action is dropping to a prone position.

Full Action

A full action consumes all your effort during your turn, meaning if you choose to take a full action, you can't take any other standard, move, or swift actions that turn. The most common full action is the full attack.

Reaction

A reaction is a special action you can perform even if it isn't your turn. An attack of opportunity (see page 248) is one of the most common reactions, and is the only reaction any character can use regardless of class. Your class or other special abilities might make other types of reactions available to you. Regardless, reactions always have triggers that specify when you can use them.

ACTIONS IN COMBAT

Standard Action
Activate an item
Attack (melee or ranged)
Cast a spell
Combat maneuver
Concentrate to maintain a spell
Covering fire
Dismiss a spell
Feint
Fight defensively
Harrying fire
Total defense
Use a special ability

Move Action
Crawl
Direct or redirect an effect
Draw or sheathe a weapon
Guarded step
Manipulate an item
Move your speed
Reload
Stand up

Swift Action
Change grips
Drop prone

Full Action
Charge
Coup de grace
Fight defensively
Full attack
Run
Withdraw

Reaction
Attack of opportunity

Other Actions
Combat banter
Delay
Drop an item
Ready an action
Use a skill

Restricted Activity

In some situations, you may be unable to take all of your actions (for example, when you are paralyzed by a *hold person* spell or are acting in the surprise round of combat). The condition or ability that restricts your actions explains which actions you can or can't take. Regardless, you can't take a full action if you're unable to take a standard action, a move action, and a swift action.

STANDARD ACTIONS

A standard action is usually the main action you take each round, other than movement. Below are examples of standard actions.

Activate an Item

Many technological and magic items, such as a cybernetic arm, don't need to be activated. Certain items, however, do need to be activated to have an effect. Unless otherwise noted, activating such an item is a standard action.

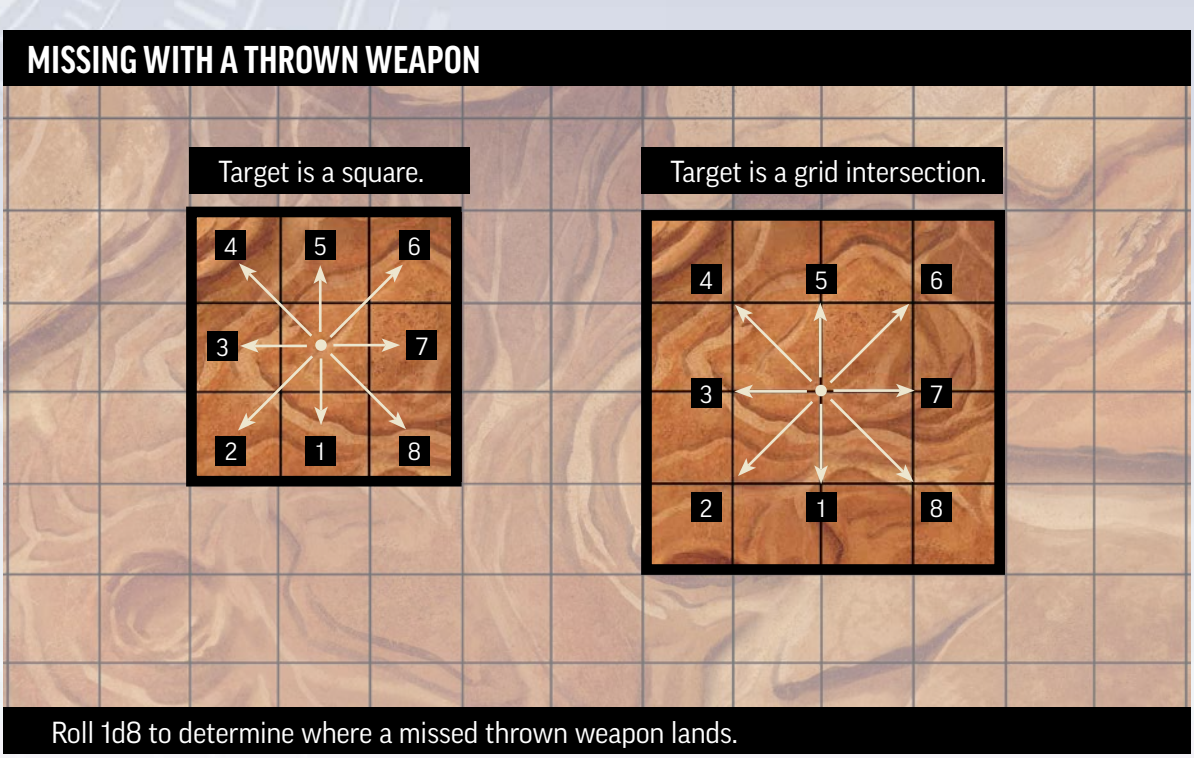
Attack

Making a single attack is a standard action.

Melee Attacks

With a melee weapon, you can strike any opponent in a square adjacent to your space. You add your Strength modifier to your melee attack rolls and to your melee damage rolls.

Some melee weapons in Chapter 7 have the reach special property, as indicated in their descriptions, and some monsters have natural reach. Typically, a character or monster with reach



can attack any foe within their reach (see Reach and Threatened Squares on page 255 for more details).

Ranged Attacks

With a ranged weapon, you can shoot or otherwise attack a target that is within the weapon's maximum range and in your line of effect (see page 271). You add your Dexterity modifier to your ranged attack rolls, but not to your ranged damage rolls.

Ranged Attacks with a Thrown Weapon

With a thrown weapon or a grenade, you can make a ranged attack at a target that is within the weapon's maximum range and in your line of effect (see page 271). You add your Strength modifier to your ranged attack rolls with a thrown weapon, and to your damage rolls with weapons with the thrown special property. Do not add your Strength modifier to damage rolls with grenades.

Targeting a Grid Intersection

When using a weapon with the explode special property or a thrown weapon that has an area effect, such as a grenade, you target a specific grid intersection on a tactical battle map, rather than a specific creature. Treat this as a ranged attack against AC 5.

Missing with a Thrown Weapon

If you miss on a ranged attack with a thrown weapon, the weapon lands in a random square or grid intersection as appropriate near your target. To determine where it lands, roll 1d8. This determines the initial misdirection of the throw, with 1 falling short (off-target in a straight line toward the thrower), and 2 through 8 rotating around the target creature or grid intersection in a clockwise direction, as illustrated in the diagram above. After you've determined the misdirection of the throw, roll 1d4. The result is how many squares away in that direction the weapon lands.

For example, after a missed ranged attack with a grenade, a player rolls 1d8 with a result of 1. This indicates that the grenade's initial misdirection falls short of the target intersection. Then, the player rolls 1d4 with a result of 2. This determines that the grenade actually lands at an intersection 2 squares in front of the target intersection.

Range and Penalties

A ranged weapon's range increment is listed along with its other statistics (see Chapter 7). If you make an attack with a ranged weapon from a distance greater than its listed range, you take a cumulative –2 penalty to the attack roll for each full range increment of distance between you and the target beyond the first (or fraction thereof).

For most ranged weapons, the maximum range is 10 range increments, or 10× the number listed as the weapon's range. For thrown weapons, the maximum range is 5 range increments. Some ranged weapons have different maximum ranges, but if so, their descriptions specify their maximum ranges.

Critical Hits

When you make an attack roll and get a natural 20 (the d20 comes up 20), you hit regardless of your target's AC. If the total result of your attack roll meets or exceeds the target's EAC or KAC (as appropriate for your attack), you've also scored a critical hit. You roll your damage twice, each time with all your usual bonuses and including any additional damage from special abilities, and then add the rolls together. Some weapons inflict a special effect on a target of a critical hit, in addition to dealing double damage (see page 182).

If the total result of your attack is less than your target's relevant AC, your attack still hits on a natural 20, but it deals damage normally.

Cast a Spell

The vast majority of spells require at least a standard action to cast, and sometimes more. Spells that take more than a round to cast require a full action each round until they are complete. For more information about how spells and magic work, see Chapter 10.

Casting While Threatened

Casting a spell takes a significant amount of concentration, forcing you to lower your defenses briefly. When you cast a spell, it gives targets threatening you in melee a chance to make an attack of opportunity against you (see Attack of Opportunity on page 248), unless the spell specifies otherwise—normally only the case for a few spells with a range of touch. If this attack of opportunity hits and damages you, you fail to cast the spell and lose the spell slot. For more information about threatened squares, see page 255.

Combat Maneuver

As a standard action, you can attempt one of the following combat maneuvers. For each maneuver, choose an opponent within your reach (including your weapon's reach, if applicable) and then make a melee attack roll against the opponent's KAC + 8. The effects of success vary depending on the maneuver, as described below.

Bull Rush

You knock the target back 5 feet, plus 5 additional feet for every 5 by which the result of your attack roll exceeds the target's KAC + 8. If an obstacle is in the way, the target stops at the obstacle instead.

Dirty Trick

You make an unorthodox attack to briefly hinder the target. A dirty trick could be throwing sand in the target's eyes, jamming a rock into his actuators, or any other improvised action designed to put your opponent at a disadvantage. Your target is blinded, deafened, entangled, off-target, shaken, or sickened (your choice) for 1 round, plus 1 additional round for every 5 by which the result of your attack roll exceeds the target's KAC + 8 (see Conditions beginning on page 273 for information on these conditions). The target can remove the condition as a move action. A dirty trick is normally a melee attack, but a GM can allow certain actions to count as dirty tricks at range, in which case you take a –2 penalty to your attack roll for every 5 feet between you and the target.

Disarm

You knock an item the target is holding out of the target's hands and onto the ground. If you have a hand free, you can automatically grab the item with your hand before it falls.

Grapple

You hold the target in place. You must have at least one hand free to perform a grapple combat maneuver. Your target has the grappled condition, meaning she can't move from her current space and takes further penalties until she either uses a standard action to attempt a grapple combat maneuver to grapple you (giving you the grappled condition) or uses the escape task of the Acrobatics skill to break free. If the result of your attack roll equals or exceeds the target's KAC + 13, the target is instead pinned for the same duration, and she can't take any actions that involve moving her limbs other than to attempt to escape.

The grappled or pinned condition lasts until the end of your next turn, unless you renew it on your next turn with another grapple combat maneuver. The condition ends immediately if you move away. As long as you have one target grappled or pinned, you cannot attempt to grapple another. The grappled and pinned conditions are further detailed in Conditions on pages 276–277.

When you renew a grapple, you can remove one item from the target's body that can be easily accessed, including most weapons and equipment (but not worn armor). Doing so immediately ends the grapple.

Reposition

You change the target's position to a different location still within your reach and within 5 feet of its original placement. You can move the target 5 additional feet for every 5 by which the result of your attack roll exceeds the target's KAC + 8, but all movement must remain within your reach. You cannot move the target past an obstacle.

If you reposition a creature as a full action, you can move a distance equal to the distance you repositioned your target (up to your move speed), dragging the target along with you.

Sunder

You deal damage to one object held in the target's hand or accessible on its body. The object must be something that could be drawn easily by the target as a move action (see Draw or Sheathe a Weapon on page 247). The damage is reduced by an amount equal to the object's hardness (see Smashing an Object page 409).

Trip

You knock the target prone if it is on the ground. A target in the air instead descends 10 feet, falling prone if this causes it to fall to the ground. A target in zero gravity is instead knocked off-kilter. The prone and off-kilter conditions are further detailed on pages 276–277.

Concentrate to Maintain a Spell

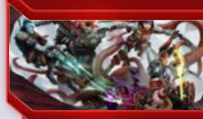
Some spells require continued concentration to keep them going. Concentrating to maintain a spell is a standard action (see Duration on page 270 for more information about concentration).

Covering Fire

You can use your standard action to make a ranged attack that provides covering fire for an ally. Make a ranged attack roll against AC 15. If you hit, you deal no damage but the selected ally gains a +2 circumstance bonus to AC against the next attack from a creature in your line of effect (see page 271), so long as that attack occurs before your next turn.

Dismiss a Spell

Dismissing an active spell is a standard action (see Duration on page 270 for more information about dismissible spells).



Feint

You can use your standard action to feint by attempting a Bluff check. The DC of this check is equal to either 10 + your opponent's Sense Motive total skill bonus or 15 + 1-1/2 × the opponent's CR, whichever is greater. You can't feint against a creature that lacks an Intelligence score, and you cannot take 10 or take 20 (see page 133 in Chapter 5) on a Bluff check to feint. When you successfully feint, you treat your opponent as flat-footed for your next attack against him before the end of your next turn.

Fight Defensively

You can fight defensively when attacking as part of a standard action. If you do, you take a –4 penalty to attacks and gain a +2 bonus to AC until the start of your next turn.

Harrying Fire

You can use your standard action to make a ranged attack that distracts a foe in your line of effect. Make an attack roll against AC 15. If you hit, you deal no damage, but the next ally to attack that foe gains a +2 circumstance bonus to her next attack roll, as long as that attack occurs before your next turn.

Total Defense

You can defend yourself as a standard action. Starting at the beginning of this action, you get a +4 bonus to your Armor Class until the start of your next turn. You can't combine total defense with other actions that increase your AC, nor can you make attacks of opportunity while benefiting from total defense.

Use a Special Ability

There are three types of special abilities: extraordinary, spell-like, and supernatural. Special abilities often carry the parenthetical abbreviations (Ex), (Sp), or (Su) to indicate whether they are extraordinary, spell-like, or supernatural abilities. Some are ongoing, while others are use-activated. For more details, including descriptions of specific special abilities, see page 262.

Using a special ability is usually a standard action, unless it is an ongoing ability or the ability says otherwise. In rare cases, an ability might take a full action or a move action to activate. In most cases, a use-activated special ability cannot be activated as a swift action. Using a spell-like ability typically provokes attacks of opportunity (see page 248) unless stated otherwise.

MOVE ACTIONS

Most move actions don't require a check unless the circumstances are more difficult than normal. For instance, opening a door normally doesn't require a check, but it does if the door is locked. The following actions are move actions.

Crawl

You can crawl 5 feet as a move action. A crawling character is considered prone.

Direct or Redirect an Effect

Some technology and spells allow you to redirect an effect to new targets or areas. Redirecting requires a move action unless the technology or spell states otherwise.

Draw or Sheathe a Weapon

Drawing a weapon so that you can use it in combat or putting it away so that you have a free hand requires a move action. This action includes activating or deactivating the weapon. This also applies to weapon-like objects that are easily accessible, such as remote controls and most tools or sensors you can carry and use with one hand. If your weapon or weapon-like object is stored in a pack or otherwise out of easy reach, you must instead retrieve it as a stored item before you can use it (see Manipulate an Item below).

Exception: If you have a base attack bonus of +1 or higher, you can combine drawing or sheathing a weapon or weapon-like object with moving up to your speed as a single move action.

Guarded Step

You can carefully step 5 feet as a move action. This movement doesn't provoke attacks of opportunity (see page 248), even if you're in a threatened square (see page 255).

Manipulate an Item

Moving or manipulating an item is usually a move action. This includes retrieving or putting away a stored item, picking up an item, moving a heavy object, and opening a door.

Move Your Speed

The simplest move action is moving up to your speed (see Speed on page 255 for more information). Many nonstandard modes of movement are also covered under this action, including burrowing (using your natural burrow speed, if you have one), climbing and swimming (using either the Athletics skill or your natural climb or swim speed, if you have one), or flying (using the Acrobatics skill if you have either access to *flight* or a natural fly speed). See Additional Movement Types on page 258 for more details. Some full actions (such as the operative's trick attack) allow you to move as well, which act as moving up to your speed.

Reload

Unless stated otherwise, reloading is a move action that includes grabbing ammunition you have readily available. Some weapons require different actions to reload; see the weapon's description.

Stand Up

This special form of move action allows you to stand up from a prone position.

SWIFT ACTIONS

You won't commonly use a swift action, but occasionally you need to perform an action that is significantly less demanding than a move action. Some skills use swift actions, but special abilities are almost never swift actions.

Change Grips

Changing your grip on a weapon, such as going from wielding a two-handed weapon with both hands to holding it in one hand, is a swift action.

Drop Prone

Dropping to a prone position in your space is a swift action.

FULL ACTIONS

A full action requires your entire turn to complete. If you take a full action, you can't take your usual standard, move, and swift actions. The following actions are full actions.

Charge

Charging is a full action that allows you to move up to double your speed and make a melee attack at the end of the movement. You can draw a weapon during a charge attack if your base attack bonus is at least +1.

Charging carries tight restrictions on how you can move. You must move at least 10 feet (2 squares), and all movement must be directly toward the designated opponent, though diagonal movement is allowed. You must have a clear path toward the opponent, and you must move to the space closest to your starting square from which you can attack the opponent. If this space is occupied or blocked, you can't charge. If any line from your starting space to the ending space passes through a square that blocks movement, slows movement (such as difficult terrain), or contains a creature (even an ally), you can't charge. You can still move through helpless creatures during a charge. If you don't have line of sight (see page 271) to the opponent at the start of your turn, you can't charge that opponent.

Attacking on a Charge: After moving, you can make a single melee attack. You take a –2 penalty to the attack roll and a –2 penalty to your AC until the start of your next turn. You can't move any farther after the attack. Some classes, including solarian and soldier, grant abilities that modify attacks made on charges.

Coup de Grace

As a full action, you can deliver a special attack called a coup de grace to an adjacent helpless opponent. You automatically hit and score a critical hit. If the target survives the damage, he must succeed at a Fortitude saving throw (DC = 10 + your level or CR) or die. However, if the target is immune to critical hits, the coup de grace does not deal critical damage or effects, nor does it force the target to succeed at a saving throw or die.

Fight Defensively

You can fight defensively when attacking as a full action. If you do so, you take a –4 penalty to all attacks (in addition to the normal penalties for making a full attack) and gain a +2 bonus to your AC until the start of your next turn.

Full Attack

You can spend a full action to make two attacks, each with a –4 penalty to the attack rolls. These attacks can be made with the same weapon or different weapons, though certain weapons have a firing speed so slow that you can't shoot them more than once in a round, even with a full attack. These weapons have the unwieldy special property (see page 182).

Certain weapons have special individualized full attacks. For instance, some weapons have a fully automatic attack mode. Sometimes special full attacks, such as the soldier's onslaught class feature, require specialized training in order to gain their benefits.

Run

You can run as a full action. When you run, you can move up to four times your speed in a straight line. You gain the flat-footed condition, and you can't run if you must cross difficult terrain or can't see where you're going. Running provokes attacks of opportunity (see below). You can run for a number of rounds equal to your Constitution score. See page 258 for information on long-distance running.

Withdraw

Withdrawing from melee combat is a full action. When you withdraw, you can move up to double your speed. The square you start out in is not considered threatened by any opponent you can see, and therefore visible enemies don't get to make attacks of opportunity against you when you move from that square. Unseen enemies still get attacks of opportunity against you, and you can't withdraw from combat if you're blinded and have no other precise senses (such as blindsight).

If, during the process of withdrawing, you move out of a threatened square other than the one you in which started, enemies can make attacks of opportunity as normal. See Attack of Opportunity below for more information.

REACTIONS

A reaction is a special action you can take even if it's not your turn, but only after a defined and concrete trigger. You can't use a reaction before the first time you act in a combat. You can take only one reaction each round; you regain your reaction at the start of your turn.

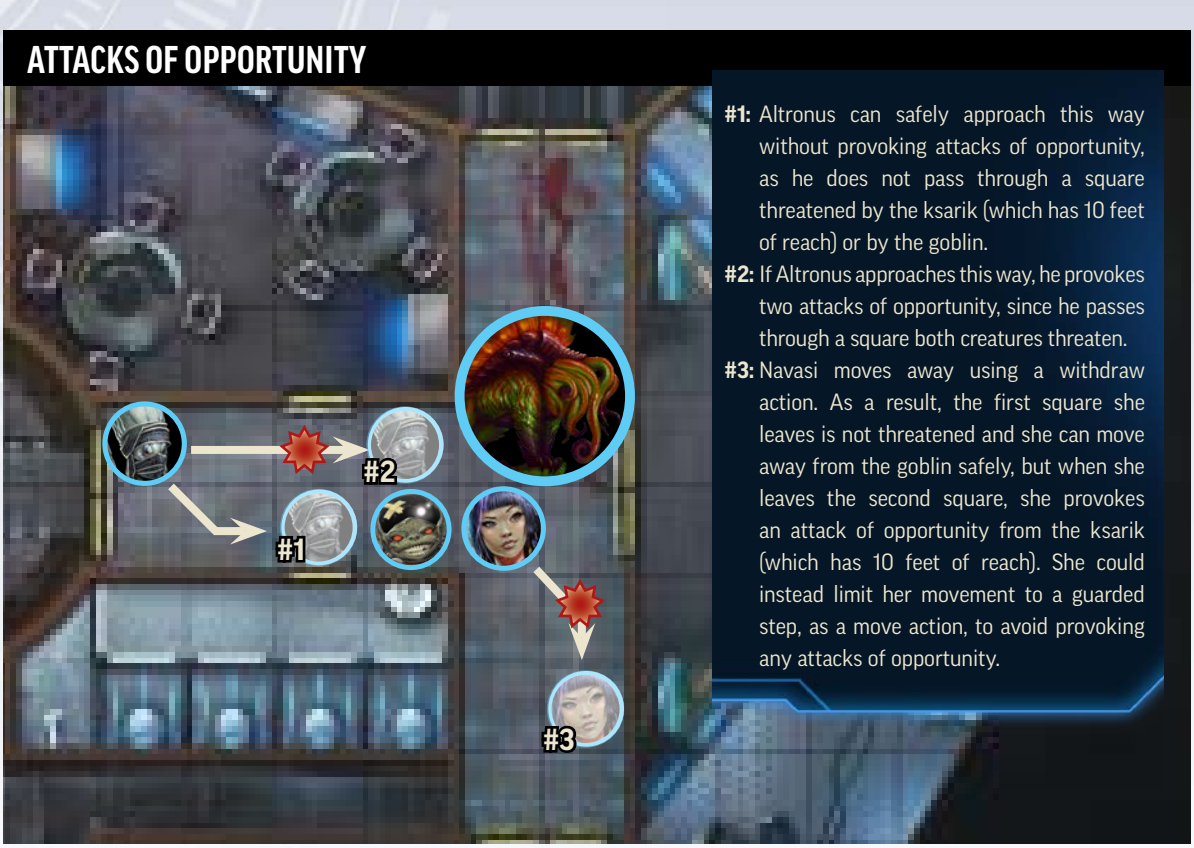
Unless their descriptions state otherwise, purely defensive reactions interrupt the triggering action: resolve the reaction first, then continue resolving the triggering action. Otherwise, resolve the reaction immediately after the triggering action.

You gain access to most reactions through feats, items, and class features, but an attack of opportunity is a reaction that is universally available to all characters.

Attack of Opportunity

An attack of opportunity is a special melee attack you can make against a target you threaten (usually an adjacent opponent), even if it is not your turn. See Reach and Threatened Squares on page 255 for more details on threatening. You can use your reaction to make an attack of opportunity against an opponent in any of these three cases.

- When you threaten a space and the opponent moves or is moved out of that space in any way other than a guarded step (see page 247) or withdraw action (see above), you can use your reaction to make a melee attack against the opponent.
- When the opponent in a space you threaten makes a ranged attack, you can use your reaction to make a melee attack against the opponent.
- When the opponent in a space you threaten casts a spell or uses a spell-like ability, you can use your reaction to make a melee attack against the opponent. However, some spells or spell-like abilities state in their descriptions that they don't provoke attacks of opportunity, so be sure to confirm that the enemy has provoked your reaction before you take it.



ATTACKS OF OPPORTUNITY

#1: Altronus can safely approach this way without provoking attacks of opportunity, as he does not pass through a square threatened by the ksarik (which has 10 feet of reach) or by the goblin.

#2: If Altronus approaches this way, he provokes two attacks of opportunity, since he passes through a square both creatures threaten.

#3: Navasi moves away using a withdraw action. As a result, the first square she leaves is not threatened and she can move away from the goblin safely, but when she leaves the second square, she provokes an attack of opportunity from the ksarik (which has 10 feet of reach). She could instead limit her movement to a guarded step, as a move action, to avoid provoking any attacks of opportunity.

Attacks of opportunity are always resolved before the action that triggers them. You don't take a penalty to the attack roll when making an attack of opportunity in the same round you took a full attack, but you do take any other attack penalties that would normally apply to your attacks. Making an attack of opportunity does not affect your ability to make attacks normally when it is your turn.

OTHER ACTIONS

The following actions are important but used less frequently.

Combat Banter

While actually trying to convince someone using a skill takes actions, banter and quips are a hallmark of science fantasy stories, and the game wouldn't flow naturally if you could only talk in initiative order. Thus, you can speak an amount that makes sense, at the GM's discretion, without spending any of your actions, even if it isn't your turn.

Delay

If you aren't sure what to do when it's your turn, you can delay taking an action until other characters have taken their turns. You must declare that you are delaying before taking any actions on your turn (this does not require spending any of your actions). After any creature takes its turn in the initiative order, you can come out of delay and take your turn. This changes your initiative count to the current initiative count for the remainder of the combat. If you used a reaction on your previous turn and then chose to delay, you still regain your reaction at the beginning of your original turn, not when you take your delayed actions.

Drop an Item

You can drop any item or items that you're holding into your square or into an adjacent square at any time without spending any actions.

Ready an Action

You can prepare to take an action when a certain trigger occurs by using a standard action. Decide on a standard, move, or swift action and a trigger. You can take the action you chose when the trigger happens. This changes your initiative count to the current initiative count for the remainder of the combat. If you used a reaction on your previous turn and then chose to ready an action, you still regain your reaction at the beginning of your original turn, not when you take your readied action.

If your readied action is purely defensive, such as choosing the total defense action if a foe you are facing shoots at you, it occurs just before the event that triggered it. If the readied action is not a purely defensive action, such as shooting a foe if he shoots at you, it takes place immediately after the triggering event. If you come to your next turn and have not yet performed your readied action, you don't get to take the readied action (though you can ready the same action again).

Use a Skill

Like using skills in different circumstances, using a skill in combat usually (but not always) requires taking an action. The action required when using a skill depends on the skill and the specific task you're trying to accomplish. The skill descriptions in Chapter 5 detail a number of common tasks for each skill and which types of actions they require, if any.

INJURY AND DEATH

Your Hit Points (HP) measure how hard you are to kill. No matter how many Hit Points you lose, you aren't hindered in any way until your Hit Points drop to 0. In addition, you have Stamina Points (SP) that work like Hit Points but replenish more easily, and you have Resolve Points (RP), which you can use to keep yourself from walking through death's door. See page 22 for more about Resolve Points.

TAKING DAMAGE

The most common way that your character gets hurt is to take damage and lose Stamina Points or Hit Points.

Stamina Points

Stamina Points represent the ability to turn a serious blow into a less serious one or to shrug off some attacks through sheer toughness. They act as a buffer that absorbs damage before it starts to deplete your Hit Points. When you take damage, you lose Stamina Points first, then you subtract any leftover damage from your Hit Points. If a creature doesn't have Stamina Points, damage is subtracted directly from its Hit Points.

Hit Points

Hit Points measure your ability to take physical punishment and keep going. Running out of Hit Points can be deadly.

Effects of Hit Point Damage

Damage doesn't affect you until your current Hit Points reach 0. If you take damage to your Hit Points equal to or greater than the Hit Points you have remaining, you are reduced to 0 HP, and you're knocked unconscious and dying (see below). It doesn't matter how many Stamina Points you later regain (see Recovering Stamina Points on page 251) if you're out of Hit Points. You can't be reduced to fewer than 0 HP (however, see Massive Damage below).

For example, suppose Navasi has 17 HP and 1 SP. She takes 12 damage, is now at 6 HP and 0 SP, and can function normally. On the next enemy's turn, that enemy deals 15 damage to her, reducing Navasi to 0 HP. Navasi falls unconscious and is dying.

Massive Damage

If you take damage from a single attack that reduces you to 0 HP and there is damage remaining, you die instantly if the remaining damage is equal to or greater than your maximum Hit Points. If you take damage from a single attack equal to or greater than your maximum Hit Points while you have 0 current HP, you die.

Suppose Navasi has a maximum of 22 HP, but she currently has 5 HP and 0 SP. She takes 30 damage from an enemy. Navasi is reduced to 0 HP, with 25 damage remaining. Since this damage is greater than her maximum Hit Points, Navasi dies.

DYING

If your Hit Points reach 0, you are dying. You immediately fall unconscious and can take no actions.

While dying, you lose 1 Resolve Point each round at the end of your turn. (If your Hit Points reached 0 during your turn, such as from an attack of opportunity you provoked, you do not lose a Resolve Point until the end of your next turn.) This continues until either you die or stabilize (see Stabilizing below).

DEAD

When your Hit Point total is 0, if you are not stable and you have no Resolve Points remaining but would lose Resolve Points for any reason, you're dead. If you have 0 RP when you are first reduced to 0 HP, you have 1 round to be healed or stabilized. If you have not been healed or stabilized by the end of your turn on the next round, you're dead (see page 275 for more details on the dead condition).

You can also die from taking Constitution ability damage or ability drain equal to your Constitution score or from having a number of negative levels equal to your character level (see Ability Damage, Ability Drain, and Negative Levels on page 252).

Nonetheless, certain types of powerful magic and technology can restore life to a dead character, such as a 4th-level *mystic cure* spell or a *raise dead* spell.

Monster and NPC Death

Most monsters and NPCs don't have Resolve Points, so injury and death work differently for them. A monster or NPC reduced to 0 HP is dead, unless the last bit of damage it took was nonlethal damage (see page 252), in which case it is knocked unconscious. If it is ever important to know exactly when a monster dies, such as if you want to capture the creature alive, the GM can decide that a monster reduced to 0 or fewer Hit Points with lethal damage dies in 3 rounds unless it takes any additional damage or receives healing. If a monster or NPC has Resolve Points, the GM can choose whether the monster dies at 0 HP or if it uses the normal rules for dying and death.

STABILIZING

There are several ways to stabilize a dying creature, including first aid, healing, and spending Resolve Points. Once stable, you are no longer dying and no longer lose Resolve Points, but you still have 0 Hit Points and are unconscious.

First Aid

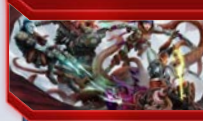
You can stabilize a dying creature and keep it from losing any more Resolve Points with a successful DC 15 Medicine check.

Healing

You can stabilize a dying creature and keep it from losing any more Resolve Points with any sort of healing, such as the *stabilize* spell. Healing that raises a dying creature's Hit Points to 1 or higher makes it conscious and fully functional again, just as if it had never been reduced to 0 HP.

Using Resolve Points

If you are dying and have enough Resolve Points, you can use them to stabilize. If you're stable, you can use Resolve Points to regain consciousness and stay in the fight (see below).



Stabilize

If you are dying and you have enough Resolve Points, you can spend a number of Resolve Points equal to one-quarter your maximum (minimum 1 RP, maximum 3 RP) on your turn to immediately stabilize. This means you're no longer dying, but you remain unconscious and at 0 HP. If you don't have enough Resolve Points remaining, you cannot use this option and continue to lose Resolve Points as normal as per the dying rules.

Stay in the Fight

If you are stable and have enough Resolve Points, or if you were knocked unconscious from nonlethal damage (see page 252), you can spend 1 RP at the beginning of your turn to regain 1 HP. You are no longer dying, immediately become conscious, and can take the rest of your turn as normal. You can spend Resolve Points to regain Hit Points only if you are at 0 HP and stable, and you cannot regain more than 1 HP in this way. You can't spend Resolve Points to stabilize and to stay in the fight in the same round.

Long-Term Stability

If you are unconscious and stable but lack the Resolve Points to stay in the fight, there is a chance you will eventually recover on your own. After 1 hour elapses, you must attempt a Constitution check (see Ability Checks on page 242). If the result of this check is 20 or higher, you regain 1 HP and become conscious again. If the result of the check is at least 10 but less than 20, you don't regain any Hit Points, but you remain stable and you must attempt another Constitution check 1 hour later. If the result of the check is 9 or lower, you die. You must continue attempting a Constitution check once per hour until you regain consciousness or until you die. After 8 hours, if you have not regained consciousness or died, you regain consciousness and recover 1 HP per character level, as if you had a full night's rest (see Recovering Hit Points Naturally below).

If a healer or medic is tending you are while you are unconscious and stable, the attendant can attempt a DC 15 Medicine check each hour before you attempt your Constitution check. If the Medicine check is successful, you gain a +2 bonus to your Constitution check, and if your Constitution check result is less than 10, you treat it as if the result were a 10.

CONSTITUTION CHECK RESULT	OUTCOME
20 or higher	Heal 1 HP, regain consciousness
10–19	Remain stable, attempt new check in 1 hour
9 or lower	Die

TAKING DAMAGE WHILE DYING OR STABLE

While you are dying, if you have any Stamina Points, any damage you take still reduces those first. The first time each round you take Hit Point damage (whether from an attack or from continuous damage, such as from a bleed effect), you lose 1 Resolve Point. At any point after that in the round, if a single source (such as one attack) deals Hit Point damage greater than half your maximum Hit Points but less than your maximum Hit Points, you lose 1 additional RP. As mentioned earlier, if you would lose Resolve Points but have no Resolve Points remaining, you die instantly. If you take damage equal to or greater than your maximum Hit Points from a single attack, you also die instantly.

If you take damage while unconscious but stable, you are once again dying and no longer stable.

HEALING

After taking damage, you can recover Hit Points through natural healing or through magical or technological healing. You can't regain more Hit Points than your maximum Hit Point total.

Recovering Stamina Points

You can regain all your Stamina Points by spending 1 RP and taking 10 uninterrupted minutes of rest. After a full night's rest (8 hours of sleep or more), you regain your Stamina Points automatically. Some special abilities also let you regain Stamina Points.

Recovering Hit Points Naturally

With a full night's rest (8 hours of sleep or more), you recover 1 HP per character level. Any significant interruption during your rest prevents you from healing that night.

If you undergo complete bed rest for 24 hours, you recover 2 HP per character level.

Magical and Technological Healing

Various abilities, devices, and spells can restore Hit Points or increase the recovery rate of your natural healing. Unless otherwise specified, these types of healing restore only Hit Points, not Stamina Points.

Healing Limits

You can never recover more Hit Points than you lost or raise your current Hit Points higher than your maximum Hit Points, nor can you recover more Stamina Points than you lost or raise your current Stamina Points higher than your maximum Stamina Points.

Recovering from Ability Damage

Temporary ability damage heals at the rate of 1 point per night of rest (8 hours) for each affected ability score. Complete bed rest for 24 hours restores 2 points for each affected ability score. Ability drain does not heal naturally. See Ability Damage, Ability Drain, and Negative Levels on page 252 for more information.

TEMPORARY HIT POINTS

Certain effects, such as force fields, give you temporary Hit Points. These Hit Points are in addition to your current Hit Points and Stamina Points, and any damage you take is subtracted from your temporary Hit Points first. Any damage in excess of these temporary HP reduces your Stamina Points (and then your actual Hit Points) as normal. If the effect that grants the temporary HP ends or is counteracted, any remaining temporary HP go away.

When temporary Hit Points are lost, they can't be regained or restored like a character's normal Hit Points or Stamina Points can be, though some sources of temporary Hit Points have their own rules on how to restore lost temporary Hit Points.

NONLETHAL DAMAGE

Nonlethal damage represents harm that can knock you out instead of killing you. Some weapons deal only nonlethal damage, while others can be set to deal nonlethal damage when desired. You can deal lethal damage with a nonlethal weapon and vice versa.

Dealing Nonlethal Damage

Most attacks that deal nonlethal damage work like any other attacks, and they deal damage to your Stamina Points or Hit Points as normal. However, when nonlethal damage would reduce you to 0 or fewer Hit Points, you are reduced to exactly 0 HP and fall unconscious, but you are stable instead of dying.

Lethal Damage with a Weapon That Deals Nonlethal Damage

You can use a weapon that deals nonlethal damage to deal lethal damage instead, but you take a –4 penalty to your attack roll.

Nonlethal Damage with a Weapon That Deals Lethal Damage

You can use a weapon that deals lethal damage to deal nonlethal damage instead, but you take a –4 penalty to your attack roll.

ABILITY DAMAGE, ABILITY PENALTIES, ABILITY DRAIN, AND NEGATIVE LEVELS

Some monster attacks or harmful effects might directly damage or drain one or more of a character's ability scores, or they might impose negative levels. If you take ability drain or negative levels, you might no longer meet the prerequisites for certain feats or abilities, and thus be unable to use them.

Ability Damage

Some monsters can cause ability damage, which penalizes one or more of your ability scores. This can add up quickly, so you need to track the total ability damage you've taken to each ability score.

For every 2 damage you take to an ability score, reduce your ability modifier by 1 for skills and other statistics affected by that ability. If your total damage to one ability is equal to your score in that ability, you cease taking damage to that ability score, but you fall unconscious until the amount of damage is less than your score. However, if you take Constitution damage that equals your Constitution score, you instead immediately die.

You recover from ability damage to each affected ability score at a rate of 1 per day. Spells such as *lesser restoration* can also heal ability damage.

Reductions to your ability score modifier from ability damage affect skill checks and ability checks that use that ability score, as well as on the DCs of spells and other abilities based on that score. If you take damage to your key ability score, you also lose 1 RP for every 2 damage you have taken to that ability score. The entries below describe other rolls affected by the reduced modifier.

Strength: Attack rolls that rely on Strength (usually melee or thrown) and weapon damage rolls that rely on Strength (usually melee or thrown).

Dexterity: Armor Class, attack rolls that rely on Dexterity (usually ranged), initiative checks, and Reflex saves.

Constitution: Fortitude saves. You also lose a number of Stamina Points equal to your level for every 2 damage you have taken to Constitution. For example, if you're 4th level and you took 5 Constitution damage, you'd lose 8 SP.

Wisdom: Will saves.

Ability Penalties

Sometimes you might take a penalty to ability checks or to an ability score, rather than ability damage. These penalties affect your modifier the same way as damage, but they are only temporary and can't result in your falling unconscious or dying.

Ability Drain

More severe than ability damage, ability drain reduces your ability score permanently. Note that this affects your score directly instead of penalizing your modifier, so 1 ability drain changes your modifier if your original ability score was even, but not if it was odd. Modify all statistics related to the ability's new value. This might make you lose skill ranks along with Resolve Points, Stamina Points and other bonuses gained from having a high ability score. If you take ability drain in the middle of a battle, the GM might have you treat it as damage until after the fight so recalculating your statistics doesn't slow the game. Ability drain doesn't heal naturally but can be healed by the *restoration* spell.

In general, if any ability score is reduced to 0 from ability drain, you fall unconscious. If that score is Constitution, you instead immediately die.

Negative Levels

If you have 1 or more negative levels, you take certain penalties and might even die. For each negative level you have, you take a cumulative –1 penalty to your ability checks, your AC, attack rolls (including combat maneuvers), saving throws, and skill checks. In addition, you reduce your current and total Hit Points and Stamina Points by 5 for each negative level you have. You are also treated as 1 level lower for the purpose of level-dependent variables (such as spellcasting) for each negative level you have. If you are a spellcaster, you do not lose any spell slots as a result of negative levels. If your negative levels equal your total character level (or CR, for monsters), you die.

Negative levels are temporary, unless the effect that bestows them specifies they are permanent. If you have temporary negative levels, you can attempt a saving throw each day to remove those negative levels. The DC is the same as the DC of the effect that caused the negative levels. If you have negative levels from multiple sources, you must attempt a separate saving throw to remove the negative levels from each source.

If an effect imposes permanent negative levels, they are treated just like temporary negative levels, but you do not receive a saving throw each day to remove them. Permanent negative levels can be removed through spells such as *restoration.* If you die, permanent negative levels remain even after you are restored to life. If your permanent negative levels equal your total number of class levels (or CR, for monsters), and you are brought back to life using spells such as *mystic cure* or *raise dead*, you remain alive for 3 rounds but then die again if you have not also benefited from a *restoration* spell or similar effect within that time.

COMBAT MODIFIERS

Several factors can influence combat or grant you modifiers to attack rolls or other statistics.

CONCEALMENT

Originating from sources such as dense smoke and battlefield position, concealment obscures precise senses and imposes a miss chance on attacks. When you have concealment, it's harder for enemies to see you clearly. This might be due to your position on the battlefield, or it might be due to another effect that makes it more difficult for enemies to perceive and hit you with an attack.

To determine whether you have concealment from a creature's ranged attack, choose a corner of the enemy's square. If any line from this corner to any corner of your square passes through a square that provides concealment or the border of such a square, you have concealment. Also use these rules when a creature makes a melee attack against a target that isn't adjacent to it.

When a creature is making a melee attack against an adjacent target, the target has concealment if its space is entirely within an effect that grants concealment.

Additionally, some effects provide concealment against all attacks, regardless of whether any intervening concealment exists.

Concealment Miss Chance

Concealment gives the target of a successful attack a chance that the attacker actually missed. This is called a miss chance. Normally, the miss chance for concealment is 20%. Make the attack normally; if the attacking creature would hit, the target must roll a 20 or lower on a d% roll (see page 513) to avoid being struck. Multiple concealment conditions do not stack.

Varying Degrees of Concealment

Certain situations can provide more or less of a miss chance than typical concealment. In this case, it is up to the GM to determine a character's degree of concealment.

Total Concealment

If a creature has line of effect to you but not line of sight (see page 271), you have total concealment. An enemy can't attack you when you have total concealment, though it can attack into a square it thinks you occupy. A successful attack into a square occupied by an enemy with total concealment has a 50% miss chance (instead of 20%).

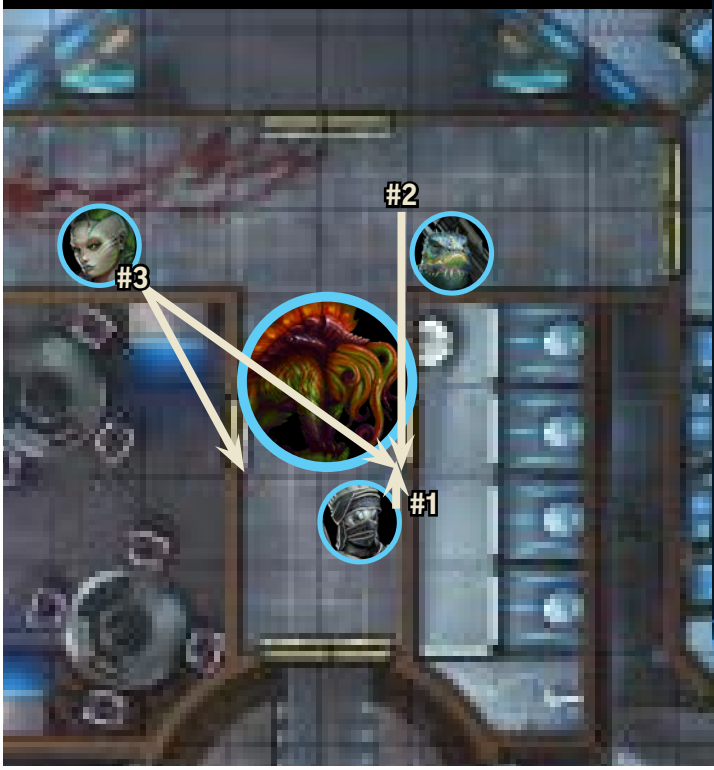
Ignoring Concealment

Concealment might be ineffective. Dim light or darkness doesn't provide concealment against creatures with darkvision. Creatures with low-light vision can see in dim light as if it were normal light.

COVER

Cover does not necessarily block precise senses, but it does make it more difficult to hit a target. To determine whether your target has cover from your attack, choose a corner of your square. If any line from this corner to any corner of the target's square passes through a square or border that blocks line of effect or provides

COVER

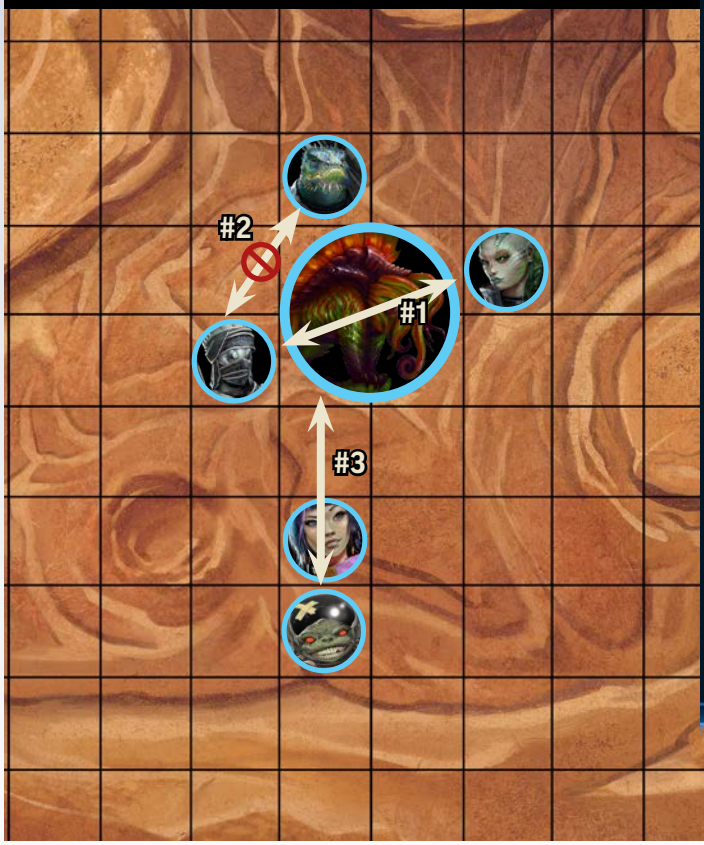


#1: Altronus is adjacent to the ksarik, and nothing blocks him from reaching it. The ksarik does not have cover against him, but he also does not have cover against it. If Altronus makes a ranged attack against the ksarik, he provokes an attack of opportunity from it.

#2: Obozaya is adjacent to the ksarik, but lines from every corner of her square to all the corners of the ksarik's square pass through or run along the border of a wall, so the ksarik has cover from her. Using the same rules, she has cover from the ksarik, so she can make a ranged attack without provoking an attack of opportunity from it.

#3: Raia attacks at range, and no matter what corner she chooses, some lines from it pass through a solid surface, meaning that the ksarik has cover from her attacks.

FLANKING



#1: Altronus and Raia are flanking the ksarik because they can draw a line to each other that passes through opposite sides of the ksarik. Both Altronus and Raia receive a +2 bonus to attack rolls made against the ksarik.

#2: Obozaya is not flanking the ksarik because she cannot draw a line to Altronus or Raia that passes through opposite sides of the ksarik. Obozaya cannot draw a line to Navasi, because Navasi is not adjacent to the ksarik and does not threaten it.

#3: The ksarik has reach and thus threatens Navasi. The space goblin and the ksarik flank Navasi, as they can draw a line between them that passes through opposite sides of Navasi's square. If the ksarik didn't have reach to Navasi, though, it and the space goblin would not be flanking her.

cover, or through a square occupied by a creature, the target has cover. Cover grants you a +4 bonus to AC and a +2 bonus to Reflex saves against attacks that originate from a point on the other side of the cover from you. Note that spread effects can extend around corners and negate these bonuses.

Cover and Attacks of Opportunity

If you have cover relative to an enemy, it can't make an attack of opportunity against you.

Low Obstacles and Cover

A low obstacle (i.e., a wall half your height) provides cover, but only to creatures within 30 feet (six squares). The attacker ignores the cover if he's closer to the obstacle than his target is.

Soft Cover

Creatures, even enemies, between you and the source of an effect provide you with cover against ranged attacks, giving you a +4 bonus to AC. However, soft cover provides no bonus to Reflex saves, nor does soft cover allow you to attempt a Stealth check.

Partial Cover

If more than half of you is visible, your bonuses from cover are reduced to +2 to AC and +1 to Reflex saving throws.

Improved Cover

In some cases, such as when a target is hiding behind a gun port in a defensive wall, cover provides greater bonuses to AC and Reflex saves. In such situations, the normal bonuses to AC and Reflex saves are doubled (to +8 and +4, respectively).

Total Cover

If an enemy doesn't have line of effect to you (see page 271), you have total cover from the enemy. A creature can't make an attack against a target that has total cover.

FLANKING

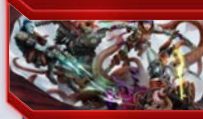
When making a melee attack, you gain a +2 bonus to attack rolls if your opponent is threatened (see page 255) by another creature on its opposite border or opposite corner. Only a creature that threatens the opponent can grant this bonus, and your bonus from flanking can never be higher than +2. Creatures with a reach of 0 feet can't flank an opponent.

When in doubt about whether two characters who threaten an opponent flank it, trace a line between the two attackers' centers. If the line passes through opposite borders or corners of the opponent's space, then the opponent is flanked.

Exception: If a creature takes up more than one square, it gets the flanking bonus if any square it occupies counts for flanking.

PRONE

If you are lying on the ground, you are prone. When prone, you take a –4 penalty to melee attack rolls. You also gain a +4 bonus to your Armor Class against ranged attacks but take a –4 penalty to your AC against melee attacks. If you are knocked down in zero gravity, you're off-kilter (see page 276) instead of prone.



MOVEMENT AND POSITION

It's often very important to know where all the creatures involved in an encounter are, as well as what terrain and other objects are present. The rules for movement and positions work best when keeping track of positions using a battle map and miniatures. A battle map is typically divided into a grid of 1-inch squares, each of which represents a 5-foot-by-5-foot area. Starfinder uses miniatures on the 30 mm scale (meaning a miniature of a 6-foot-tall creature is approximately 30 mm tall), available at **paizo.com** or your local gaming store.

The rules below cover moving in environments with normal gravity conditions. For more about movement in zero gravity, see page 402.

SIZE AND SPACE

Creatures come in different sizes and can occupy multiple squares. The square or squares a creature occupies are also referred to as the creature's space. Occasionally objects are defined with these same size categories.

There are nine size categories, and each determines the specific amount of space a creature takes up. The size categories are Fine, Diminutive, Tiny, Small, Medium, Large, Huge, Gargantuan, and Colossal.

Fine, Diminutive, and Tiny

These creatures take up less than 1 square of space. This means that more than one such creature can fit into a single square. A Tiny creature typically occupies a space only 2-1/2 feet across, so four can fit into a single square. Up to 25 Diminutive creatures or 100 Fine creatures can fit into a single square.

Small and Medium

Most player characters are Small or Medium, and creatures of these size categories take up a single 5-foot square of space.

Large, Huge, Gargantuan, and Colossal

Creatures in these size categories take up more than 1 square of space. See Table 8–1: Creature Size on page 256 for more details.

REACH AND THREATENED SQUARES

Your reach is the distance at which you can attack foes in melee combat. If you are wielding a melee weapon or are otherwise capable of making a melee attack (e.g., if you have your own natural weapons), you threaten all squares into which you can make a melee attack, even when it is not your turn (the exception is unarmed strikes—if you're making unarmed strikes, you don't threaten other squares). Generally, that means you threaten all squares adjacent to your space, including diagonally. An enemy that takes certain actions while in a square you threaten provokes an attack of opportunity from you (see page 248).

A creature's natural reach refers to its reach in melee combat when it is not wielding a weapon with the reach special property. Small and Medium creatures have a natural reach of 5 feet. When wielding a weapon with the reach special property, you threaten all squares that you can reach with your weapon. This typically extends a Small or Medium creature's reach to 10 feet. For more about the reach weapon special property, see page 182 in Chapter 7.

Creatures that take up less than 1 square of space typically have a natural reach of 0 feet, meaning they can't reach into adjacent squares unless using weapons with the reach special property. They must enter an opponent's square to attack in melee. This movement may provoke an attack of opportunity from the opponent. You can attack into your own square if you need to, so you can attack such creatures normally. Since they have no natural reach, they do not threaten the squares around them. You can thus move past them without provoking attacks of opportunity, and they also can't flank enemies.

Creatures that take up more than 1 square of space typically have a natural reach of 10 feet or more. Such a creature usually can make an attack of opportunity against you if you approach it, because you must enter and move within the range of its reach before you can attack it. You do not provoke this attack of opportunity if you take a guarded step to approach it. When wielding a weapon with the reach special property, such creatures extend their reach by 5 feet.

If your reach is 10 feet, you threaten the second square of a diagonal (this is an exception to the normal rule for calculating distance along a diagonal; see Diagonals on page 256 for more information). If your reach is anything other than 10 feet, calculate the diagonal distance of your reach normally.

SPEED

Your speed is how far you can move with a single move action. Your speed depends mostly on your race and your armor type, though magic and equipment can also impact it. Wearing heavy armor or carrying too much can reduce your speed (see Armor and Carrying Capacity in Chapter 7 for more details).

If you use two move actions in a round (sometimes called a "double move"), you can move up to double your speed. If you spend the entire round running (using the run action; see page 248), you can move up to quadruple your speed.

A creature's land speed refers to how far it moves across the ground with its appendages. Most Medium creatures have a land speed of 30 feet (6 squares). If a creature has additional movement speeds, such as a climb speed or a fly speed, those speeds are listed in the creature's statistics separately (see Additional Movement Types on page 258). If a rule references speed without specifying a movement type, it refers to whatever movement type you are using.

MOVEMENT SCALES

Movement occurs in different movement scales, detailed on the following pages. Tactical movement, for combat, is measured in feet (or 5-foot squares) per round. Local movement, for exploring the immediate area, is usually measured in feet per minute, though you can also track movement on a local scale in rounds, as in tactical movement. Overland movement, for getting from place to place, is measured in miles per hour or miles per day.

Starships use their own movement scales for moving between planets and systems and for tactical starship combat. See Space Travel on page 290 and Starship Combat on page 316 for more details on these movement scales.

Modes of Movement

While moving at the different movement scales, creatures generally walk, hustle, or run.

Walk

A walk represents unhurried but purposeful movement (typically 30 feet per round or 3 miles per hour for an unencumbered PC).

Hustle

A hustle is a jog (about 6 miles per hour for an unencumbered PC). When you are taking the move your speed action (see page 247) to move in the same round that you perform a standard action or another move action or when you move your speed twice in a single round, you are hustling when you move.

Run

A running pace for a character is moving four times her speed (about 120 feet per round or 12 miles per hour for an unencumbered PC). When you are taking the run action (see page 248), you are running when you move.

TACTICAL MOVEMENT

Tactical movement is used for round-by-round combat and is typically tracked using a battle map with a grid of 1-inch squares and miniatures representing all combatants. Characters generally don't walk during combat, for obvious reasons; they hustle or run instead. When you move your speed and take another action, you are hustling for about half the round and doing something else the other half.

Measuring Distance

As a general rule, distance during tactical combat is measured assuming that 1 square equals 5 feet.

Diagonals

When measuring distance, count the first diagonal as 1 square, the second as 2 squares, the third as 1, the fourth as 2, and so on. You can't move diagonally past a hard corner (such as the corner of a building or starship or the side of a doorframe), but you can move diagonally past a creature (even an opponent) or less rigid objects, such as plant life.

Closest Creature

Sometimes it's important to determine the closest square or creature to a location. If two squares or creatures are equally close, the creature taking the action that requires the closest square be determined decides which square counts as closest.

Moving through Occupied Squares

You may be able to move through an occupied square without difficulty in certain circumstances, with different effects based on the creature in a given square, as noted below.

Ally

Unless you are charging, you can move through a square occupied by an ally or a friendly character. When you do so, that creature doesn't provide you with cover (see page 253).

Opponent

You can't normally move through a square that is occupied by an opponent, but you can move through a square that is occupied by a helpless opponent without penalty. Some creatures, particularly very large ones, present an obstacle even when helpless; in such cases, each such square you move through counts as 2 squares. It is also possible to use the tumble task of the Acrobatics skill to move through a square occupied by an opponent (see page 136). Some creatures break these rules. A creature that completely fills the squares it occupies (such as a 5-foot-cube robot) cannot be moved past, even with the Acrobatics skill or similar abilities.

Ending Your Movement

You can't end your movement in the same square as another creature unless that creature is helpless.

TABLE 8-1: CREATURE SIZE

SIZE CATEGORY	HEIGHT OR LENGTH[1]	WEIGHT[2]	SPACE	NATURAL REACH (TALL[3])	NATURAL REACH (LONG[3])
Fine	6 in. or less	1/8 lb. or less	1/2 ft.	0 ft.	0 ft.
Diminutive	6 in.-1 ft.	1/8-1 lb.	1 ft.	0 ft.	0 ft.
Tiny	1-2 ft.	1-8 lbs.	2-1/2 ft.	0 ft.	0 ft.
Small	2-4 ft.	8-60 lbs.	5 ft.	5 ft.	5 ft.
Medium	4-8 ft.	60-500 lbs.	5 ft.	5 ft.	5 ft.
Large	8-16 ft.	500 lbs.-2 tons	10 ft.	10 ft.	5 ft.
Huge	16-32 ft.	2-16 tons	15 ft.	15 ft.	10 ft.
Gargantuan	32-64 ft.	16-125 tons	20 ft.	20 ft.	15 ft.
Colossal	64 ft. or more	125 tons or more	30 ft.[3]	30 ft.	20 ft.

[1] This means a biped's height or a quadruped's body length (nose to base of tail).

[2] These numbers assume that the creature is roughly as dense as a regular animal. A creature made of stone will weigh considerably more, and a gaseous creature will weigh much less.

[3] These values are typical for creatures of the indicated size. Some exceptions exist.

Terrain and Obstacles

From cargo crates and wrecked vehicles to vines and rocky rubble, many terrain features affect your movement.

Difficult Terrain

Difficult terrain, such as heavy undergrowth, piles of junk, or steep stairs, hampers movement. Each move into a square of difficult terrain counts as 2 squares of movement. Each diagonal move into a difficult terrain square counts as 3 squares. You can't run or charge across difficult terrain. If you occupy multiple squares with different kinds of terrain, you can move only as fast as the most difficult terrain will allow. Flying and incorporeal creatures are not hampered by most difficult terrain, though a dense tree canopy or web of chains might count as difficult terrain for flying creatures.

Squeezing

In some cases, you have to squeeze into or through an area that isn't as wide as the space you take up. You can squeeze through or into a space that is at least half as wide as your normal space. While squeezing, you have the entangled condition (see page 275), which includes moving at half your speed.

Special Movement Rules

These rules cover special movement situations.

Ending Movement in an Illegal Space

Sometimes you may need to end your movement while moving through a space where you're not allowed to stop. When that happens, you stop in the last legal position you occupied.

Double Movement Cost

When your movement is hampered in some way, your movement usually costs double the normal amount. For example, each square of movement through difficult terrain counts as 2 squares, and each diagonal move through such terrain counts as 3 squares (just as two diagonal moves normally do).

If a movement cost is doubled twice, then each square counts as 4 squares (or as 6 squares if moving diagonally). If movement cost is doubled three times, then each square counts as 8 squares (12 if diagonal) and so on. This is an exception to the general rule regarding multiplying values.

Minimum Movement

Despite whatever penalties to your speed you might have, as long as you can move at all you can take a full action to move 5 feet (1 square) in any direction, even diagonally. This rule doesn't allow you to move through impassable terrain or to move when all movement is prohibited. Such movement provokes attacks of opportunity as normal (despite the distance covered, this move isn't a guarded step).

LOCAL MOVEMENT

While exploring an area, you can measure your local movement in feet per minute if a round-by-round accounting of actions isn't necessary. You can walk or hustle without a problem on

the local scale, and you can run for a number of rounds equal to your Constitution score on the local scale without needing to rest. After that you must attempt a Constitution check (DC = 10 + 1 for each previous check) each round to continue running. When you fail this check, you must stop running. Once you have run to your limit, you must rest for 1 minute (10 rounds) before running again. During a rest period, you can move no faster than you can for a normal move action.

OVERLAND MOVEMENT

Characters covering long distances cross-country use overland movement. Overland movement is measured in miles per hour or miles per day. A day represents 8 hours of actual travel time when traveling on foot or on a mount. Vehicles with a single pilot or a very small crew can travel for about 10 hours in a day. Large vehicles that operate continuously with a large crew on multiple shifts can travel continuously for 24 hours.

SPEED	20 FEET	30 FEET	40 FEET
1 ROUND (TACTICAL)			
Walk	20 ft.	30 ft.	40 ft.
Hustle	40 ft.	60 ft.	80 ft.
Run	80 ft.	120 ft.	160 ft.
1 MINUTE (LOCAL)			
Walk	200 ft.	300 ft.	400 ft.
Hustle	400 ft.	600 ft.	800 ft.
Run	800 ft.	1,200 ft.	1,600 ft.
1 DAY (OVERLAND)			
Walk	16 miles	24 miles	32 miles

Walk

You can walk for 8 hours during a day without a problem. Walking for longer than that can wear you out (see Forced March below).

Hustle

You can hustle for 1 hour without a problem. Hustling for a second hour in between sleep cycles deals 1 nonlethal damage to you, and each additional hour deals twice the damage taken during the previous hour of hustling. If you take any nonlethal damage from hustling, you become fatigued (see page 276). When you recover from this nonlethal damage, you also eliminate the fatigued condition.

Run

You can't run overland for an extended period of time. Attempts to run and rest in cycles effectively work out to a hustle.

Terrain

The terrain through which you travel affects the distance you can cover while traveling. The table below shows you how to modify travel times based on the type of terrain and the quality of the path you're following. A highway is a major, mostly straight, paved road. A road is typically a dirt track. A trail is like a road, except that it allows only single-file travel and does not benefit a party traveling with vehicles. Trackless terrain is a wild area with no paths.

TERRAIN	HIGHWAY	ROAD OR TRAIL	TRACKLESS
Desert (all temperatures)	×1	×1/2	×1/2
Forest (typical)	×1	×1	×1/2
Forest (dense)	×1	×3/4	×1/4
Hill	×1	×3/4	×1/2
Marsh	×1	×3/4	×1/2
Mountain	×3/4	×3/ 4	×1/2
Plains	×1	×1	×3/4
Urban	×3/4	×1/2	×1/2

Forced March

In a day of normal walking, you walk for 8 hours, and then you spend the rest of your daylight time making and breaking camp, resting, and eating. However, you can walk for more than 8 hours in a day by making a forced march. For each hour of marching beyond 8 hours, you must succeed at a Constitution check (DC = 10 + 2 per extra hour) or you take 1d6 nonlethal damage. If you take any nonlethal damage from a forced march, you become fatigued (see page 276). When you recover from this nonlethal damage, you also eliminate the fatigued condition. Still, it's quite possible to march yourself into unconsciousness by pushing yourself too hard.

EVASION AND PURSUIT

In round-by-round movement, when simply counting off squares, it's impossible for a slow character to get away from a fast character without mitigating circumstances. Likewise, it's easy for a fast character to get away from a slower one.

When the speeds of the two characters are equal, there are a few simple ways to resolve a chase. If one creature is pursuing another—both are moving at the same speed—and the chase continues for at least a few rounds, the characters can attempt opposed Dexterity checks to see who is the faster individual over those rounds. If the creature being chased wins, it escapes. If the pursuer wins, it catches the fleeing creature.

Sometimes a chase occurs overland and could last all day, with the two sides only occasionally getting glimpses of each other at a distance. In the event of a long chase, all parties can attempt opposed Constitution checks to determine which one can maintain the pace the longest. If the creature being chased rolls the highest, it gets away. If not, the pursuer runs down its prey, outlasting it through superior stamina.

Vehicle chases follow their own rules; see Vehicle Chases starting on page 282.

ADDITIONAL MOVEMENT TYPES

Some creatures have modes of movement other than walking and running, such as burrowing, climbing, flying, and swimming. Such creatures have a specific speed listed for each movement type. Generally speaking, these additional movement types follow the normal rules for movement, except as detailed below.

Burrowing

If you have a burrow speed, you can use move actions to tunnel through dirt. You cannot tunnel through rock unless you have an ability that states otherwise. You can move your full burrow speed while burrowing, but you cannot run (see page 248). Most burrowing creatures do not leave behind tunnels other creatures can use unless they have an ability that states otherwise; instead, the dirt closes up behind them as if they had not been there.

Climbing

If you have a climb speed, you can use move actions to climb slopes, walls, and other steep inclines, and you don't need to attempt an Athletics check to climb except in hazardous circumstances (see the Athletics skill starting on page 136). You are not flat-footed (see page 276) while climbing. You receive a +8 bonus to all Athletics checks to climb and can always take 10 while climbing, even if distracted or threatened. You can move your full climb speed when you use the move action while climbing, but you cannot run. You can move double your climb speed with a successful Athletics check to climb, but you take a –5 penalty to the check. Creatures without a climb speed use the Athletics skill to climb.

Flying

If you have a fly speed, you can use move actions to fly through the air. A creature with a fly speed has one of three maneuverability classes: clumsy, average, or perfect. Creatures with clumsy maneuverability take a –8 penalty to Acrobatics checks to fly, while those with perfect maneuverability gain a +8 bonus to these checks. Creatures with average maneuverability (the default maneuverability) neither gain a bonus nor take a penalty to Acrobatics checks to fly. While you are flying, at the start of each turn, choose a primary direction for the round (including up or down). You can move your full fly speed in a straight line in that direction without the need for an Acrobatics check, as long as the wind conditions are favorable.

If you want to change direction while flying, it costs you an additional 5 feet of movement to turn 45 degrees. If you want to ascend, it costs you an additional 5 feet of movement for each square that you move upward. For example, suppose you have a fly speed of 60 feet. As a single move action, you can fly forward 20 feet, turn 45 degrees to the left, and fly one square diagonally (all of which costs 30 feet of your movement). You can then ascend 15 feet, which costs another 30 feet of movement. At this point, you have used your full 60 feet of flying movement, so your move action is over.

If you are flying in an area with zero or low gravity, movement to ascend does not cost extra squares. If you are flying in an area with high gravity, ascending costs double the extra squares of movement.

The Acrobatics skill also details other types of movement that can be made by flying creatures. These require successful Acrobatics checks, and these checks have consequences if you fail. If you have clumsy maneuverability, you cannot use the hover option presented in the fly task of the Acrobatics skill (see page 135). If you have average maneuverability, all of the options in the fly task of Acrobatics are available to you. If you have perfect maneuverability, you do not have to attempt an Acrobatics check to use the avoid falling damage or hover options; you automatically succeed at these options (unless you are unconscious), though you can still attempt an Acrobatics check to hover as a swift action instead of a move action.

Swimming

If you have a swim speed, you can use move actions to swim through liquids, but you don't need to attempt an Athletics check to swim except in hazardous circumstances (see the Athletics skill starting on page 136). You receive a +8 bonus to all Athletics checks to swim, and you can always take 10 while swimming, even if you are distracted or threatened. You can move your full swim speed while swimming, and you can use the run action while swimming, provided that you swim in a straight line. Creatures without a swim speed use the Athletics skill to swim. A swim speed does not automatically impart the ability to breathe underwater.

SENSES

Just as actions determine what you can do in combat and movement determines how you get there to do it, senses determine what you can perceive and how. Different alien races might have many different senses, but essentially all senses are separated into precise and imprecise senses. A specific creature's senses are typically further refined into special abilities that more tightly detail how it perceives. These abilities include blindsight, blindsense, sense through, darkvision, and low-light vision, and the description of these abilities is found in Special Abilities beginning on page 262.

The broad definitions of creatures' types of senses are below, followed by an explanation of how they function.

PRECISE SENSES

Precise senses allow a creature to perceive the world in nuanced detail. For many creatures, the only precise sense they have is vision. Most other precise senses are collectively referred to as "blindsight," indicating that they are precise like vision but creatures can use them without needing to see.

IMPRECISE SENSES

Imprecise senses allow a creature to perceive certain details and clues about the world, which vary depending on the sense, but these are not sufficient for the creature to make out nuanced detail the way a human's sight does. For many creatures, their nonvisual senses are imprecise. Some creatures have extremely keen imprecise senses that, while still insufficient to provide details like a precise sense would, can greatly help the creatures detect stimuli in the absence of their precise senses; such senses are collectively referred to as "blindsense."

SPECIFIC SENSING MECHANISMS

Creatures with blindsense or blindsight typically perceive using a specific sense mechanism, indicated in parentheses after blindsense or blindsight in the creature's statistics. If this sense somehow becomes unusable, the creature loses access entirely to its blindsense or blindsight. The typical senses through which creatures can perceive are emotion, life, scent, sound, thought, and vibration.

Specific entries for blindsense, blindsight, and other senses can be found in Special Abilities beginning on page 262.

THE FOUR STATES OF AWARENESS

In gameplay, there are four different states of awareness that you can have with regard to another creature, which determine, for example, whether you surprise it when you engage it in combat or whether you can target a creature with an attack. These states of awareness are described below.

Unaware

When you are unaware of another creature, you don't even know it is present. Generally this occurs because the creature is hidden, you failed your Perception check to notice it, and the creature hasn't yet performed any actions that would alert you to its presence. You cannot directly attack a creature you are unaware of, but it is subject to area effects.

Aware of Presence

When you are aware of another creature's presence, you don't necessarily know exactly where it is. Typically this occurs when the hidden creature has taken some action that revealed its general presence in the area but has successfully used Stealth since then to hide its exact location. If you have succeeded at a Perception check to notice a creature with an imprecise sense other than blindsense, you are aware of the creature's presence (if you have blindsense, a successful Perception check means you are aware of the creature's location; see below). You cannot directly attack a creature if you are only aware of its presence, but it is subject to area effects affecting its location.

In order to directly attack such a creature, you must pinpoint its exact location with an additional Perception check to search (see page 144). If this check is successful and you are using an imprecise sense to pinpoint a creature, you become aware of the creature's location (see Aware of Location below). If this check is successful and you are using a precise sense to pinpoint a creature, you are observing the creature (see Observing below).

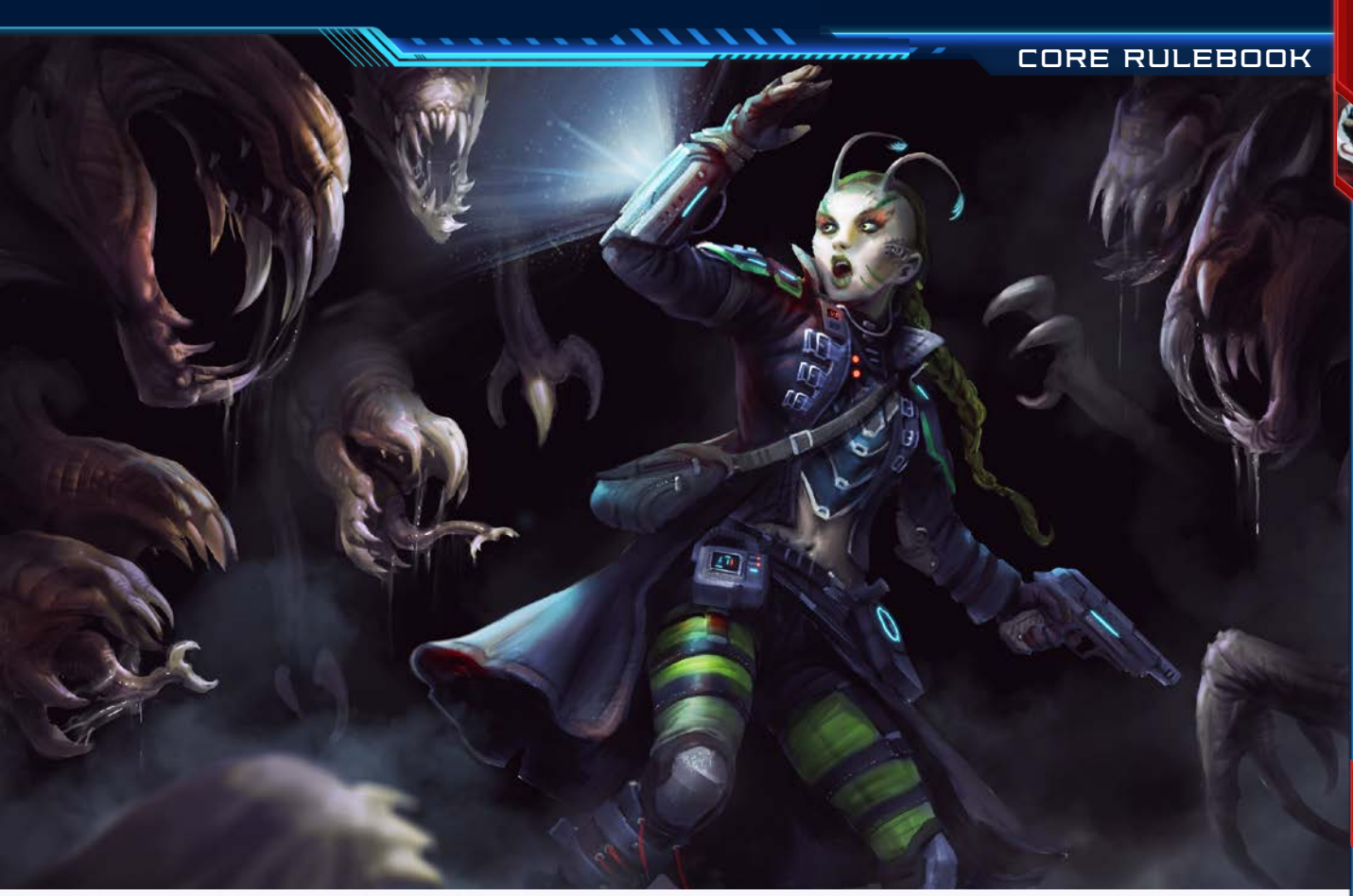
Aware of Location

When you are aware of a creature's location, you know exactly where the creature is located, but you still can't observe the creature with a precise sense such as vision. Generally, this occurs because you have blindsense, or because the creature is hidden but you have succeeded at a Perception check to search for the creature with an imprecise sense. You must at least be aware of a creature's location in order to directly attack it, though it is considered to have total concealment from you (see page 253). It is, however, subject to area effects affecting that location.

Observing

When you are observing a creature, you can directly perceive the creature with a precise sense. Generally, this occurs when a creature is visible, when the situation makes it impossible for the creature use Stealth to hide, or when you have succeeded at a Perception check to search for the creature using a precise sense such as blindsight. You must be observing a creature to use a ranged effect that targets a specific creature without requiring an attack roll to hit (such as *magic missile*). You can also make normal attacks, including ones using ranged abilities, against creatures that you are observing. Again, it is subject to area effects that affect its location.

A creature currently being observed can't attempt a Stealth check without first breaking that observation. To break observation, the creature must either mask itself from your precise senses (with darkness, fog, invisibility, or the like, but not with effects such as *displacement* that still leave a clear visual indicator of its location), move somewhere it can't be observed (a place with cover, for example), or use Bluff to create a distraction to momentarily break your observation of it.



DEALING WITH UNSEEN CREATURES

If you are unaware of a creature, aware of a creature's presence, or aware of a creature's location, that creature is considered to be "unseen" for you. A stationary unseen creature has a +40 bonus to Stealth checks, but this bonus is reduced to +20 if the unseen creature moves (and these bonuses are negated for potential observers with blindsense). An unseen creature benefits from total concealment (50% miss chance) against attacks. In addition, you are considered flat-footed against an unseen creature's attacks.

If you are unaware of a creature or aware only of its presence, you cannot directly attack it. You must first succeed at a Perception check to search for the creature's location, which then allows you to become aware of the creature's location (if using an imprecise sense) or to observe the creature (if using a precise sense). If an unseen creature makes a melee attack against you from a space adjacent to you, you automatically determine its location, though this doesn't stop it from moving after the attack.

VISION AND LIGHT

Because the majority of creatures in the Starfinder RPG use vision as their only precise sense, it's important to determine the limitations of vision.

Bright Light

All characters with vision can see clearly in bright light. Sources of bright light include direct sunlight outdoors, a nearby star shining through a starship viewport, powerful industrial lighting, or any source as bright or brighter than normal sunlight.

Normal Light

Normal light functions just like bright light, but it is less intense. Normal light includes the light conditions underneath a forest canopy during the day, typical indoor lighting, typical lighting on a starship, or the light shed by a star shaman's starlight form.

Dim Light

In dim light, you can somewhat make out shapes, but you can't see precise details well at all. Dim light includes moonlight outside at night and bright starlight, or a starship's emergency backup lights. An area just beyond the range of a light source has dim light. Creatures within an area of dim light have concealment (20% miss chance; see page 253) from creatures without darkvision or the ability to see in darkness. Because dim light is not ideal for observation, if you're in an area of dim light, you can attempt a Stealth check to conceal yourself from creatures without low-light vision, darkvision, or blindsight. Dim light does not affect creatures with low-light vision, which can see in dim light as if it were normal light.

Darkness

In darkness, creatures without darkvision effectively have the blinded condition (see page 273). Areas of darkness include an unlit chamber within a structure, most caverns, outside on a moonless night, or the surface of planets with distant or nonexistent stars. Unlike low-light vision and in areas of dim light, darkvision does not work exactly like normal vision in areas of darkness; rather, darkvision works only to a specified range and is in black and white.

SPECIAL ABILITIES

A number of creatures and characters with a variety of classes gain the use of special abilities. These abilities range from ones that can be activated in a way similar to spells to more static abilities that grant special senses or traits.

EXTRAORDINARY, SPELL-LIKE, AND SUPERNATURAL ABILITIES

Many abilities available to characters or monsters are classified as extraordinary, spell-like, or supernatural. Depending on which category they fall into, these abilities function as described below.

Extraordinary Abilities (Ex)

Extraordinary abilities are nonmagical. They cannot be disrupted in combat as spells can, they are not subject to dispelling, and they function normally in areas where magic is suppressed or negated. Despite not qualifying as magical, some extraordinary abilities may break the laws of physics.

The text of an extraordinary ability indicates what type of action is required to use it, as well as how often the creature can use it. If an extraordinary ability doesn't specify what type of action is required to activate it, it requires a standard action.

The DC of an extraordinary ability is typically equal to 10 + half the level of the creature using it + the creature's relevant ability score modifier, as detailed in the ability's description.

Extraordinary abilities are often denoted with the abbreviation "Ex" in parentheses next to the ability's name.

Spell-Like Abilities (Sp)

Spell-like abilities are magical abilities that function very much like spells do (see Casting Spells starting on page 330). The main difference is that you gained the ability through a different means than normal spellcasters gain spells. A spell-like ability has a casting time of a standard action unless noted otherwise in the ability or spell description. Usually, a spell-like ability either can be used a specific number of times per day, can be used at will, or can affect a creature constantly. If a spell requires an expenditure of credits or Resolve Points as part of its casting, a creature that can cast the spell as a spell-like ability does not need to pay such costs. Creatures with spell-like abilities that can be made permanent still must pay any costs and take the listed amount of time to do so. In all other ways, a spell-like ability functions just like a spell.

Because it functions like a spell, using a spell-like ability in a threatened square usually provokes attacks of opportunity (see page 248) unless the text of the ability or the spell it emulates specifically says otherwise.

Spell-like abilities are subject to spell resistance and *dispel magic*. They do not function in areas where magic is suppressed or negated.

Just as for spells, a spell-like ability's caster level determines the ability's power (see Caster Level on page 331). If no caster level is specified in the ability's description, the caster level is equal to the creature's character level or CR. The DC of a spell-like ability is typically equal to 10 + the spell's level + the Charisma modifier of the creature using it. If a class grants a spell-like ability that is not based on an actual spell, the ability's effective spell level is equal to the highest-level class spell the character could cast at the class level the ability is granted.

Spell-like abilities are often denoted with the abbreviation "Sp" in parentheses next to the ability's name.

Supernatural Abilities (Su)

Supernatural abilities are magical but differ from spells in key ways. Unlike spells, which can be interrupted while being cast, supernatural abilities can't be disrupted in combat. They aren't subject to spell resistance or *dispel magic,* but they don't function in areas where magic is suppressed or negated.

The text of a supernatural ability indicates what type of action is required to use it, as well as how often it can be used. If a supernatural ability doesn't specify what type of action is required to activate it, it requires a standard action.

The DC of a supernatural ability is typically equal to 10 + half the level of the creature using it + the creature's relevant ability score modifier, as detailed in the ability's description.

Supernatural abilities are often denoted with the abbreviation "Su" in parentheses next to the ability's name.

REGAINING DAILY-USE ABILITIES AND SPELLS

Some abilities have a limited number of uses per day. To regain uses of these abilities, 24 hours must have passed since you last regained uses of your abilities, and you must have rested for 8 continuous hours during that period.

You do not have to sleep for every minute of the rest period, but you must refrain from movement, combat, spellcasting, skill use, conversation, and any other fairly demanding physical or mental task during the rest period. If your rest is interrupted, each interruption adds 1 hour to the total amount of time you have to rest before regaining uses of your abilities. If for some reason you do not need to sleep, you still must have 8 hours of restful calm before regaining uses of your abilities.

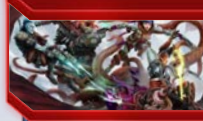
Spellcasters such as mystics and technomancers follow the same rules to regain their daily spell slots, but they must spend 15 minutes concentrating after the rest period to ready their minds to regain their daily allotments of spell slots. Without such a period of concentration, spellcasters do not regain spell slots used up the day before.

ABILITY DESCRIPTIONS

Special abilities that are common in Starfinder are described below. The ability's source typically indicates whether it is extraordinary, spell-like, or supernatural. In general, if an ability's source does not indicate its type, the ability is extraordinary.

Blindsense

Blindsense is the ability to use an imprecise nonvisual sense (or a combination of senses; see page 260) to operate effectively without vision. Blindsense operates out to a range specified in the creature's description.



A creature with blindsense typically perceives using a specific sense, which is indicated in parentheses after the blindsense entry in the creature's statistics. If the indicated sense somehow becomes unusable—say, for example, if a creature that uses sound to perceive through its blindsense becomes deaf—the creature loses access entirely to its blindsense. The typical senses through which creatures with blindsense can perceive are emotion, life, scent, sound, thought, and vibration.

If you have the blindsense special ability and succeed at a Perception check to notice an unseen creature, you become aware of the creature's location. Blindsense negates the bonuses to Stealth checks that an unseen creature would otherwise receive, but unseen creatures still have total concealment against the attacks of creatures with blindsense, and creatures with blindsense are still flat-footed against the attacks of unseen creatures. See Dealing with Unseen Creatures on page 261 for more information.

Blindsight

Blindsight is a precise nonvisual sense (or a combination of senses; see page 260) that functions as a more potent version of blindsense. Blindsight operates out to a range specified in the creature's description.

A creature with blindsight typically perceives using a specific sense, which is indicated in parentheses after the blindsight entry in the creature's statistics. If the indicated sense somehow becomes unusable—say, for example, if a creature that uses scent to perceive through its blindsight loses its sense of smell—the creature loses access entirely to its blindsight. The typical senses through which creatures with blindsight can perceive are emotion, life, scent, sound, thought, and vibration.

If you have blindsight and succeed at a Perception check to notice a hidden creature, you are observing the creature. Blindsight negates concealment, *displacement*, invisibility, magical darkness, and similar effects, though a creature with blindsight still can't perceive ethereal creatures (see the *ethereal jaunt* spell on page 354). A creature with blindsight cannot be blinded (see page 273) and is not subject to gaze attacks (see the *Starfinder Alien Archive*).

Blindsight is still limited in many ways compared to normal vision. Blindsight never allows a creature to distinguish color or visual contrast, though it might be able to make out other features depending on the sense. A creature cannot read written text with blindsight, though it could still use tactile communication. Blindsight works underwater and in fog or smoke, but it typically does not work in a vacuum (although this depends on the nature of the sense; for instance, emotion-based blindsight would work in a vacuum).

Damage Reduction (DR)

Some creatures have the ability to instantly heal damage from attacks or ignore blows altogether; this is referred to as the damage reduction special ability. Damage reduction (DR) applies to kinetic damage—any bludgeoning, piercing, or slashing damage—that a character takes, regardless of that damage's source. It does not apply against damage with no damage type or any other damage type, including acid, cold, electricity, fire, or sonic, though these can be mitigated by energy resistance (see page 264).

The numerical part of a creature's damage reduction is the amount of bludgeoning, piercing, and slashing damage the creature ignores from each attack. Weapons made from a certain material, magic weapons (any weapon with a weapon fusion; see page 191), and weapons imbued with a specific alignment often can overcome this reduction. This information is separated from the damage reduction number by a slash. For example, DR 5/cold iron means that you take 5 fewer damage from weapons that are not made from cold iron, DR 5/magic means you take 5 fewer damage from weapons that are not magic, and so on. If a dash follows the slash ("DR 5/—"), then the damage reduction is effective against bludgeoning, piercing, or slashing damage from any weapon, though some attacks have their own ability to overcome DR. Ammunition fired from a projectile weapon with a magic fusion or alignment is treated as a magic weapon or having the listed alignment for the purpose of overcoming damage reduction.

Sometimes, multiple types of weapon materials or alignments are indicated after the value of DR, indicating that the damage reduction can be overcome in multiple ways or requires a specific combination of effects to be overcome. For example, DR 5/lawful or magic means any weapon that is of a lawful alignment or that is magic can overcome the damage reduction. In contrast, DR 5/lawful and magic means only weapons that are both of a lawful alignment and magic overcome the damage reduction.

Whenever damage reduction completely negates the damage from an attack, it also negates most special effects that accompany the attack, such as an injury-based disease, an operative's debilitating trick, and poison delivered via an injury. Damage reduction does not negate ability damage, ability drain, energy damage dealt as part of an attack, or negative levels, nor does it affect poisons or diseases delivered by contact, ingestion, or inhalation. Attacks that deal no damage because of the target's damage reduction do not disrupt spells.

If you have damage reduction from more than one source, the two forms of damage reduction do not stack unless the sources granting the damage reduction specifically note otherwise. Instead, you get the benefit of the best damage reduction in a given situation. Rarely, an effect specifies that it increases a creature's existing damage reduction.

Sometimes damage reduction represents instant healing, while in other cases it reflects the creature's tough hide or body. In either case, you can see that a conventional attack hasn't been effective.

Darkvision

Darkvision is the ability to see with no light source at all, out to a range specified in the creature's description. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise—when a creature has darkvision, invisible objects and creatures are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally (see the *Starfinder Alien Archive*). The presence of light does not affect darkvision.

Energy Resistance

A creature with resistance to energy has the ability to ignore some energy damage of a certain type (acid, cold, electricity, fire, or sonic) per attack. Each resistance ability is defined by what energy type it resists and how much damage is resisted. It doesn't matter whether the damage is from a mundane or magical source. If an attack deals both kinetic damage and energy damage (such as dealing 3d6 bludgeoning and 1d6 fire damage), energy resistance applies to the energy damage but doesn't reduce the kinetic damage.

If energy resistance completely negates the damage from an attack, it also negates most special effects that accompany the attack, such as an operative's debilitating trick or poison delivered via an injury. Energy resistance does not negate ability damage, ability drain, or negative levels dealt along with an energy attack, nor does it affect poisons or diseases delivered by contact, ingestion, or inhalation.

If you have energy resistance against the same energy type from more than one source, the two forms of energy resistance do not stack unless the sources of the energy resistance specifically note otherwise. Rarely, an effect specifies that it increases a creature's existing energy resistance.

Incorporeal

An incorporeal creature doesn't have a physical body. It is immune to all nonmagical kinetic attacks. All energy attacks and magical kinetic attacks deal half damage (50%) to it. An incorporeal creature takes full damage from other incorporeal creatures and effects, as well as from all force effects. Corporeal spells and effects that do not cause damage have only a 50% chance of affecting an incorporeal creature. An incorporeal creature is immune to critical hits.

Incorporeal creatures' attacks always target their enemies' Energy Armor Class. Incorporeal creatures cannot take any physical actions that would move or manipulate an opponent or its equipment, including combat maneuvers, nor are they subject to any such actions.

An incorporeal creature can enter or pass through solid objects but must remain adjacent to such an object's exterior, and so it cannot pass through the center of an object whose space is larger than its own. It can sense the presence of creatures or objects within squares adjacent to its current location (see page 260), but enemies have total concealment (50% miss chance; see Concealment on page 253) from an incorporeal creature that is inside an object. An incorporeal creature inside an object has total cover, but when it attacks a creature outside the object it has only cover (see Cover starting on page 253). An incorporeal creature cannot pass through a force effect. Incorporeal creatures pass through and operate in vacuum, water, and zero gravity as easily as they do in air. Incorporeal creatures cannot fall or take falling damage. They have no weight and do not set off traps that are triggered only by weight.

Incorporeal creatures move silently and cannot be heard with Perception checks unless they wish to be. Any sense (including blindsense or blindsight) based on scent, sound, or touch is ineffective at perceiving incorporeal creatures. These creatures have an innate sense of direction and can move at full speed even when they cannot see.

Invisible

An invisible creature is visually undetectable. A creature using only an imprecise sense, or whose only precise sense is vision, can't observe an invisible creature, so the invisible creature is unseen by such a would-be observer. Creatures with blindsight can perceive invisible creatures normally, since blindsight is a precise sense that does not rely on vision, and thus can observe invisible creatures. See Senses on page 260 and Dealing with Unseen Creatures on page 261 for more information.

Invisible creatures remain invisible even in unusual environments, such as underwater, and when subject to effects such as fog or smoke. They are not magically silenced. They can still be heard, smelled, and felt as normal, even if other creatures can't see them. Invisible creatures leave tracks and can be tracked normally. A character looking for an invisible creature might find his quarry if the invisible creature drops an item, speaks, smells strongly, leaves an obvious trail, or performs some action that makes itself known. Finding an invisible creature in this way requires a Perception check as normal. If successful, and assuming your only precise sense is vision, you become aware of the invisible creature's presence, but you don't know its exact location. If you're looking for an invisible creature, the GM might rule that you have a bonus or penalty to your Perception checks based on the situation.

Items dropped or put down by an invisible creature become visible; items it picks up disappear if tucked into the clothing or pouches worn by the creature. Light, however, never becomes invisible, although a source of light can become so (thus creating the effect of a light with no visible source). Any part of an item that the creature carries but that extends more than 10 feet from it becomes visible.

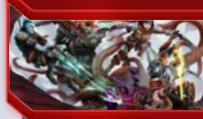
Invisibility does not thwart divination spells or effects. Invisible creatures cannot use gaze attacks (see the *Starfinder Alien Archive*). If you are or become invisible while grappled, you gain a +2 circumstance bonus to your check to escape being grappled, but you gain no other benefit against the grappler.

Low-Light Vision

Characters with low-light vision can see in dim light as if it were normal light (see Vision and Light on page 261).

Sense Through

Sense through is the special ability to perceive things beyond an obstacle or barrier that would otherwise block normal senses. It allows a creature to attempt Perception checks into areas that would otherwise lie beyond its senses. Sense through augments a creature's precise or imprecise senses, rather than replacing them. For example, a creature cannot have a form of sense through based on vision unless it has standard vision. Sense through may be a supernatural power to sense things beyond normal perception or an extraordinary ability representing enhanced senses, and it can be granted by equipment (such as laser microphones and X-ray visors), natural



abilities (such as some dragons' ability to see through smoke), and other effects. Sense through operates out to a range specified in the creature's description.

A creature with sense through typically perceives using a specific sense, which is indicated in parentheses after the sense through entry in the creature's statistics. For example, sense through (vision) allows a creature to see through obstacles that would normally block vision. If the indicated sense somehow becomes unusable—for example, if a creature whose vision is augmented by sense through is blinded—the creature loses access to its sense through ability. The typical senses through which creatures with sense through can perceive are emotion, life, scent, sound, hearing, vibration, and vision.

A creature with sense through (vision) is considered to have darkvision to a range of 60 feet unless stated otherwise. This enables the creature to perceive through materials such as armor, briefcases, and other concealing items, meaning the creature can use Perception to search more quickly and easily (searching up to a 20-foot-by-20-foot area in a single round), though such quick searches reveal only things accessible by that sense. If a secret door is concealed behind a material that blocks this ability (see below), a quick search using sense through (vision) would not reveal it.

Some sense through abilities allow a creature to sense through only specific materials. Such materials are indicated in brackets after the associated sense in the sense through entry in the creature's statistics. For example, sense through (vision [smoke only]) allows a creature to see through smoke as if it were not present, but all other obstacles to vision work normally. A sense through ability that works against only a specific material otherwise works like the sense it is associated with, including requiring Perception checks to notice things.

Blocking Sense Through

Some sense through abilities (generally those of a magical nature) cannot penetrate specific materials. This is indicated in brackets after the associated sense in the sense through entry in the creature's statistics. For example, a lycanthrope with sense through (scent [blocked by silver]) can smell through walls—but not through even a thin layer of silver.

Unless stated otherwise, in addition to all other limitations, sense through is blocked by energy fields and sufficiently dense material. This includes all energy fields that impact the physical world (such as force fields that grant temporary Hit Points and force effects such as the *wall of force* spell). The density limitation generally causes these senses to be blocked by 10 feet of wood or plastic, 5 feet of stone, 1 foot of common metal, or 6 inches of lead or any starmetal (such as adamantine). Typical suits of armor and containers do not block such vision unless they specify otherwise.

Spell Resistance (SR)

Spell resistance (SR) is the ability to avoid being affected by spells and spell-like abilities, much like an Armor Class against magical attacks. To affect a creature that has spell resistance, a spellcaster must succeed at a caster level check (1d20 + caster level) with a DC equal to the creature's spell resistance. If the caster fails the check, the spell doesn't affect the creature. A creature with spell resistance does not have to do anything special to use that ability and need not even be aware of a threat for its spell resistance to function.

A creature's spell resistance never interferes with its own spells, items, or abilities. A creature can voluntarily lower its spell resistance as a standard action. Once a creature lowers its resistance, it remains down until the creature's next turn. At the beginning of the creature's next turn, the spell resistance automatically returns unless the creature intentionally keeps it down (this also requires a standard action).

When Spell Resistance Applies

Spell resistance applies if a spell targets a creature with spell resistance, or if such a creature is within a spell's area of effect. If several creatures with spell resistance are targeted by a spell or within a spell's area, each checks its spell resistance separately (that is, the caster rolls a separate caster level check for each). Unless a spell specifically targets a single creature, spell resistance protects the resistant creature without affecting the spell itself; other creatures without spell resistance targeted by a spell or within a spell's area are affected by the spell normally. Some spells can ignore spell resistance; this is detailed in the spells' descriptions.

Spell resistance can protect a creature from a spell that's already been cast, such as if the creature enters the area of an active spell effect. Check spell resistance when the creature is first affected by the spell. A creature checks its spell resistance only once for any particular casting of a spell, but separately for each distinct casting of a spell. If spell resistance fails the first time, it fails each time the creature encounters that same casting of the spell, as when the creature enters and reenters an area effect. Likewise, if the spell resistance succeeds the first time, it always succeeds for the same casting of the spell. If the creature has voluntarily lowered its spell resistance and is then subjected to a spell, the creature still has a single chance to resist that spell later, when its spell resistance first resumes.

Telepathy

A creature with the telepathy special ability can mentally communicate with any other creature within a certain range (specified in the creature's description, though the range of telepathy is usually 100 feet) that knows a language or also has telepathy. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Limited Telepathy

Limited telepathy functions in the same manner as telepathy, except that both the creature with the limited telepathy special ability and the creature it is communicating with must have a language in common.

BONUSES AND PENALTIES

Throughout the course of her adventures, a character often comes under the effects of conditions, circumstances, magic, technology, or other factors that provide her with bonuses or penalties to certain game statistics, such as her Armor Class (AC), attack rolls, or saving throws. The situations that can grant bonuses or impose penalties in Starfinder are practically limitless, but bonuses and penalties all function using the rules described in this section.

While it's always a good idea to keep track of all bonuses and penalties affecting your character at any given time, such tracking is particularly important during combat. After all, that +1 morale bonus to attack rolls from the envoy's get 'em improvisation might mean the difference between either landing the blow that fells a security robot or allowing it to remain standing (and subsequently take out a wounded ally). GMs should take care to note all bonuses and penalties that are in effect during combat, but ultimately, it's usually up to the player to track the bonuses and penalties affecting her character at any given time so that she has an accurate handle on how she performs in combat.

The rules that govern bonuses and penalties, as well as the different specific types of bonuses, are described below.

BONUSES

The term "bonus" in Starfinder can refer to a benefit you receive outside the typical framework, such as if a monster gains a bonus feat. Sometimes the total you add to a die roll after all calculations is referred to as a bonus, such as your initiative bonus or an attack's damage bonus. Other bonuses are divided into specific different types, representing the varying conditions and circumstances that provide bonuses to various numbers or values within the game.

When multiple bonuses apply to the same value, different types of bonuses all apply, but in most cases bonuses of the same type do not add together (or "stack" with each other), unless a source specifies otherwise. (For an exception, see Circumstance Bonus below.) Bonuses that do not list a bonus type do stack, both with each other and with all typed bonuses. Such bonuses, often referred to as "untyped" bonuses, are among the most utilitarian of all bonuses in the game.

For example, Keskodai has a +2 morale bonus to his saving throws, because an angelic being is protecting him with aura of mettle, one of its special abilities. While benefiting from the aura, Keskodai casts the *death ward* spell on himself. As a result, when attempting a saving throw against death spells and death effects, he can add the +4 morale bonus granted by his *death ward* spell, but he cannot also add the morale bonus from the angelic being's aura of mettle. Only the higher of the two bonuses applies, because they are both morale bonuses and therefore do not stack with each other. While benefiting from the angelic being's aura of mettle ability, though, Keskodai still gains the +2 morale bonus to saving throws other than those against death spells and death effects, because such saving throws are not affected by the *death ward* spell.

The following describe the most common forms of bonuses, what they represent, and the kinds of things to which they apply.

Ability Bonus

When your ability modifier is positive, it can be referred to as an ability bonus. If an ability says to add your ability bonus, it means to add your ability modifier, but only if that modifier is not a negative number.

Armor Bonus

An armor bonus represents a protective barrier that makes attacks less likely to reach and harm a target. It applies to Armor Class and is granted by armor or by a spell or magical effect that mimics armor. Armor bonuses don't stack with other armor bonuses, but they do stack with all other bonuses to Armor Class (such as a Dexterity bonus). Armor bonuses sometimes specify that they apply only to your Energy Armor Class (EAC) or your Kinetic Armor Class (KAC). Most suits of armor (see Chapter 7) provide armor bonuses to both EAC and KAC, though the specific armor bonuses a suit provides to each value often differ, as noted in the armor's description. An armor bonus that doesn't specify which Armor Class it applies to applies to both.

Base Bonus

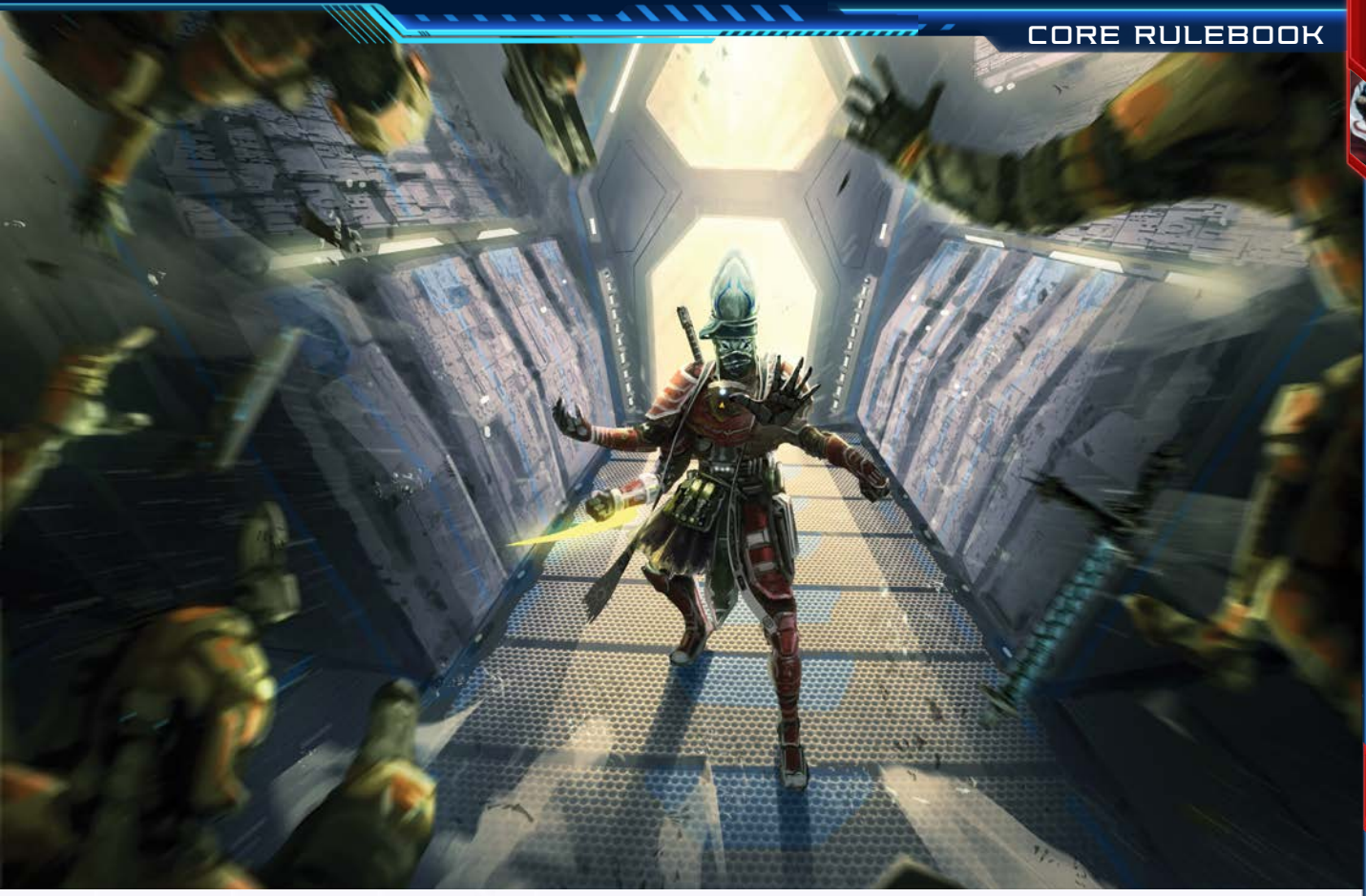
Characters receive base bonuses to attacks and saving throws from their class levels. Your base attack bonus is added to all your attack rolls and is determined by your class and level. A higher number means you're better at combat. Similarly, the three categories of base saving throw bonuses, also determined by your class and level, are added to saving throws you attempt against various effects (as indicated by each effect that calls for a saving throw).

You receive the base bonuses listed for your level in a class on the class's level progression chart. For example, if you are a 5th-level soldier, you have a base attack bonus of +5, a base Fortitude save bonus of +4, a base Reflex save bonus of +1, and a base Will save bonus of +4 (see page 111). If you take levels in more than one class (known as multiclassing), your base bonuses from different classes stack with each other. Add together the base bonuses from each of your classes to determine your base values. For example, if you have 5 levels of soldier and 1 level of operative, you have a base attack bonus of +5, a base Fortitude save bonus of +4, a base Reflex save bonus of +3, and a base Will save bonus of +6.

Circumstance Bonus

Circumstance bonuses arise from specific conditional factors affecting the task at hand. Circumstance bonuses stack with other circumstance bonuses unless they arise from essentially the same source, in which case they do not stack.

For example, you might use a firecracker as part of a Bluff check to create a distraction. The GM decides the firecracker grants a +2 circumstance bonus to the skill check. The GM also knows the guards in this situation are extremely nervous, and thus their attention is easily drawn to any sudden or unexpected occurrence. The GM grants you a +2 circumstance bonus as well. Since these two bonuses result from distinct circumstances that both affect the task, they stack, granting you a +4 bonus to the Bluff check.



Divine Bonus

A divine bonus stems from the power of a deity or another potent supernatural creature, such as a demon lord. These bonuses are most commonly granted by spells and magic items, though priests of deities can sometimes access them through different special abilities they can use.

Enhancement Bonus

An enhancement bonus is a rare kind of effect, normally a supernatural one, that accentuates the useful qualities of an object or bolsters a specific attempt to accomplish something, improving your total effectiveness. It almost never applies to attack rolls.

Insight Bonus

An insight bonus represents improved performance of a given activity from either specialized competence or a certain form of precognitive knowledge.

Luck Bonus

A luck bonus represents good fortune powerful enough to alter the outcome of events—or at least to provide the little nudge needed to turn the tide of events in your favor.

Morale Bonus

A morale bonus represents the effects of a boost in courage, determination, and hope in a situation that tests your mettle. Nonintelligent creatures (meaning creatures with an Intelligence of 0 or no Intelligence at all) cannot benefit from morale bonuses.

Racial Bonus

A racial bonus comes from the culture in which you were raised or results from innate characteristics of your creature type. If your race changes (for example, if you die and are reincarnated), you lose all racial bonuses you had in your previous form and gain any new ones you now have access to, as appropriate.

PENALTIES

Various effects can cause you to take penalties to ability scores, Armor Class, die rolls, movement, or other statistics. Unlike bonuses, penalties do not have types. However, multiple applications of the same penalty generally don't stack—only the highest penalty applies.

For example, suppose the GM assigns a penalty to Acrobatics checks on a frozen lake because its surface is slippery, and one of the PCs' enemies has a device that applies penalties to Acrobatics checks in an area by freezing the ground so that it is icy and slippery. Causing the already-frozen lake to again be frozen doesn't make it any more slippery and in fact doesn't change it much at all. Therefore, only the highest of these two penalties applies to Acrobatics checks creatures attempt on the doubly frozen ice.

The GM serves as the ultimate arbiter of whether or not two situations that apply penalties count as the same source and thus whether the penalties stack. A GM might decide that while freezing a lake twice doesn't make it any more slippery, pouring oil on its surface does, and additional penalties might accrue from other environmental factors, such as a strong wind, an earthquake, or the lake's surface having frozen unevenly into a series of inclines and depressions.

DEFINING EFFECTS

Whether an effect is created by a class feature, spell, or piece of equipment, it usually has factors such as area, duration, and range that are defined using specific game terms, as well as descriptors that indicate its type of power (and that sometimes affect how it works). The following section describes how effects' areas, descriptors, durations, ranges, and targets work, and it also gives the mechanical definition of line of effect and line of sight—two factors key to determining whether a character can use a spell or piece of equipment effectively.

AREA

Some effects cover a defined area. Sometimes an effect's description indicates a specially defined area, but usually an area falls into one of the categories discussed below. Regardless of the shape of the area, you select the point from which the effect originates, but otherwise you don't control which creatures or objects are affected. The point of origin of an effect is always a grid intersection, meaning the point where four squares touch on a tactical battle map.

When determining whether a given creature is within the area of an effect, count out the distance from the point of origin in squares, just as you would do when moving a character or when determining the range for a ranged attack. The only difference is that instead of counting from the center of one square to the center of the next, you must count from intersection to intersection. You can count diagonally across a square, but keep in mind that every second diagonal counts as two squares of distance. If the far edge of a square is within the effect's area, everything within that square is within the effect's area. If the effect's area touches only the near edge of a square, however, things within that square are unaffected by the effect.

Burst, Emanation, or Spread

Most effects with an area function as a burst, an emanation, or a spread. In each case, you select the effect's point of origin and measure its area from that point.

Burst

A burst effect applies to whatever is in its area when it comes into effect, including creatures that you can't see. It doesn't affect creatures with total cover from the burst's point of origin, and its effects don't extend around corners. The default shape for a burst effect is a sphere, but some burst effects are specifically described as cone-shaped. A burst's area defines how far from the point of origin the effect extends.

Emanation

An emanation effect functions like a burst, except that the effect continues to radiate from the point of origin for the duration of the effect. Most emanations are cones or spheres.

Spread

A spread effect extends out like a burst, but it can turn corners. You select the point of origin, and the effect spreads out to a given distance in all directions. The effect can extend around corners and into areas that you can't see. Calculate distance using the actual distance the effect travels, taking into account turns the effect takes and counting around walls and corners, not through them. You must designate the point of origin for such an effect, but you need not have line of effect (see page 271) to the entirety of the effect's area.

Cone, Cylinder, Line, or Sphere

Most effects with an area have a particular shape.

Cone

A cone-shaped effect extends away from you in a quarter-circle in the direction you designate. It starts from any corner of your square and grows wider as it goes. Most cones are either bursts or emanations (see above), and thus won't go around corners.

Cylinder

With cylinder-shaped effects, you select the effect's point of origin. This point is the center of a horizontal circle at a height designated in the effect's description, and the effect drops down from the circle, filling a cylinder. A cylinder-shaped effect ignores any obstructions within its area.

Line

A line-shaped effect extends away from you in a line in the direction you designate. It starts from any corner of your square and extends to the limit of its range or until it strikes a barrier that blocks line of effect (see page 271). A line-shaped effect applies to all creatures in squares through which the line passes.

Sphere

A sphere-shaped effect expands from its point of origin to fill a spherical area. Spheres can be bursts, emanations, or spreads.

Shapable (S)

If an area or effect entry ends with "(S)," you can shape the effect. A shaped effect or area can have no dimension smaller than 10 feet. The "areas" of many effects are given as cubes to make it easy to model irregular or three-dimensional shapes. Three-dimensional volumes are most often needed to define areas and effects in space.

Other

An effect can have a unique area, as defined in its description.

Areas with Targets

Some effects have areas that target creatures or objects within the specified area. Unlike for targeted effects (see Target on page 272), you do not get to select which creatures are affected; the effect affects all creatures or objects of some kind in the specified area.

If an effect restricts which targets are affected (for example, it affects only living creatures), then creatures in the effect's

area that are not of the appropriate type do not count against the number of creatures affected.

Subjects of Effects

If an effect targets creatures or objects directly, the result travels with the subjects for the effect's duration. If an effect targets an area, it stays within that area for its duration; creatures become subject to the effect when they enter the area but are no longer subject to it when they leave.

DESCRIPTORS

A descriptor is a term that helps define an item, a spell, or another effect in some way. Some effects have more than one descriptor, each of which further refines the ways the effect works and interacts with the world around it, while others have none. Even equipment sometimes has descriptors.

The descriptors are as follows: acid, air, calling, chaotic, charm, cold, compulsion, creation, curse, darkness, death, disease, earth, electricity, emotion, evil, fear, fire, force, good, healing, language-dependent, lawful, light, mind-affecting, pain, poison, radiation, scrying, sense-dependent, shadow, sonic, summoning, teleportation, and water.

Most of these descriptors have no game effect by themselves; they instead describe how spells or effects interact with certain other spells or effects. Some descriptors provide additional information about how the effect to which they are attached operates, as defined below.

Calling

A calling effect transports a creature from another plane to the plane you are on. The effect grants the creature the one-time ability to return to its plane of origin, although the effect might limit the circumstances under which this is possible. Creatures who are called die if they are killed on the new plane. A called creature can't be dispelled, even if it was called by magical means.

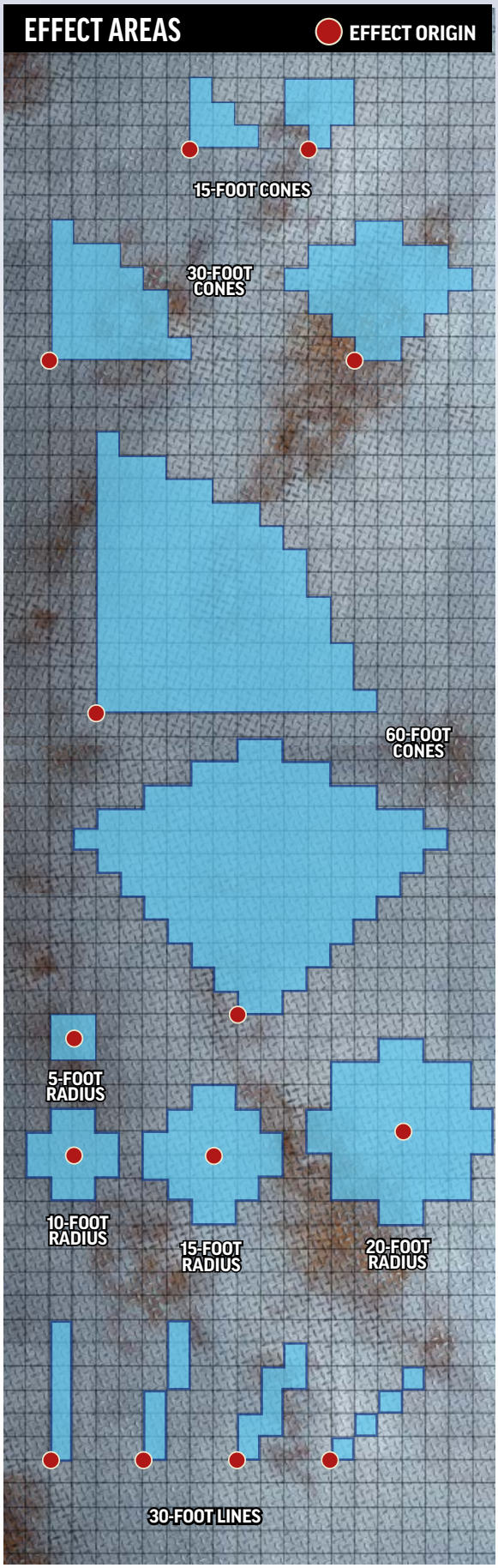
Charm

A charm effect changes how the subject views you. This gives you the ability to befriend and suggest courses of action to another creature, but its servitude is not absolute or mindless. Essentially, a charmed character retains free will but makes choices according to a skewed view of the world.

A charmed creature retains its original alignment and allegiances, generally with the exception that it now regards the person who charmed it as a dear friend and gives great weight to that character's suggestions and directions. A charmed creature does not volunteer information or tactics that its master doesn't ask for. A charmed creature never obeys a command that is obviously suicidal or grievously harmful to it.

A creature fights friends it had before being charmed only if they threaten its new friend. Even then, it uses the least lethal means at its disposal, for it wishes to resolve the conflict without causing real harm.

A charmed creature can attempt an opposed Charisma check against its master in order to resist instructions or commands that would make it do something it wouldn't normally do even



for a close friend. If it succeeds at this check, it decides not to go along with that particular order but remains charmed. If the creature's master commands it to perform an action that the creature would be vehemently opposed to, it can attempt a new saving throw to break free of its master's influence altogether.

If a charmed creature is openly attacked by the character who charmed it or by that character's apparent allies, it is automatically freed of the spell or effect.

Compulsion

A compulsion effect overrides the subject's free will in some way, forcing the subject to act in some manner or changing the way its mind works.

Creation

A creation effect manipulates matter to create an object or creature in the place the creator designates. If the effect has a duration other than instantaneous, magic or some other energy holds the creation together, but when the duration ends, the created creature or object vanishes without a trace. If the effect has an instantaneous duration, the created object or creature does not depend on any outside energy for its existence, so it lasts indefinitely once created.

Force

A force effect deals full damage to incorporeal creatures and blocks their movement. It also blocks the sense through ability.

Language-Dependent

A language-dependent effect uses intelligible language (either audible, visual, or telepathic) as a medium for communication. If you cannot communicate with the target or the target cannot understand what you are communicating, the effect fails to affect that target.

Mind-Affecting

A mind-affecting effect works only against creatures with an Intelligence score of 1 or higher.

Pain

A pain effect causes unpleasant sensations but not permanent physical damage. Creatures that are immune to effects that require a Fortitude save are immune to pain effects.

Scrying

A scrying effect creates an invisible magical sensor that sends you information while the effect lasts. Unless noted otherwise, the sensor has the same sensory abilities that you have naturally, but not any sensory abilities you gain from other spells or technology. The sensor is a separate, independent source of sensory input for you, and thus it functions normally even if you have been blinded or deafened or otherwise suffer sensory impairment.

A creature can notice a scrying sensor with a successful Perception check (DC = 20 + the spell or effect's level). The sensor can be dispelled as if it were an active spell. Lead sheeting, force fields, and some exotic materials and magical protections block scrying effects; if that is the case, you can sense that the effect has been blocked.

Sense-Dependent

A sense-dependent effect has either audible or visual elements, requiring sight or hearing to have any effect. For this kind of effect to affect that target, you must be able to either see or hear the target, and the target must be able to either see or hear you.

Shadow

A shadow effect creates something that is partially real from an amalgamation of extradimensional energy. Damage dealt by a shadow effect is real.

Summoning

A summoning effect instantly brings a creature or object to a place you designate. When the effect ends or is dispelled, a summoned creature is instantly sent back to where it came from (typically another plane, but not always), but a summoned object is not sent back unless the effect description specifically indicates otherwise. A summoned creature also goes away if it is killed or if its Hit Points drop to 0, but it is not really dead. It takes 24 hours for the creature to reform in the place from which it was summoned, during which time it can't be summoned again.

When a summoning effect ends and the summoned creature disappears, all spells it has cast expire. A summoned creature cannot use any innate summoning abilities it may have.

Teleportation

A teleportation effect involves instantaneous travel through the Astral Plane (see page 471). Anything that blocks astral travel also blocks teleportation unless the specific effect notes otherwise, and teleportation effects work within the Drift.

DURATION

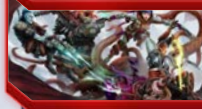
An effect's duration tells you how long the effect lasts. If a spell, ability, or item has a specific duration and creates one or more effects, those effects last for the duration unless the specific effect notes otherwise.

Sometimes an effect is suppressed without being negated or dispelled. When this happens, the effect's duration is unchanged. It still ends at the same time it would have ended if it had not been suppressed.

Timed Durations

Durations are usually measured in rounds, minutes, hours, days, or other increments. When the time of the effect's duration is up, the energy or force empowering the effect goes away and the effect ends. If an effect's duration is variable, the duration is rolled secretly by the GM so you don't know how long the effect will last.

Whenever an effect's duration is expressed in a standard unit that measures time, such as hours, days, or even years, it refers to those units as expressed in Pact Standard Time. Under this scheme, a day has 24 hours of 60 minutes each, and a year has 365 days (or 52 weeks). For more information about time and similar concepts in Starfinder, see Time on page 430.



Instantaneous
The effect comes and goes the instant it is created, though its consequences might last longer.

Permanent
The effect remains until is undone through some method, such as by *dispel magic* for permanent spells.

Concentration
When an effect has a duration of concentration, the effect lasts as long as you concentrate on it. Concentrating to maintain an effect is a standard action. Any factor that could break your concentration while you are performing activities that require focus (such as casting a spell) can also break your concentration while you're maintaining an effect, causing the effect to end. See Concentration and Interrupted Spells on page 331 for more details. You can neither use an effect that requires concentration nor cast a spell while concentrating on an effect. Some effects last for a short time after you cease concentrating—typically 1 round per level, though individual effects may vary as noted in their descriptions.

Discharge
Occasionally an effect lasts for a set duration, or until it is triggered or discharged.

Touch Effects and Holding the Charge
Some effects, most notably spells, have a range of touch (see Range below) and require an action to activate. In most cases, if you don't discharge a touch effect on the round you create it, you can postpone the discharge of the effect (also known as holding the charge) indefinitely. You can make touch attacks round after round until the effect is discharged. If you make any other attack, activate another ability, or cast a spell during this time, the touch effect dissipates.

Some touch spells allow you to touch multiple targets as part of the spell. You can't hold the charge of such a spell; you must touch all targets of the spell in the same round that you finish casting the spell.

Dismissible (D)
If the duration of a spell or effect ends with "(D)," you can dismiss the effect at will as a standard action. You must be within range of the effect and be able to fulfill the same conditions required to create the effect—such as being able to concentrate to cast a spell or having access to the equipment that created the effect—though you do not actually need to spend the appropriate action. An effect that depends on concentration is dismissible by its very nature, and dismissing it does not take an action, since all you have to do to end the effect is to stop concentrating on your turn.

LINE OF EFFECT
If a weapon, spell, ability, or item requires an attack roll and has a range measured in feet, it normally requires that you (or whoever or whatever is using the ability) have a line of effect to the target to be effective (subject to GM discretion). A line of effect is a straight, unblocked path that indicates what an attack or ability can affect. A line of effect is blocked by a solid barrier that can stop the effect in question (such as a wall, for most effects), but it is not blocked by purely visual restrictions (such as smoke or darkness). You cannot have line of effect that exceeds planetary range, unless otherwise indicated.

You must have a clear line of effect to any creature or object you wish to target or to any space in which you wish to create an effect without an area. For effects with an area, you must have a clear line of effect to the point of origin of the effect. An effect that is a burst, cone, cylinder, or emanation affects only an area, creature, or object within line of effect from its origin (a spherical burst's center point, a cone-shaped burst's starting point, the center point of a cylinder's circle, or an emanation's point of origin). For definitions of these specific terms, see Area on page 268.

If you have a line of effect to some of a target's space but not all of it, the target has cover (see pages 253–254 for more information about cover). Additionally, an otherwise solid barrier with a hole of at least 1 square foot through it may grant cover rather than total cover against an effect, at the GM's discretion.

LINE OF SIGHT
Line of sight is a straight, unblocked path that indicates what you can see. Line of sight is like line of effect, except factors that limit normal vision, such as fog, darkness, and total concealment, can block line of sight. If you can't see a target for any reason, you do not have line of sight to it, and thus you cannot use effects that require you to have line of sight. You cannot have line of sight that exceeds planetary range unless otherwise indicated.

RANGE
An effect's range indicates how far from you it can reach. An effect's range is the maximum distance from you that the effect can occur, as well as the maximum distance at which you can designate the effect's point of origin. If any portion of the effect's area would extend beyond this range, that area is wasted. If a range is based on level, this means caster level for spells, class level for class features, and item level for weapons and equipment. Standard ranges include the following.

Personal
An effect with a range of personal is limited to and affects your person only.

Touch
If an effect has a range of touch, you must touch a creature or object to affect your target, which requires you to hit with a melee attack roll (against EAC unless the effect says otherwise) if you are touching an unwilling target. A touch effect that deals damage can score a critical hit just as a weapon can. Some touch effects allow you to touch multiple targets. You can touch up to six willing or unconscious targets as part of the activation of such an effect, but all targets of the effect must be touched in the same round that you finish activating the effect. If the effect allows you to touch targets over multiple rounds, touching up to six creatures is a full action.

Close
An effect with a range of close reaches as far as 25 feet + 5 feet for every 2 levels you have.

Medium
An effect with a range of medium reaches as far as 100 feet + 10 feet per level you have.

Long
An effect with a range of long reaches as far as 400 feet + 40 feet per level you have.

Planetary
An effect with a range of planetary can reach anywhere on the same planet. This also covers targets in orbit around the planet, such as moons and artificial satellites.

System-Wide
An effect with a range of system-wide can reach anywhere in the same solar system.

Plane
An effect with a range of plane can reach anywhere in the same plane of existence.

Unlimited
Some effects, mostly high-level spells, can reach anywhere, even onto other planes. Effects with ranges of unlimited are often very powerful, and they can be difficult or impossible to access until you reach a high level.

Range Expressed in Feet
Some effects have no standard range category, just a range expressed in feet. In this case, the specific effect lists exactly how far its range extends.

Range Increment
Some effects, especially weapons, have a range increment. The weapon can generate an effect at many multiples of this range, but you take penalties if the target is more than one range increment away (see Range and Penalties on page 245).

TARGET
Some effects have a target or targets. You use these effects on creatures or objects, as defined by the effect itself. You must have line of effect (see page 271) to the target or targets of an effect you wish to use, and you must specifically choose the target or targets. If the effect takes a certain amount of time to activate (such as the casting time of a spell), you do not have to select your target or targets until you finish activating the effect.

For example, if you decide to cast a spell that would affect multiple creatures, you need not choose exactly which creatures it affects until you are done casting it and the spell is about to go into effect. This allows you to avoid casting spells or imposing effects on creatures that might have been taken out of a fight or otherwise incapacitated in the interim between your decision to cast a spell and when you've finished casting it and it's ready to take effect.

Some effects restrict which targets can be selected. If an effect targets living creatures, it affects all creatures other than constructs and undead—in other words, biological or technobiological creatures that are alive. (Artificially created beings that are not undead or constructs are considered living for this purpose.) If an effect targets willing or unconscious targets, it affects only those creatures who wish to be affected by it. A creature can declare itself a willing target at any time (even if it's flat-footed or it isn't that creature's turn); this does not use up an action and simply requires, for example, a player to inform another player that his character is a willing target. Other effects allow you to target other categories of creatures or items, such as effects that can specifically target a construct, corpse, or object.

Some effects allow you to redirect the effect to new targets or areas after you activate it. Redirecting an effect is a move action that does not provoke attacks of opportunity.

Effects with Attack Rolls
Some targeted effects require an attack roll to hit their target. These effects can score critical hits just as weapons can, and when they do, they deal double damage on a critical hit.

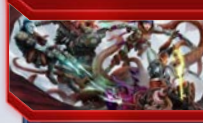
If a targeted effect that requires an attack roll lists a duration, it refers to how long the effect lasts on the target (if the attack roll is successful), not how long you have to make an attack.

ABILITIES AND SPELL EFFECTS ON LARGE VEHICLES
Most vehicles interact with abilities and spells normally; the effects of an explosive blast on an exploration buggy can be determined using the typical rules, for example.

However, if you are on an exceptionally large vehicle, such as a sizable aircraft or a starship, the vehicle effectively becomes a type of terrain, and it interacts with the effects of abilities and spells differently. The GM is the final arbiter of what type of vehicle classifies as terrain, but examples include airships, mobile factory crawlers, ocean liners, space stations, starships, trains, or any vehicle larger than a typical creature that is size Colossal or larger.

Consult the following guidelines when using abilities or casting spells on vehicles classified as terrain. For the purposes of abilities and spells, exceptionally large vehicles are not considered objects; instead, their various component parts (bulkheads, consoles, walls, etc.) are considered objects. In general, abilities or spells with a stationary or immovable effect (such as *wall of force*, *zone of truth*, or the entrance to an Akashic mystic's memory palace) or spells that are anchored to a vehicle (such as *wall of steel*) move with a vehicle and are not fixed to the physical spot where they are used or cast. In this way, effects that originate from a character on a terrain-sized vehicle and target an area on that vehicle move with the vehicle, instead of manifesting in a static spot that the vehicle quickly outpaces.

Beyond these guidelines, the exact effects of an ability or spell that originates from a character on an exceptionally large vehicle are up to the GM.



CONDITIONS

Conditions are circumstances or states that can affect characters for an extended period of time. If more than one condition affects a character, apply them all. If effects can't combine, apply the most severe effect.

The following descriptions give details about the most common conditions and the effects they have on characters. Table 8–2 provides a quick reference of the conditions and their effects, though players and GMs should always review a condition's details thoroughly when they're unfamiliar with them.

Sometimes a condition is suppressed without being negated, such as with the envoy's don't quit improvisation. In this case, the duration of the condition is unchanged—it still ends at the same time it would have ended if it had not been suppressed.

CONDITION DESCRIPTIONS

The following are common conditions in Starfinder.

Asleep

You are sleeping and helpless. While asleep, you take a –10 penalty to Perception checks to notice anything. If you succeed at a Perception check to notice something despite the penalty, you automatically awaken. You are also awoken if you are slapped or wounded. An ally can wake you as a standard action.

Bleeding

You take the listed amount of damage at the beginning of your turn each round until this condition ends. Your bleeding can be stopped with a successful DC 15 Medicine check as a standard action, or through the application of any ability that restores Hit Points. If you take two or more bleed effects, you take only the damage from the worst effect.

Blinded

You can't see. You are flat-footed and take a –4 penalty to Strength- and Dexterity-based skill checks and to opposed Perception skill checks. All checks and activities that rely on vision (such as reading and Perception checks based on sight) automatically fail. You can't observe other creatures, which means (among other things) that you treat all creatures as having total concealment (50% miss chance; see page 253). You must succeed at a DC 10 Acrobatics skill check to move faster than half speed. If you fail this check, you fall prone. Characters who remain blinded for a long time grow accustomed to these drawbacks and can overcome some of them. Creatures that become blinded but that have a precise sense (see page 260) other than vision still automatically fail all checks and activities relying on vision, but they suffer none of the other effects.

Broken

Items that have taken damage in excess of half their total Hit Points gain the broken condition, meaning they are less effective at their designated tasks. The broken condition has the following effects, depending upon the item. For information about the hardness and Hit Points of armor and weapons, see page 409.

If the item is a weapon, any attacks made with the item take a –2 penalty to attack and damage rolls. Such weapons can't deal extra critical effects on a critical hit but still deal double damage.

If the item is armor, the bonuses it grants to AC are halved, rounding down. Broken armor doubles its armor check penalty to skill checks.

If the item is a vehicle, it has a –2 penalty to its AC and collision DC, its Piloting modifier decreases by 2, and its full speed and its MPH are halved. (See page 228 in Chapter 7 for more about broken and wrecked vehicles.)

If the item is a tool or a piece of cybertech or biotech that provides a bonus to ability checks, saving throws, skill checks, or speed (including new movement speeds), those bonuses are halved, rounding down.

If the item does not fit into any of these categories, the broken condition has no effect on its use.

Items with the broken condition, regardless of type, can be resold for only half the normal resale value (usually 5% of the item's purchase price). Any item can be repaired with a *mending* or *make whole* spell cast by a character with a caster level equal to or higher than the item's level. Items lose the broken condition if the spell restores the object to half its original Hit Points or higher.

In addition, magic items can be repaired with the Mysticism skill (see page 143 for more details), and technological items can be repaired with the Engineering skill (see page 141 for more details). Hybrid items can be repaired with either skill. Most repair shops (magical or technological) charge 10% of the item's original purchase price to repair such damage (or more if the item is badly damaged or ruined).

Burning

You are on fire. As long as you have this condition, at the start of your turn each round before you take any actions (or attempt the Reflex saving throw described below), you take the listed amount of damage as fire damage (or 1d6 fire damage, if no amount is listed in the effect that causes burning). Fire damage from multiple sources that inflict the burning condition is cumulative.

At the end of each round you are burning, you can attempt a Reflex saving throw to remove this condition. The DC of this saving throw is equal to 10 + the amount of fire damage you took this round from the burning condition. If you succeed at this saving throw, you lose the burning condition. You can attempt a new saving throw each round you have this condition, and you receive a +2 bonus for each previous saving throw you've attempted in consecutive rounds.

You can also automatically end this condition by jumping into enough water to douse yourself. If you don't have enough water on hand, you can spend a full action to roll on the ground or otherwise smother the fire to attempt a new saving throw with a +4 bonus (plus any bonuses from previously failed consecutive attempts) to end the condition.

Confused

You are mentally befuddled and can't act normally. You can't tell the difference between ally and foe, and thus you treat all creatures as enemies, even your closest friends and family, if applicable. An ally who wishes to cast a beneficial spell on you

TABLE 8–2: CONDITIONS

CONDITION	EFFECT
Asleep	You take a –10 penalty to Perception checks to notice things.
Bleeding	You take the listed damage at the beginning of your turn.
Blinded	You're flat-footed, you take a –4 penalty to most Str- and Dex-based skill checks and opposed Perception checks, you automatically fail Perception checks based on sight, opponents have total concealment against you, and you must succeed at a DC 10 Acrobatics check to move faster than half speed or else fall prone.
Broken (item only)	Weapon: attack and damage rolls take a –2 penalty and can't deal extra effects on a critical hit; armor: AC bonuses are halved and the armor check penalty is doubled; vehicle: –2 penalty to AC, collision DC, and Piloting modifier, and it halves its full speed and MPH; tool or tech that provides bonuses: bonuses are halved.
Burning	You take the listed fire damage each round, and you must be extinguished to end the condition.
Confused	You treat all creatures as enemies, and you must roll on the table to determine your actions.
Cowering	You're flat-footed and can take no actions.
Dazed	You can take no actions.
Dazzled	You take a –1 penalty to attack rolls and sight-based Perception checks.
Dead	Your soul leaves your body, you can't act in any way, and you can't benefit from normal or magical healing.
Deafened	You take a –4 penalty to initiative checks and opposed Perception checks, and you automatically fail sound-based Perception checks.
Dying	You're unconscious, you can take no actions, and you must stabilize or lose Resolve Points and potentially die.
Encumbered	Speeds are reduced by 10 feet, maximum Dex bonus to AC is reduced to +2, and you take a –5 penalty to Str- and Dex-based checks.
Entangled	You move at half speed; you cannot run or charge; and you take a –2 penalty to AC, attack rolls, Reflex saves, initiative checks, and Dex-based skill and ability checks.
Exhausted	You move at half speed; you cannot run or charge; you take a –3 penalty to AC, attack rolls, melee damage rolls, Reflex saves, initiative checks, and Str- and Dex-based skill and ability checks; and you reduce your encumbered limit by 3 bulk.
Fascinated	You must pay attention to the fascinating effect and take a –4 penalty to skill checks made as reactions.
Fatigued	You cannot run or charge; you take a –1 penalty to AC, attack rolls, melee damage rolls, Reflex saves, initiative checks, and Str- and Dex-based skill and ability checks; and you reduce your encumbered limit by 1 bulk.
Flat-footed	You take a –2 penalty to AC, and you cannot take reactions or make attacks of opportunity.
Frightened	You must flee or fight, and you take a –2 penalty to ability checks, attack rolls, saving throws, and skill checks.
Grappled	You cannot move or take two-handed actions; you take a –2 penalty to AC, most attack rolls, Reflex saves, initiative checks, and Dex-based skill and ability checks; and you cannot make attacks of opportunity.
Helpless	Your Dex modifier is –5, and melee attacks against you gain a +4 bonus.
Nauseated	You're unable to attack, cast spells, or concentrate on spells, and the only action you can take is a single move action per turn.
Off-kilter	You can't take move actions except to right yourself, you take a –2 penalty to attacks, and you're flat-footed.
Off-Target	You take a –2 penalty to attack rolls.
Overburdened	Speeds are reduced to 5 feet; maximum Dex bonus to AC is reduced to +0; and you take a –5 penalty to Str- and Dex-based checks.
Panicked	You drop all held items; you flee at top speed; you cannot take other actions; you take a –2 penalty to ability checks, saving throws, and skill checks; and you cower if cornered.
Paralyzed	Your Dex modifier is –5, and you cannot move but can take mental actions.
Pinned	You cannot move, you're flat-footed, and you take penalties to the same attributes as for grappled but the penalty is –4.
Prone	You take a –4 penalty to melee attacks, a +4 bonus to AC against ranged attacks, and a –4 penalty to AC against melee attacks.
Shaken	You take a –2 penalty to ability checks, attack rolls, saving throws, and skill checks.
Sickened	You take a –2 penalty to ability checks, attack rolls, weapon damage rolls, saving throws, and skill checks.
Stable	You're no longer dying, but you are still unconscious.
Staggered	You can take only a single move or standard action each round and can't take reactions, but you can take swift actions as normal.
Stunned	You drop everything held, you can't take actions, and you're flat-footed.
Unconscious	You're knocked out and helpless.

with a range of touch must succeed at an attack roll against your Energy Armor Class, since you cannot be considered a willing target. If you are attacked while you're confused, you always attack the creature that last attacked you until that creature is dead or out of sight, unless it is otherwise impossible for you to attack it that round. While confused, you can't make attacks of opportunity against any creature or thing that you aren't already committed to attacking.

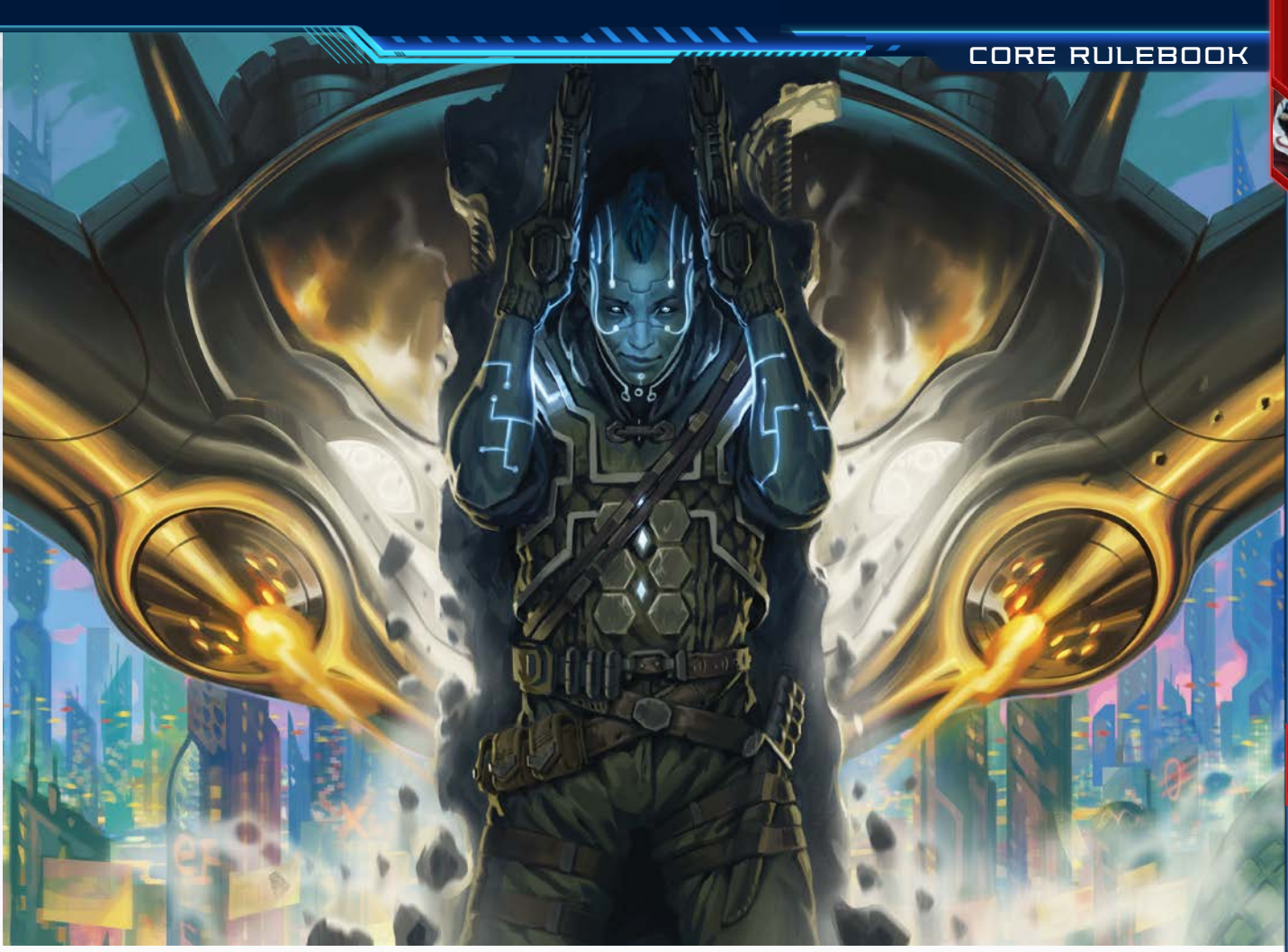
If you are not devoted to attacking a target, roll on the following table at the beginning of your turn each round to see what you do in that round.

D%	BEHAVIOR
1–25	Act normally.
26–50	Do nothing but babble incoherently.
51–75	Deal 1d8 + Str modifier damage to self with item in hand.
76–100	Attack nearest creature.

If you can't carry out the indicated action, you do nothing but babble incoherently. Attackers are not at any special advantage when attacking you.

Cowering

You're frozen with fear. You're flat-footed and can take no actions.



Dazed

You are unable to act normally. You can take no actions but have no penalty to your AC. A dazed condition typically lasts 1 round.

Dazzled

You are unable to see well because of overstimulation of your eyes. You take a –1 penalty to attack rolls and sight-based Perception checks.

Dead

You are dead when you have 0 Hit Points, are not stable, and have no Resolve Points remaining but would lose RP due to dying or taking damage while dying. (See Injury and Death beginning on page 250 for more information.) You can also die from ability damage, ability drain, or negative levels (see page 252), or by taking massive damage (see page 250).

When you are dead, your soul leaves your body and you are unable to act in any way. You can't benefit from normal or magical healing, but you can be restored to life via magic or technology capable of such a feat. Your dead body decays normally unless it is preserved, but anything that restores you to life also restores your body either to full health or to its condition at the time of death (depending on the spell or device that's reviving you). Either way, you need not worry about decomposition, rigor mortis, and other conditions that affect dead bodies after you are resurrected.

Deafened

You can't hear. You take a –4 penalty to initiative checks and opposed Perception checks, and you automatically fail Perception checks based on sound. Characters who remain deafened for a long time grow accustomed to these drawbacks and can overcome some of them.

Dying

You are unconscious and near death. Creatures at 0 Hit Points that have not stabilized are dying. You can take no actions and lose 1 Resolve Point each round at the end of your turn unless you are stabilized. You can spend RP equal to one-quarter your maximum (minimum 1, maximum 3) to stabilize and can spend 1 RP in a later round to gain 1 Hit Point and stay in the fight. Stabilizing or being healed above 0 Hit Points ends the dying condition, as does death. See Injury and Death on page 250 for more information.

Encumbered

All of your speeds are reduced by 10 feet, your maximum Dexterity bonus to your Armor Class is reduced to +2, and you take a –5 penalty to Strength- and Dexterity-based checks (or you take your armor's armor check penalty, whichever is worse).

Entangled

You are ensnared. Being entangled impedes your movement but does not entirely prevent you from moving unless the bonds

are anchored to an immobile object or tethered by an opposing force. You move at half speed, you cannot run or charge, and you take a –2 penalty to your AC, attack rolls, Reflex saving throws, initiative checks, and Dexterity-based skill and ability checks.

Exhausted

You move at half speed, you can't run or charge, and you take a –3 penalty to your Armor Class, attack rolls, melee damage rolls, thrown weapon damage rolls that add Strength to damage, Reflex saving throws, initiative checks, and Strength- and Dexterity-based skill and ability checks. The amount of bulk you can carry without becoming encumbered is reduced by 3. After 1 hour of complete rest, you instead become fatigued.

Fascinated

You are entranced. While you have the fascinated condition, you stand or sit quietly, taking no actions other than to pay attention to the fascinating effect, for as long as the effect lasts. You take a –4 penalty to skill checks made passively in response to others' actions, such as Perception checks. Any potential threat, such as a hostile creature approaching, grants you a new saving throw against the fascinating effect. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a ranged weapon at you, automatically ends the condition. An ally can shake you free of the effect and end this condition as a standard action.

Fatigued

You can neither run nor charge, and you take a –1 penalty to your Armor Class, attack rolls, melee damage rolls, thrown weapon damage rolls that add Strength to damage, Reflex saving throws, initiative checks, and Strength- and Dexterity-based skill and ability checks. The amount of bulk you can carry without becoming encumbered is reduced by 1. If you are already fatigued and would gain the fatigued condition, you lose the fatigued condition and are exhausted for the total duration of all fatiguing effects. After 8 hours of complete rest, you are no longer fatigued.

Flat-Footed

At the start of a combat, if you are surprised, you are flat-footed until you become aware of combat and have had a chance to act. Many other effects can cause you to become flat-footed. You take a –2 penalty to your AC and cannot take reactions while flat-footed.

Frightened

You flee from the source of your fear as best you can. If you are unable to flee, you can instead fight. You take a –2 penalty to ability checks, attack rolls, saving throws, and skill checks. You can use special abilities, including spells, to flee; indeed, you must use such means if they are the only way you have to escape while you are frightened. If you are already frightened and become subject to an additional effect that would cause you to be frightened, the duration of the frightened condition increases by the duration of the second effect.

Grappled

You are restrained by a creature, effect, or trap. You can't move, and you take a –2 penalty to your Armor Class, attack rolls, Reflex saving throws, initiative checks, and Dexterity-based skill and ability checks, except those made to grapple your opponent in turn or to escape a grapple (see Grapple on page 246). In addition, you can't take actions that require two hands (or other limbs) to perform. You can't make attacks of opportunity.

You can't use Stealth to hide from the creature grappling you, even if a special ability allows you to hide when you normally couldn't. If you become invisible, through a spell or other ability, you gain a +2 circumstance bonus to your check to escape being grappled, but you receive no other benefit.

Helpless

You are bound, sleeping, unconscious, or otherwise completely at an opponent's mercy. You are treated as having a Dexterity of 0 (making your Dexterity modifier –5), and melee attacks against you gain an additional +4 bonus (equivalent to attacking a prone target). Ranged attacks get no special bonus against you.

Nauseated

You are experiencing stomach distress. You can't attack, cast spells, concentrate on spells, or do anything else requiring attention. The only action you can take is a single move action per turn.

Off-Kilter

You are disoriented and floating in zero gravity. You can't take move actions to move your speed, crawl, or take a guarded step. You are flat-footed and take a –2 penalty to attack rolls.

You must use a method of propulsion to right yourself or grab a stabilizing object such as a wall or ladder (usually as a move action) in order to end this condition. See Zero Gravity on page 402 for more information.

Off-Target

Your battle concentration is thrown off. You take a –2 penalty to attack rolls while off-target.

Overburdened

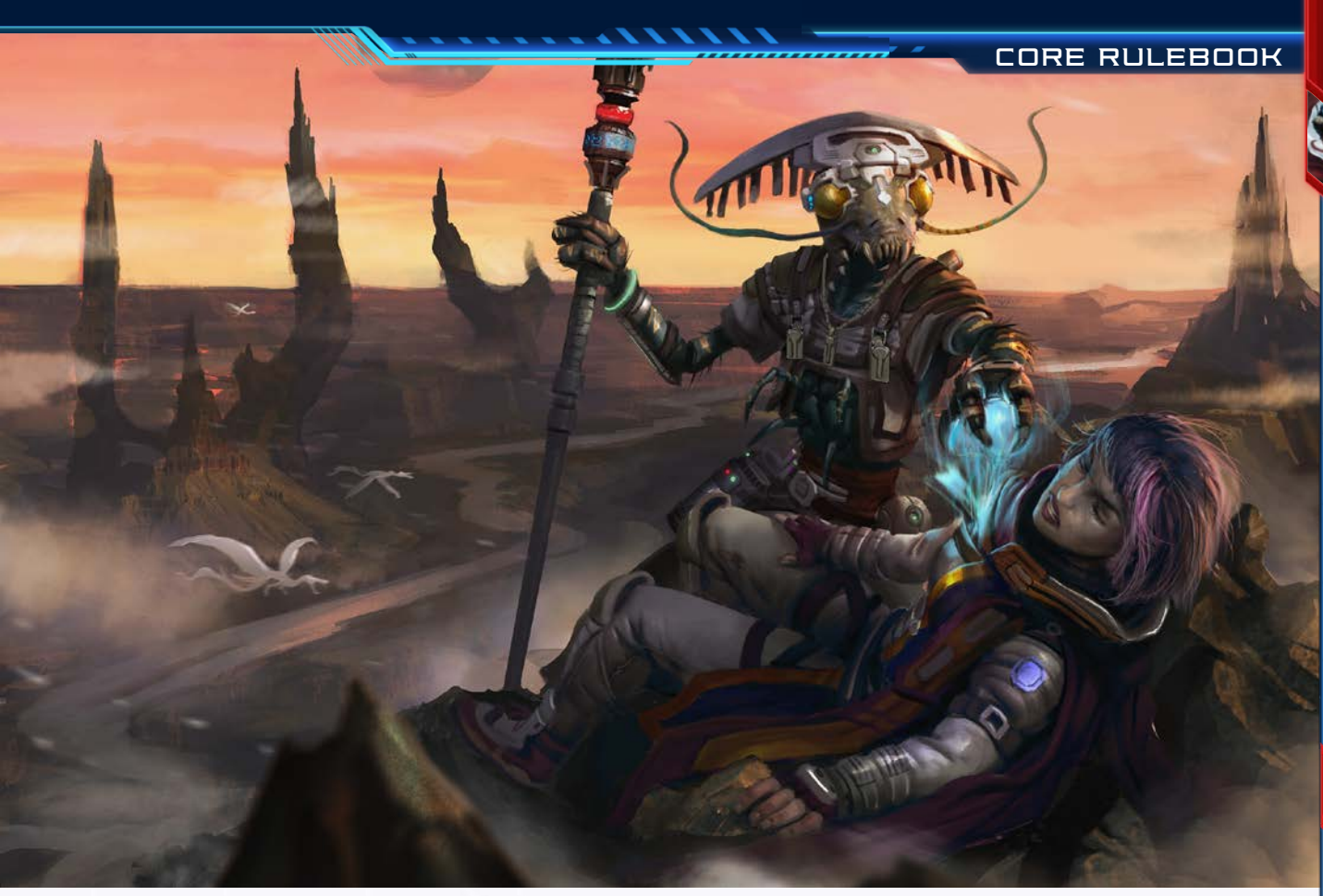
All of your speeds are reduced to 5 feet, your maximum Dexterity bonus to your Armor Class is reduced to +0, and you take a –5 penalty to Strength- and Dexterity-based checks (or your armor's armor check penalty, whichever is worse).

Panicked

You drop everything you are holding and flee at top speed along a random path away from the source of your fear, as well as from any other dangers you encounter. You can't take any other actions. In addition, you take a –2 penalty to all ability checks, saving throws, and skill checks. If cornered, you cower and don't attack, typically using the total defense action in combat and nothing else. You can use special abilities, including spells, to flee; indeed, you must use such means if they are the only way you have to escape.

Paralyzed

You are almost entirely frozen in place and unable to move your body except to squirm slightly, move your eyes, and



so on. You aren't helpless, though you are treated as having a Dexterity modifier of –5. You can take purely mental actions but no physical actions. If you are flying in the air when you become paralyzed and your flight is dependent on physical means (such as wings), you fall. If you are swimming when you become paralyzed, you could drown (see Suffocation and Drowning on page 404). A creature can move through a space you occupy, whether or not it is your ally. Each square you occupy, however, counts as 2 squares to move through.

Pinned

You are tightly bound and can take few actions. While you are pinned, you can't move and are flat-footed. You also take an additional –4 penalty to your Armor Class, attack rolls, Reflex saving throws, initiative checks, and Dexterity-based skill and ability checks (these penalties replace those from the grappled condition and also apply to attempts to grapple your opponent or free yourself; see Grapple on page 246). You are limited in the actions that you can take. You cannot take any action that requires the use of any of your limbs, but you can always attempt to free yourself, usually through an attack roll or Acrobatics check. You can't make attacks of opportunity while you are pinned, but you can still take verbal and mental actions, such as spellcasting.

Prone

You are lying on the ground. You take a –4 penalty to melee attack rolls. You gain a +4 bonus to your Armor Class against ranged attacks, but you take a –4 penalty to your Armor Class against melee attacks. Standing up from prone is a move action.

Shaken

You take a –2 penalty to attack rolls, saving throws, skill checks, and ability checks while you have the shaken condition. If you are already shaken and then become subject to an additional effect that would cause you to be shaken, the duration of the shaken condition increases by the duration of the second effect.

Sickened

You take a –2 penalty to attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks.

Stable

If you were dying but spent Resolve Points to stabilize (see Using Resolve Points beginning on page 250 in Injury and Death), or if you received healing from an ally, you are stable. You are no longer dying, but you are still unconscious.

Staggered

You can take a single move action or standard action each round, but not both, nor can you take full actions. You can still take swift actions, but not reactions.

Stunned

You drop everything you are holding, you can't take actions, and you are flat-footed.

Unconscious

You are knocked out and helpless. Unconsciousness can result from having 0 Hit Points.

VEHICLE TACTICAL RULES

When you're in a vehicle fleeing from enemies who are on foot, or you're on foot yourselves trying to stop a vehicle, movement and combat are represented on a grid, such as a battle map. Different rules apply to chases between vehicles, since they involve much greater distances (see page 282).

Vehicles are objects, so they don't have actions or reactions of their own—they must be piloted by a character or an AI autopilot (see page 280). However, they might still move when uncontrolled (see page 280). In some cases, a vehicle's item level affects the DC of the pilot's or passengers' skill checks or otherwise factors into how these rules work. See pages 228–229 for the statistics of specific vehicles.

VEHICLE HEADING

Which direction creatures are facing on a grid is generally irrelevant in Starfinder, but vehicles aren't as nimble, so you need to monitor a vehicle's heading each time it moves. If you're using miniatures, rotate the vehicle's miniature to face the correct direction whenever its heading changes. The vehicle has to face toward one of the edges of its space, not toward a corner.

When a vehicle has to move at its current heading (such as during a race action or when uncontrolled), it has to move in a straight line. This line is measured from the center of the vehicle on its front edge, and it can be straight ahead or at an angle, as shown in the diagram on page 279. The angle can't be greater than 45 degrees diagonally from the heading.

PILOTING A VEHICLE

When you're piloting a vehicle during a combat on a grid, the vehicle moves on your initiative count and you have to spend your actions to pilot it. Creatures can take the following actions to drive or interact with vehicles, in addition to the normal combat actions described earlier in this chapter.

Move Actions

It takes a move action to board, drive, start, abruptly stop, or take control of a vehicle, as detailed below.

Board or Disembark from a Vehicle

You can board or disembark from a vehicle as a move action. Doing so while the vehicle is in motion requires a successful Acrobatics or Athletics check; see Boarding on page 285.

Drive

You can pilot a vehicle at its drive speed, which is noted in the Speed entry of the vehicle's statistics (see page 228) as a move action. You can turn as needed throughout that movement, and you set your heading at the end of the drive action.

Vehicles provoke attacks of opportunity while driving, and when you are in a vehicle that's driving, you similarly provoke attacks of opportunity if you take any actions that would normally do so (including making ranged attacks) unless the vehicle provides total cover. You can't use the drive action to move a vehicle through spaces occupied by creatures, even if they're allies.

Start Vehicle

Firing the ignition of a vehicle is typically a move action, though more complicated vehicles might have a multistage startup sequence requiring multiple actions.

Stop Short

Stopping a vehicle after a race action (see Race below) requires a move action (stopping after a drive action doesn't require an action; see Not an Action on page 280). Normally, a vehicle continues to move following a race action. You can attempt a Piloting check (see Pilot a Vehicle on page 146) to reduce the distance your vehicle moves before stopping after a race action by the result of your check, rounded down to the next 5-foot increment. For example, with a result of 17 you would reduce the distance moved by 15 feet (3 squares).

Take Control

You can take control of an uncontrolled vehicle as a move action. See Uncontrolled Vehicles on page 280 for more information about taking control of an uncontrolled vehicle.

Full Actions

Speed along in a straight line or attacking with the body of a vehicle takes a full action, as detailed below.

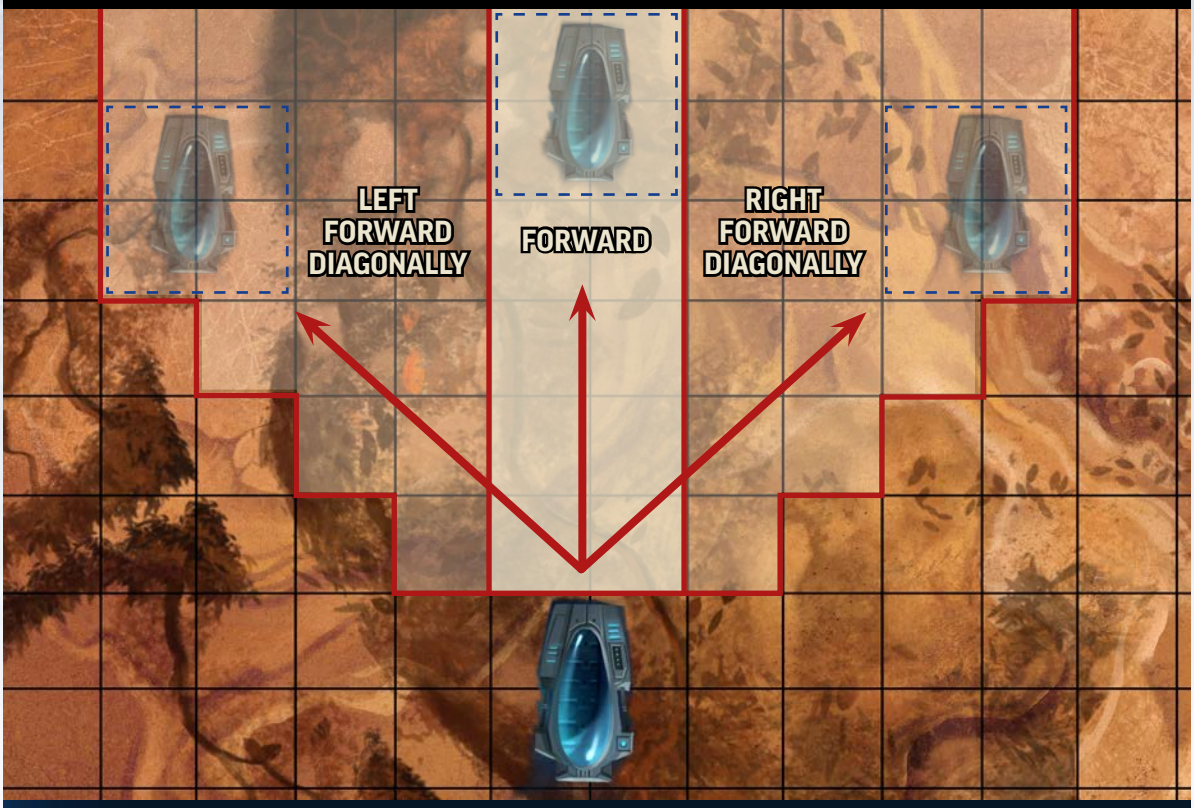
Race

When making a race action, you pilot a vehicle at full speed in a straight line at its current heading using a full action. You must succeed at a Piloting check (DC = 10 + your vehicle's item level) to race. If your vehicle is starting from a dead stop (that is, it didn't move last round), the DC of the check increases by 5.

If you fail this Piloting check, the vehicle's behavior depends on the circumstances of the check and the surrounding terrain. If you were attempting to race from a dead stop, the vehicle stalls and doesn't move at all. If the vehicle was already moving, its behavior depends on the terrain. Rough terrain slows the vehicle, causing it to move at half its full speed at its current heading. On flat terrain, the vehicle usually moves at full speed but goes significantly off course. In this case, the GM should take the 180-degree arc in front of the vehicle and divide it into four equal 45-degree arcs. Then the GM randomly determines which of these arcs the vehicle moves into.

A vehicle can't safely race through difficult terrain or over obstacles unless outfitted with special gear, nor can it safely race to a destination you can't see unless you've thoroughly scanned the destination. If you force a vehicle to race unsafely, you must attempt a Piloting check at a DC determined by the GM (usually 20 + the vehicle's item level) when you encounter the difficult terrain or obstacle. If you fail or the vehicle is uncontrolled (see page 280), the vehicle crashes or spins out, as determined by the GM.

VEHICLE HEADING AND MOVEMENT



The exploration buggy in this diagram is facing forward, so its current heading is toward the top of the diagram. If its pilot takes the race action, the vehicle must move in a straight line at its current heading, allowing the vehicle to move forward or forward at an angle to the left or right, though the angle can be no more than 45 degrees from its heading. If the vehicle is uncontrolled, it must move forward (its most recent heading); it can't move diagonally. In either case, the vehicle keeps the same heading it had before it moved.

If the pilot takes the drive action instead, the vehicle can move in any direction (not just its current heading) and turn as needed during the movement, allowing it to swerve and even zigzag. At the end of the movement, the pilot can set the vehicle's heading toward any direction (or keep the same heading, if desired).

After taking a race action, a vehicle doesn't slow down immediately. On your next turn, you have four options: you can use another full action to continue to race at full speed, use a move action to drive at the vehicle's drive speed, use a move action to stop short, or relinquish control of the vehicle as a swift action. If you take a swift or move action, you can also take a standard action during that turn. For instance, you could race one turn, then on your next turn, you could fire a weapon as a standard action and then drive as your move action.

A racing vehicle provokes attacks of opportunity, but it gets a +2 bonus to its AC against them due to its speed.

Many vehicles have extremely high full speeds compared to creatures' speeds, so racing at full speed is often tantamount to exiting a battle entirely, unless other vehicles get involved.

Ram

As a full action, you can pilot a vehicle at up to its full speed in a straight line at its current heading and try to ram one creature or object at the end of the movement, dealing double the vehicle's collision damage to the target and half the vehicle's collision damage to your vehicle. A vehicle's collision damage and collision DC are listed in the Attack (Collision) entry of its statistics (see page 228).

Movement during a ram action has all the same restrictions as the race action and requires the same Piloting checks. If you fail any Piloting check during the movement, you fail to ram your target.

If the target of the ram action is a creature, it can attempt a Reflex saving throw against the vehicle's collision DC to avoid being hit. If the target of the ram action is another vehicle, the pilot of the defending vehicle can attempt a Piloting check to avoid being hit, with a DC equal to the result of your Piloting check. The attacker wins ties.

Run Over

As a full action, you can pilot a vehicle at up to double its drive speed and run over any creatures at least two size categories smaller than the vehicle during this movement. Those creatures take bludgeoning damage equal to the vehicle's collision damage, but can each attempt a Reflex save against the

vehicle's collision DC to take half damage. Roll the damage only once and apply it to each creature, rather than rolling separately for each. A vehicle's collision damage and collision DC are listed in the Attack (Collision) entry of its statistics (see Vehicles on page 228).

When you take a run over action, the vehicle takes damage equal to half the damage rolled for each creature it runs over. If the vehicle becomes unable to proceed due to this damage, it ceases moving. You can still set the vehicle's heading at the end of this movement as normal.

A vehicle taking the run over action can damage a creature no more than once per round, no matter how many times its movement takes it over a target creature. The vehicle can run over objects of the appropriate size with the same effects, though they don't receive saving throws unless they are piloted or otherwise animate.

Swift Actions

It takes a swift action to engage or disengage a vehicle's autocontrol or autopilot or to relinquish control of a vehicle, as detailed below.

Engage or Disengage Autocontrol

You can engage a vehicle's autocontrol as a swift action after taking a drive or race action. You can disengage its autocontrol as a swift action anytime. See Autocontrol below for more.

Engage or Disengage Autopilot

You can engage a vehicle's autopilot as a swift action (see Autopilot below).

Relinquish Control

You can voluntarily hand over control of a vehicle to another pilot as a swift action. If you relinquish control of a vehicle but another pilot does not take over control, the vehicle becomes uncontrolled (see Uncontrolled Vehicles below).

Not an Action

The following does not require an action.

Stop

You can stop a vehicle after a drive action without difficulty and without spending an action.

UNCONTROLLED VEHICLES

If you are knocked out or cease actively piloting, your vehicle becomes uncontrolled. If you delay your action, the vehicle becomes uncontrolled and continues to act on the same initiative count as it did before. This separates your initiative count from that of the vehicle, and the vehicle continues to move (see below) at your previous initiative count until a pilot takes control of it or it crashes or otherwise is brought to a definitive halt.

Unless otherwise specified, an uncontrolled vehicle moves straight ahead at its most recent heading as if taking two drive actions on its turn. It slows down incrementally with each action taken (usually to three-quarters the speed of its last action) until it comes to a stop or crashes. At the GM's discretion, it could slow down more if it's on uneven terrain or an upward slope, or it could stay at the same speed or even accelerate if it's in a zero-g environment or on a downward slope.

Taking Control

You can take control of an uncontrolled vehicle as a move action (see Take Control on page 278). During this move action, the vehicle doesn't move any additional distance—you spend the whole action taking control. Once the action is taken, the vehicle resets to your initiative count, and you can spend any remaining actions piloting the vehicle.

Crashing

If an uncontrolled vehicle runs into an obstacle or another vehicle, it crashes. This deals double the vehicle's collision damage to the uncontrolled vehicle and to the obstacle it ran into, and stops the uncontrolled vehicle's progress. If the uncontrolled vehicle crashes into a controlled vehicle, the other pilot can attempt a Piloting check to avoid being hit as if it were being rammed (see Ram on page 279). If that pilot avoids being hit, the uncontrolled vehicle continues to move as detailed in Uncontrolled Vehicles above.

AUTOCONTROL

Some vehicles have autocontrol, which enables you to spend your actions on tasks other than piloting, but is far less capable than an autopilot. You can engage autocontrol as a swift action after taking a drive or race action, and it lasts until it is disengaged (also a swift action) or until the vehicle is no longer capable of moving. When you're using autocontrol, the vehicle becomes uncontrolled, but each round it moves in a straight line for the same distance and at the same heading and speed as the last pilot action (moving as if taking two drive actions if drive was the last action the pilot took, or as a race action if that was the last action the pilot took). The autocontrol uses the result of the pilot's most recent Piloting check as the result of its Piloting checks.

AUTOPILOT

Some vehicles have an autopilot AI that can control the vehicle in place of an actual pilot. You can engage or disengage an autopilot as a swift action. You can input a destination into an autopilot as a move action, and the autopilot attempts to reach that location if doing so is possible (provided the autopilot isn't locked by a passcode or otherwise programmed not to obey).

A vehicle is considered controlled when the autopilot is engaged. An autopilot's actions are dictated by the GM, and an autopilot can take any of the actions to pilot the vehicle that an actual pilot can. However, autopilots tend to be cautious, rarely risking the integrity of the vehicle and never attempting to ram or run over a target unless specifically programmed as a war machine (indicated in its stat block).

The Systems entry in a vehicle's statistics (see page 228) lists the autopilot's modifier to the Piloting skill. For Piloting checks attempted for the Autopilot, apply this modifier first and then apply the vehicle's modifier (listed in the vehicle's Modifiers entry) to the Piloting checks.

ATTACKING FROM A VEHICLE

Anyone attacking while on a vehicle takes that vehicle's penalty to attack rolls, as listed in the Modifiers entry of the vehicle's statistics (see page 228). It's especially difficult to attack from a vehicle that's moving at high speed, so a vehicle might have a higher modifier on attacks (shown in parentheses) when traveling at full speed. The penalty for moving at full speed applies if the vehicle moved at full speed during the last round. The attack penalty doesn't apply when the vehicle is stopped.

Firing Vehicle Weapons

Firing a weapon mounted on a vehicle works like firing a normal ranged weapon, but you must activate the vehicle's weapons instead of ones you hold. The penalties to attack rolls in the vehicle's Modifiers entry also apply to attacks made with a vehicle's weapons.

Some vehicles have weapons bound to their steering devices or weapons that are operated from the same control panel. These can be fired when you are piloting, though you normally can't fire the vehicle's weapons on the same turn that you race (or on the same turn that you take another full action) because you don't have enough available actions. Weapons mounted in other manners typically need to be fired by creatures on the vehicle that are dedicated gunners.

Drive-By Attacks

Because many vehicles have full speeds that might let them move across an entire battle map, the GM may need to make a judgment call when vehicles leave the map and want to return. The GM determines how long returning takes, but it normally takes at least 1 round to double back, since it takes a move action to drive and change heading.

In theory, creatures could pile on a vehicle, ready actions to shoot enemies as soon as they're within 30 feet, race the vehicle across the map, and fire in passing. Such a maneuver might seem like a sure thing, but it comes with a few problems. First, the attackers take a big penalty to all their attacks, but enemies who ready actions to fire back don't take those penalties. Second, enemies have time to prepare while the vehicle is off the map. They might take cover, set up obstacles to prevent the vehicle from racing through, or just leave. The GM might also rule that the attackers can't keep a good watch on what's happening while they're off the map or that the vehicle breaks down after the stress of using such a tactic.

ESCAPING ON A VEHICLE

Because vehicles have a top speed that's far faster than most creatures can run, creatures in a vehicle can usually escape from a battle with enemies who are on foot, if they want. The GM has final say on whether a vehicle can escape. Usually, once a vehicle is beyond the range that the enemies on foot can run, those enemies get one more volley of attacks, and then the vehicle and everyone on it escapes. However, if the enemies also board a vehicle, they can usually pursue and the battle transitions to a vehicle chase (see page 282).

VEHICLE CHASES

The tactical vehicle rules in the previous section are meant for battles on a grid, with some creatures in vehicles and others on foot. But in a high-speed chase or race between competing vehicles, the pilots' skill and the environment play the predominant role in victory or defeat. The system detailed below is a more narrative-based system that allows for greater flexibility and doesn't require an enormous grid for play.

RELATIVE POSITIONING

In a vehicle chase, you monitor only the relative positions of the vehicles. The easiest way to do this is by using a series of horizontal lines called zones, as shown in the diagram on page 283. You can use a battle map for this and simply ignore the vertical lines.

As a default, vehicles in the same zone are considered to be about 50 feet apart. If they're engaged (see Engage Another Vehicle), they are considered adjacent, but they normally don't touch, leaving room for creatures trying to hop between them to fall. Vehicles one zone apart are about 200 feet apart.

Being Ahead

Being ahead of an opponent is advantageous. You get a +2 bonus to Piloting checks against enemies that are behind you, or you get a +2 bonus to all Piloting checks if you're ahead of all your enemies. When attacking, you get a +2 bonus to attack rolls against enemies and vehicles that are behind you.

PHASES OF A VEHICLE CHASE

Chases happen in rounds with three phases, which are described in more detail below. At the start of a chase, roll initiative checks (or use the same initiative order if a grid-based vehicle combat transitioned into a chase).

1. **Pilot Actions:** Each vehicle's pilot selects her pilot actions and attempts any needed checks outside the normal character initiative count.
2. **Chase Progress:** The GM moves the vehicles to their new zones, based on the actions the pilots chose and whether they were successful. The GM also determines whether anyone is out of range of other vehicles, and therefore out of the chase.
3. **Combat:** Pilots (if they have any remaining actions) and passengers take their actions in initiative order as they normally would in a combat. Passengers and pilots can fire on other vehicles, depending on their range, and pilots might be able to slam their vehicles into those of their enemies.

Pilot Actions

During the pilot actions phase, the pilot of each vehicle selects any pilot actions she wants to use to drive her vehicle this round, and performs her piloting actions in initiative order during this phase. Most pilot actions require a move action; taking two pilot actions requires the double maneuver pilot action, which is a full action. Only the speed up action advances vehicles during this phase. For all other pilot actions, the GM advances vehicles as appropriate during the chase progress step. If the pilots have any actions remaining at the end of the pilot actions phase, they can take them in initiative order during the combat phase. Table 8–3 offers a quick reference for the pilot actions.

Break Free (Move)

You attempt a Piloting check (DC = 5 + the enemy vehicle's KAC) to disengage from an engagement with other vehicles. If the engagement includes multiple enemy vehicles, the DC equals the highest KAC among the enemy vehicles + 5 per enemy vehicle beyond the first. If all parties are willing to end the engagement, no Piloting check is required to break free.

Engage Another Vehicle (Move)

You attempt a Piloting check (DC = the KAC of the enemy vehicle) to engage your vehicle with an enemy vehicle in the same zone. Two allied vehicles can engage freely; this is useful to allow people on one vehicle to board the other. In both cases, your vehicle then automatically becomes engaged with all other vehicles in the engagement. You can make melee attacks against those on another vehicle only if your vehicle is engaged with it; see the Engagement sidebar on page 284 for more information.

Evade (Move)

You can attempt a Piloting check (DC = 10 + your vehicle's item level) to grant your vehicle a +2 circumstance bonus to its AC for 1 round. If you evade twice, the bonuses aren't cumulative.

TABLE 8–3: PILOT ACTIONS IN A VEHICLE CHASE

PILOT ACTION	SKILL CHECK	DC	RESULT OF SUCCESS
Break free	Piloting	5 + enemy vehicle's KAC	End vehicle engagement (and move 1 zone forward in chase progress phase)
Double maneuver*	Varies	Special (each at a –4 penalty)	Special—see page 283 (and vehicle moves 1 zone forward in chase progress phase)
Engage another vehicle	Piloting	Enemy vehicle's KAC	Vehicle's riders can attack one another or board another vehicle (and vehicle moves 1 zone forward in chase progress phase)
Evade	Piloting	10 + vehicle's item level	Vehicle gains a +2 bonus to its AC (and moves 1 zone forward in chase progress phase)
Keep pace	Piloting	10 + vehicle's item level	Vehicle moves 1 zone forward in chase progress phase
Slow down	None	None	Vehicle doesn't move forward in chase progress phase
Speed up	Piloting	17 + vehicle's item level	Move 1 zone forward immediately (and move 1 zone forward in chase progress phase)
Trick	Varies (see page 283)	15 + vehicle's item level	Pilots behind you take –2 penalty to Piloting checks for 1 round (and vehicle moves 1 zone forward in chase progress phase)

* A double maneuver is a full action that allows a pilot to take any two of the other actions listed in this table.

Keep Pace (Move)

You attempt a Piloting check (DC = 10 + your vehicle's item level) to stay in the same position in the chase. If you're successful, your vehicle moves forward during the chase progress phase. If you fail, your vehicle falls back one zone during that phase. Many other pilot actions can also result in a vehicle moving forward one zone during the chase progress phase, but they have a higher DC, increasing the chance the pilot will fail.

Slow Down (Move)

Your vehicle doesn't move during the chase progress phase. This pilot action doesn't require a check.

Speed Up (Move)

You attempt a Piloting check (DC = 17 + your vehicle's item level) to get ahead, moving forward one zone immediately on a success. If the vehicle encounters any hazards or similar effects that occur upon entering a zone (see page 285), they trigger immediately. The vehicle later moves forward one additional zone in the chase progress phase, even on a failed check, unless you failed the check by 5 or more.

Trick (Move)

You can try a risky maneuver, use the terrain, or take an unconventional route to foil pursuers. You attempt a skill check (DC = 15 + your vehicle's item level); this skill check could be a Piloting check if the ploy requires intricate maneuvering, but it might instead be a Bluff, Stealth, or other skill check at the GM's discretion. If you succeed, the Piloting checks of all vehicles behind you take a –2 penalty for 1 round. You can attempt multiple tricks with the double maneuver action, but the penalties imposed on the vehicles behind you aren't cumulative. Penalties from multiple different pilots who are ahead and successfully perform tricks, however, are cumulative.

Double Maneuver (Full)

You can take two of the aforementioned pilot actions, but take a –4 penalty to each Piloting check or other skill check. You take the pilot actions in succession, but can choose your second action after taking the first one and can take an action more than once. If you don't want to use your second action, you forfeit it but still take the penalty to your first check. Unlike other pilot actions, a double maneuver takes your full action.

If your vehicle is significantly faster than the other vehicles in the chase, you have an advantage when performing a double maneuver. If your vehicle's full speed is at least 50 feet faster than the fastest enemy vehicle, you take only a –2 penalty when performing a double maneuver.

Regardless of how many pilot actions you take as part of a double maneuver, you move forward at most one zone during the chase progress phase.

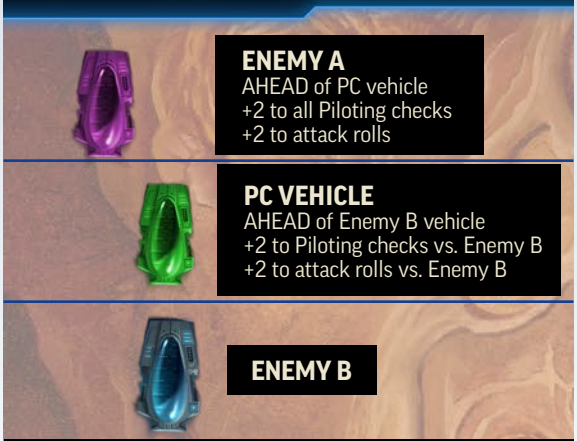
Chase Progress

In the chase progress phase, the GM advances vehicles (based on their pilots' chosen actions and whether they succeeded at the required checks), then determines whether any participants have escaped or been left behind and whether the chase is over.

VEHICLE CHASE EXAMPLE

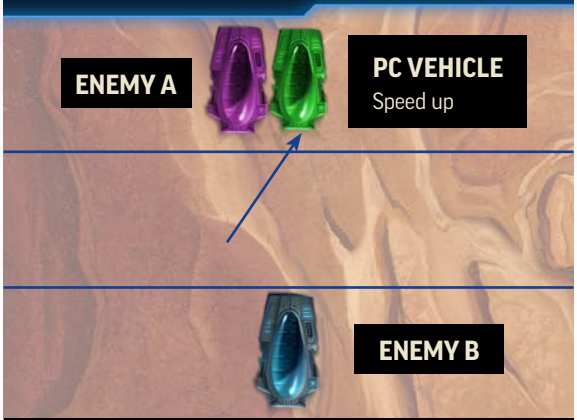
PILOT ACTIONS PHASE

In this example, the PCs are in a chase with two enemy vehicles, one a zone ahead, and the other a zone behind. The enemy pilots have taken their actions—now it's the PC pilot's turn.



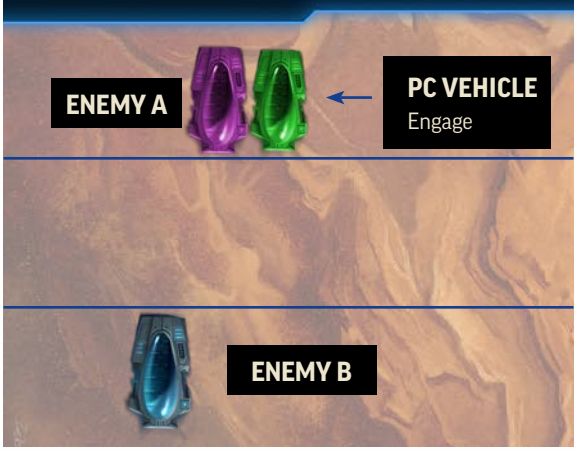
PILOT ACTION: SPEED UP

The PC pilot takes a double maneuver to speed up and engage the enemy. She successfully speeds up...



PILOT ACTION: ENGAGE

...then successfully engages Enemy A. In the chase progress phase, Enemy B will be two zones behind and out of the chase.



ENGAGEMENT

Vehicles in the same zone as one another can become engaged, meaning they're neck-and-neck and within physical striking distance of one another. If two or more vehicles are engaged, move their miniatures or tokens next to one another. The vehicles' passengers and pilots can make melee attacks against each other in the combat phase or attempt to board the other vehicle. An engaged vehicle can't speed up, slow down, engage another enemy, or end the engagement unless it takes the break free action (see page 282).

Advance Vehicles

The GM moves forward by one zone all vehicles whose pilots succeeded at a minimum of one required check. If a vehicle's pilot deliberately slowed down or she failed all the Piloting checks attempted, her vehicle doesn't move forward. If a pilot attempted to keep pace and failed, her vehicle instead moves back one zone. If a pilot attempted to speed up and failed by less than 5, her vehicle still moves forward one zone now. Because a pilot has to fail all checks to stay put, a pilot who tried to speed up twice would stay put only if she failed both checks by 5 or more. The slow down action supersedes the forward movement from other successful Piloting checks, so if the pilot succeeded at the evade and slow down actions, she'd get the bonus to her vehicle's AC but wouldn't move forward. Treat uncontrolled vehicles as if their pilots had failed all Piloting checks.

If a vehicle is engaged with another and fails all its checks, it still moves forward along with another engaged vehicle, provided that vehicle would be advanced by the GM. However, the opposing vehicle gains all bonuses from being a zone ahead (even though it's in the same zone). If all the vehicles in an engagement fail all their checks, none move.

Hazards and other effects of moving into a zone trigger immediately (see Chase Environments on page 285 for more information, since sometimes environments can prompt specific hazards in a relevant zone).

Escaping and Getting Left Behind

You leave a chase if you escape or get left behind. During the chase progress phase, you escape if you end up two zones ahead of all adversaries, and you get left behind if you end up two zones behind.

If you would escape from a chase but don't want to do so, you can voluntarily move back to being only one zone ahead in the chase progress phase.

It's possible for you to rejoin a chase if you've been left behind (or if you already escaped and want to later support allies with an ambush), but it requires extraordinary circumstances and happens at the GM's discretion.

As an example, suppose the PCs are in an exploration buggy fleeing from a police cruiser, and are one zone ahead of the pursuing police cruiser. During the pilot actions phase, the PC pilot succeeds at a Piloting check to speed up, immediately moving the buggy an additional zone ahead, which brings it two zones ahead of the police cruiser. The officer piloting the police cruiser tries to speed up and catch the PCs, but he fails his Piloting check, so the police cruiser remains in its zone. During the chase progress phase, both vehicles move forward one zone, but because the PCs are still two zones ahead, they escape and leave the chase.

In this example, the PCS escaping and the police getting left behind have the same end result. But what if there were two police cruisers, and one succeeded at its check to speed up but the other didn't? The cruiser that succeeded would end up one zone behind the PCs, and the one that failed would be two zones behind. The second cruiser would leave the chase, but the PCs wouldn't escape because their buggy isn't two zones ahead of all pursuers.

Ending a Chase

If either all enemies or you and your allies have escaped or been left behind, the chase is over. It's possible for one group to escape by dropping back until it's left behind, but it's easy for the other chase participants to circle back and pick off the group while it's a sitting duck.

Combat

The final phase of each round is combat. This happens in initiative order, and characters can take the usual actions they can in combat, with the following adjustments. Pilots can also act during the combat phase, as long as they have any actions remaining to spend. Because of the motion involved in a chase, all attacks take the penalty listed in the vehicle's Modifiers entry. However, because the vehicles are all moving at high speed, the differences in speed cancel out somewhat, so combatants take the normal penalty instead of the higher penalty for full speed.

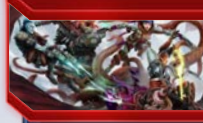
Ranged Attacks

Passengers on and pilots of vehicles can attempt ranged attacks against other vehicles or their passengers in the same zone or one zone away. Unless otherwise specified, these ranged attacks follow the normal rules for attacking from vehicles (see page 281). To determine the range between two vehicles, see Relative Positioning on page 282.

As a passenger, you can attack with your ranged weapons or abilities. If you're a gunner, you can attack with the vehicle's mounted weapons, as described in Firing Vehicle Weapons on page 281. As a pilot, you can attack only if you have a standard action left and can make a full attack only if you left the vehicle uncontrolled in the pilot actions phase.

Passengers can attack an enemy vehicle directly, but targeting riders or pilots can be difficult. Vehicles (except for entirely open vehicles) usually grant their passengers some degree of cover (see page 228).

Due to high speeds, wind, and other factors that may or may not be part of the environment (see Chase Environments on page 285), some weapons might not work effectively during a chase. For example, it's nearly impossible to throw a grenade from one vehicle to another while moving at high speeds. The GM has final say on what can and can't be used during a chase and the penalties incurred for difficult attacks.



Melee Attacks

Anyone in a vehicle can make melee attacks against those on an enemy vehicle with which their own vehicle is engaged. You can make melee attacks against those in an enemy vehicle only with reach weapons, and such targets typically have some cover provided by their vehicle. Even when your vehicles are engaged and you're using a reach weapon, you do not threaten any squares of the other vehicle.

Boarding

If two vehicles are engaged and you are a passenger, you can attempt to move from one vehicle to the other as a move action that provokes attacks of opportunity. This is like boarding a vehicle in normal combat, but it also requires a successful Acrobatics or Athletics check with a DC equal to 5 + the KAC of the vehicle you're boarding. Failure by less than 5 means that you are unable to board the other vehicle and remain on your vehicle. If you fail by 5 or more, you fall from the vehicle and land prone. You take double the normal falling damage for the distance of your fall or 1d6 falling damage if you fall less than 10 feet. Once you have boarded an enemy vehicle, you take the attack penalty from that vehicle, not your former one.

Collisions

When piloting a vehicle, you can attempt a Piloting check (DC = the enemy vehicle's KAC) as a standard action to smash into another vehicle you're engaged with. If you're successful, your vehicle deals its collision damage to the enemy vehicle, and takes half that much damage itself. A vehicle's collision damage is listed in the Attack (Collision) entry of its statistics (see page 228).

CHASE ENVIRONMENTS

Where a chase occurs can dramatically influence how it plays out. Heavy traffic, obstacles, and winding paths could all impede a chase or add strategic options for the vehicles involved. The GM decides the environment's effects on the chase, and the sample chase environments (see page 286) can give the GM some ideas. The environment might affect the entire chase or only some zones—whatever makes the most sense for the scene.

Designating Environmental Zones

For environmental effects that affect only part of the chase, the GM should designate one or more zones as environmental zones that contain hazards. The GM should reveal an environmental zone once it comes into view of the foremost vehicle in the chase.

Types of Environments

Environments can affect vehicles in a chase in five main ways.

- **Active Hazards:** Hazards can directly impede or damage the vehicles in a chase. They might be persistent or temporary. Some hazards make one attack against a vehicle when that vehicle enters the hazard's zone. The hazard might trigger only once, or it might attack every vehicle that enters the zone. Decide whether a hazard deals damage, knocks a vehicle off course, or both. The hazard's CR should be close to the item levels of the vehicles involved in the chase, and should use the corresponding attack bonus and damage amount (see Table 8–4: Hazard Attacks and Damage above). If a hazard knocks vehicles off course, the pilot of any vehicle it hits takes a –4 penalty to Piloting checks (in addition to its normal modifiers) for 1 round. If a hazard both deals damage and knocks the target off course, reduce the attack bonus by 2 and halve the damage.
- **Altered Attacks:** Attacks might be more difficult due to bad weather or barriers that block lines of sight. Use the normal rules for concealment, cover, and line of sight when implementing environments that alter attacks. It's rare for the environment to improve attacks, but if it somehow would, you can reduce the normal penalties for attacking during a chase.
- **Altered Movement:** Some environments make it easier, more difficult, or more complicated to move. This might come up in a chase through a space station where some zones lack artificial gravity or on a muddy plain where vehicles could get bogged down. Altered movement usually causes a +2 bonus or –2 penalty to skill checks attempted during pilot actions. The environment can work differently on different vehicle types; a wheeled transport might take a penalty when artificial gravity goes out, while a hover vehicle wouldn't, for example. Likewise, the effects can change how certain actions work. A massive downhill slope might make it easier to speed up but harder to keep pace, or it could even require a check to slow down.
- **New Tricks:** Environments can provide new tricks that pilots can use with the trick action during the pilot actions phase. These could include clipping precarious rocks in a canyon so they fall in your enemies' paths or diverting

TABLE 8–4: HAZARD ATTACKS AND DAMAGE

CR	ATTACK BONUS	DAMAGE
1/4	+3	2d4
1/3	+4	2d4
1/2	+6	3d4
1	+8	4d4
2	+9	5d4
3	+10	5d4
4	+11	5d6
5	+12	5d8
6	+14	6d8
7	+15	6d10
8	+17	7d10
9	+19	8d10
10	+20	9d10
11	+21	10d10
12	+23	11d10
13	+24	12d10
14	+25	14d10
15	+26	15d10
16	+28	17d10
17	+29	18d10
18	+30	20d10
19	+31	23d10
20	+32	25d10

oncoming traffic toward your enemies. These tricks usually have a DC of 2 to 4 higher than the normal trick action, but their effects should also be more impressive. In terms of game rules, the effect might be a bigger penalty for enemies' Piloting checks (–4 to –6), or the trick might create a new active hazard (see Active Hazards on page 285) in the zone directly behind the vehicle.

- **Split Routes:** It's possible for chase participants to take slightly different routes through a zone to gain some other tactical advantage. A split route works much like having two parallel zones in a single zone, one of which has a different environment: usually altered movement (for a shortcut) or an active hazard (for a dangerous zone). The pilot decides which route to pursue when taking his pilot action. Even if two vehicles are in the same zone, they can't interact with each other if they're on different parts of a split route. A split route usually lasts for only one zone before converging.

  If vehicles that are engaged pursue different routes, their engagement is automatically broken off. When the route converges again, any vehicles that had been engaged and are still in the same zone automatically become engaged again.

Sample Chase Environments

The following sample environments provide some details about those environments' features as well as the appropriate accompanying modifiers.

GMs should feel free to use these sample environments and their modifiers whole cloth in their games, to create their own unique environments, and to choose environmental features that are most appropriate for the chases they wish to run.

Aquatic Environment

The following are sample features for an aquatic environment.

- **Active Hazards:** Megashark attack (when a vehicle first enters its zone, a megashark attacks whichever vehicle is at the rear at the end of the chase progress phase and then moves along with the chase, attacking the rearmost vehicle each round), piranha swarms (attacks a random vehicle after the chase progress phase each round)
- **Altered Attacks:** Frightened squid shoal or sudden squall (concealment), underwater debris (cover)
- **Altered Movement:** Languid or opposing current (–2 to Piloting), swift current moving with you (+2 to Piloting)
- **New Tricks:** Scatter whale pod (altered movement gives pursuers –4 to Piloting), spew mud (create concealment)
- **Split Routes:** Coral reef (–2 to Piloting, or –2 to trick attempt), shipwreck (shortcut: +2 to Piloting to keep pace or speed up, or +2 to trick attempt)

Desert Environment

The following are sample features for a desert environment.

- **Active Hazards:** Death worm attack (when a vehicle first enters its zone, a death worm attacks whichever vehicle is at the rear at the end of the chase progress phase and then moves along with the chase, attacking the rearmost vehicle each round), falling rocks (attacks the first vehicle that enters the zone)
- **Altered Attacks:** Rock spires (cover), sandstorm (total concealment)
- **Altered Movement:** Deep sand (–2 to Piloting), mud flat (–2 to Piloting)
- **New Tricks:** Kick up dust clouds (create concealment), topple rocks (new active hazard)
- **Split Routes:** Giant antlion sand pit (hazard if not avoided), narrow canyon (shortcut: +2 to Piloting to keep pace or speed up, or +2 to trick attempt)

Forest Environment

The following are sample features for a forest environment.

- **Active Hazards:** Angry beasts (attack the vehicle at the rear at the end of each chase progress phase for 2 rounds), falling tree (attacks first vehicle to enter zone)
- **Altered Attacks:** Obscuring trunks (concealment), ricocheting shots (10% chance a missed ranged attack ricochets and hits a vehicle adjacent to the original target, not including the attacking vehicle)
- **Altered Movement:** Dense grove of narrow-trunked trees (–2 to Piloting), thick detritus (–2 to Piloting)
- **New Tricks:** Bank your vehicle behind foliage (create concealment), topple brush to block path (altered movement gives pursuers –4 to Piloting)
- **Split Routes:** Hidden cave (shortcut: +2 to Piloting to keep pace or speed up, or +2 to trick attempt), ramp off a cliff (+2 to Piloting to speed up, but –2 to Piloting for all other checks)

Highway Environment

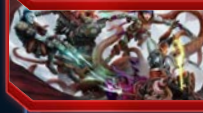
The following are sample features for a highway.

- **Active Hazards:** Oncoming traffic (attacks each vehicle to enter zone), police barricade (might add police to chase)
- **Altered Attacks:** Series of pillars (cover), smoke clouds (concealment)
- **Altered Movement:** Damaged road (–1 to Piloting), steep hill (+1 to Piloting going downhill, or –1 to Piloting going uphill)
- **New Tricks:** Divert traffic toward enemies (new active hazard), hack traffic signals (altered movement gives pursuers –2 to Piloting)
- **Split Routes:** Hypertube (+4 to Piloting to speed up, but –2 to Piloting for all other checks), surface street (–1 to Piloting compared to highway), tunnel (shortcut: +2 to Piloting to keep pace or speed up, or +2 to trick attempt)

EXPERIENCE FOR VEHICLE CHASES

PCs earn experience points for successfully completing a vehicle chase. To award XP, take the CRs of the creatures in enemy vehicles, plus the CRs of any active hazards encountered, and award the proper amount of XP for each CR as outlined on Table 11–3: Experience Point Awards on page 390. The PCs can earn XP for each creature only once; if a creature was defeated in combat during a successful chase, the PCs don't gain experience for defeating the creature and for completing the chase.

At the GM's discretion, when the PCs complete a chase in a particularly dangerous environment, the environment itself might increase the amount of experience the characters gain from the encounter.



SAMPLE VEHICLE CHASE

Lissa the Game Master is guiding a group of four players as they flee the scene of a successful raid on the headquarters of the Akitonian Redliner gang to retrieve a piece of stolen technology. Joe is playing **Buddy**, an android technomancer; Crystal is playing **Sssazza**, a vesk solarian with anger-management issues; Tonya is playing **Cha'lak,** a shirren mystic and student of the Akashic Record; and Mark is playing **Merris**, a korasha lashunta envoy whose sarcasm plagues his enemies.

As the heroes blast through the city streets on a stolen exploration buggy (see page 228), they realize that two basic enercycles (see page 228) driven by two angry ysoki gangsters are hot on their tails. If the PCs can lose them, they might be able to hide out until the heat dies down. A vehicle chase ensues!

Buddy

Sssazza

Cha'lak

Merris

The GM draws horizontal lines on a battle map to represent several zones (see page 282) and puts all the vehicles in the center zone.

GM The Redliners pull out of a side street on enercycles, furiously waving laser pistols. Roll initiative checks!

The players all roll initiative checks, and the GM rolls an initiative check for the ysoki. Sssazza gets an 18, Buddy gets a 16, Merris gets a 12, the ysoki get an 11, and Cha'lak gets a 6. Buddy is the PCs' pilot, and the ysoki each pilot their basic enercycles. It's Buddy's turn to take his pilot actions for the exploration buggy.

GM All right, time for the pilot actions phase! Buddy, what actions would you like to take?

Buddy: I'm going to try to speed ahead of them and then duck down an alley. Maybe we can lose them.

Buddy uses his full action to make a double maneuver to first use the speed up action, requiring a Piloting check, and then to use the trick action to duck into an alley. The GM determines that this trick action requires a Piloting check, since maneuvering the buggy into the alley is tricky. Buddy takes a –4 penalty to both skill checks because of the double maneuver.

Buddy's Piloting check to speed up has a DC of 18. Buddy has a Piloting skill bonus of +8. He rolls a d20 and gets an 18, for a total of 22. The buggy advances one zone immediately and then will advance another zone during the chase progress phase. The DC of the check for Buddy's trick action is 16, but Buddy rolls a 5 for a total of 9, so he can't quite zoom into the alleyway.

GM The ysoki also try to speed up to catch you!

Each of the ysoki attempts the speed up action, which requires them each to take a move action. The DC for their Piloting checks is 18 (17 + 1 for the enercycles' item level), and they each have a +5 modifier to Piloting checks. Each ysoki also gains a +2 bonus to Piloting checks thanks to that vehicle's modifiers.

One ysoki rolls a 12 and succeeds with a total result of 19. The ysoki moves forward one zone immediately and will move forward another zone during the chase progress phase. The other ysoki rolls a 2 and fails with a total result of 9. This is a failure by more than 5, so the ysoki doesn't move forward and won't move forward during the chase progress phase!

GM The second ysoki must have sludge in his engine. Anyway, now it's time for the chase progress phase.

The buggy and one enercycle move ahead another zone, but the enercycle of the Redliner who failed badly doesn't move forward. It is two zones behind everyone, so the chase leaves it behind!

GM You and the remaining ysoki cross a canal bridge just before it lifts. The slower Redliner is out of the chase!

Sssazza: Only one left! Let me at 'em!

GM It's now the combat phase and you have the highest initiative, so go for it.

Sssazza: I shoot at his vehicle's back tire.

Sssazza fires a shot from her azimuth laser pistol, adds her bonus to attacks with that weapon, and subtracts 2 due to the penalty to attacking from the buggy. She gets a total of 9. She compares this to the vehicle's EAC of 10—the shot barely misses.

Sssazza: Blasted peashooter!

GM Oh, so close! Buddy, it's your turn, but you spent your full action piloting the buggy. Merris, it's your turn.

Merris: I'm also going for the bike's tire.

Merris's total is 15, so he hits. He rolls 1d8 and deals 7 damage. The enercycle has 5 hardness, so it takes only 2 damage.

GM The ysoki chitters with rage as his back tire billows smoke! It's his turn, and he's looking at you, Merris!

The ysoki uses his remaining standard action to shoot his flame pistol. Once accounting for the –1 penalty for shooting from his enercycle, the ysoki's result is 11—not enough to hit Merris's EAC.

GM Cha'lak, the enercycle is in bad shape. What do you do?

Cha'lak: Eat pavement, rat—I shoot the other tire!

Cha'lak rolls a natural 20 on her attack roll with her tactical semi-auto pistol. It's a critical hit! She rolls double her normal damage dice (2d6) and gets 10. The ysoki's enercycle has 5 hardness, so it takes 5 damage and is reduced to 0 Hit Points, meaning that it's wrecked.

GM The enercycle spins out and the ysoki takes a dive!

Because the PCs have outrun one gang member and broken the other's vehicle, the chase is over. The PCs are free to take their stolen exploration buggy and technology back to their base!

STARSHIPS 9

SPACE TRAVEL

No one knows which Pact World first achieved spaceflight, but by the beginning of the modern era, nearly every world had some form of interplanetary travel. For some, this was purely magical: powerful spells or artifacts, or quick jaunts through other planes of existence allowed travelers access to their intended world. Yet for others, the airless void of space was just another sea to be crossed, which they did in a variety of craft, from magical to mechanical and from biological to divine.

As technology improved, travel time between worlds dropped from months and years to days, and the optimal routes between planets became crowded with spacecraft. Yet even in this new age of space flight, voyages beyond the solar system remained rare; traveling to even the nearest star at conventional speeds would take generations. While a few starships had drives capable of circumventing this obstacle, all relied on extremely expensive magical technology, often controlled by churches or other organizations. From Asmodean Helldrives to Kuthite shadow engines to the prayer-fueled cores of Iomedaean cathedralships, most of these technologies not only took the ship through other planes but also operated with direct divine assistance, and thus always came with a hefty price. While other drives had been theorized—drives that could fold space, create stable wormholes, or otherwise bend the rules of physics—the Pact Worlds had never managed to build them.

Then, 3 years after the end of the Gap, the Signal went out. Some worlds received it as a broadcast. It came to others in the dreams of inventors or lunatics, or etched into floors by malfunctioning assembly robots. Still others dug it from the innards of crashed space probes, found it carved on monoliths in city centers, or heard it blared from the sky by entities within wheels of flame. Regardless of the mechanism, at the same instant, thousands of cultures across the Material Plane received the same information: blueprints for a new type of starship drive—one capable of cheaply and efficiently shortening the distance between stars.

Though some scholars argue that every mortal culture received this information, many recipients were never aware of it or able to capitalize on it. In some cases, cultures weren't technologically advanced enough to interpret the information—explorers have even uncovered these designs painted on cave walls by an uncomprehending paleolithic culture. In other cases, the information was lost due to simple accident, as when an inventor blessed with the information fell out a window before he could share it.

Immediately following the Signal, the new god Triune (see page 490) revealed itself to the Pact Worlds, claiming to have granted the knowledge as a blessing to its new mortal children. Formerly three minor gods of machines and robotics, now networked together into a single entity, the divine collective claimed to have peered through the substrata of reality and discovered a previously unknown plane of existence. Called the Drift, this plane could be reached only via technology—not magic—and would allow mortals to cheaply and easily travel between points anywhere in the galaxy. In granting this discovery to the world, Triune became one of the most powerful entities in the multiverse overnight: the new god of interstellar travel.

Like earlier interstellar drives, Drift engines operate by jumping to another plane of existence and then back to a different point on the Material Plane, thus never actually running up against the hard limit presented by the speed of light. In the past, that had meant using powerful magic and traveling to places like Heaven, Hell, the Maelstrom, or the First World—places inhabited by creatures and gods with sometimes inconvenient attitudes and appetites. The Drift, on the other hand, is a different type of dimension: a void of swirling color without substance, a mostly empty place of mutable laws, thought by some to be the quantum foam underlying all creation. While magic still functions inside the Drift, only technology can pierce the membrane between it and the rest of reality, which, combined with Triune's role as gatekeeper, keeps any other deities or organizations from monopolizing the place.

While even most skeptics and members of other religions are forced to admit that Triune has appeared to make good on its egalitarian offer to maintain cheap and easy interstellar travel for everyone, use of the Drift does come with a catch. Every time a Drift engine is used, a tiny portion of a random plane is torn from its home and added to the Drift, set to float there for eternity. The farther the jump, the larger the chunk of material, which sometimes appears near the jumping ship, adding an element of risk: you never know when a long jump might tear away a chunk of Hell and leave you flying through a cloud of furious devils. Even those making safely measured jumps might encounter strange beasts trapped there by previous travels. Why the technology involves this side effect is unknown, though some conspiracy theorists believe that the ever-increasing size of the Drift—and the corresponding shrinking of the other planes of existence—is part of an inscrutable power play by Triune itself.

STANDARD NAVIGATION AND ASTROGATION

Whether they're patrol craft or battlecruisers, all starships are propelled through space by thrusters. The exact workings of these engines vary from starship to starship—some are technological, while others are a blend of magic and machine.

See the navigate task of the Piloting skill (page 145) for information about using that skill to plot a correct course. Determine the approximate distance you wish to travel and roll using the travel times below to see how long it takes you to reach your destination, but note that the Game Master is the final arbiter of travel times and may shorten or lengthen them as she desires for the needs of the campaign.

- **Start Thrusters (1 Minute per Size Category):** Though this is rarely an issue, a starship's thrusters need a short amount of time to warm up before they are ready to be used. Most hangars and space docks require that a starship's thrusters be deactivated after it lands or docks. However, a starship in orbit always has its thrusters active. A starship also needs to deactivate its thrusters, which takes no time, to use its Drift engine (see below).
- **Travel Point-to-Point on a Planet (1d4 Hours):** Large and smaller starships can operate in a planet or planetoid's atmosphere, and can travel between two areas on the same planet within reason (a starship isn't generally equipped to be submerged underwater, for instance). The travel time depends on the distance between the two points. This amount of time can also be used to represent traveling between two vessels in different orbits around the same planet.
- **Go into Orbit or Land (1d2 Hours):** It takes only a short amount of time for a Large or smaller starship to lift off from a planet's or planetoid's surface and enter orbit, or to make a controlled landing from orbit. Huge and larger starships can be placed in orbit around only a planet or planetoid, and the crew requires a shuttle or other conveyance to reach the surface.
- **Reach Satellite (1d8 Hours):** From planetary orbit, it takes slightly longer for a starship to reach one of that planet's satellite bodies (or vice versa) than it would take to land. This travel time depends partly on the size of the planet and the satellite's orbit.
- **Travel In-System (1d6+2 Days):** Traveling between two planets in the same star system fluctuates based on those planets' relative positions at the time of travel.
- **Travel Between Systems:** Traveling between two star systems via conventional thrusters is a daunting affair, taking decades at the very least. Only large colony starships or vessels with crews in suspended animation attempt such a journey.

DRIFT NAVIGATION

Using Drift technology differs from ordinary astrogation in that the distances between worlds are less important than the difficulty of correctly targeting the jump. Within a given solar system, jumps are relatively quick and easy, though this method is only moderately faster than flying between worlds using conventional thrusters. Outside of a given system, Drift tech divides the galaxy into two sectors: Near Space and the Vast. While Near Space worlds tend to be closer to the galactic center (and, incidentally, to the Pact Worlds) and the systems of the Vast tend to be farther out, the true difference between the regions lies in the density of so-called "Drift beacons." These mysterious objects, sometimes spontaneously generated and sometimes placed by priests of Triune, help navigation systems orient ships in the Drift. While placing a single Drift beacon on a world isn't enough to convert a Vast world to Near Space status, placing many in that general region of space can cause the shift, and thus it's possible to find pockets of Near Space worlds all the way out to the galactic rim, as well as uncharted zones considered part of the Vast near the galaxy's core.

When traveling to a world through the Drift, determine whether the destination is in the same system, Near Space, or the Vast. The distance between the start and end of your journey doesn't matter, nor which category of space you're starting from: traveling from the Vast to a Near Space world is no more difficult than between two Near Space worlds. Roll using the travel times below, then divide the result by your starship's Drift engine rating to determine how long it takes you to reach your destination. For example, a starship with a Drift engine rating of 2 traveling to a world in the Vast would roll 5d6 and divide the result by 2. If you rolled 15, then the trip would take 7-1/2 days. Note that you never round down with Drift travel rolls, since these partial days can be extremely important when multiple spacecraft are racing each other to a destination. Additionally, since the Drift is a plane that you're traveling through, it is possible to pause midjump, and even to land on one of the floating chunks of terrain or engage in starship combat. Time spent stopped in this manner does not bring you closer to your destination, and thus does not count toward your required travel time. Days spent in the Drift are no different for the crew than days spent in normal space, and thus they can craft items, heal, and take other actions as normal.

The one exception to the rules above is Absalom Station: for unknown reasons, the *Starstone* at its core acts as an extremely powerful Drift beacon, allowing ships from anywhere in the galaxy to jump to Absalom Station in 1d6 days.

While traveling through the Drift, a starship uses its conventional thrusters. For a starship to engage its Drift engines to either enter or exit the Drift, its conventional thrusters must be turned off for 1 minute.

- **Travel In-System (1d6 Days):** Jumping between two points in the same solar system is moderately faster than moving between them in real space, and is so short as to carry only a 1% chance of random encounters in the Drift.
- **Travel to Absalom Station (1d6 Days):** Jumping to Absalom Station always takes only 1d6 days, thanks to the *Starstone*.
- **Travel to Near Space (3d6 Days):** Near Space contains the Pact Worlds system and most of the worlds colonized and contacted so far by their explorers, but there are still thousands of Near Space worlds yet to be investigated. Jumps to Near Space worlds rarely carry more than a 10% chance of a random encounter while in the Drift.
- **Travel to the Vast (5d6 Days):** Largely unexplored, the millions of Vast worlds are significantly more difficult to get to than Near Space, and the risk of a random encounter in the Drift can be anywhere from 25% to as high as 50%.
- **Travel beyond the Rim:** While other galaxies are known to exist, the distances between them and the galaxy of the Pact Worlds are so incredibly large that there have yet to be any confirmed instances of intergalactic travel using Drift technology. Whether this is due to the extreme travel times involved, limits to the reach of the Drift itself, or dangers encountered in the Drift during such attempts remains unknown.

BUILDING STARSHIPS

From the smallest transport shuttles to the largest, battle-ready dreadnoughts, starships are an important part of the Starfinder Roleplaying Game. They defend orbital stations from raids by space pirates, engage enemy fleets during massive interstellar conflicts, and explore the deepest reaches of space. But at their simplest, they allow the characters to travel the stars in search of adventure. The following chapter outlines the process of building a starship from scratch and customizing it to perfectly fit your needs.

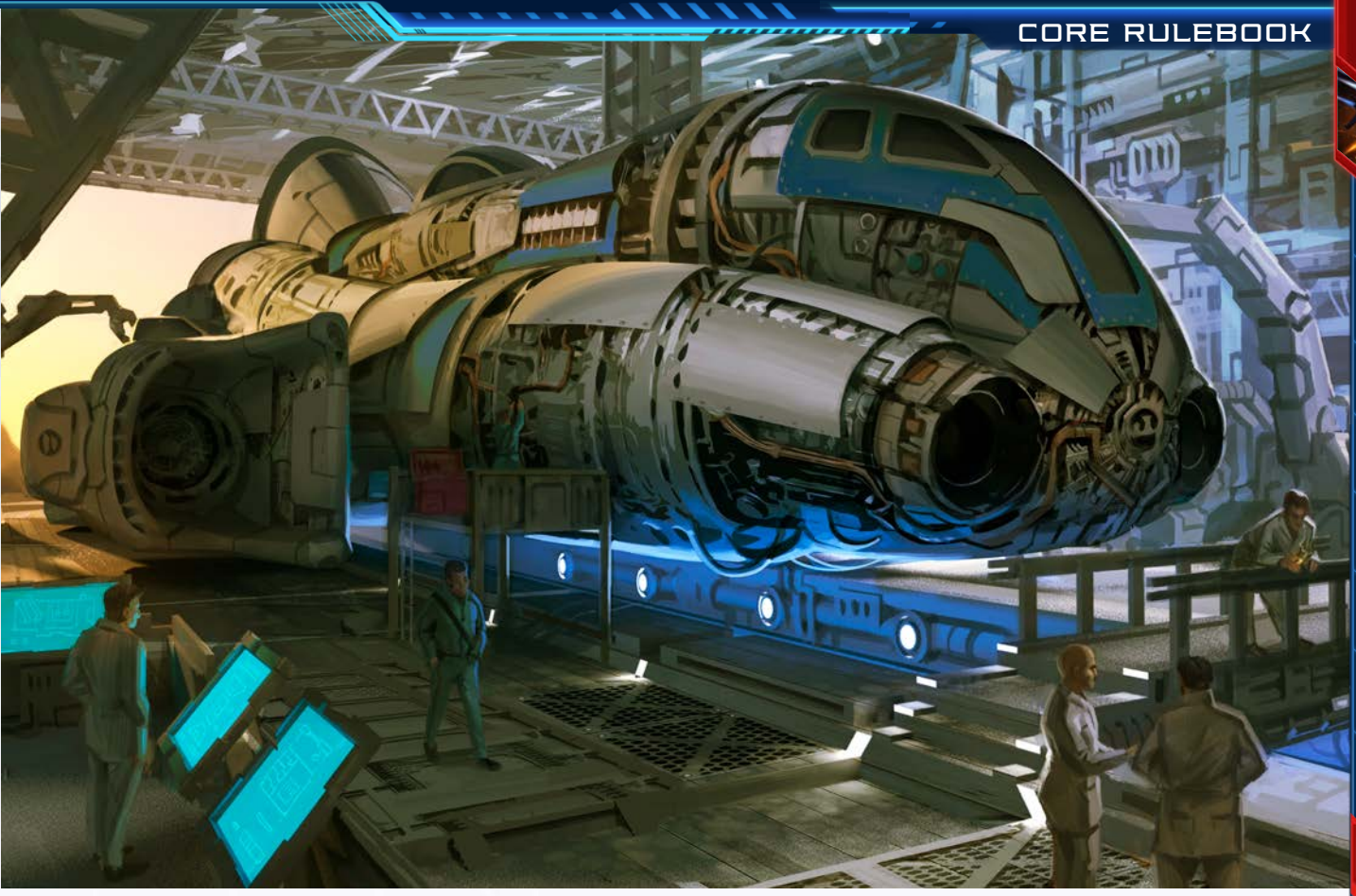
UNDERSTANDING STARSHIPS

Starships and their base frames are described using stat blocks that include information about how they move, the size of their crews, and more. When you're reading a starship or base frame stat block, the statistics and definitions below define its capabilities. A starship sheet is provided at the end of this book.

- **Name and Tier:** This is the designation of the starship and its power level. Starships of different tiers vary to a greater degree in terms of power and abilities than monsters whose Challenge Rating (CR) differs by a similar amount.
- **Size Category and Frame:** This describes the overall size of the vessel (see Starship Scale on page 294). A starship's size provides a modifier to its Armor Class and Target Lock (see below). This entry also notes the base frame of the starship (see page 294).
- **Speed:** This is the number of hexes the starship can move using most pilot actions.
- **Maneuverability:** A starship's maneuverability is rated clumsy, poor, average, good, or perfect. This is generally tied to the mass and size of the starship, and it both indicates how agile the starship is in space and determines the minimum number of hexes the starship must move before it can turn (see page 319).
- **Drift:** This is a starship's Drift engine rating. When determining how long it takes a starship to travel to a location through the Drift, divide the die roll by this number (see page 291). If this entry is absent, the starship can't travel into the Drift.
- **Armor Class (AC):** This value is used when determining whether direct-fire weapons (see Type on page 303) hit a starship. AC is calculated based on the ship's size, maneuverability, and physical armor, as well as the pilot's number of ranks in the Piloting skill. See page 320 for details on calculating AC.
- **Target Lock (TL):** This value is used when determining whether tracking weapons (see Type on page 303) hit a starship. TL is calculated based on the starship's size, defensive countermeasures (see page 298), and armor, plus the pilot's number of ranks in the Piloting skill. See page 320 for details.
- **Hull Points (HP):** This is the total amount of damage a starship can take before it becomes inoperative. A starship with 0 Hull Points isn't destroyed, though many of its systems are no longer functioning and it is no longer a threat to its enemies. In a base frame stat block, the Hull Points entry also lists the HP increment, which is the number of Hull Points a starship with that frame automatically gains when its tier increases to 4 (and every 4 tiers thereafter; see page 294).
- **Damage Threshold (DT):** If an attack deals less damage than this value, that damage isn't counted against the ship's total Hull Points. Only Huge or larger ships have a Damage Threshold, and it matters only when such a starship's shields are depleted (see page 320).
- **Critical Threshold (CT):** Whenever the total amount of damage that has been dealt to a starship's Hull Points reaches a multiple of this value, one of its systems takes critical damage (see page 321). This value is always one-fifth of the starship's maximum number of Hull Points.
- **Shields:** In a starship stat block, this lists the ship's shield system and the Shield Points (SP), which represent the damage shields can take before they're depleted. Shield Points are assigned to particular quadrants (forward, port, starboard, or aft). These quadrants correspond in orientation to the firing arcs shown in the diagram on page 318.
- **Attacks:** A starship has four firing arcs: forward, port, starboard, and aft (see the diagram on page 318). Most nonturret weapons can fire only in the firing arc where they're mounted; turret weapons can be fired in any arc. The attack entries list the various weapons mounted on the ship that can fire in each of the arcs. Each weapon also lists its damage, range, and other special properties.
- **Mounts:** In a base frame stat block, this entry lists the class of weapon that can be mounted on the starship (see page 303).

SHOOTING STARSHIPS

Starship weapons and regular PC-level weapons work on different scales and aren't meant to interact with each other. If characters choose to shoot at a starship with their laser rifles (or cast a spell on it) while it is on the ground, the GM should treat the starship as an object (a particularly massive one, at that). At the GM's discretion, if starship weapons are ever brought to bear against buildings or people, they deal Hit Point damage equal to 10 × their listed amount of damage. However, starship weapons are never precise enough to target a single individual (or even small group) and can, if the GM decides, be simulated as deadly hazards instead of weapon attacks.



- **Power Core:** This lists a starship's power core or cores (see page 296) and the power core units (PCU) it produces.
- **Drift Engine:** The starship's Drift engine, if any, is listed here.
- **Systems:** This entry lists a starship's major systems, such as armor, defensive countermeasures, sensors, and weapons (see page 297).
- **Expansion Bays:** This entry lists any expansion bays—cargo spaces that can be used for special purposes (see page 298).
- **Modifiers:** This entry lists the bonuses (or penalties) to certain skill checks during starship combat gained from a starship's speed and maneuverability, as well as from some starship systems.
- **Minimum and Maximum Crew:** In a base frame stat block, these entries note the minimum and maximum number of characters who can take actions on that vessel during starship combat. Larger starships use teams that report to a higher officer who performs an assigned role in starship combat (see Large and Small Crews on page 316 for more about large crews). A starship without its minimum crew can't be operated.
- **Complement:** In a starship stat block, this section lists the total size of the crew aboard that ship.
- **Crew:** In a starship stat block, this section lists those filling various roles in combat (see page 316), as well as their bonuses to skills used during starship combat and number of ranks in those skills—see page 316 for more on determining these. Any modifiers listed earlier in the stat block are accounted for here. If a starship has teams supporting officers who fill roles, this entry also lists the number and size of teams. This section is listed only for ships under the GM's control—PCs can perform their own actions aboard starships they control; for more on these actions, see Starship Combat on page 316.
- **Special Abilities:** Any unique actions or qualities a starship has due to its crew or its equipment are listed here.
- **Cost:** In a base frame stat block, this lists the frame's Build Point cost. Build Points (BP) are an abstract resource used for creating and upgrading starships.

BUILDING A STARSHIP

Regardless of starships' size and purpose, they're all created using the same process. GMs and players alike can use the following steps to create an incredibly diverse array of vessels, from sleek science ships and nimble skirmishers to heavily armored combat frigates. Alternatively, you can use the prebuilt sample starships detailed later in this chapter (see page 305).

While it's possible to run a Starfinder game that doesn't involve starships at all, the Starfinder RPG assumes that PCs have access to a starship. Whether it was built from scrap, received from a generous benefactor, or purchased with an exorbitant loan, the PCs' starship serves as a mobile base of operations, a means of reaching distant stars, and a defense against hostile alien vessels. Often, the PCs' first starship is designed by the GM and can be upgraded or even replaced as the characters gain experience. However, some GMs might allow the PCs free reign over their starship's creation, letting them feel a sense of true ownership over the starship that will accompany them throughout the campaign. Either way, a starship's power level is based on the PCs' Average Party

STARSHIP SCALE

Though the size categories of starships have the same names as the size categories of creatures, they operate on completely different scales. Even within a size category, a starship's exact measurements might differ between base frames and manufacturers. The size of a starship also modifies its Armor Class and Target Lock as indicated.

SIZE	LENGTH	WEIGHT	AC AND TL MODIFIER
Tiny	20–60 ft.	2–40 tons	+2
Small	60–120 ft.	30–250 tons	+1
Medium	120–300 ft.	50–2,500 tons	+0
Large	300–800 ft.	2,000–50,000 tons	–1
Huge	800–2,000 ft.	40,000–640,000 tons	–2
Gargantuan	2,000–15,000 ft.	600,000 tons to 250 megatons	–4
Colossal	Over 15,000 ft.	200–2,000 megatons	–8

TABLE 9–1: STARSHIP BASE STATISTICS

TIER	STARSHIP BUILD POINTS	SPECIAL
1/4	25	–
1/3	30	–
1/2	40	–
1	55	–
2	75	–
3	95	–
4	115	HP increase
5	135	–
6	155	–
7	180	–
8	205	HP increase
9	230	–
10	270	–
11	310	–
12	350	HP increase
13	400	–
14	450	–
15	500	–
16	600	HP increase
17	700	–
18	800	–
19	900	–
20	1,000	HP increase

Level (APL)—the characters' average character level. See Refitting and Upgrading Starships on page 305 for information on how to adjust a starship's capabilities when the characters' APL changes.

When creating a starship, follow these steps.

- **Step 1: Conceptualize.** Start by deciding what type of starship you are designing, with a general idea of its purpose and required crew size. If you are creating a starship to be used by PCs, make sure that all the PCs can fit within the vessel! Some of the choices you make later might depend on your overall concept.
- **Step 2: Determine tier and Build Points.** If you are creating a PC starship, determine the characters' APL by adding together the characters' levels and dividing by the number of characters. That number is their ship's tier. If designing enemy starships, decide the difficulty of the encounter (see Designing Starship Encounters on page 326) and choose the enemy ship's tier. Once you know the tier of the ship, consult Table 9–1: Starship Base Statistics to determine the number of Build Points you can spend to create the starship. Note that a starship receives a boost to its Hull Points equal to its HP increment at tiers 4, 8, 12, 16, and 20.
- **Step 3: Select a frame.** Each starship is built upon one of a variety of frames that determines its size, maneuverability, crew complement, weapon mounts, and other basic statistics. Each frame costs a certain number of Build Points; see Base Frame below for more information.
- **Step 4: Select a power core.** A starship's power core determines its overall power available (listed in power core units, or PCU), so you should spend Build Points on it first (see page 296). This amount of power can be used as a kind of budget when installing other systems, such as thrusters and weapons—see Power Budget on page 296 for more suggestions.
- **Step 5: Select thrusters.** A starship without a means of propulsion is nothing more than a floating target (or an inert hunk of metal on a planet's surface), so spending Build Points on the starship's thrusters should be your next priority. On page 296, thrusters are listed by starship size and speed (in hexes) during combat.
- **Step 6: Select other systems.** Next, spend your remaining Build Points on all the other systems you wish to have on your starship. To be effective in combat, a starship needs armor, defensive countermeasures, shields, and weapons. If you wish to travel to locations outside of your home star system, it also needs a Drift engine. Other, more optional purchases include upgrades to the starship's computers, expansion bays, security, and sensors. (See Other Systems on page 297.)
- **Step 7: Add details.** Finally, once all these choices have been made, you should give your starship a name, determine its relevant statistics (such as its AC and TL), and add any other details (such as quirks, physical description, and so on).

BASE FRAME

Each starship has a base frame that determines its size, maneuverability, starting weapon mounts, hull strength, room for expansion, and other capacities. Although two ships that use the same frame might look radically different, they both have some of these base statistics in common. The frame of a starship includes all life support and artificial gravity systems necessary to keep the crew (and any passengers) alive and comfortable. The starship's frame is also built with a transponder that is essentially the ship's "address" for standard system-wide and unlimited-range communications (see page 430); this transponder can be turned off, during which time the starship can't send or receive messages, but neither can it be tracked down by conventional means.

The base frames below are organized by size (from smallest to largest) and cost in Build Points (with less expensive frames coming first within a size). In general, the size and expansion bay capacities of a base frame can't be changed without a great deal of time and money (and the GM's permission), so it can be more effective to just start over with a different base frame when upgrading those aspects of a starship.

RACER

Size Tiny
Maneuverability perfect (+2 Piloting, turn 0)
HP 20 (increment 5); **DT** –; **CT** 4
Mounts forward arc (1 light), aft arc (1 light)
Expansion Bays –
Minimum Crew 1; **Maximum Crew** 1
Cost 4

INTERCEPTOR

Size Tiny
Maneuverability perfect (+2 Piloting, turn 0)
HP 30 (increment 5); **DT** –; **CT** 6
Mounts forward arc (2 light)
Expansion Bays –
Minimum Crew 1; **Maximum Crew** 1
Cost 6

FIGHTER

Size Tiny
Maneuverability good (+1 Piloting, turn 1)
HP 35 (increment 5); **DT** –; **CT** 7
Mounts forward arc (2 light [1 must be a tracking weapon]), aft arc (1 light)
Expansion Bays –
Minimum Crew 1; **Maximum Crew** 2
Cost 8

SHUTTLE

Size Small
Maneuverability perfect (+2 Piloting, turn 0)
HP 35 (increment 5); **DT** –; **CT** 7
Mounts forward arc (1 light)
Expansion Bays 3 (usually cargo holds or passenger seating)
Minimum Crew 1; **Maximum Crew** 4
Cost 6

LIGHT FREIGHTER

Size Small
Maneuverability good (+1 Piloting, turn 1)
HP 40 (increment 10); **DT** –; **CT** 8
Mounts forward arc (2 light), port arc (1 light), starboard arc (1 light)
Expansion Bays 3
Minimum Crew 1; **Maximum Crew** 6
Cost 10

EXPLORER

Size Medium
Maneuverability good (+1 Piloting, turn 1)
HP 55 (increment 10); **DT** –; **CT** 11
Mounts forward arc (1 light), port arc (1 light), starboard arc (1 light), turret (1 light)
Expansion Bays 4
Minimum Crew 1; **Maximum Crew** 6
Cost 12

TRANSPORT

Size Medium
Maneuverability average (+0 Piloting, turn 2)
HP 70 (increment 15); **DT** –; **CT** 14
Mounts forward arc (1 heavy, 1 light), aft arc (1 light), turret (2 light)
Expansion Bays 5
Minimum Crew 1; **Maximum Crew** 6
Cost 15

DESTROYER

Size Large
Maneuverability average (+0 Piloting, turn 2)
HP 150 (increment 20); **DT** –; **CT** 30
Mounts forward arc (2 heavy), port arc (1 light), starboard arc (1 light), aft arc (1 light), turret (1 light)
Expansion Bays 4
Minimum Crew 6; **Maximum Crew** 20
Cost 30

HEAVY FREIGHTER

Size Large
Maneuverability average (+0 Piloting, turn 2)
HP 120 (increment 20); **DT** –; **CT** 24
Mounts forward arc (1 heavy, 2 light), port arc (1 heavy), starboard arc (1 heavy)
Expansion Bays 8
Minimum Crew 6; **Maximum Crew** 20
Cost 40

BULK FREIGHTER

Size Huge
Maneuverability poor (–1 Piloting, turn 3)
HP 160 (increment 20); **DT** 5; **CT** 32
Mounts forward arc (1 heavy), aft arc (1 heavy), turret (2 light)
Expansion Bays 10
Minimum Crew 20; **Maximum Crew** 50
Cost 55

CRUISER

Size Huge
Maneuverability average (+0 Piloting, turn 2)
HP 180 (increment 25); **DT** 5; **CT** 36
Mounts forward arc (1 capital), port arc (1 light), starboard arc (1 light), turret (1 heavy)
Expansion Bays 6
Minimum Crew 20; **Maximum Crew** 100
Cost 60

POWER BUDGET

Most starship systems consume power. The starship's power core provides this power in terms of power core units (PCU). The PCUs needed for all of a starship's systems can exceed the total PCUs provided by the core, but usage can't exceed the available PCUs–if it would, some systems must be inactive. For a starship to be fully effective in combat, its defensive countermeasures, shields, thrusters, and weapons shouldn't consume more power than the core provides.

CARRIER

Size Gargantuan
Maneuverability poor (–1 Piloting, turn 3)
HP 240 (increment 30); **DT** 10; **CT** 48
Mounts forward arc (1 capital), port arc (3 heavy), starboard arc (3 heavy), turret (2 light)
Expansion Bays 10 (must have at least 1 hangar bay)
Minimum Crew 75; **Maximum Crew** 200
Cost 120

BATTLESHIP

Size Gargantuan
Maneuverability average (+0 Piloting, turn 2)
HP 280 (increment 40); **DT** 10; **CT** 56
Mounts forward arc (1 capital, 2 heavy), port arc (2 heavy, 1 light), starboard arc (2 heavy, 1 light), aft arc (1 light), turret (2 heavy)
Expansion Bays 8
Minimum Crew 100; **Maximum Crew** 300
Cost 150

DREADNOUGHT

Size Colossal
Maneuverability clumsy (–2 Piloting, turn 4)
HP 400 (increment 50); **DT** 15; **CT** 80
Mounts forward arc (2 capital, 2 heavy), port arc (1 capital, 3 heavy), starboard arc (1 capital, 3 heavy), turret (4 light)
Expansion Bays 20
Minimum Crew 125; **Maximum Crew** 500
Cost 200

POWER CORE

The power core is the most important system on a ship, as it provides power to every other system. The table below lists the ship size each core is designed for, as well as the PCU it provides and its cost. Each Large and smaller ship has room for only a single power core by default, but Medium and Large starships can be fitted with an extra power core housing (see Expansion Bays on page 298). Huge starships can have up to two power cores, Gargantuan starships can have up to three, and Colossal starships can have up to four. Though some ships are exceptions to this standard, they are rare in design. A power core typically has a backup battery system for use in emergencies that can provide limited power–enough for life support, gravity, and comms (see page 430), but no other systems–for 2d6 days.

CORE	SIZE	PCU	COST (IN BP)
Micron Light	T	50	4
Micron Heavy	T	70	6
Micron Ultra	T	80	8
Arcus Light	T, S	75	7
Pulse Brown	T, S	90	9
Pulse Black	T, S	120	12
Pulse White	T, S	140	14
Pulse Gray	T, S, M	100	10
Arcus Heavy	T, S, M	130	13
Pulse Green	T, S, M	150	15
Pulse Red	T, S, M	175	17
Pulse Blue	T, S, M	200	20
Arcus Ultra	S, M, L	150	15
Arcus Maximum	S, M, L	200	20
Pulse Orange	S, M, L	250	25
Pulse Prismatic	S, M, L	300	30
Nova Light	M, L, H	150	15
Nova Heavy	M, L, H	200	20
Nova Ultra	M, L, H	300	30
Gateway Light	L, H, G	300	30
Gateway Heavy	L, H, G	400	40
Gateway Ultra	H, G, C	500	50

THRUSTERS

Ships rely on conventional thrusters to move between locations in a system, to navigate the reaches of the Drift once they arrive there, to explore, and to engage in combat They are designed for ships of a specific size (specified in the Size column of the table below), and they can't be installed in a ship of an incorrect size. The maximum speed of a starship's thrusters either grants a bonus or imparts a penalty to Piloting checks to fly the vessel, as noted on the table below.

Thrusters are also used when landing on and taking off from a planet. Large and smaller Starships generally have little difficulty landing on and taking off from a planet with low gravity or standard gravity (unless there are atmospheric conditions such as high winds or storms). The GM determines whether or not a starship's pilot must attempt a Piloting check to land a starship with a speed lower than 8 on a planet with high gravity, with failure meaning it might crash. Due to their sheer size, Huge and larger starships can't land on planets, and must use shuttles or other means to ferry crew and goods to a planet and back.

THRUSTER	SIZE	SPEED (IN HEXES)	PILOTING MODIFIER	PCU	COST (IN BP)
T6 thrusters	T	6	+1	20	3
T8 thrusters	T	8	+0	25	4
T10 thrusters	T	10	+0	30	5
T12 thrusters	T	12	–1	35	6
T14 thrusters	T	14	–2	40	7
S6 thrusters	S	6	+1	30	3
S8 thrusters	S	8	+0	40	4
S10 thrusters	S	10	+0	50	5
S12 thrusters	S	12	–1	60	6
M4 thrusters	M	4	+2	40	2

M6 thrusters	M	6	+1	50	3
M8 thrusters	M	8	+0	60	4
M10 thrusters	M	10	+0	70	5
M12 thrusters	M	12	–1	80	6
L4 thrusters	L	4	+2	60	4
L6 thrusters	L	6	+1	80	6
L8 thrusters	L	8	+0	100	8
L10 thrusters	L	10	+0	120	10
H4 thrusters	H	4	+2	80	4
H6 thrusters	H	6	+1	120	6
H8 thrusters	H	8	+0	140	8
H10 thrusters	H	10	+0	160	10
G4 thrusters	G	4	+2	120	8
G6 thrusters	G	6	+1	180	12
G8 thrusters	G	8	+0	240	16
C4 thrusters	C	4	+2	200	8
C6 thrusters	C	6	+1	300	12
C8 thrusters	C	8	+0	400	16

OTHER SYSTEMS

Many other systems have requirements that must be met before they can be installed on a ship. Frequently, these requirements demand a certain amount of power or a specific starship size or tier. Some systems are so standardized that the different types available are simply referred to by their mark (mk), expressing the typical bonus provided.

Armor

Armor protects a ship from direct-fire weapons (see Type on page 303), deflecting their energy and preventing damage to critical ship systems. It grants an armor bonus to a ship's AC. Armor's cost depends on the bonus it grants and the ship's size category (for the purpose of this calculation, Tiny = 1, Small = 2, Medium = 3, Large = 4, etc.). Armor is a passive system and does not require any PCU to remain functional. It provides protection primarily through mass, which can affect a ship's maneuverability (making it harder to turn) and make it easier for opponents using tracking weapons to lock on to the ship—these effects are listed in the Special column of the table below.

NAME	BONUS TO AC	SPECIAL	COST (IN BP)
Mk 1 armor	+1	–	1 × size category
Mk 2 armor	+2	–	2 × size category
Mk 3 armor	+3	–	3 × size category
Mk 4 armor	+4	–	5 × size category
Mk 5 armor	+5	-1 TL	7 × size category
Mk 6 armor	+6	-1 TL	9 × size category
Mk 7 armor	+7	-1 TL	12 × size category
Mk 8 armor	+8	-1 TL	15 × size category
Mk 9 armor	+9	-2 TL, +1 turn distance	18 × size category
Mk 10 armor	+10	-2 TL, +1 turn distance	21 × size category
Mk 11 armor	+11	-2 TL, +1 turn distance	25 × size category
Mk 12 armor	+12	-3 TL, +2 turn distance	30 × size category
Mk 13 armor	+13	-3 TL, +2 turn distance	35 × size category
Mk 14 armor	+14	-3 TL, +2 turn distance	40 × size category
Mk 15 armor	+15	-4 TL, +3 turn distance	45 × size category

Computer

A computer system functions in many ways as a ship's brain. Most computers aboard starships have at least a rudimentary artificial personality, and while they can't fully perform the duties of a crew member, they can assist crew members in various tasks. However, many spacefarers claim that over time, a starship's computers can develop temperaments and personality quirks that set them apart from identical computers in other ships. A starship has a basic computer of a tier equal to half the starship's tier (minimum 1); see the Computers skill on page 137 and Computers on page 213 for more information about how a starship computer can be hacked or upgraded. Which upgrades a crew can purchase for its starship computer is determined by the GM; some upgrades can be purchased with Build Points (see page 294).

While a starship's computer is responsible for operating and managing a wide variety of starship systems at any given point in time, only a starship with an integrated control module (ICM) can aid the crew in starship combat (the basic computer listed on the table below is the only option that lacks an ICM). In general, an ICM adds a flat circumstance bonus to one or more starship combat checks, decided just before the check is attempted. An ICM has a number of nodes; each node grants its bonus to one starship combat check per round. Multiple nodes allow an ICM to influence multiple starship combat checks in a round, but they do not allow a computer to add multiple bonuses to the same starship combat check.

The cost of an ICM for the starship's computer is equal to the bonus it grants squared, multiplied by its number of nodes. ICMs can be purchased only with Build Points, not with credits.

NAME	BONUS	NODES	PCU	COST (IN BP)
Basic computer	+0	0	0	0
Mk 1 mononode	+1	1	10	1
Mk 1 duonode	+1/+1	2	10	2
Mk 1 trinode	+1/+1/+1	3	10	3
Mk 1 tetranode	+1/+1/+1/+1	4	10	4
Mk 2 mononode	+2	1	15	4
Mk 2 duonode	+2/+2	2	15	8
Mk 2 trinode	+2/+2/+2	3	15	12
Mk 2 tetranode	+2/+2/+2/+2	4	15	16
Mk 3 mononode	+3	1	20	9
Mk 3 duonode	+3/+3	2	20	18
Mk 3 trinode	+3/+3/+3	3	20	27
Mk 3 tetranode	+3/+3/+3/+3	4	20	36
Mk 4 mononode	+4	1	25	16
Mk 4 duonode	+4/+4	2	25	32
Mk 4 trinode	+4/+4/+4	3	25	48
Mk 5 mononode	+5	1	30	25
Mk 5 duonode	+5/+5	2	30	50
Mk 5 trinode	+5/+5/+5	3	30	75
Mk 6 mononode	+6	1	35	36
Mk 6 duonode	+6/+6	2	35	72
Mk 7 mononode	+7	1	40	49
Mk 7 duonode	+7/+7	2	40	98
Mk 8 mononode	+8	1	45	64
Mk 8 duonode	+8/+8	2	45	128

NAME	BONUS	NODES	PCU	COST (IN BP)
Mk 9 mononode	+9	1	50	81
Mk 9 duonode	+9/+9	2	50	162
Mk 10 mononode	+10	1	55	100
Mk 10 duonode	+10/+10	2	55	200

Crew Quarters

Most starships larger than Tiny have places where their crew can eat, sleep, and bathe during long journeys through space. These quarters can range from hammocks strung between cargo containers to cozy chambers with custom furnishings and private bathrooms. Crew quarters consume a negligible amount of PCU, though amenities in fancier quarters require an operational power core to function.

Common

Common crew quarters are the most basic type. They consist of simple bunks (sometimes folding out from the side of a hallway) or other similarly austere places to rest. Crew members who sleep in common quarters usually keep their personal possessions in a footlocker. Common crew quarters also include a communal bathroom (which includes a military-style shower) and a tiny galley (big enough to prepare only the most basic of meals). Starships with crews numbering in the dozens or hundreds often have massive barracks where crew members sleep in shifts.

Good

Good crew quarters are a bit more upscale than common crew quarters. They consist of dormitory-style rooms that can hold one or two small beds (larger starships usually require lower-ranking crew members to share these quarters) and sometimes a personal closet or drawer space for each occupant. Good crew quarters also include one or two shared bathrooms with multiple sinks and shower stalls, and a dining space with an attached galley. Crews of larger starships eat in this dining space in shifts.

Luxurious

Luxurious crew quarters are the pinnacle of comfort. They consist of private rooms for each crew member, with personal bathrooms (including showers with high water pressure) and furnishings that match the resident's tastes. Some luxurious crew quarters also feature a kitchenette, gaming areas, or intimate meeting spaces.

CREW QUARTERS	COST (IN BP)
Common	0
Good	2
Luxurious	5

Defensive Countermeasures

Defensive countermeasures systems protect a ship from tracking weapons such as missiles, and they make it difficult for enemies using sensors to get a solid reading on the ship. They do this via a complicated suite of electronic sensors and broadcasting equipment that's designed to jam enemy sensors and create false readings. These systems grant a bonus to a ship's TL (see page 320); the bonus, PCU usage, and cost are listed in the table below.

NAME	BONUS TO TL	PCU	COST (IN BP)
Mk 1 defenses	+1	1	2
Mk 2 defenses	+2	1	3
Mk 3 defenses	+3	2	4
Mk 4 defenses	+4	3	6
Mk 5 defenses	+5	4	8
Mk 6 defenses	+6	5	11
Mk 7 defenses	+7	7	14
Mk 8 defenses	+8	9	18
Mk 9 defenses	+9	11	22
Mk 10 defenses	+10	13	27
Mk 11 defenses	+11	16	33
Mk 12 defenses	+12	20	40
Mk 13 defenses	+13	25	50
Mk 14 defenses	+14	32	65
Mk 15 defenses	+15	45	90

Drift Engines

These engines let you travel to and from the Drift (see page 290). The better the engine rating, the faster you can reach distant destinations. Drift engines have a PCU requirement and a maximum frame size. The cost in Build Points is based on the starship's size category (for the purposes of this calculation, Tiny = 1, Small = 2, Medium = 3, Large = 4, and so on). See the table below for the statistics of the various Drift engines.

For a starship to engage its Drift engines to either enter or exit the Drift, its conventional thrusters must be turned off for 1 minute.

DRIFT ENGINE	ENGINE RATING	MIN. PCU	MAX. SIZE	COST (IN BP)
Signal Basic	1	75	—	2 × size category
Signal Booster	2	100	Huge	5 × size category
Signal Major	3	150	Large	10 × size category
Signal Superior	4	175	Large	15 × size category
Signal Ultra	5	200	Medium	20 × size category

Expansion Bays

Most starships have room within their hull for one or more expansion bays, each of which can be converted to function in a wide variety of roles. Unfilled, these bays are simply storage space (and count as cargo holds), and for many large transport vessels, they remain this way. If a starship's bays are instead used for guest quarters, the ship can serve as a transport vessel for soldiers, travelers, or refugees. If its bays are filled with medical bays and guest quarters, the ship becomes a mobile hospital.

The following options are available for most ships that have available expansion bays. If an option requires multiple bays, this is noted in its description; if it must consume PCU to function, the amount is listed in the table on page 300. An entire expansion bay must be used for a single purpose, even if it gives you multiple instances of that option. For example, if you select escape pods, that expansion bay gains all six escape pods—you can't combine three escape pods and one life boat.

The PCU requirement and the Build Point costs of the expansion bay options can be found on page 300.

Arcane Laboratory

An arcane laboratory contains all the tools and space necessary to craft magic items (see page 235), though the crafter must still provide the necessary raw materials. Such a laboratory reduces the crafting time by half.

Cargo Hold

Unconverted expansion bays count as cargo holds. A cargo hold can contain approximately 25 tons of goods, with no item being larger than Large. A starship with multiple cargo holds can hold larger objects; usually 4 contiguous cargo holds are required to hold Huge objects and 8 for Gargantuan objects. These size restrictions can be overridden at the GM's discretion.

Escape Pods

Escape pods give the crew of a severely damaged or destroyed starship a way to avoid imminent death. An escape pod fits one Medium or smaller creature and has enough supplies and life-support capacity for that creature to survive for 7 days. It is also fitted with a distress beacon that is easily identified by long-range scanners. An escape pod has heat shields that allow it to crash-land on a planet with an atmosphere, but no means of propulsion. A single expansion bay can be converted into six escape pods.

Guest Quarters

Starships that function as passenger vessels require spaces apart from their crew quarters for their guests to sleep. A single expansion bay can be converted into common quarters (usually simple bunks or hammocks) for six passengers, good quarters (usually a comfortable bed, a desk with a chair, and a small set of drawers) for four passengers, or luxurious quarters (usually a large bed, a wardrobe, a couch, a desk with a nice chair, and a private washroom) for two passengers.

Hangar Bay

A hangar bay can be installed only in a Gargantuan or larger starship and takes up 4 expansion bays. A hangar bay provides a place for up to 8 Tiny starships to dock.

Life Boats

A life boat is a more sophisticated version of an escape pod. It has room for one Large creature, or two Medium or smaller creatures, and enough supplies to last those passengers 15 days (or 30 days of supplies for one Medium or smaller creature). While it has the same kind of distress beacon as an escape pod, a life boat also has an on-board computer that automatically detects the nearest hospitable celestial body and minimal thrusters to get the craft there (though a life boat can't participate in starship combat). A single expansion bay can be converted into two life boats.

Medical Bay

A medical bay functions as a medical lab (see page 220).

Passenger Seating

An expansion bay can be converted into rows of seating for passengers at no cost. A single expansion bay can hold seating for 16 Medium passengers (though seats can be built for larger creatures). This upgrade is appropriate only for taking many passengers on short trips; starships on journeys lasting multiple days should instead have guest quarters installed.

Power Core Housing

An expansion bay can be set aside for an additional power core (which must be purchased separately) and the associated wiring and safety apparatuses. A power core housing can be installed on only a Medium or larger starship.

Recreation Suite

A recreation suite includes entertainments that help the crew (or passengers) relax and blow off steam. These diversions can be wide-ranging, with some consuming more PCU than others (see the table on page 300). Example recreation suites include a gym, sparring arena, or other exercise area; a trivid den or other comfortable space in which to consume passive entertainment; or a holographic amusement chamber (or HAC), vidgame arcade, or other high-tech interactive entertainment center.

Science Lab

A science lab contains scientific apparatuses and other laboratory equipment to aid in the research of certain topics. A general science lab provides a +1 circumstance bonus to Life Science and Physical Science checks (and is called a general science lab), a life science lab provides a +2 circumstance bonus to Life Science checks, and a physical science lab provides a +2 circumstance bonus to Physical Science checks. The lab type is chosen when the expansion bay is converted.

Sealed Environment Chamber

Occasionally, a starship will need to host an alien or other creature whose biology is radically different from that of the crew. The passenger might be able to breathe only methane gas or can survive in only below-freezing temperatures. In such a case, a sealed environment chamber is required for the passenger to remain comfortable (and alive).

Shuttle Bay

A shuttle bay can be installed only in a Huge or larger starship and takes up two expansion bays. A shuttle bay provides a place for a Small or smaller starship to dock.

Smuggler Compartment

Smuggler compartments are cargo holds hidden behind false bulkheads and are shielded from most scanning, allowing a starship equipped with them to haul illegal goods without detection. A smuggler compartment can contain 10 tons of goods, with no item being larger than Medium. A creature on the starship must succeed at a DC 20 Perception check to detect a basic smuggler compartment on the starship. A creature scanning the starship must succeed at a DC 20 Computers check to detect one (this additional check is part of the science officer's scan action in starship combat; see page 325). For each Build Point spent over the base cost, these DCs

increase by 5 (maximum DC 50), though the amount of power the compartment uses also increases by 1.

Synthesis Bay

A synthesis bay contains all the space and tools required to craft drugs, medicine, or poison (see page 235), though the crafter must still provide the necessary raw materials. A synthesis bay reduces the crafting time by half.

Tech Workshop

A tech workshop contains all the space and tools necessary to craft technological items (see page 235), though the crafter must still provide the necessary raw materials. Such a workshop reduces the crafting time by half.

EXPANSION BAY	PCU	COST (IN BP)
Arcane laboratory	1	1
Cargo hold	0	0
Escape pods	2	1
Guest quarters	1	1
Hangar bay	30	10
Life boats	5	3
Medical bay	4	8
Passenger seating	0	0
Power core housing	0	10
Recreation suite (gym)	0	1
Recreation suite (trivid den)	1	1
Recreation suite (HAC)	3	1
Science lab	2	1
Sealed environment chamber	2	1
Shuttle bay	10	4
Smuggler compartment	4	2
Synthesis bay	2	1
Tech workshop	3	1

Security

The additions below help to prevent unwanted scoundrels from absconding with a starship. Security systems require an operational power core to function, but they consume a negligible amount of PCU. The cost of each option is listed in the table below.

Anti-Hacking Systems

By increasing the security of the starship's computer, these systems increase the DC to hack into it by 1 (see page 139). This upgrade can be purchased up to four times.

Antipersonnel Weapon

An antipersonnel weapon must be mounted near the boarding ramp of a Medium or smaller starship. This weapon can be any longarm whose item level is equal to or less than the starship's tier. By spending 5 additional Build Points, the installed weapon can be a heavy weapon (of creature scale, not starship scale). When an antipersonnel weapon is activated, if a hostile creature approaches within the weapon's range increment, it begins firing with an attack roll modifier equal to the ship's tier (minimum 1). It fires once per round during combat until its ammunition is depleted or the hostile creature is disabled or flees. The weapon can't detect invisible (or similarly hidden) creatures. This weapon can't be removed and used by characters. Anyone with access to the starship's computer system can activate or deactivate the weapon, as well designate what kind of targets are considered hostile. Once installed, this weapon can't be removed from the starship without destroying it.

Biometric Locks

The systems of a starship with biometric locks can only be used by certain creatures, designated when the locks are installed; this list can be updated by any creature who can gain access to the ship's computer systems. A successful Computers check (DC = 20 + 1-1/2 × the tier of the starship) can bypass these locks.

Computer Countermeasures

When a foe attempts to hack a starship's computers and fails, a set of countermeasures can punish the would-be hacker. The crew can install one of the countermeasures listed on page 216, following the normal rules for countermeasures. Each countermeasure costs a number of Build Points equal to the starship's computer's tier (half the starship's tier; see page 297).

Self-Destruct System

Used most often as a last resort, a self-destruct system completely destroys the starship on which it is installed (as if the ship had taken damage equal to twice its Hull Points), often killing everyone on board. A starship in a hex adjacent to a starship that self-destructs takes an amount of damage equal to half the destroyed starship's maximum Hull Points; this damage can be mitigated by shields. A self-destruct system can be activated only by creatures on the starship (by turning a set of keys, typing in a specific passcode, or other physical means known only to high-ranking members of the crew) and can't be activated remotely via hacking. The activating creatures set a time delay for the destruction (at least 1 round of starship combat). The cost of a self-destruct system depends on the size category of the ship (for the purposes of this calculation, Tiny = 1, Small = 2, Medium = 3, Large = 4, and so on).

SECURITY	COST (IN BP)
Anti-hacking systems	3
Antipersonnel weapon (heavy)	5 + item level of weapon
Antipersonnel weapon (longarm)	Item level of weapon
Biometric locks	5
Computer countermeasures	Tier of computer
Self-destruct system	5 × size category

Sensors

Sensors function as a starship's eyes and ears, allowing a crew to see what's in the space around the ship, whether planetary bodies, other ships, a dangerous asteroid field, or some monstrosity from the depths of space. Sensors are a combination of video cameras, multispectrum scanners, radar arrays, signal interceptors, and optical telescopes. In starship combat, short-range sensors have a range of 5 hexes, medium-range sensors have a range of 10 hexes, and long-range sensors

have a range of 20 hexes. All sensors have a skill modifier that applies to any skill used in conjunction with them. Sensors require an operational power core to function, but they consume a negligible amount of PCU.

Sensors operate in two modes: passive or active. In passive mode, sensors automatically scan the ship's surroundings. Passive sensors detect visible or unhidden objects in a 360-degree field around the ship at a range of up to twice the sensors' range category while in space or in the Drift (no skill check required), though local conditions may affect their range. However, gravitational forces and atmospheric conditions limit starship sensors to a range of 250 feet on most planets, and their range might be further limited by terrain, at the GM's discretion.

Active sensors are far more discerning, and they are required if the science officer wishes to scan enemy vessels and learn details about them during starship combat (see page 325). The modifier listed in the table below applies to some checks attempted by the science officer in starship combat as specified in the science officer's actions (see page 324). Active sensors can discern information about a target up to five times the sensors' range away from the ship, but such checks take a penalty of –2 for each range increment beyond the first to the target. For example, if short-range sensors (range = 5 hexes) were used against a target 12 hexes away, the check would take a –4 penalty.

Outside of starship combat, a crew member can use sensors to scan a planet the starship is orbiting, attempting a Computers check (applying the sensors' modifier) to learn basic information about the planet's composition and atmosphere. The DC for this check is usually 15, but it can be altered at the GM's discretion to account for mitigating factors or complications. A crew member can also use the starship's active sensors to attempt Perception checks to examine the surrounding area as if she were standing outside the starship, using her own senses (such as darkvision), but adding the sensors' modifier as a circumstance bonus to the check.

LINKING WEAPONS

If you install two of the same direct-fire weapon in the same firing arc, you can link them together so they fire as one. This costs a number of Build Points equal to half the cost of one of the weapons (rounded down) and consumes a negligible amount of PCU.

SENSORS	RANGE	MODIFIER	COST (IN BP)
Cut-rate	Short	–2	1
Budget short-range	Short	+0	2
Basic short-range	Short	+2	3
Advanced short-range	Short	+4	4
Budget medium-range	Medium	+0	3
Basic medium-range	Medium	+2	5
Advanced medium-range	Medium	+4	8
Budget long-range	Long	+0	6
Basic long-range	Long	+2	10
Advanced long-range	Long	+4	14

TABLE 9–2: STARSHIP WEAPONS

LIGHT WEAPONS	RANGE	SPEED (IN HEXES)	DAMAGE	PCU	COST (IN BP)	SPECIAL PROPERTIES
DIRECT-FIRE WEAPONS						
Chain cannon	Short	–	6d4	15	10	Ripper
Coilgun	Long	–	4d4	10	10	–
Flak thrower	Short	–	3d4	10	5	Point (+8)
Gyrolaser	Short	–	1d8	10	3	Broad arc
Laser net	Short	–	2d6	10	9	Point (+10)
Light EMP cannon	Short	–	Special	10	8	EMP
Light laser cannon	Short	–	2d4	5	2	–
Light particle beam	Medium	–	3d6	10	10	–
Light plasma cannon	Short	–	2d12	10	12	–
TRACKING WEAPONS						
High explosive missile launcher	Long	12	4d8	10	14	Limited fire 5
Light plasma torpedo launcher	Long	14	3d8	5	11	Limited fire 5
Light torpedo launcher	Long	16	2d8	5	7	–
Micromissile battery	Long	10	2d6	10	5	Array, limited fire 5
Tactical nuclear missile launcher	Long	10	5d8	10	18	Irradiate (low), limited fire 5
HEAVY WEAPONS	**RANGE**	**SPEED (IN HEXES)**	**DAMAGE**	**PCU**	**COST (IN BP)**	**SPECIAL PROPERTIES**
DIRECT-FIRE WEAPONS						
Graser	Short	–	7d10	40	35	Irradiate (medium)
Gravity gun	Medium	–	6d6	40	30	Tractor beam
Heavy EMP cannon	Medium	–	Special	30	12	EMP
Heavy laser array	Short	–	6d4	15	10	Array
Heavy laser cannon	Medium	–	4d8	10	15	–
Heavy laser net	Short	–	5d6	15	15	Point (+12)
Maser	Long	–	6d10	35	22	–
Particle beam	Long	–	8d6	25	20	–
Persistent particle beam	Long	–	10d6	40	25	–
Plasma cannon	Medium	–	5d12	30	20	–

Shields

While almost every ship has simple navigational shielding to prevent damage from tiny bits of debris, this protection does little to stop a starship from being damaged by lasers, missiles, and larger impacts. To defend against such threats, a ship has energy shields, though these shields don't count as force effects. Projectors mounted around the ship create a barrier that absorbs damage from attacks. Each attack reduces the number of Shield Points (SP) in a given arc until that arc's shields are depleted, after which point all further damage in that arc reduces the ship's Hull Points. See Damage on page 304 for more information. Shield Points regenerate over time and can eventually be used again, but this regeneration occurs only when the ship is not in combat or otherwise taking damage. Shields must be attached to a functional power core in order to regenerate; the rate of regeneration is listed in the table below.

The value listed under Total SP in the table below is the total number of Shield Points provided to the ship. At the start of combat, when the starship's crew takes up battle stations and the shields are activated, the Shield Points must be divided up between the four quadrants of the ship. No quadrant can be assigned less than 10% of the total number of Shield Points available at the start of combat, or available at the time the shields are balanced again using the balance science officer action (see page 324).

The table also lists rate of regeneration, PCU needed, and cost.

SHIELD NAME	TOTAL SP	REGEN.	PCU	COST (BP)
Basic Shields 10	10	1/min.	5	2
Basic Shields 20	20	1/min.	10	3
Basic Shields 30	30	1/min.	15	4
Basic Shields 40	40	1/min.	15	5
Light Shields 50	50	2/min.	20	6
Light Shields 60	60	2/min.	20	8
Light Shields 70	70	2/min.	25	10
Light Shields 80	80	2/min.	30	12
Medium Shields 90	90	4/min.	30	13
Medium Shields 100	100	4/min.	30	15
Medium Shields 120	120	4/min.	35	17
Medium Shields 140	140	8/min.	40	18
Medium Shields 160	160	8/min.	45	20
Medium Shields 200	200	8/min.	50	22
Heavy Shields 240	240	16/min.	55	23
Heavy Shields 280	280	16/min.	60	25
Heavy Shields 320	320	16/min.	70	27
Heavy Shields 360	360	32/min.	80	28
Heavy Shields 420	420	32/min.	90	30
Heavy Shields 480	480	32/min.	110	32
Superior Shields 540	540	64/min.	130	35
Superior Shields 600	600	64/min.	160	40

TABLE 9–2: STARSHIP WEAPONS (CONTINUED)

HEAVY WEAPONS (CONTINUED)	RANGE	SPEED (IN HEXES)	DAMAGE	PCU	COST (IN BP)	SPECIAL PROPERTIES
Railgun	Long	–	8d4	20	15	–
Twin laser	Long	–	5d8	15	18	–
X-laser cannon	Long	–	8d6	40	35	Line
TRACKING WEAPONS						
Heavy antimatter missile launcher	Long	8	10d10	15	35	Limited fire 5
Heavy nuclear missile launcher	Long	10	10d8	15	35	Irradiate (medium), limited fire 5
Heavy plasma torpedo launcher	Long	12	5d10	10	18	Limited fire 5
Heavy torpedo launcher	Long	14	5d8	10	16	Limited fire 5
CAPITAL WEAPONS	**RANGE**	**SPEED (IN HEXES)**	**DAMAGE**	**PCU**	**COST (IN BP)**	**SPECIAL PROPERTIES**
DIRECT-FIRE WEAPONS						
Gravity cannon	Long	–	2d6 × 10	40	50	Tractor beam
Mass driver	Long	–	2d6 × 10	25	30	–
Particle beam cannon	Long	–	3d4 × 10	30	30	–
Persistent particle beam cannon	Long	–	2d10 × 10	50	40	–
Super EMP cannon	Long	–	Special	45	18	EMP
Super plasma cannon	Medium	–	3d6 × 10	45	35	–
Super X-laser cannon	Long	–	3d4 × 10	50	45	Line
Supergraser	Medium	–	2d8 × 10	50	35	Irradiate (high)
Superlaser	Long	–	2d4 × 10	20	20	–
Supermaser	Long	–	2d8 × 10	40	35	–
Vortex cannon	Medium	–	2d12 × 10	55	75	Vortex
TRACKING WEAPONS						
Antimatter mega-missile launcher	Long	6	4d10 × 10	15	70	Limited fire 5
Hellfire torpedo launcher	Long	8	2d10 × 10	10	40	Limited fire 5
Nuclear mega-missile launcher	Long	8	4d8 × 10	15	60	Limited fire 5
Quantum missile launcher	Long	12	2d8 × 10	15	35	Limited fire 5, quantum
Solar torpedo launcher	Long	10	2d6 × 10	10	25	Limited fire 5

WEAPONS

Whether the PCs are in the Vast or near a Pact Worlds planet, space is a dangerous place, plagued with hostile aliens, raiders, and worse. As a result, most ships protect themselves with a variety of weapons, ranging from laser cannons to solar torpedoes.

Weapons must be installed on special mounts on a ship, specified in the ship's base frame (see page 294). These mounts are designed for optimal firing and are placed so that they can be easily tied into the ship's power and control systems. They also prevent the weapon from affecting the course or speed of a ship when fired.

Weapons are classified using the following key statistics.

Name

This is the name of the weapon.

Class

Weapons belong to one of three classifications. Light weapons can be mounted on any ship but are most typically found on smaller fighters and bombers. While dangerous, light weapons do not have the firepower necessary to damage very large starships. Heavy weapons are a serious threat to any vessel but can be mounted only on Medium or larger starships. Capital weapons can be mounted only on Huge or larger starships. Capital weapons can't be brought to bear against Tiny or Small targets and are typically used only against other large vessels.

Type

Starship weapons are one of two types. Direct-fire weapons fire projectiles or beams at amazing speed, targeting the opposing vessel's AC. Tracking weapons' projectiles are slower and must home in using a target's TL. A tracking weapon's projectile has a listed speed; once fired, it moves that number of hexes toward its target. Each subsequent round during the gunnery phase, it must succeed at a gunnery check against the target's TL to continue to move its speed toward its target. On a failure, the projectile is lost. If the projectile reaches the target's hex, it deals the listed damage.

Range

Weapons have one of three ranges: short range (5 hexes), medium range (10 hexes), or long range (20 hexes). As with character-scale ranged attacks, an attack with a starship weapon takes a cumulative –2 penalty for each range increment (or fraction thereof, beyond the first) between it and the target. A gunner firing a tracking weapon takes a range penalty only on her first gunnery check, when the target is first acquired. A starship weapon can fire at a target up to 10 range increments away.

Speed

This is the distance in hexes a tracking weapon moves toward its target each round during the gunnery phase. Projectiles from a tracking weapon have perfect maneuverability, and as such, they have a minimum turn distance of 0 (see page 319).

Damage

This is the amount of damage (in Hull Points) the weapon deals when it successfully hits a target. See Shooting Starships on page 292 for guidelines on how starship weapons can affect characters.

PCU

This is the amount of PCU consumed by the weapon. It uses this amount continuously whenever the weapon is powered up and ready to fire.

Cost

This is the cost of the weapon in Build Points.

Special Properties

Some weapons have special properties, as noted in Table 9–2 on pages 302–303. These special properties and how they affect starship combat are described here.

Array

An array weapon fires at all targets within a single firing arc. The gunner attempts a single gunnery check against each target in the firing arc, starting with those closest to her starship. Each gunnery check takes a –4 penalty, which stacks with other penalties. Roll damage only once for all targets. Critical damage is determined by each target's Critical Threshold. The gunner can't avoid shooting at allies in the firing arc, nor can she shoot any target more than once. An array weapon uses two weapon mounts.

Broad Arc

A weapon with this special property can fire in an arc adjacent to the one in which it was installed with a –2 penalty. A broad arc weapon can fire at only one target at a time.

EMP

A weapon with this special property emits a beam of electromagnetic energy that does not deal damage to ships or shields, but plays havoc with a ship's electronic systems. On a hit, an EMP weapon scrambles one of the target starship's systems, determined randomly. This causes that system to act as if it had the glitching condition for 1d4 rounds. If the system is already damaged, instead increase its critical damage by one level of severity for 1d4 rounds. Whenever an EMP weapon scores critical damage, it scrambles two systems at random. Systems damaged by EMP weapons can be patched or repaired as normal. Functioning shields are unaffected by EMP weapons and completely block an EMP weapon's effects.

Irradiate

A weapon with this special property creates a wave of harmful radiation (see page 403) that penetrates shields and starship hulls. Living creatures on a starship struck by an irradiating weapon are subjected to the level of radiation noted in parentheses for 1d4 rounds of starship combat.

Limited Fire

A weapon with this special property can fire only the listed number of times in a starship combat encounter before it requires a brief period of time (10 minutes outside of starship combat) to recharge and rebuild the weapon's inherent ammunition. A weapon with this special property is often a tracking weapon.

Line

A weapon with this special property fires a beam in a straight line that can pierce through multiple targets. The gunner attempts a single gunnery check and compares the result to the AC of all ships in a line originating from her starship and extending to the weapon's range increment. Roll the weapon's damage once and apply it to each target with an AC equal to or lower than the gunner's result, starting with the closest. If any of that damage is negated due to a ship's Damage Threshold, the beam is stopped and the attack doesn't deal damage to targets farther away.

Point

A weapon with this special property is always short range and can't be fired against targets that are outside the first range increment. If a tracking weapon would hit a ship in an arc that contains a weapon with the point special property, the gunner of the targeted starship can attempt an immediate gunnery check with the point weapon against the incoming tracking projectile using the bonus listed in parentheses in the weapon's Special entry (instead of her usual bonus to gunnery checks). The DC for this gunnery check is equal to 10 + the tracking weapon's speed. If the attack hits, the tracking weapon is destroyed before it can damage the ship. A point weapon can be used to attempt only one such free gunnery check each round, but this usage potentially allows a point weapon to be fired twice in a single round.

Quantum

Once a gunner fires a quantum weapon, he can reroll one gunnery check (see page 243) for that weapon after its launch if the result would be a miss. Only tracking weapons have this special property.

Ripper

Firing a blast of metal shards, a weapon with this special property deals terrific damage to a ship's hull but is almost entirely negated by functioning shields. Halve all damage dealt by ripper weapons to shields. Ripper weapons are always short range.

Tractor Beam

A weapon with this special property can generate a stable beam of gravitons, creating a tractor beam that can move other ships. In addition to dealing damage, a hit with a tractor beam prevents the target ship from moving normally. The gunner can push or pull the target ship (at a rate of 2 hexes per round, resolved at the beginning of the helm phase), or hold the target ship in place. The pilot of the targeted starship can attempt a Piloting check (DC = 15 + 1-1/2 × the tier of the firing ship) to break free of the tractor beam as her action in a round. When a tractor beam weapon is locked on to a starship, it can't be used as a regular weapon. A tractor beam is effective only against ships of the same size as the firing ship or smaller; larger ships are unaffected by the tractor beam.

Vortex

A weapon with this special property creates a spiraling cyclone of gravitons that tears, crushes, and twists everything in its path, reducing a target ship's speed by half and reducing its maneuverability by one step for 1d4 rounds on a hit. A ship protected by functioning shields takes no damage from a vortex weapon, but the target ship's pilot must succeed at a Piloting check (DC = 15 + 1-1/2 × the target starship's tier) or the hit depletes all Shield Points in that arc.

REFITTING AND UPGRADING STARSHIPS

As the PCs go on adventures and gain experience, they need an increasingly powerful starship to face tougher challenges. When the characters' Average Party Level increases, so does the tier of their starship (see Table 9–1: Starship Base Statistics on page 294). The PCs receive a number of Build Points equal to the Build Points listed for their starship's new tier – those listed for its previous tier, which they can use to upgrade their starship. For example, a group whose APL increases from 2 to 3 receives 20 BP that the PCs can use to upgrade their starship. This could represent salvage gathered during their exploits, an arrangement with a spacedock, or called-in favors from a wealthy patron. Some GMs might require PCs to visit a safe, inhabited world before they can spend these Build Points, but this shouldn't be allowed to impact the campaign too much.

Also remember that at tier 4 and every 4 tiers thereafter, the starship gains an increase in Hull Points equal to the HP increment listed for its base frame.

Refitting Systems

If the PCs want to alter their starship before receiving additional Build Points (for instance, replacing a weapon with one that costs fewer Build Points or consumes less PCU), they can do so at a friendly spaceport (or safe landing zone) given enough time. If they replace a system or option with one that costs fewer Build Points, they can immediately spend the excess Build Points. Refitting a single system or starship weapon usually takes 1d4 days.

Upgrading Systems

PCs with Build Points to spare can replace a system or weapon with one that costs more Build Points by paying only the difference in cost between the two systems. If the cost is the same, the system can be upgraded for free, but the crew should keep the amount of PCU the starship's power core produces in mind so they don't exceed their power budget. When upgrading a weapon, remember that the starship's frame starts with a certain number and type of weapon mounts (but see New Weapon Mounts below). Installing a single upgrade usually takes 1d4 days.

PCs can't upgrade the base frame of their starship. They can rebuild their starship with a new base frame if they so desire (within the limits of their budget of Build Points, of course), but that new starship will have a different look (and should probably have a different name). PCs can purchase Huge and larger base frames only at the GM's discretion, as these usually require large crews and thus are normally reserved for NPC starships.

Buying a whole new starship is a process that can take between 1d4 days and 1d4 months, depending on whether the PCs are purchasing a used starship from a spacedock or having a custom vessel built from scratch.

New Weapon Mounts

Greater dangers means the PCs will require more powerful weapons in order to survive and triumph. Unless they begin flying around with an escort of armed battlecruisers, the weapons they start with will eventually become inadequate. Bigger weapons require the correct weapon mounts, however.

By spending 4 BP, the crew can upgrade a light weapon mount in any of the aft, forward, port, or starboard arcs to a heavy weapon mount. By spending 6 BP, the crew can upgrade a light weapon mount on a turret to a heavy weapon mount. By spending 5 Build Points, the crew can upgrade a heavy weapon mount in any of the aft, forward, port, or starboard arcs to a capital weapon mount. Heavy weapons can be mounted on only Medium or larger starships. Capital weapons can be mounted on only Huge or larger starships and can't be mounted on turrets.

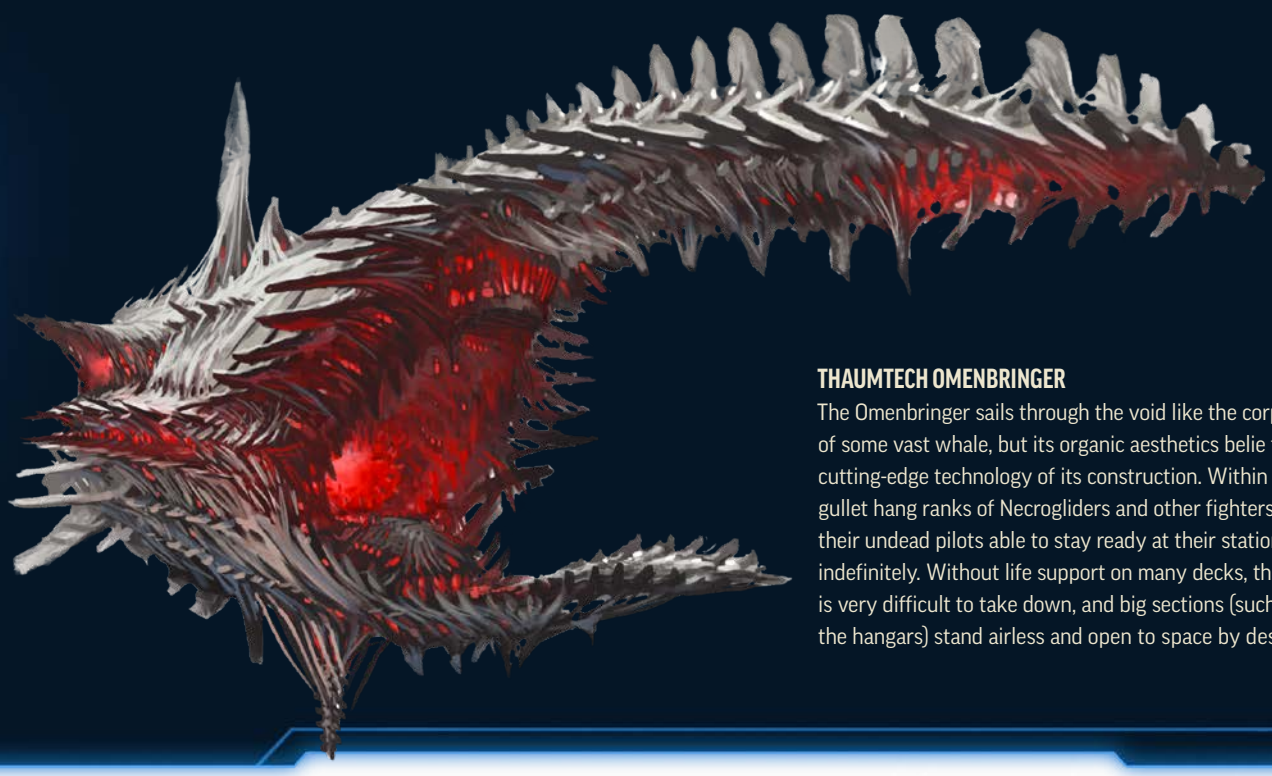
By spending 3 BP, the crew can fit a new light weapon mount in any of the aft, forward, port, or starboard arcs with enough free space. By spending 5 BP, the crew can fit a new light weapon mount on a turret that has enough free space. Tiny and Small starships can have only two weapon mounts per arc (and per turret). Medium and Large starships can have only three weapon mounts per arc (and per turret). Huge and larger starships can have only four weapon mounts per arc (and per turret).

SAMPLE STARSHIPS

Pages 306–315 present a handful of ship models common (or at least well-known) within the Pact Worlds and allied planets. While these have been divided into particular groups, this doesn't mean that only characters of that group can be found flying these ships. Rather, each group reflects the stylistic differences in starship designs and chassis due to the cultural heritage and preferences of the manufacturers. For example, since Veskarians developed starship travel independently of the Pact World races, their ship designs naturally have a different feel, showcasing their race's particular aesthetics and values. Thanks to interplanetary trade, however, no one in the Pact Worlds today thinks it odd to find a vesk flying a shirren-style ship, or vice versa. Furthermore, most shipbuilding consortiums have seen the advantages of interchangeable parts, meaning repairing a ship of one style with parts salvaged from another is usually effective.

Even within a given group, however, starships are not uniform. The Pact Worlds alone have dozens of starship manufacturers, each with its own unique models and specializations, and these have been modified further to meet the goals of their clients. While more unusual ships—from Kuthite Shadowtears, whose tortured pilots lance through enemy formations like spears, to the massive Iomedaean cathedralships, whose proprietary archon drives carry legions of armored crusaders to regions of the galaxy under threat—aren't detailed here, they do exist. Whatever your specific needs, there's a starship company out there ready to build you the perfect ship—if you can afford it!

EOXIAN SHIP STYLES



THAUMTECH OMENBRINGER
The Omenbringer sails through the void like the corpse of some vast whale, but its organic aesthetics belie the cutting-edge technology of its construction. Within its gullet hang ranks of Necrogliders and other fighters, their undead pilots able to stay ready at their stations indefinitely. Without life support on many decks, the ship is very difficult to take down, and big sections (such as the hangars) stand airless and open to space by design.

Unlike many Pact Worlds, Eox has never fully offered its ship technology to the wider market—nor is anyone particularly eager for them to. That's because Eoxian ships are grotesque, baroque blendings of technology and strange magic, designed specifically for the comfort of their undead users. Atmosphere is an unnecessary inconvenience for most elebrians, and thus many Eoxian ships are open to the void in places, their hulls shaped like the rib cages of great beasts. (In some cases, this is actual truth, with walls or ornaments built from the bones of some of the largest creatures to wander the planes, but more often these frames are made of hardened ceramic or nanocarbon.) Unshielded reactors flood engineering levels with devastating radiation, galleys and sleeping quarters are rarely required, and skeletal repair crews and fire teams skitter along the outer hulls even in the hottest dogfights without so much as a safety line, heedless of the void yawning above their heads. Small wonder, then, that only the Bone Sages and their subjects would fly such monstrosities.

Of all the starship styles presented here, Eoxian-style ships are those most strongly associated with the race that developed them, and they are primarily owned by elebrians and other undead, whether they be government officials, private citizens, or members of the rogue Corpse Fleet—the exiled branch of the Eoxian Navy that now preys on citizens of the Pact Worlds. Yet, Eoxian ships retrofitted to accommodate living creatures are favored by some criminal organizations and mercenaries looking to intimidate their foes, or smugglers hoping that no one will bother—or dare—to interfere with what appears to be a Bone Sage courier ship. And of course, like any sensible plutocrats, the Bone Sages maintain ships capable of safely transporting and defending their many living servants and business partners from other worlds.

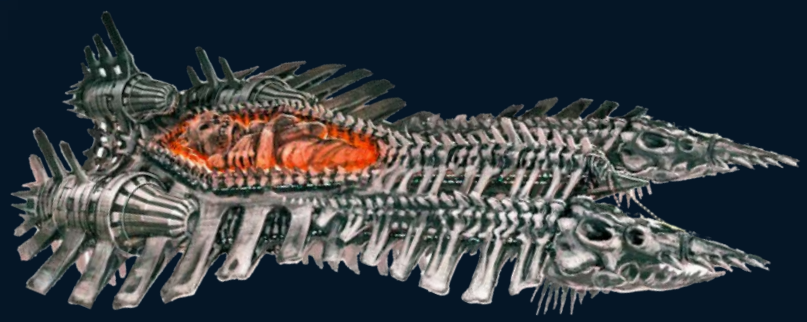
Some of the largest manufacturers of Eoxian-style ships are Death's Head, makers of the coffin-like Necroglider fighters, whose pilots fly feet-first toward the enemy; Blackwind Engineering, which operates out of Orphys; and Thaumtech Unlimited, whose self-contained mining-manufactories are scattered throughout the Thousand Moons. Though sometimes owned outright by a single Bone Sage, most of these companies do their best to remain neutral, as they can make as much money from bribes and politicking as they do from their starships. After all, no Bone Sage wants to take the chance of a rival gaining a technological advantage, and thus it can be quite profitable to agree not to sell one's starships to particular clients. Often, these same companies use the vast resources thus acquired to fund their research and development teams, creating ever more dangerous weapons that they can sell to their benefactors, quietly peddle off-planet, or license to manufacturers unrestrained by undead politics.

DEATH'S HEAD NECROGLIDER — TIER 1/2

Tiny interceptor
Speed 12; **Maneuverability** perfect (turn 0)
AC 16; **TL** 16
HP 30; **DT** –; **CT** 6
Shields basic 10 (forward 3, port 2, starboard 2, aft 3)
Attack (Forward) gyrolaser (1d8), light EMP cannon (special)

BLACKWIND SEPULCHER

Sepulchers are easily recognized by their dome-like bridge canopy, which resembles an eerie red eye. Though employed by plenty of private Eoxian corporations, their intimidating bone spurs make it hard to forget the ships' origin (and still common use) as troop transport for undead marines.



DEATH'S HEAD NECROGLIDER

Tiny fighters made to resemble bone sarcophagi, Necrogliders are each just large enough for one undead pilot. These notorious pilots jack their brains directly into their ships' sensors and controls, allowing them to recline in eerie repose as they direct the ships by thought alone.

Power Core Micron Heavy (70 PCU); **Drift Engine** none; **Systems** basic computer, budget short-range sensors, mk 3 armor, mk 3 defenses; **Expansion Bays** none
Modifiers +1 Piloting; **Complement** 1

CREW

Pilot gunnery +3, Piloting +11 (1 rank)

BLACKWIND SEPULCHER — TIER 5

Medium transport
Speed 8; **Maneuverability** average (turn 2); **Drift** 2
AC 20; **TL** 20
HP 85; **DT** –; **CT** 17
Shields light 60 (forward 15, port 15, starboard 15, aft 15)
Attack (Forward) heavy EMP cannon (special), light laser cannon (2d4)
Attack (Aft) gyrolaser (1d8)
Attack (Turret) light torpedo launcher (2d8), light torpedo launcher (2d8)
Power Core Pulse White (140 PCU); **Drift Engine** Signal Booster; **Systems** basic computer, basic long-range sensors, crew quarters (common), mk 5 armor, mk 6 defenses; **Expansion Bays** cargo holds (5)
Modifiers +2 Computers; **Complement** 6

CREW

Captain gunnery +10, Intimidate +11 (5 ranks), Piloting +11 (5 ranks)
Engineer Engineering +16 (5 ranks)
Gunners (2) gunnery +10
Pilot Piloting +11 (5 ranks)
Science Officer Computers +13 (5 ranks)

THAUMTECH OMENBRINGER — TIER 14

Gargantuan battleship
Speed 4; **Maneuverability** average (turn 2); **Drift** 1
AC 27; **TL** 27
HP 400; **DT** 10; **CT** 80
Shields heavy 240 (forward 60, port 60, starboard 60, aft 60)
Attack (Forward) heavy laser cannon (4d8), super EMP cannon (special)
Attack (Port) heavy laser array (6d4)
Attack (Starboard) heavy laser array (6d4)
Attack (Aft) tactical nuclear missile launcher (5d8)
Attack (Turret) heavy torpedo launcher (5d8), heavy torpedo launcher (5d8)
Power Core Gateway Heavy (400 PCU); **Drift Engine** Signal Basic; **Systems** advanced mid-range sensors, basic computer, crew quarters (common), mk 7 armor, mk 8 defenses, security (biometric locks); **Expansion Bays** hangar bays (2)
Modifiers +4 Computers, +2 Piloting; **Complement** 200

CREW

Captain Diplomacy +25 (14 ranks), gunnery +20, Intimidate +30 (14 ranks), Piloting +25 (14 ranks)
Engineers (3 officers, 35 crew each) Engineering +25 (14 ranks)
Gunners (5 officers, 15 crew each) gunnery +20
Pilot (1 officer, 5 crew) Piloting +32 (14 ranks)
Science Officer (1 officer, 4 crew) Computers +29 (14 ranks)

KASATHAN SHIP STYLES

IDARAN MILLENNIA

The Idaran Millennia resembles a sleek bird skull, with delicate, rippled fins. When cruising, the ship remains compact, yet in combat its "beak" opens to reveal a magnetic launch strip capable of firing a swarm of fighters into the fray with incredible speed. Even more disturbing, its fins detach, floating in a perfect magnetic field lock–their purpose is a highly classified secret.

Nearly all new kasathan-style ships found in the Pact Worlds are manufactured by the government of the *Idari*, produced in the ship's massive state-run engineering bays called the Crucibles. Those few kasathan ships old enough to have arrived in the system alongside the *Idari*–perhaps even having been manufactured on Kasath itself–are either worthless or priceless: pitted and rusting hulks just barely holding together, or marvels of custom engineering reserved for the Doyenate and their top emissaries and warriors.

Kasathan ships are generally artistic and graceful, with smooth, ornate designs perfected long ago and only reluctantly modified to incorporate technological advances. While kasathan ships are in some ways similar to designs originating in the Pact Worlds, with their smaller vessels echoing the predatory spearheads of atmospheric combat, other aspects of their design befuddle human pilots. Consider, for instance, the classic Idaran Trigrammaton heavy fighter, feared for both its speed and the number of armaments it can bring to bear on anyone entering the vicinity of the *Idari* without permission. Unlike most fighters, which carry a single pilot, or at most a pilot and a gunner, Trigrammatons require three crew members who share roles in perfect synchronization, giving them an unparalleled awareness of their surroundings and the enemy and allowing them to pull off maneuvers that leave solo pilots shaking in their flight suits. While not all kasathan ships are this unique, even their most basic freighters often look stately and regal, generally incorporating a number of secondary pod-hulls or outriggers. Kasathan ships can also often be recognized by the golden sheen of their canopies and viewports. This is the result of a proprietary acrylic-like material called esaris, which is capable of shielding pilots from blinding light or radiation and incorporating incredibly detailed active displays while preserving perfect clarity. Though other manufacturers have attempted for years to buy, retroengineer, or steal the formula, so far they have all failed, with rumors circulating that the material has some greater significance known only to the Doyenate, possibly related to the Outer Planes.

Another feature that sets kasathan ships apart is their modularity. Unlike normal ships, some kasathan ships use magnetic field locks instead of conventional welds, allowing them to bind parts together without them actually touching, or even rearrange sections into new configurations on the fly. Few sights can compare to the eerie beauty of an Idaran Saga-class warship spreading its wings in preparation for battle, and these locks also allow some of the largest ships to break apart into smaller, individually self-sufficient units when necessary, either to abandon damaged modules or to better surround and entrap an enemy.

IDARAN VOIDRUNNER — TIER 1/3

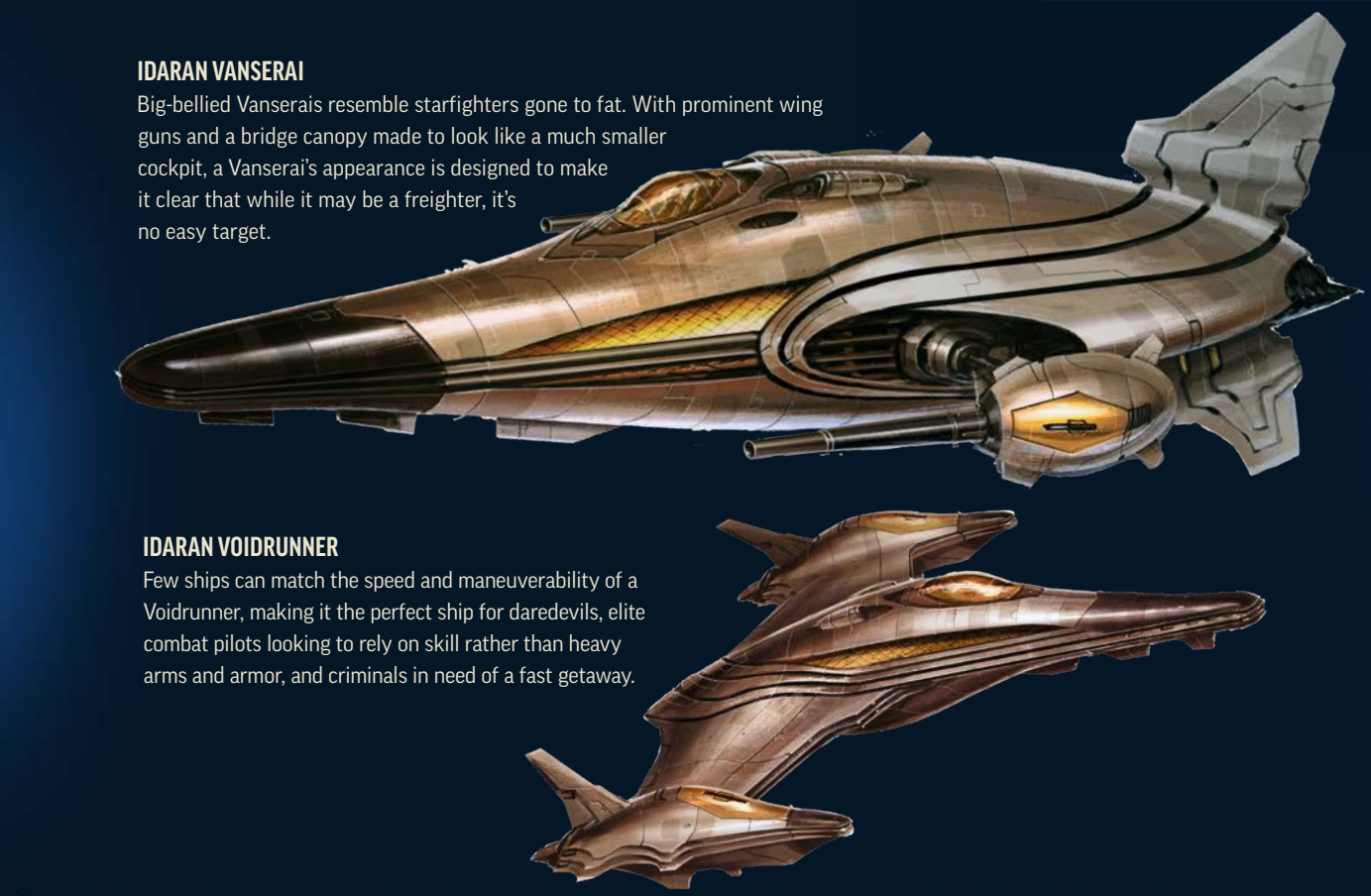
Tiny racer

Speed 12; **Maneuverability** perfect (turn 0)

AC 15; **TL** 14

HP 20; **DT** –; **CT** 4

Shields basic 10 (forward 3, port 2, starboard 2, aft 3)



IDARAN VANSERAI

Big-bellied Vanserais resemble starfighters gone to fat. With prominent wing guns and a bridge canopy made to look like a much smaller cockpit, a Vanserai's appearance is designed to make it clear that while it may be a freighter, it's no easy target.

IDARAN VOIDRUNNER

Few ships can match the speed and maneuverability of a Voidrunner, making it the perfect ship for daredevils, elite combat pilots looking to rely on skill rather than heavy arms and armor, and criminals in need of a fast getaway.

Attack (Forward) gyrolaser (1d8)
Power Core Micron Heavy (70 PCU); **Drift Engine** none; **Systems** basic computer, basic mid-range sensors, mk 2 armor, mk 1 defenses; **Expansion Bays** none
Modifiers +2 Computers, +1 Piloting; **Complement** 1

CREW

Pilot Computers +7 (1 rank), gunnery +3, Piloting +11 (1 rank)

IDARAN VANSERAI TIER 4

Large heavy freighter
Speed 6; **Maneuverability** average (turn 2); **Drift** 1
AC 16; **TL** 15
HP 140; **DT** –; **CT** 28
Shields light 40 (forward 10, port 10, starboard 10, aft 10)
Attack (Forward) heavy laser cannon (4d8)
Attack (Port) heavy laser cannon (4d8)
Attack (Starboard) heavy laser cannon (4d8)
Power Core Arcus Ultra (150 PCU); **Drift Engine** Signal Basic; **Systems** basic computer, budget short-range sensors, crew quarters (common), mk 4 armor, mk 3 defenses; **Expansion Bays** cargo holds (8)
Modifiers +1 Piloting; **Complement** 10

CREW

Captain Bluff +15 (4 ranks), Computers +10 (4 ranks), Diplomacy +15 (4 ranks), Engineering +10 (4 ranks), gunnery +9, Piloting +11 (4 ranks)
Engineers (3) Engineering +10 (4 ranks)
Gunners (3) gunnery +9
Pilot Piloting +16 (4 ranks)
Science Officers (2) Computers +10 (4 ranks)

IDARAN MILLENNIA TIER 12

Gargantuan carrier
Speed 4; **Maneuverability** poor (turn 3); **Drift** 1
AC 23; **TL** 23
HP 330; **DT** 10; **CT** 66
Shields medium 160 (forward 40, port 40, starboard 40, aft 40)
Attack (Forward) super plasma cannon (3d6×10)
Attack (Port) heavy laser cannon (4d8)
Attack (Starboard) heavy laser cannon (4d8)
Attack (Turret) high explosive missile launcher (4d8), high explosive missile launcher (4d8)
Power Core Gateway Heavy (400 PCU); **Drift Engine** Signal Basic; **Systems** budget long-range sensors, crew quarters (common), mk 5 armor, mk 6 defenses, mk 2 trinode computer; **Expansion Bays** cargo holds (2), hangar bays (2)
Modifiers +2 any three checks per round, +1 Piloting; **Complement** 120

CREW

Captain Bluff +22 (12 ranks), Diplomacy +22 (12 ranks), gunnery +17, Intimidate +22 (12 ranks), Piloting +23 (12 ranks)
Engineers (2 officers, 30 crew each) Engineering +22 (12 ranks)
Gunners (3 officers, 15 crew each) gunnery +17
Pilot (1 officer, 4 crew) Piloting +28 (12 ranks)
Science Officer (1 officer, 3 crew) Computers +22 (12 ranks)

OVERVIEW
CHARACTER CREATION
RACES
CLASSES
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SETTING
PATHFINDER LEGACY

PACT WORLDS SHIP STYLES

ATECH IMMORTAL

Severe and pugnacious, the Immortal is the workhorse capital ship of military fleets like those of the Stewards and the Knights of Golarion. Thickly armored and loaded with weapons, this cruiser rarely needs to fire a shot in most conflicts, as its mere appearance in-system can stop a conflict cold and send all but the most militant threats running for the safety of the Drift.

The Pact Worlds have a long history of travel between the planets of their solar system, stretching back even before the Gap via magical portals and the technomagical aetherships of Verces. As trade increased and spaceflight became more commonplace, ideas flowed quickly and furiously, with designs converging as various corporations and militaries stole or purchased the best advances from other worlds. Castrovelian shipyards known for their delicate fins and speed in a vacuum adopted the ruggedness of Akiton's sandstorm-blasted atmospheric fliers, while both incorporated the latest drive systems and armament advances from Verces and Absalom Station, plus powerful (but carefully limited) Aballonian AIs to aid in every aspect of piloting and navigation. Today, millennia after those early ships, the most common ship designs in the Pact Worlds have blended together so thoroughly that most are no longer strongly associated with any particular race, but simply with the system as a whole.

Whether produced by AbadarCorp's ATech subsidiary, Castrovel's Kevolari Collective, Sanjaval Spaceflight Systems of Akiton, Verces' Ringworks Industries, or any of a thousand smaller shops, Pact Worlds ships tend to share certain similar features. Many of the smaller freighters and fighters show their evolution from atmospheric jet fighters and orbital spacecraft, with functional wings, fins, and streamlined profiles. This grace gives way to the blocky bulk of larger ships that will never be used in an atmosphere, yet even massive ships like the ATech Immortal Series—a staple of the Stewards' peacekeeping fleet—possess a certain severe, military beauty.

Despite sharing certain elements of design, the umbrella of Pact World ship chassis contains plenty of diversity. No one is likely to confuse a dwarven rock-hopper from the Diaspora's mining worlds for a big-bellied, ysoki-operated Sanjaval Redsun trader, let alone an Aballonian autofreighter or Skyfire Legion carrier. Even ships of the same model can still vary wildly thanks to paint schemes, decorative body flourishes, and other aftermarket modifications, and many captains choose their ships' aesthetics as carefully as their own clothes. Certain factions employ only a single brand of ship, while others are a hodgepodge of makes and models.

Not all groups within the Pact Worlds have allowed economic incentives to draw them into the engineering melting pot, however. In addition to the Eoxians (see page 306), many other Pact Worlds peoples have maintained proprietary designs, from the sleek, magical vessels of Castrovel's elves to the half-sentient biological vessels of the Brethedans and Xenowardens, and more.

RINGWORKS WANDERER — TIER 1/4

Small shuttle

Speed 6; **Maneuverability** perfect (turn 0)

AC 14; **TL** 13

HP 35; **DT** –; **CT** 7

Shields basic 10 (forward 3, port 2, starboard 2, aft 3)

Attack (Forward) light laser cannon (2d4)

Power Core Micron Light (50 PCU); **Drift Engine** none;

Systems basic computer, budget short-range sensors,

KEVOLARI VENTURE

Thoroughly industrial in its aesthetics, the Venture is a ship designed to keep its crew alive in unfriendly systems—everything else is secondary. Inside, however, the Venture is surprisingly comfortable, making it perfect for exploration, permanent residency, and long-haul shipping.

RINGWORKS WANDERER

One of Ringworks' most versatile designs, the Wanderer evolved out of early aerospace fighters and spaceplanes and still maintains much of their sleek design. Many organizations and governments use a slimmed-down and armed-up version of the Wanderer—sometimes called a Starwasp—for planetary defense or as a short-range fighter.

mk 2 armor, mk 1 defenses; **Expansion Bays** cargo holds (2), passenger seating

Modifiers +3 Piloting; **Complement** 4

CREW

Engineer Engineering +5 (1 rank)
Gunner gunnery +3
Pilot Piloting +13 (1 rank)
Science Officer Computers +5 (1 rank)

KEVOLARI VENTURE — TIER 1

Medium explorer
Speed 6; **Maneuverability** good (turn 1); **Drift** 1
AC 14; **TL** 12
HP 55; **DT** –; **CT** 11
Shields basic 20 (forward 5, port 5, starboard 5, aft 5)
Attack (Forward) light laser cannon (2d4)
Attack (Turret) high explosive missile launcher (4d8)
Power Core Pulse Gray (100 PCU); **Drift Engine** Signal Basic; **Systems** basic computer, budget mid-range sensors, crew quarters (common), mk 3 armor, mk 1 defenses; **Expansion Bays** cargo holds (3), physical science lab
Modifiers +2 Piloting; **Complement** 6

CREW

Captain Bluff +5 (1 rank), Computers +5 (1 rank), Diplomacy +5 (1 rank), gunnery +5, Intimidate +5 (1 rank), Piloting +7 (1 rank)
Engineer Engineering +5 (1 rank)
Gunners (2) gunnery +5
Pilot Piloting +12 (1 rank)
Science Officer Computers +10 (1 rank)

ATECH IMMORTAL — TIER 10

Huge cruiser
Speed 8; **Maneuverability** average (turn 2); **Drift** 1
AC 22; **TL** 22
HP 230; **DT** 5; **CT** 46
Shields medium 200 (forward 50, port 50, starboard 50, aft 50)
Attack (Forward) particle beam cannon (3d4×10)
Attack (Port) light plasma cannon (2d12)
Attack (Starboard) light plasma cannon (2d12)
Attack (Turret) heavy plasma torpedo launcher (5d10)
Power Core Nova Ultra (300 PCU); **Drift Engine** Signal Basic; **Systems** basic long-range sensors, crew quarters (good), mk 4 armor, mk 4 defenses, mk 3 duonode computer; **Expansion Bays** cargo holds (3), life boats, medical bay, shuttle bay
Modifiers +3 any two checks per round, +2 Computers; **Complement** 60

CREW

Captain Bluff +19 (10 ranks), Computers +21 (10 ranks), Diplomacy +19 (10 ranks), Engineering +19 (10 ranks), gunnery +15, Intimidate +19 (10 ranks)
Engineer (1 officer, 20 crew) Engineering +19 (10 ranks)
Gunners (3 officers, 10 crew each) gunnery +15
Pilot (1 officer, 3 crew) Piloting +19 (10 ranks)
Science Officer Computers +21 (10 ranks)

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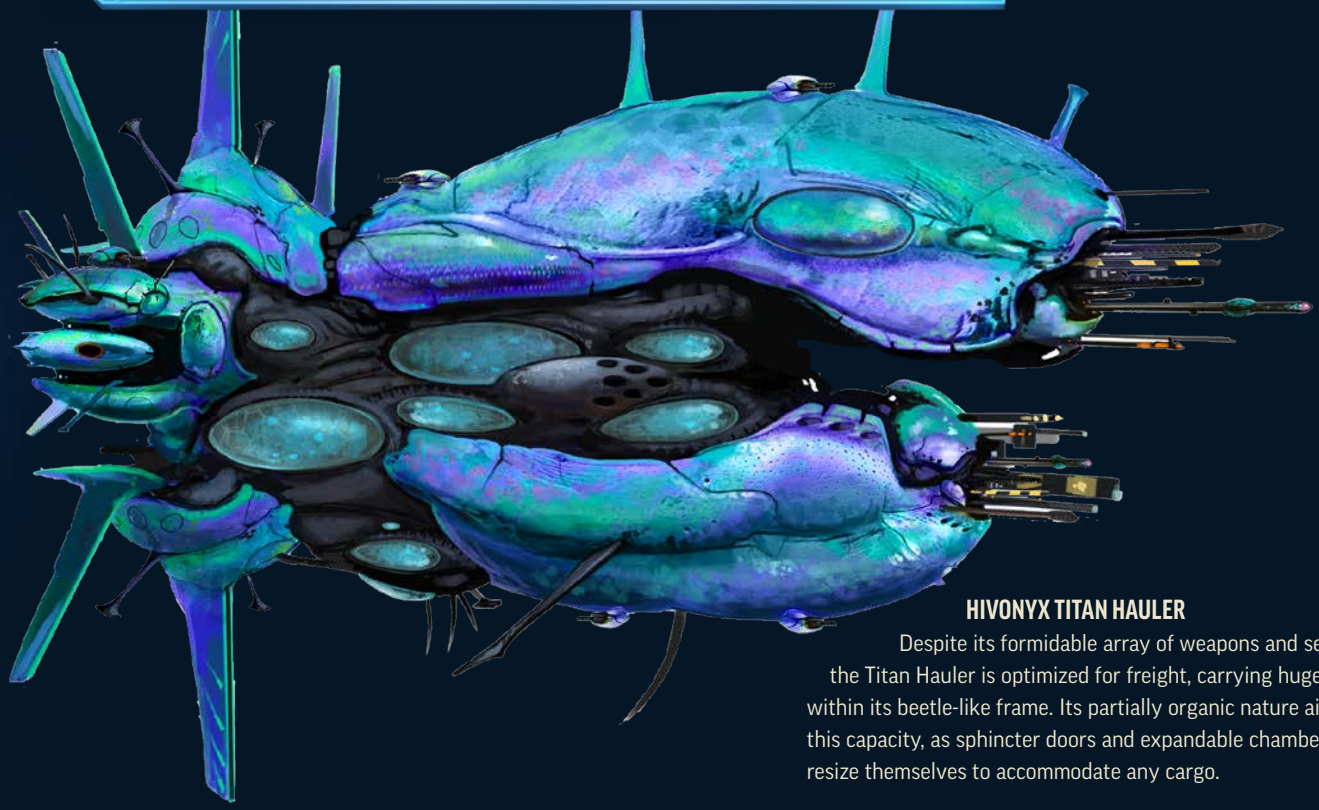
SHIRREN SHIP STYLES



HIVONYX TITAN HAULER

Despite its formidable array of weapons and sensors, the Titan Hauler is optimized for freight, carrying huge loads within its beetle-like frame. Its partially organic nature aids in this capacity, as sphincter doors and expandable chambers can resize themselves to accommodate any cargo.

Based on Swarm technology, shirren ships are manufactured in dry docks like any other, yet incorporate organic parts grown in specialized assembly vats. Often off-putting to members of other races, the twisting, hive-like corridors on shirren ships make the insect people feel instantly at home.

Since shirren technology originated as an almost entirely biological enterprise, the ships resemble shirrens in many ways. Smooth, shell-like hulls guard blisters of eye-like windows and clusters of thin, protruding weapons and sensor arrays. While the Swarm (and thus, by extension, shirrens) learned to incorporate more conventional industrial processes as it overwhelmed and consumed other races, it never quite lost its instinctive desire to model its creations upon itself. From the wasplike Drone Mk III to the hulking Titan Haulers, shirren ships are known for their dependability and versatility, and they can often be found retrofitted with accommodations for non-shirren races. Still, not every mechanic likes dealing with a ship whose components might bleed or shudder when operated upon.

A variety of organizations produce shirren-style ships, often including as many members of other races as shirrens themselves. The largest, the pacifist collective Hivonyx Industries, churns out a tremendous number of freighters and couriers, but includes software locking all the ship's armaments to keep them from firing unless the ship has first taken damage—restrictions most of their customers immediately remove. Hivonyx's closest competitors, Starhive and United Interfaith Engineering, publicly respect their rival's moral stance, yet add no such safeguards.

STARHIVE DRONE MK III — TIER 1

Small light freighter

Speed 8; **Maneuverability** good (turn 1); **Drift** 1

AC 14; **TL** 13

HP 40; **DT** —; **CT** 8

Shields basic 10 (forward 3, port 2, starboard 2, aft 3)

Attack (Forward) linked gyrolasers (2d8)

Attack (Port) light torpedo launcher (2d8)

Attack (Starboard) light torpedo launcher (2d8)

Power Core Pulse Brown (90 PCU); **Drift Engine** Signal Basic; **Systems** budget mid-range sensors, crew quarters (basic), mk 2 armor, mk 1 defenses, mk 1 mononode computer; **Expansion Bays** cargo holds (2), escape pods

Modifiers +1 any one check per round, +1 Piloting; **Complement** 6

CREW

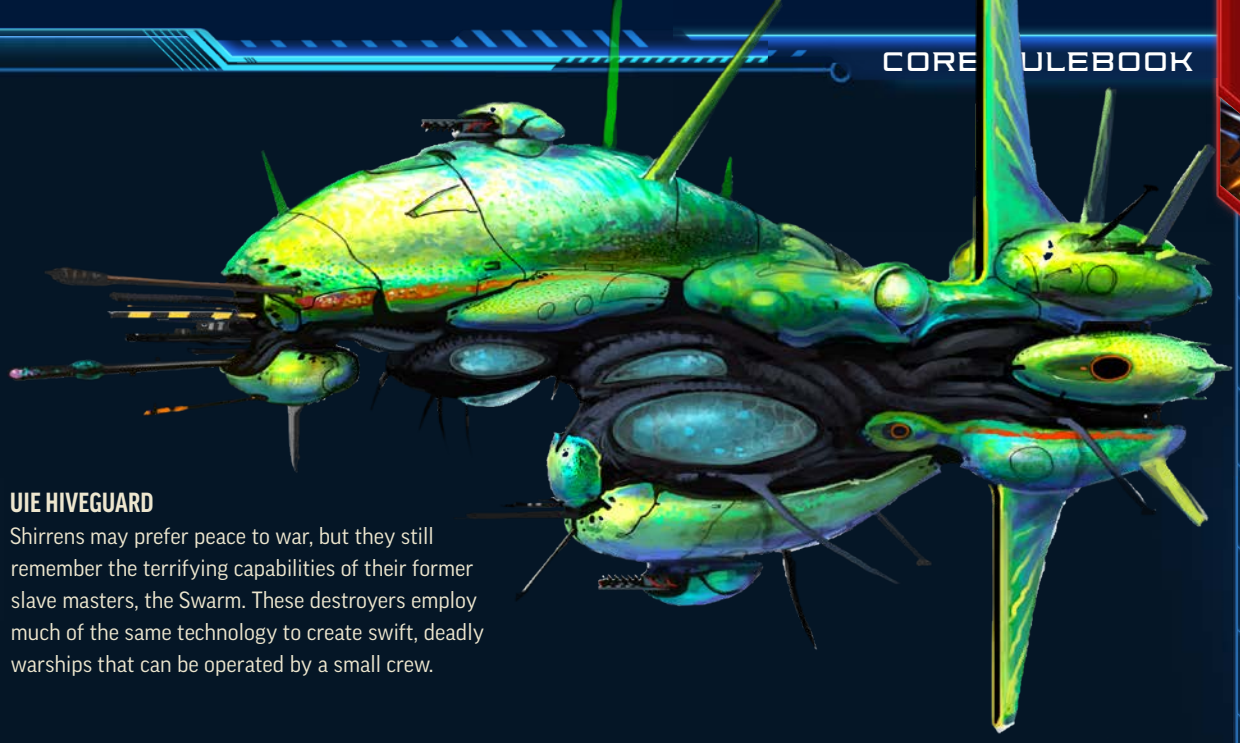
Captain Computers +5 (1 rank), Diplomacy +5 (1 rank), Engineering +5 (1 rank), gunnery +5

Engineer Engineering +10 (1 rank)

Gunners (2) gunnery +5

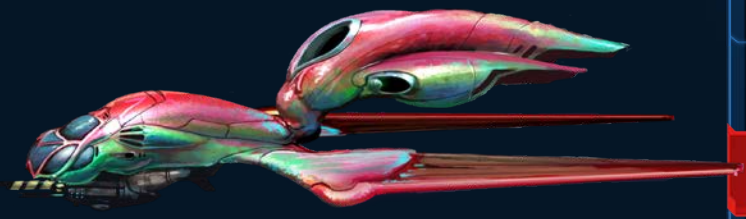
Pilot Piloting +6 (1 rank)

Science Officer Computers +5 (1 rank)



UIE HIVEGUARD

Shirrens may prefer peace to war, but they still remember the terrifying capabilities of their former slave masters, the Swarm. These destroyers employ much of the same technology to create swift, deadly warships that can be operated by a small crew.



STARHIVE DRONE MK III

As befits their name, Drones are extremely common and used as freight, personnel transport, light colonial defense, and more. Despite the ships' mass production, Starhive takes a natural shirren pride in making sure each ship's iridescent paint job is unique.

UIE HIVEGUARD — TIER 6

Large destroyer

Speed 8; **Maneuverability** average (turn 2); **Drift** 1

AC 19; **TL** 19

HP 170; **DT** –; **CT** 34

Shields light 60 (forward 15, port 15, starboard 15, aft 15)

Attack (Forward) heavy laser net (5d6), twin laser (5d8)

Attack (Port) flak thrower (3d4)

Attack (Starboard) flak thrower (3d4)

Attack (Turret) light torpedo launcher (2d8)

Power Core Arcus Maximum (200 PCU); **Drift Engine** Signal Basic; **Systems** basic long-range sensors, crew quarters (common), mk 4 armor, mk 4 defenses, mk 1 trinode computer; **Expansion Bays** cargo bay, escape pods (3)

Modifiers +1 any three checks per round, +2 Computers; **Complement** 13

CREW

Captain Bluff +13 (6 ranks), Computers +15 (6 ranks), Diplomacy +13 (6 ranks), Engineering +13 (6 ranks), gunnery +11, Intimidate +13 (6 ranks), Piloting +13 (6 ranks)

Engineer (1 officer, 3 crew) Engineering +18 (6 ranks)

Gunners (2 officers, 2 crew each) gunnery +11

Pilot Piloting +13 (6 ranks)

Science Officer Computers +15 (6 ranks)

HIVONYX TITAN HAULER — TIER 9

Huge bulk freighter

Speed 6; **Maneuverability** poor (turn 3); **Drift** 1

AC 22; **TL** 21

HP 200; **DT** 5; **CT** 40

Shields medium 100 (forward 25, port 25, starboard 25, aft 25)

Attack (Forward) maser (6d10)

Attack (Aft) particle beam (8d6)

Attack (Turret) heavy plasma torpedo launcher (3d8), heavy plasma torpedo launcher (3d8)

Power Core Nova Ultra (300 PCU); **Drift Engine** Signal Basic; **Systems** basic long-range sensors, crew quarters (common), mk 5 armor, mk 5 defenses, mk 3 mononode computer; **Expansion Bays** cargo holds (5), escape pods (5)

Modifiers +3 any one check per round, +2 Computers; **Complement** 35

CREW

Captain Bluff +17 (9 ranks), Computers +19 (9 ranks), Diplomacy +17 (9 ranks), Engineering +17 (9 ranks), gunnery +15, Intimidate +17 (9 ranks), Piloting +17 (9 ranks)

Engineer (1 officer, 15 crew) Engineering +17 (9 ranks)

Gunners (2 officers, 5 crew each) gunnery +15

Pilot (1 officer, 2 crew) Piloting +22 (9 ranks)

Science Officer (1 officer, 2 crew) Computers +19 (9 ranks)

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VESKARIUM SHIP STYLES

VINDICAS TYRANT
Feared across multiple star systems, the Tyrant lives up to its name. Huge weapon batteries tear through even the most formidable capital ships, while its hangars unleash squadrons of Maulers to mop up foes too insignificant to be worth the Tyrant's direct attention.

Like vesk themselves, Veskarium-style ships tend to be brutish and pugnacious. They bristle with weapons and armor without regard for aesthetics, and many of their shapes were originally inspired by the sharklike reptilian predators in the seas of Vesk-2.

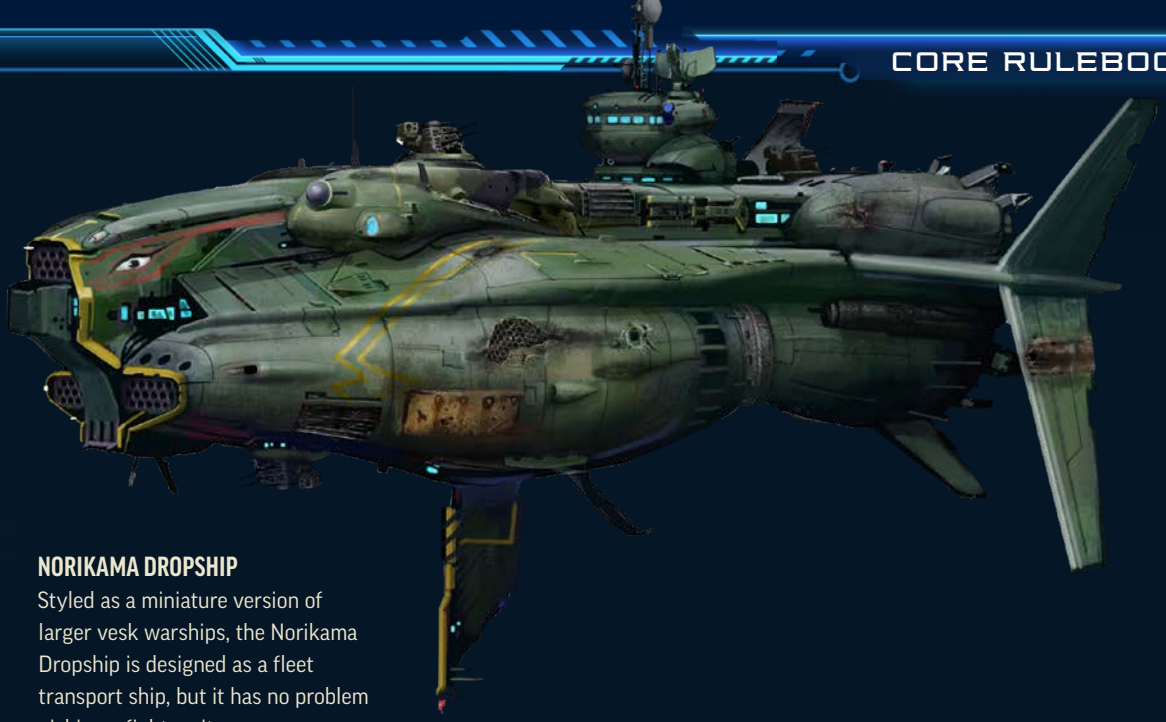
Though the Veskarium is a monolithic military-industrial complex, its government is strangely permissive of its manufacturers selling ships to its rivals. Some believe this is due to the vesk's inherent sense of honor—there's little joy in beating a poorly armed opponent—while others fear government-mandated back doors into ship AIs, or chalk it up to the power of crony capitalism. Regardless, Veskarium ships are extremely popular among the rough-and-tumble sorts of the Pact Worlds: corporations, criminals, and mercenaries that need a lot of firepower without a lot of questions. Most military organizations old enough to remember the war with the Veskarium, such as the Stewards and the Knights of Golarion, respect the vessels but would never include them in their fleets. Ships by the Norikama Syndicate, based on a neutral colony world of the same name and specializing in knockoffs of other companies' designs, are most commonly encountered in Pact Worlds space, yet many ships by Veskarium-based corporations such as Dashadz Industries, Vindicas, and the Blood Mountain Clans regularly make their way into circulation via military salvage, the gray market, or honest sale. Perhaps the most common and recognizable of all Veskarium ships is the BMC Mauler. With its distinctive Y-shaped outline, created by wing arms descending to the central bubble cockpit, the Mauler proves shockingly maneuverable and once chewed through squadrons of Pact Worlds defenders. Today, the Mauler remains the default fighter on most vesk carriers and serves as the weapon of choice for vesk pilots engaging in honor duels.

BMC MAULER TIER 2

Tiny fighter
Speed 10; **Maneuverability** good (turn 1); **Drift** 1
AC 19; **TL** 18
HP 35; **DT** –; **CT** 7
Shields basic 40 (forward 10, port 10, starboard 10, aft 10)
Attack (Forward) light plasma cannon (2d12), tactical nuclear missile launcher (5d8)
Attack (Aft) flak thrower (3d4)
Power Core Pulse Brown (90 PCU); **Drift Engine** Signal Basic; **Systems** advanced mid-range sensors, mk 5 armor, mk 5 defenses, mk 1 mononode computer; **Expansion Bays** none
Modifiers +1 any one check per round, +4 Computers, +1 Piloting; **Complement** 2

CREW

Pilot Computers +11 (2 ranks), gunnery +6, Piloting +12 (2 ranks)
Gunner gunnery +6



NORIKAMA DROPSHIP
Styled as a miniature version of larger vesk warships, the Norikama Dropship is designed as a fleet transport ship, but it has no problem picking a fight on its own.

BMC MAULER
While Maulers can be flown in combat by a single person, making them popular with bounty hunters and other lone wolves, militaries usually staff them with two: a pilot seated upright in the bubble canopy, and a gunner behind the pilot operating via screens.

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NORIKAMA DROPSHIP TIER 8

Medium transport
Speed 12; **Maneuverability** average (turn 2); **Drift** 2
AC 24; **TL** 23
HP 100; **DT** –; **CT** 20
Shields light 80 (forward 20, port 20, starboard 20, aft 20)
Attack (Forward) coilgun (4d4), persistent particle beam (10d6)
Attack (Aft) coilgun (4d4)
Attack (Turret) light plasma cannon (2d12), light plasma cannon (2d12)
Power Core Pulse Orange (250 PCU); **Drift Engine** Signal Booster; **Systems** basic long-range sensors, crew quarters (common), mk 6 armor, mk 6 defenses, mk 3 duonode computer; **Expansion Bays** guest quarters (5, common)
Modifiers +3 any two checks per round, +2 Computers, –1 Piloting; **Complement** 5

CREW

Captain Engineering +16 (8 ranks), gunnery +14, Intimidate +16 (8 ranks), Piloting +15 (8 ranks)
Engineer Engineering +16 (8 ranks)
Gunner gunnery +14
Pilot Piloting +20 (8 ranks)
Science Officer Computers +18 (8 ranks)

VINDICAS TYRANT TIER 16

Colossal dreadnought
Speed 4; **Maneuverability** clumsy (turn 4); **Drift** 1
AC 28; **TL** 26
HP 600; **DT** 15; **CT** 120
Shields medium 200 (forward 50, port 50, starboard 50, aft 50)
Attack (Forward) heavy laser cannon (4d8), particle beam cannon (3d4×10)
Attack (Port) heavy torpedo launcher (5d8), superlaser (2d4×10)
Attack (Starboard) heavy torpedo launcher (5d8), superlaser (2d4×10)
Attack (Turret) linked coilguns (8d4)
Power Core Gateway Ultra (500 PCU); **Drift Engine** Signal Basic; **Systems** basic computer, budget mid-range sensors, crew quarters (common), mk 10 armor, mk 10 defenses; **Expansion Bays** cargo holds (12), hangar bays (2)
Complement 300

CREW

Captain Diplomacy +28 (16 ranks), Engineering +28 (16 ranks), gunnery +23, Intimidate +33 (16 ranks), Piloting +28 (16 ranks)
Engineers (3 officers, 45 crew each) Engineering +28 (16 ranks)
Gunners (5 officers, 25 crew each) gunnery +23
Pilot (1 officer, 12 crew) Piloting +28 (16 ranks)
Science Officers (2 officers, 8 crew each) Computers +28 (16 ranks)

STARSHIP COMBAT

The fathomless depths of space are dangerous to even the most experienced crews, but they can be deadly to those who wander the stars unprepared. Planet-crushing black holes, invisible radiation belts, and chaotic meteor storms are found in any system. But of all the hazards that you might encounter between the stars, hostile vessels are by far the most common. The following rules govern combat between starships—or in rare cases, between immense spacefaring creatures.

ROLES

The actions crew members on a starship can take depend upon their roles. For most roles, multiple people can perform actions each round, but for other roles, only one person can fill that role and only one action for that role can be performed each round. Your role also determines when you act in combat. Starship combat uses the five roles below. You should declare your role when you board a ship (if you declare yourself a passenger, however, you take no special actions in combat unless you assume a role), though you can change your role in the heat of combat (see page 322). See Building Starships on page 292 for information on starship terminology, systems, and stat blocks.

Captain

Your role in combat is about encouraging the crew while taunting enemies into making critical mistakes. A starship can have only one captain, and a character can assume that role only if it is currently vacant. The captain alone can act in any phase of combat. The actions a captain can take are described starting on page 322.

Engineer

You work with your starship's power core and engines to achieve maximum efficiency, grant extra power in times of need, and divert power to vital systems as necessary. You can also repair damaged systems. A starship can have any number of engineers. An engineer acts during the engineering phase (see page 317). The actions an engineer can take are described starting on page 323.

Gunner

You operate your starship's various weapon systems, using them to neutralize or destroy enemy vessels. A starship can have at most one gunner (or gunner team) per weapon mount. A gunner acts during the gunnery phase (see page 317). The actions a gunner can take are described on page 324.

Pilot

You plot the course of the ship. Each starship has speed and maneuverability ratings, but you can push your starship beyond these boundaries with enough skill. A starship can have only one pilot, and a character can assume that role only if it is vacant. The pilot acts during the helm phase of combat (see page 317). The actions a pilot can take are described on page 324.

LARGE AND SMALL CREWS

A starship's base frame determines the minimum and maximum number of crew members needed to operate that vessel. A starship without its minimum complement can't be flown. However, when a large NPC starship with its full complement enters starship combat, each individual crew member doesn't take a regular action–it would take hours to resolve a single round! In such cases, usually on Large or larger starships, most roles simulate entire teams of personnel. The number of crew members required to assist a single officer who wants to attempt a check in that role is listed after the role's name in a starship stat block. This number varies between starships, and some vessels might have a crew large enough to allow multiple checks for a single role–for instance, a dreadnought might have several teams of engineers or gunners.

Science Officer

You use the starship's computers, scanners, and other systems to identify threats, target foes, and navigate hazards. A starship can have any number of science officers. A science officer acts during the helm phase of combat (see page 317). The actions a science officer can take are described starting on page 324.

PREPARING FOR STARSHIP COMBAT

Starship combat is played on a grid of hexes with figures representing the starship combatants. *Starfinder Flip-Mat: Basic Starfield* and the starship pawns in *Starfinder Core Rulebook Pawn Collection* make perfect accessories for this portion of the game.

The hexes don't represent a specific distance, as Starfinder's portrayal of movement and combat in three-dimensional space is more fluid and narrative than realistic. Unless otherwise specified, each ship occupies 1 hex, regardless of its size.

BEGINNING STARSHIP COMBAT

When the crew of a starship has hostile intentions toward another vessel, they go to their battle stations and activate their starship's targeting systems. This is clearly obvious to all other starships in the vicinity with working sensors, though there could still be a chance a hostile vessel can be talked down, if the GM allows it.

In general, the GM decides when starship combat begins, where the combatants are, and which way their starships are facing. This might mean that both sides are facing each other from opposite sides of the grid. However, their relative positions and facing can also be established randomly. Roll 3d6+5 to determine how many hexes separate the opposing sides. If either side consists of more than one starship, this result is the distance between the highest-tier starship on one side of the battle and its counterpart on the other. Other starships should be placed within 3 hexes of an allied starship. Then, roll 1d6 for each group of starships to determine the facing of the starships in that group, with a 1 meaning the starships are facing the top edge of the grid, and with 2 through 6 proceeding clockwise around the hex.

ROUNDS AND PHASES

Like combat between characters, starship combat occurs over a number of rounds until one side flees, surrenders, or is otherwise defeated. Unlike rounds in combat between characters, a round of starship combat doesn't correlate to a specific amount of time. Each round of starship combat is divided up into three phases, resolved in order. Each character aboard a starship typically acts in only one of these phases, depending on her role on the starship.

1. Engineering

The engineers on all ships (if present) each take an action to repair the starships' systems or give them a boost. These actions occur simultaneously, so they can be resolved in any order.

2. Helm

Each starship's pilot attempts a Piloting check. The pilot with the lowest result must move his starship first, followed by the next lowest, until all starships have moved. This check is repeated each round during the helm phase, so the order of movement can change from round to round. If a starship has no one in the pilot role, that starship acts as if its pilot had rolled a 0. If there is a tie, the pilot with fewer ranks in the Piloting skill must move his starship first. If there is still a tie, the two pilots in question should each roll another Piloting check and compare the results; the pilot with the lowest result moves first.

As they move their starships, pilots can attempt additional skill checks to perform dangerous maneuvers or push their vessels beyond their specifications.

Also during this phase, any character taking on the role of science officer can use the starship's systems to scan vessels or target foes. Science officers must act immediately before or after their starship's pilot, but they can jointly decide the order they act.

3. Gunnery

During the gunnery phase, gunners fire their starships' weapons. Starships fire in the same order in which their pilots acted during that round's helm phase, but the effects of damage are not taken into account until the end of the phase, meaning that all starships can fire, even if they take enough damage to be disabled or destroyed during this phase.

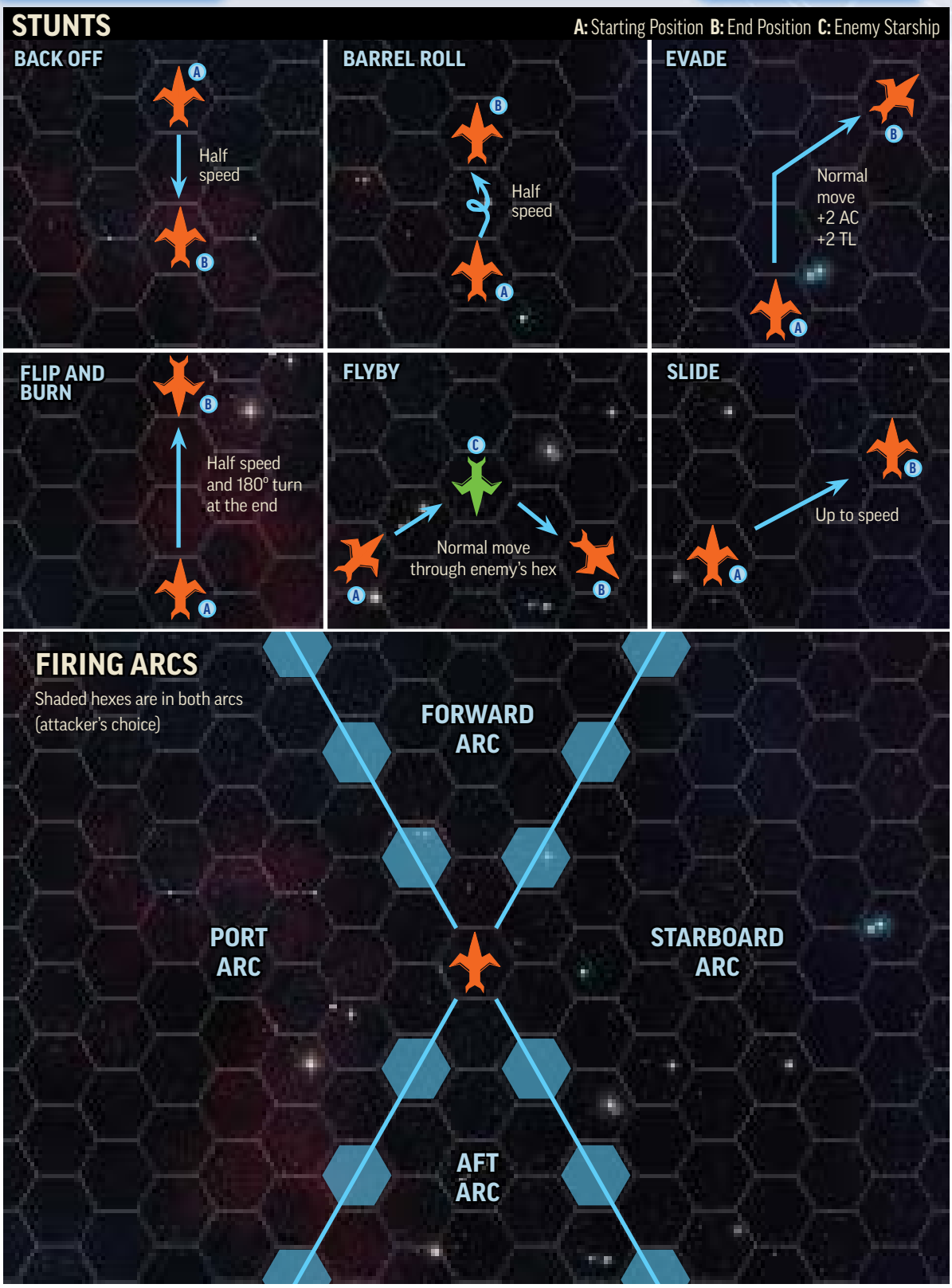
Once all of the phases have been resolved, if there are still combatants engaged in the fight, the next round begins, starting with a new engineering phase.

MOVING

The pilot of a starship has a variety of actions (see page 324) that allow her to guide her starship through the cold vastness of space. Unlike in battles between characters, starships face a

HEX EDGES

The six edges of a hex in starship combat have different designations, related to the direction the starship in that hex is facing. The edge that the starship is facing is its forward edge, and its aft edge is opposite of that. The forward-port and forward-starboard edges are the two edges adjacent to the starship's forward edge, to its left and its right, respectively. The aft-port and aft-starboard edges are the two edges adjacent to the starship's aft edge, to its left and its right, respectively.



specific direction, and this determines their firing arcs and shield quadrants, as well as their direction of movement.

Speed

A starship's speed is the number of hexes it typically moves in a round. It can instead move fewer hexes than this amount, as determined by the pilot. This movement is in a straight line in the direction the starship is facing, though a starship's facing can be altered while it moves by making turns (see below). A starship's maximum speed modifies Piloting checks for that starship.

SPEED	PILOTING CHECK MODIFIER
4 or less	+2
6	+1
8–10	—
12	-1
14 or more	-2

Turns

While moving, a starship can make turns, altering its forward movement direction, firing arcs, and shield quadrants. One turn changes a starship's forward facing by 60 degrees, or one side of a hex. Every round in which a starship turns, it must move a certain number of hexes before each turn, determined by its maneuverability (see the table below). For example, a ship with average maneuverability making two turns in a round must move at least 2 hexes before its first turn, and at least 2 more hexes before its second turn. If a starship has perfect maneuverability (the distance between turns is 0), the ship can make two turns for each hex that it moves (allowing it to turn around a single point).

The number of turns per round a starship can take is limited only by its speed and maneuverability. Turns don't count against a starship's movement speed. If a ship with average maneuverability has a speed of 8, it can usually turn a total of four times during a single round.

A ship's maneuverability also modifies Piloting checks for it.

MANEUVERABILITY	DISTANCE BETWEEN TURNS	PILOTING CHECK MODIFIER
Clumsy	4	-2
Poor	3	-1
Average	2	0
Good	1	+1
Perfect	0 (see above)	+2

Moving through Other Starships

Since the hexes in starship combat aren't representative of three-dimensional distance, starships can move through hexes containing other starships, but they can't end their movement there. If a starship moves through a hex containing an enemy starship, the enemy starship can fire any one of its direct-fire weapons from any arc at the moving starship, targeting its aft quadrant. This free attack doesn't benefit from any bonuses or additional abilities from other actions taken aboard the enemy starship, such as divert or lock on. Any character currently in a gunner role can make this attack. If no one is designated as a gunner (often the case in starships with only one crew member), the enemy starship can't make a free attack. A weapon used for this free attack can still be used as normal later in the round.

Stunts

Instead of ordinary movement, pilots can attempt stunts with their starships (see Stunt on page 324), pushing them beyond their design specifications to enact daring moves. Several stunts affect your starship's Armor Class (AC) and Target Lock (TL).

Back Off

The starship moves up to half its speed in the direction of the aft edge without changing facing. It can't take any turns during this movement. To perform this stunt, you must succeed at a Piloting check (DC = 10 + 1-1/2 × your starship's tier). On a failed check, your starship moves backward only 1 hex. If you fail this check by 5 or more, your starship does not move at all and takes a –4 penalty to its AC and TL until the start of the next round.

Barrel Roll

The starship moves up to half its speed and flips along its central axis. For the next gunnery phase, the starship's port shields and weapons function as if they were in the starboard firing arc and vice versa. The starship reverts to normal at the beginning of the next round. To perform this stunt, your starship must be Large or smaller and you must succeed at a Piloting check (DC = 10 + 1-1/2 × your starship's tier). On a failed check, the starship moves half its speed but doesn't roll. If you fail by 5 or more, your starship moves half its speed, doesn't roll, and takes a –4 penalty to its AC and TL until the start of the next round.

Evade

The ship moves up to its speed and can turn as normal, but it gains a +2 circumstance bonus to its AC and TL until the start of the next round. To perform this stunt, you must succeed at a Piloting check (DC = 10 + 1-1/2 × your starship's tier). If you fail, the starship moves as normal. If you fail the check by 5 or more, the starship moves as normal, but it also takes a –2 penalty to its AC and TL until the start of the next round.

Flip and Burn

The ship moves forward up to half its speed (without turning) and rotates 180 degrees to face the aft edge at the end of the movement. To perform this stunt, you must succeed at a Piloting check (DC = 15 + 1-1/2 × your ship's tier). If you fail this check, your starship moves forward half its speed but doesn't rotate.

Flyby

The ship moves as normal, but it can move through 1 hex occupied by an enemy starship without provoking a free attack (as described in Moving through Other Starships). During the following gunnery phase, you can select one arc of your starship's weapons to fire at the enemy vessel as if the vessel were in close range (treat the range as 1 hex), against any quadrant of the enemy starship. To perform this stunt, you must succeed at a Piloting check (DC = 15 + 1-1/2 × the tier of the enemy starship). If you fail this check, your starship still moves as described above, but you follow the normal rules for attacking (based on

your starship's final position and distance), and the movement provokes a free attack from that starship as normal.

Slide

The starship moves up to its speed in the direction of either the forward-port or forward-starboard edge without changing its facing. To perform this stunt, you must succeed at a Piloting check (DC = 10 + 1-1/2 × your ship's tier). If you fail this check, the ship moves forward up to half its speed and can't make any turns.

Turn in Place

The ship does not move but instead can turn to face any direction. If the ship has a maneuverability of clumsy, it takes a –4 penalty to its AC and TL until the start of the next round. If it has a maneuverability of poor, it instead takes a –2 penalty to its AC and TL until the start of the next round. Ships with a maneuverability of average or better do not take a penalty. This stunt doesn't require a skill check.

ATTACKING

Whenever one starship fires a weapon at another starship, that action is resolved with a gunnery check. Attacks are made during the gunnery phase of combat, in the order determined during the helm phase, but the damage and critical damage effects (see page 321) are applied after all of the attacks have been made (meaning every starship gets to attack, even if it would be destroyed or crippled by an attack that happened during the same gunnery phase). With only very rare exceptions, each of a starship's weapons can be fired only once per round. You make an attack using the following procedure.

Range and Arc

First, determine the range between the two starships (counted in hexes) and the arc of attack. For every range increment beyond the first, the gunnery check takes a cumulative –2 penalty. The attacking starship can fire a weapon against only ships in the same arc as that weapon; see the diagram on page 318. If the targeted starship is in a hex that lies in two arcs (the shaded hexes in the diagram), the gunner decides which arc's weapons target it; it can't be targeted by weapons in two arcs.

Gunnery Check

Attempt a gunnery check for each weapon fired against a target (except for linked weapons, which are resolved using one action and a single gunnery check; see the sidebar on page 301).

Gunnery Check = 1d20 + the gunner's base attack bonus or the gunner's ranks in the Piloting skill + the gunner's Dexterity modifier + bonuses from computer systems + bonuses from the captain and science officers + range penalty

Determining the Outcome

Compare the result of the gunnery check to the target's Armor Class (AC) or Target Lock (TL), depending on the weapon used. If you attack with a direct-fire weapon (see page 303) and the result of the gunnery check equals or exceeds the target's AC, you hit the target and damage is determined as normal (see Damage below). A target's AC is determined using the following formula.

AC = 10 + the pilot's ranks in the Piloting skill + the ship's armor bonus + modifier based on the ship's size + bonuses and penalties from successful or failed stunts and actions

If the attack is made with a tracking weapon such as a missile launcher (see page 303) and the result of the gunnery check equals or exceeds the target's TL, the tracking weapon's projectile moves its speed toward the target, making turns during this movement as needed (a projectile from a tracking weapon has perfect maneuverability). If it intercepts the target before it reaches the end of its movement, it explodes and deals damage as normal (see Damage below). If not, attempt a new gunnery check at the start of the next gunnery phase to determine whether the projectile continues to move toward the target; you don't receive any bonuses from computer systems or actions by your fellow crew members from previous rounds or the current round, but you can take penalties, such as from an enemy science officer's improve countermeasures action (see page 325). If the result of a gunnery check for a tracking weapon is ever less than the target's TL, the weapon's projectile is destroyed and removed from play. A target's TL is determined using the following formula.

TL = 10 + the pilot's ranks in the Piloting skill + the ship's bonus from defensive countermeasures + modifier based on the ship's size + penalty from the ship's armor + bonuses and penalties from successful or failed stunts and actions

DAMAGE

Combat in space can be highly dangerous to the vessel and its crew. Once a starship has been damaged, critical systems might malfunction or shut down altogether, leaving its passengers without electricity, gravity, or even air. Such damage might also cause a starship to lose its sensors, propulsion, or weapons systems, which could spell defeat during an active engagement.

When a gunner hits with an attack, she rolls the damage dealt by the weapon she is using and determines which quadrant of the targeted starship she hits. A starship's shield quadrants are the same as its firing arcs (see the diagram on page 318). Damage is first applied to any shields the target starship has in the quadrant hit by the attack, depleting a number of Shield Points equal to the amount of damage dealt. If that quadrant's Shield Points reach 0, that shield is entirely depleted and any excess damage is applied to the target starship's Hull Points. If the ship doesn't have shields or if its shields in that quadrant have already been depleted, apply all damage directly to the target's Hull Points.

If a starship has a Damage Threshold (see page 292), any attack that would deal damage to its Hull Points equal to or less than this Damage Threshold fails to damage the ship's Hull Points. If the damage is greater than the Damage Threshold, the full amount of damage is dealt to the ship's Hull Points.

If a ship is reduced to 0 or fewer Hull Points, it is disabled and it floats in its current direction of travel at a rate of half its speed until it is repaired, rescued, or destroyed. Crew members

aboard such ships are not in immediate danger unless their life-support system is wrecked, but they might eventually die from starvation and thirst if they have no way to repair the ship.

If a ship ever takes damage that exceeds twice its Hull Points, it is destroyed and can't be repaired. All systems stop functioning, and the hull is compromised. The crew might initially survive, but without protection, they won't live very long.

Critical Damage

Starship systems can take critical damage, causing them to become less functional and eventually stop working altogether.

Critical damage is scored whenever a gunnery check results in a natural 20 on the die and damage is dealt to the target ship's hull. The critical range is expanded to a natural 19 or 20 on the die if the target starship was the subject of a successful target system science officer action (see page 325).

Critical damage is also scored whenever the target starship's hull takes damage that causes its total amount of damage to exceed its Critical Threshold (see page 292) or a multiple of that threshold. For example, a starship with 100 Hull Points and a Critical Threshold of 20 takes critical damage each time its total amount of Hull Point damage exceeds 20, 40, 60, 80, and 100 points (and so on). An individual attack does not need to deal more than 20 damage to score critical damage against this starship; it just needs to be the attack that pushes the starship's total damage above a multiple of its Critical Threshold.

A starship can take critical damage even when its total Hull Points are below 0.

Shields

A starship takes critical damage from an attack only if that attack deals damage to the ship's Hull Points, even if the result of the gunnery check is a natural 20. If the attack's damage only reduces a starship's Shield Points, no critical damage occurs.

Critical Damage Effect

When critical damage is scored, the attacking PC should roll on the table below to randomly determine which of the target starship's key systems is hit; that system gains a critical damage condition (see below), with the effect listed on the table. If the system isn't currently critically damaged, it gains the glitching condition. If it is critically damaged again, its critical condition changes by one step of severity (glitching becomes malfunctioning; malfunctioning becomes wrecked). These conditions and their effects on crew actions are explained in Critical Damage Conditions.

To determine which system is affected, roll d% and consult the table below. If a system already has the wrecked condition (or in the case of the weapons array, if all weapon arcs have the wrecked condition), apply its critical damage to the next system down on the chart. If you reach the bottom of the chart, instead deal damage to one of the crew (as described below).

D%	SYSTEM	EFFECT
1–10	Life support	Condition applies to all captain actions
11–30	Sensors	Condition applies to all science officer actions
31–60	Weapons array	Randomly determine one arc containing weapons; condition applies to all gunner actions using weapons in that arc (a turret counts as being in all arcs)
61–80	Engines	Condition applies to all pilot actions
81–100	Power core	Condition applies to all engineer actions except hold it together and patch; a malfunctioning or wrecked power core affects other crew members' actions (see Critical Damage Conditions below)

Crew Damage

If the starship's core has the wrecked condition and further critical damage is dealt to the core, no critical damage conditions are applied to the ship. Instead, one of the crew (determined randomly) is injured, taking an amount of Hit Point damage equal to the Hull Point damage dealt by the attack (without the increase for starship weapons against humanoid targets; see Shooting Starships on page 292). That crew member can attempt a DC 20 Reflex save to take only half damage.

Critical Damage Conditions

The following are the critical damage conditions and their effects, ordered by severity. These effects apply primarily to starship combat and rarely impact noncombat play (wrecked engines can still be used to get a starship to a safe place to repair, for example—though the GM might rule that it takes longer than normal).

Glitching

A glitching system isn't operating at peak performance. Crew actions involving the system (except the hold it together and patch engineer actions; see page 323) take a –2 penalty.

Malfunctioning

A malfunctioning system is difficult to control. Crew actions involving the system (except the hold it together and patch engineer actions) take a –4 penalty. Also, crew members can't take push actions (see page 322) using that system. If the power core is malfunctioning, all actions aboard the starship not involving the power core take a –2 penalty; this penalty stacks with penalties from critical damage conditions affecting other systems.

Wrecked

A wrecked system is minimally functional. Crew actions involving the system (except the hold it together and patch engineer actions and minor crew actions; see page 326) automatically fail. If the power core is wrecked, all crew actions aboard the starship not involving the power core take a –4 penalty; this penalty stacks with penalties from critical damage conditions affecting other systems.

Restoring Shields and Repairing Damage

When a starship combat encounter is over, the crew members can repair damage done to their starship, provided it hasn't been destroyed and they haven't been captured! Shields regenerate Shield Points at a set rate (depending on the type of shield; see page 302) as long as the starship's power core isn't wrecked. You can double this recharge rate for 10 minutes by taking 1 minute

OTHER ACTIONS IN STARSHIP COMBAT

While your role determines what actions you can take during a starship combat encounter, on occasion you might want to perform some other kind of action, such as casting a spell or using a class feature. The GM has the final say on what kind of regular actions you can take, but generally, you can take only a move or standard action in a single round, and you can take only a minor crew action (see page 326) during that round. You aren't assumed to be adjacent to any of your allies during starship combat, so the GM might also decide that you need to take an additional round to get close enough to an ally to affect him with an ability or spell. Any such action is resolved at the beginning of the round, before the engineering phase.

and succeeding at an Engineering check (DC = 15 + 1-1/2 × the starship's tier). Any penalties from critical damage conditions apply to this check.

You can remove the critical damage condition from a system by taking 10 minutes and succeeding at an Engineering check. The DC depends on the severity of the condition (DC 15 for glitching, DC 20 for malfunctioning, and DC 25 for wrecked). The system is no longer critically damaged (it has no critical damage conditions) and can function as normal.

Repairing damage to the hull (restoring lost Hull Points) is more difficult. You must first stop the starship completely, usually at a safe location (for instance, a world with a nonhostile atmosphere or a dock on a space station), and the repairing character or characters must have access to the outside of the hull. On most of the Pact Worlds, the crew can pay mechanics to repair the starship; the cost and time needed are up to the GM. If the crew is on its own in uncharted territory, it can still repair the starship's hull. Doing so costs 10 UPBs (see page 233) per point of damage to be repaired and requires 5 hours of work regardless of the number of points repaired. A character who succeeds at an Engineering check (DC = 15 + 1-1/2 × the starship's tier) can cut either the cost or the time in half. For every 10 points by which she exceeds the DC, she can reduce one of these factors by half (or by half again), to a minimum of 1 UPB per point of damage and 1 hour. Any number of allies can use the aid another action (see page 133) to assist with this Engineering check. Failing the check to reduce the time or cost instead increases the cost by 5 UPBs per point of damage.

CREW ACTIONS

As starship combat progresses, the various crew members aboard each vessel can take the actions their roles allow.

Actions

You can take one action (usually defined by your role) per round of starship combat. Certain actions require a minimum character level or number of ranks in a certain skill. NPC crew members are assumed to have a number of ranks in the appropriate skill equal to the starship's tier. If a starship's tier is less than 1, treat it as 1 for this purpose. Class features or items that grant bonuses to or allow rerolls of the relevant skills can be used in starship combat.

Push

Push actions (indicated in an action's heading) are difficult to perform but can yield greater results. You can't perform a push action if the necessary system is malfunctioning or wrecked (as noted in Critical Damage Conditions on page 321).

Changing Roles

You can switch between roles (or assume a role if you don't already have one), but this change must occur at the start of a round before the engineering phase. You can switch to the captain or pilot role only if that role would otherwise be vacant (or if the character in that role is unable to take actions).

Starship Combat Resolve

As your combat expertise grows, you gain extra resolve that can help with high-level crew actions. At 8th level and again at 16th level, you gain 1 Resolve Point at the start of any starship combat encounter. These points can exceed your normal pool of RP; unspent points gained this way are lost at the end of the encounter. NPC starships have RP equal to their tier divided by 5, plus 3.

Captain Actions

As a captain, you can take any of the following actions, depending on your character level, during any phase of combat.

Demand (Any Phase)

You can make a demand of a crew member to try to improve his performance. You grant a +4 bonus to one specific check by succeeding at an Intimidate check (DC = 15 + 1-1/2 × your starship's tier). You must use this action before the associated check is rolled, and you can grant this bonus to an individual character only once per combat. Demand might result in negative consequences if used on NPCs, and you can't make demands of yourself.

Encourage (Any Phase)

You can encourage another member of the crew to give her a bonus to her action. This works like aid another (see page 133), granting a +2 bonus to the check required by a crew action if you succeed at a DC 10 check using the same skill. Alternatively, you can grant this same bonus by succeeding at a DC 15 Diplomacy check. You can't encourage yourself.

Taunt (Any Phase, Push)

You can use the communications system to broadcast a taunting message to the enemy vessel. You select an enemy vessel and a phase of combat (engineering, helm, or gunnery), and then attempt a Bluff or Intimidate check (DC = 15 + 1-1/2 × the enemy starship's tier). If you are successful, each enemy character acting during the selected phase takes a –2 penalty to all checks for 1d4 rounds; the penalty increases to –4 if the enemy's check is made as part of a push action. Once used against an enemy starship, regardless of the outcome, taunt can't be used against that starship again during the same combat.

Orders (Any Phase, Push)

At 6th level, you can grant an additional action to one member of the crew by spending 1 Resolve Point and succeeding at a

difficult skill check at the beginning of the phase in which the crew member would normally act. The type of check depends on the role of the crew member targeted: a Computers check for a science officer, an Engineering check for an engineer, a gunnery check (see page 320) for a gunner, and a Piloting check for a pilot. The DC of this check is equal to 15 + 1-1/2 × your starship's tier. If the check succeeds, the crew member can take two actions in her role this round (both when she would normally act), but she can't take the same action twice. You can't give yourself orders.

Moving Speech (Any Phase)

At 12th level, you can spend 1 Resolve Point and use your action to give a moving speech to the crew during one phase of combat with a successful Diplomacy check (DC = 20 + 1-1/2 × your starship's tier). For the remainder of that phase, your allies can roll twice and take the better result when performing crew actions.

Engineer Actions

As an engineer, you can take any of the following actions, depending on your ranks in the Engineering skill. These actions can be taken only during the engineering phase. Unless otherwise noted, each action can be performed only once per round, no matter how many engineers are on a starship.

Divert (Engineering Phase)

You can divert auxiliary power into one of your starship's systems, giving it a boost. This requires a successful Engineering check (DC = 10 + 1-1/2 × your starship's tier), and the results depend on where you decide to send this extra power. If you send it to the engines, your starship's speed increases by 2 this round. If you send it to the science equipment, all science officers receive a +2 bonus to their crew actions this round. If you send it to the starship's weapons, treat each damage die that rolls a 1 this round as having rolled a 2 instead. If you send it to the shields, restore an amount of Shield Points equal to 5% of the PCU rating of the starship's power core (see page 296), up to the shields' maximum value. You can distribute the restored Shield Points across the shields' four quadrants as you see fit.

Hold It Together (Engineering Phase)

You can hold one system together by constantly patching and modifying it. If you succeed at an Engineering check (DC = 15 + 1-1/2 × your starship's tier), you can select one system; that system is treated as if its critical damage condition were two steps less severe for the rest of the round (wrecked becomes glitching, and a malfunctioning or glitching system functions as if it had taken no critical damage). This check isn't modified by penalties from critical damage to the power core.

Patch (Engineering Phase)

You can patch a system to reduce the effects of a critical damage condition. The number of actions and the DC of the Engineering check required to patch a system depend on how badly the system is damaged, as indicated on the table on page 324. Multiple engineers can pool their actions in a single round to effect repairs more quickly, but each engineer must succeed at her Engineering check to contribute her action to the patch.

The number of actions required can be reduced by 1 (to a minimum of 1 action) by increasing the DC by 5. If you succeed at this check, the severity of the critical damage is unchanged, but it is treated as one step less severe for the remainder of the combat, until 1 hour has passed, or until the system takes critical damage again (which removes the patch and applies the new severity). This action can be taken more than once per round, and this check is not modified by any critical damage to the core.

CRITICAL DAMAGE CONDITION	ACTIONS TO PATCH	DC
Glitching	1	10 + 1-1/2 × your starship's tier
Malfunctioning	2	15 + 1-1/2 × your starship's tier
Wrecked	3	20 + 1-1/2 × your starship's tier

Overpower (Engineering Phase, Push)

If you have at least 6 ranks in Engineering, you can spend 1 Resolve Point and attempt an Engineering check (DC = 15 + 1-1/2 × your starship's tier) to squeeze more out of your ship's systems. If you're successful, this functions as the divert action, but you can send extra power to any three systems listed in that action. This action and the divert action can't be taken in the same round.

Quick Fix (Engineering Phase)

If you have at least 12 ranks in Engineering, you can try to repair a system quickly by spending 1 Resolve Point and attempting an Engineering check (DC = 20 + 1-1/2 × your starship's tier). If successful, you remove the critical damage condition from one system for 1 hour (allowing it to function as if it had taken no critical damage), after which time it must be repaired as normal.

Gunner Actions

As a gunner, you can take any of the actions below, depending on your character level. These actions can be taken only during the gunnery phase. Though each of a starship's weapons can be fired only once per round, multiple gunners can take actions to fire different weapons in a single round. Actions that allow you to fire starship weapons use the rules for attacking on page 320.

Fire at Will (Gunnery Phase, Push)

You can fire any two starship weapons, regardless of their arc. Each attack is made at a –4 penalty.

Shoot (Gunnery Phase)

You can fire one of your starship's weapons. If you use a turret weapon, you can target a ship in any arc.

Broadside (Gunnery Phase, Push)

At 6th level, you can expend 1 Resolve Point to fire all of the starship weapons mounted in one arc (including turret-mounted weapons). Each weapon can target any vessel in that arc. All of these attacks are made with a –2 penalty.

Precise Targeting (Gunnery Phase)

At 12th level, you can perform a very precise strike by spending 1 Resolve Point and firing one starship weapon at a single target. If the attack hits and the enemy ship's shields on that quadrant are depleted before your attack, you deal critical damage to a random system. If the attack would normally cause critical damage, the normal critical damage applies as well (meaning your attack could potentially deal critical damage multiple times; determine which system is damaged as normal each time).

Pilot Actions

As a pilot, you can take the following actions, depending on your ranks in the Piloting skill. These actions can be taken only during the helm phase.

Fly (Helm Phase)

You move your starship up to its speed and can make any turns allowed by its maneuverability. This doesn't require a skill check.

Maneuver (Helm Phase)

You move your starship up to its speed. You can also attempt a Piloting check (DC = 15 + 1-1/2 × your starship's tier) to reduce your starship's distance between turns by 1 (to a minimum of 0).

Stunt (Helm Phase, Push)

You can attempt any one of the stunts described on page 319. The DCs of the Piloting checks required and the results of success and failure are described in each stunt's description.

Full Power (Helm Phase, Push)

If you have at least 6 ranks in Piloting, you can spend 1 Resolve Point to move your starship up to 1-1/2 times its speed. You can make turns during this movement, but you add 2 to your starship's distance between turns.

Audacious Gambit (Helm Phase)

If you have at least 12 ranks in Piloting, you can spend 1 Resolve Point and attempt a Piloting check (DC = 20 + 1-1/2 × your starship's tier) to pull off complex maneuvers. You can move your starship up to its speed, treating its distance between turns as if it were 2 lower (minimum 0). You can also fly through hexes occupied by enemy vessels without provoking free attacks. At the end of your starship's movement, you can rotate your starship to face in any direction. If you fail the check, you instead move as if you had taken the fly action (but still lose the Resolve Point).

Science Officer Actions

As a science officer, you can take any of the following actions, depending on your ranks in the Computers skill. These actions can be taken only during the helm phase.

Balance (Helm Phase)

You can balance the shields, redirecting power from one quadrant to protect another. With a successful Computers check (DC = 10 + 1-1/2 × your starship's tier), you can shift Shield Points (SP) from the shield in one quadrant to the shield in another quadrant, including to depleted shields (after rebalancing, every shield must have at least 10% of the total current SP). Alternatively, you can add up the SP from all the remaining shields and evenly distribute them to all four quadrants, putting any excess SP in the forward quadrant.

Scan (Helm Phase)

You can scan a starship with your sensors to learn information about it. This action requires your starship to have sensors (see page 300). You must attempt a Computers check, applying any modifiers from the starship's sensors. You can attempt this check untrained. The DC for this check is equal to 5 + 1-1/2 × the tier of the starship being scanned + its bonus from defensive countermeasures (see page 298). If you succeed at this check, you learn the first unknown piece of information on the following list. For every 5 by which you exceed the check, you learn another unknown piece of information. Subsequent checks reveal new pieces of information, continuing down this list.

1. **Basic Information:** Living crew complement and ship classification, size, speed, and maneuverability.
2. **Defenses:** AC, TL, total and current Hull Points, total and current Shield Points in each quadrant, and core PCU value.
3. **Weapon:** Information about one weapon, including its firing arc and the damage it deals, starting with the weapon that uses the most PCU. Repeat this entry until all the starship's weapons are revealed.
4. **Load:** Information about how the starship's expansion bays are allocated and any cargo the starship might be carrying.
5. **Other:** Any remaining ship statistics.

Target System (Helm Phase, Push)

You can use your starship's sensors to target a specific system on an enemy starship. This action requires your starship to have sensors. You must attempt a Computers check, applying any modifiers from the starship's sensors. The DC equals 5 + 1-1/2 × the tier of the enemy starship + its bonus from defensive countermeasures (see page 298). If you succeed, choose one system (core, engines, life support, sensors, or weapons). The next attack made by your starship that hits the enemy ship scores a critical hit on a natural roll of 19 or 20. If that attack deals critical damage, it affects the chosen system. For any further critical damage resulting from the attack, determine which system is affected randomly as normal. Your starship's sensors can target only one system on a specific enemy starship at a time, though this action can be used to concurrently target systems on multiple starships.

Lock On (Helm Phase, Push)

If you have at least 6 ranks in Computers, you can lock your starship's targeting system on to one enemy vessel. You must spend 1 Resolve Point and attempt a Computers check. The DC equals 5 + 1-1/2 × the tier of the target starship + its bonus from defensive countermeasures (see page 298). If you succeed, your starship's gunners gain a +2 bonus to gunnery checks against the target for the rest of the round. This action can be taken only once per round.

Improve Countermeasures (Helm Phase)

If you have at least 12 ranks in Computers, you can try to foil enemy targeting arrays and incoming projectiles by spending 1 Resolve Point and attempting a Computers check. The DC equals 5 + 1-1/2 × the tier of the target starship + its bonus from defensive countermeasures (see page 298). If you're successful, gunners aboard the target starship roll twice and take the worse result for gunnery checks during this round (including checks for tracking weapons).

NPC SHIP GUNNERY BONUSES

The gunnery check bonus for an NPC starship of tier 9 or lower is equal to the starship's tier plus the highest ability score modifier for an NPC of a CR equivalent to the starship's tier (using the array on page 129 of *Alien Archive*).

For an NPC starship of tier 10 or higher, use the same calculation but substitute the second-highest ability score modifier instead.

Minor Crew Actions

Minor crew actions are computer-aided actions that allow a starship limited functionality if it doesn't have the necessary crew to fill all the roles (for instance, the lone crew member aboard a Tiny starship might always be the pilot but may need to fire one of the vessel's weapons in an emergency). You can take one minor crew action per round regardless of your current role, but only if no other action was performed this round for the role associated with that minor crew action. A minor crew action can be performed only once per round and doesn't count as your action.

Glide (Helm Phase, Minor)

You move the starship at half its normal speed. The starship can take turns during this movement, but the starship's distance between turns increases by 2. You can add your ranks in the Piloting skill to the starship's AC and TL for this round. You can only take this action if no other pilot actions have been taken during the helm phase (including glide).

Snap Shot (Gunnery Phase, Minor)

You can fire one of your starship's weapons with a –2 penalty to the gunnery check. You can take this action only if no other gunner actions have been taken during the gunnery phase (including snap shot).

DESIGNING STARSHIP ENCOUNTERS

From a simple skirmish against pirates to a massive fleet engagement, designing a fun and challenging space combat requires thoughtful planning and careful design on the part of the GM. A crew of PCs can't simply spend their hard-earned credits to upgrade their starship between encounters as they could with ordinary gear. In addition, often due to the circumstances of the story, the characters might find themselves in a ship that is significantly more or less powerful than their Average Party Level might indicate. The GM needs to take these factors into account when deciding what sort of enemies the PCs will face.

Challenge

Combat between starships of equal tiers is more evenly matched than a fight between PCs and opponents of an equal CR. Usually, there is only one PC ship in the fight, containing the entire party. This means that if the battle is lost, the PCs might be taken captive or perish. As a result, starship combats where the PCs face off against a ship of equal tier and capability are very difficult. Most encounters should be against ships of a lower tier. Use the following table as a guideline.

DIFFICULTY	ENEMY STARSHIP TIER
Easy	PC starship tier – 3
Average	PC starship tier – 2
Challenging	PC starship tier – 1
Hard	PC starship tier
Epic	PC starship tier + 1

Multiple Ships

If the PCs have more than one starship, use the highest-tier ship's tier as a base and add 1 to this value for each additional starship within at least 2 tiers of that starship. If none are within 2 tiers, add up the tiers of all the additional starships and add 1 to the base value if the total is equals or exceeds the base starship's tier. Use this modified value when determining the encounter's difficulty.

If there are multiple enemy starships, treat every pair of enemy starships of the same tier as a single starship of the pair's tier + 2 (and every trio as a single starship of the trio's tier + 3). If there are a number of ships of different tiers, use the formula for multiple PC ships to determine the final difficulty. For example, if the enemy consists of three tier 1 starships, a tier 4 starship, and a tier 7 starship, the final result would be a tier 8 challenge.

Crew Level

Most starship combat encounters are between characters of roughly equal level and skill, regardless of the tier of the starships they are aboard. If there is a large level discrepancy between the combatants, adjust the difficulty of the encounter up or down a tier to compensate. In any case, combats between crews that are more than 4 levels apart should be avoided.

In general, the level and skill ranks of an NPC crew member are equal to the CR of the NPC or the tier of the enemy starship (minimum 1). To determine the skill modifiers of an NPC crew member, first decide whether the NPC has mastered the skill or is simply good at the skill. Usually, one crew member will be a master at one skill; the rest of the crew will have good skills. The skill modifier for a master skill is equal to 9 + 1-1/2 × the NPC's ranks in the skill. The skill modifier for a good skill is equal to 4 + 1-1/2 × the NPC's ranks in the skill. Alternatively, you can determine NPC skill ranks and modifiers using the master and good skill modifiers for the combatant array from the monster building rules in the *Starfinder Alien Archive*. Of course, if you have full stat blocks for the NPC crew members, you should use their actual skill ranks and modifiers.

Experience for Starship Combat

PCs should earn experience points (XP) for defeating enemy ships. To award XP, compare the difficulty of the encounter (see Challenge above) to Table 11–1: Encounter Difficulty on page 390 to find the Challenge Rating equivalent of the encounter. Look up the value of that CR on Table 11–3: Experience Point Awards (also on page 390) to find the party's XP award for the encounter.

For example, suppose the PCs have an Average Party Level (APL) of 10 and are flying a tier 10 starship. They encounter and defeat a tier 9 enemy starship. As the enemy starship's tier equals the PCs' starship's tier – 1, this was a challenging encounter. Looking at Table 11–1: Encounter Difficulty, a challenging encounter has a CR equivalent of APL + 1, making it a CR 11 encounter. The PCs should earn 12,800 XP total for the encounter.

EXAMPLE OF STARSHIP COMBAT

Crystal the Game Master is running a group of five players. Linda is playing **Rose-5**, an android mechanic and the ship's engineer; Adam is playing **Twitch**, a shirren operative whose reflexes make them the perfect pilot; Jessica is playing **Elidu**, a human envoy and the ship's captain; Chris is playing **Koranwa**, a kasatha mystic and the ship's science officer; and LJ is playing **Wothar**, a dwarf soldier who acts as the ship's gunner. Aboard their starship, the *Amethyst* (a Kevolari Venture–style starship; see page 311), they have just exited the Drift to find a Corpse Fleet Necroglider (see page 306) closing in on them.

Elidu
Koranwa
Rose-5
Twitch
Wothar

GM The Necroglider is 15 hexes directly behind you, but with its sleek design, it looks poised to make up that distance with ease. Your starship is currently facing away from it. We start the first round with the engineering phase.

Rose-5: Since our shields are at full power and nothing's broken yet, I use the divert action to boost our weapons.

Since the PCs' starship is tier 1, the DC of the Engineering check to perform this action is 17. Rose-5 rolls a d20 and adds her modifier of +7 to the result, getting a total of 20. A success! If any of the Amethyst*'s weapons hit this round, any 1s that come up on the damage dice will be treated as 2s.*

GM Next is the helm phase. Please attempt a Piloting check for your ship, while I attempt one for the Necroglider.

The GM gets a total of 13 for the Necroglider's pilot, while Twitch gets a total of 18.

GM Since the Necroglider got the lower result, it moves first. I think it's just going to close, using the fly action and its speed of 12. The Necroglider is now only 3 hexes behind the *Amethyst*.

Twitch: Well, that's much too close. I might try some evasive maneuvers, but I'll keep that flying corpse within range.

Koranwa: Before you do that, let me try to target its engines. Maybe we can slow it down a bit.

Koranwa takes the target system action. The GM informs him that with the Necroglider's bonus from its defensive countermeasures (+3), the DC is 19 (even though the Necroglider is a tier 1/2 starship, a minimum of 1 is added to the DC for the target's tier). Unfortunately, Koranwa rolls poorly: even with his +7 bonus, his result is only an 11.

Koranwa: These bony ships are too weird. I can't even tell where the engines are!

Twitch: No worries. Now it's time for my fancy footwork. Finwork? Never mind.

Twitch attempts the evade stunt, and since the DC is only 12, they easily succeed with their +8 bonus. The Amethyst *gains a +2 bonus to AC and TL until the start of the next round. Twitch also turns the starship so it's nearly alongside the enemy's starboard.*

GM The gunnery phase is next. You've managed to maneuver the *Amethyst* so that you're outside of the Necroglider's forward firing arc, but it can use its gyrolaser to fire into an adjacent arc with a penalty. Let's see how that goes.

The pilot of the Necroglider must take the snap shot minor crew action to fire, compounding the penalty from the broad arc weapon. With a final gunnery check modifier of +1, the GM doesn't hold much hope for it working. She's right to be skeptical, as she rolls a total of 9—not enough to hit the Amethyst*'s AC of 16 (including the bonus from the evade stunt).*

Wothar: But our missile launcher is on a turret, so it can fire in any arc! Okay, let's make this dead thing even deader!

Elidu: One second, let me give you some inspiring words with the encourage action. Ahem. "Let's make this dead thing even deader!"

Elidu isn't so great at gunning, so she attempts a DC 15 Diplomacy check hoping to grant Wothar a bonus. Rolling a 12 and adding her +7 bonus, she succeeds. The gunner receives a +2 bonus to his next check.

Wothar: Truly inspiring, captain.

The Amethyst*'s high explosive missile is a tracking weapon, so Wothar targets the Necroglider's TL with his gunnery check. With the captain's help, he has a gunnery check modifier of +6. He rolls a 16, so his result is 22. The GM informs him that this is a hit! Wothar then rolls 4d8 for the damage, getting a 1, a 3, and two 5s. Thanks to Rose-5, that 1 counts as a 2, making the total damage 15. Looking at the relative positions of the vessels, this damage is applied to the Necroglider's starboard quadrant, depleting its 2 Shield Points. The remaining 13 damage is applied directly to its hull. The Necroglider's Critical Threshold is 6, so the vessel takes two critical damage effects! The GM rolls a d% twice, getting a 9 and an 86, meaning that both the Necroglider's life support and its power core are now glitching.*

MAGIC AND SPELLS

10

MAGIC

Although technology and magic are almost inextricably entwined in the Starfinder Roleplaying Game, magic nonetheless works according to specific rules that have little to do with machinery. This chapter lays out the process of casting a spell, details how to counter and combine magical effects, describes how special abilities work, defines each mechanical element listed in Starfinder's spell descriptions, and includes those spell descriptions, which begin on page 340.

CASTING SPELLS

When your Starfinder character casts a spell, she is harnessing the latent magical energy that permeates the universe to achieve specific, measured effects. Whether you're playing a mystic or a technomancer, or a character who has gained the ability to manipulate magical energies through some other more unusual means, casting a spell in Starfinder follows one basic process, as described below. A cast spell always has obvious effects that are noticeable by nearby creatures; it is not possible to clandestinely cast a spell. For information about casting a spell as a spell-like ability, see Spell-Like Abilities on page 262.

Choosing a Spell

The first step in casting a spell is to choose which spell to cast. Your class's Spells section describes which class's spell list you can choose from, how to determine the number of spells you know, and at which levels you can learn new spells. You also might know spells from a different source, in which case that source provides the details you need to know.

When you cast a spell, you can select any spell you know, provided you are capable of casting spells of that level or higher. Casting a spell counts against your daily limit for spells you cast of that spell level (your "spell slots"), but you can cast the same spell again if you haven't reached your limit. For more information on how to choose which spells your character can access, see your class's information on spells.

Spell Level, Caster Level, and Spell Slots

Once you've chosen a spell to cast, take note of its spell level, and then determine the caster level at which you cast it. A spell's spell level (also referred to as simply "a spell's level") defines at what class level you can cast the spell. In the case of variable-level spells, the spell's level determines the spell's exact effects (see Variable-Level Spells below). On the other hand, the caster level at which you cast a spell governs many aspects of how the spell works, often including its range and duration. The following sections further describe and differentiate spell level and caster level.

Some of the rules in this chapter make reference to spell slots. The number of spell slots of any given level that you have is equal to the number of spells of that level that you can cast each day (for details about exactly when you regain your daily spell slots, see Regaining Daily-Use Abilities and Spells on page 262).

When the rules say you must have an available spell slot, it means that you can't have cast all of your spells per day of that level. When the rules say that you lose a spell slot or the spell fails, that means that you have expended one of the total number of spells of that level that you can cast per day.

Spell Level

A spell level expresses a spell's relative power. A spell's level is listed in its spell description directly to the right of the spell's class icon, and it may vary by class. For example, it is possible for a spell to be a 2nd-level spell for a mystic but a 3rd-level spell for a technomancer. In some cases, a spell's level is listed in its description as "—". This means you must gain access to the spell through a class feature and can't add it as a spell known through the normal progression of learning spells.

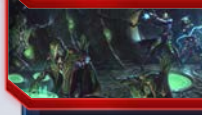
Unlike your caster level, which you can always choose to lower, a spell's level is static unless it is a variable-level spell.

Variable-Level Spells

A variable-level spell is a spell that has different effects depending on the level of the spell slot you use to cast it. The spell description of a variable-level spell lists the spell level as a range ("1–6" for example) and notes how the spell's effects change when cast at different spell levels.

When you learn a spell that can be cast at variable spell levels, you gain the ability to cast it at the spell level you know and at every level below that. For example, let's say Keskodai is a 9th-level mystic who has *mystic cure* (which is a variable-level spell that can be cast at spell levels ranging from 1st–6th) as a 2nd-level spell known. When Keskodai chooses to cast *mystic cure*, he can cast it as a 1st-level or 2nd-level spell. His caster level is still 9th, regardless of the spell level at which he casts the spell. Keskodai can't cast *mystic cure* as a 0-level spell (since *mystic cure* doesn't have a 0-level version) or as a 3rd-level spell (since he doesn't know *mystic cure* as a 3rd-level spell). The effect of *mystic cure* when Keskodai casts it is detailed in the spell's description and depends on the spell level at which he chose to cast it.

If you know a variable-level spell and later select it again as a higher-level spell known, you can immediately select a new spell known to replace the lower-level version of the variable-



level spell. For example, when Keskodai becomes a 10th-level mystic, he selects *mystic cure* as a 4th-level spell known. He also immediately selects a new 2nd-level spell known to replace the 2nd-level version of *mystic cure*. He can now cast *mystic cure* as a 1st-, 2nd-, 3rd-, or 4th-level spell.

Caster Level

Your caster level (or CL) represents your aptitude for casting the spells you know, and it is equal to the total number of levels you have in spellcasting classes. For characters with a single spellcasting class, this is equal to your class level in that class. You can cast a spell at a lower caster level than normal, but the caster level you choose must be high enough for you to cast the spell in question, and all level-dependent features must be based on the same caster level. If you wish to cast a spell at a lower caster level than normal, you must decide this before you make any other decisions about the spell's effects. Once a spell has been cast, the spell effect has a caster level that is equal to the caster level at which you cast the spell. Many of a spell's effects are based on the spell's caster level.

In the event that a class feature or special ability provides an adjustment to your caster level, that adjustment applies not only to effects based on caster level (such as range, duration, and damage dealt) but also to any caster level checks you attempt (see below) and DCs based on caster level (such as the DC to dispel your spells).

Caster Level Checks

The rules sometimes require you to make a caster level check. To attempt a caster level check (such as to overcome a creature's spell resistance), roll 1d20 and add your caster level.

Concentration and Interrupted Spells

To successfully cast a spell, you must concentrate. The length of time you must concentrate to cast a spell is specified in the Casting Time entry in the spell's description. Your foes can interrupt your spellcasting in a few ways, as described below.

The concentration required to cast a spell is sufficient to cause you to briefly lower your defenses. If a foe threatens the space you are in, casting a spell provokes an attack of opportunity unless the spell specifies otherwise. For more on attacks of opportunity, see page 248.

Normally, you can concentrate even in a distracting situation, but if you're casting a spell and you take damage from either a successful attack that targeted your AC or from an effect that you failed a saving throw against, the spell fails.

You are most at risk of taking damage while casting when a spell's casting time is 1 round or longer, you have provoked an attack of opportunity, or a foe readied an action to attack you when you began to cast. However, if you are taking ongoing damage (such as if you are bleeding or on fire), your spells are not disrupted in this way.

If you ever try to cast a spell in conditions where the characteristics of the spell can't be made to conform, the spell fails. For example, if you try to cast a spell that targets a humanoid on a non-humanoid, the spell fails.

Concentrating in Harsh Environments

If you attempt to cast a spell in environmental conditions that make spellcasting impossible, the spell fails. You can typically cast spells in bad weather or when your ship is making tricky maneuvers, but at the GM's discretion, if you are subject to extremely violent motion (such as an earthquake) or extremely violent weather (such as a hurricane), you can't concentrate to cast spells. For more information on environments and their rules effects, see page 394.

The Spell's Result

For details about a spell's range, targets, and other mechanical details, see the spell descriptions on pages 340–385, where the details of Starfinder's spells are presented. Once you know which creatures (or objects or areas) are affected, and whether they have succeeded at their saving throws (if any were allowed), you can apply whatever results a spell entails. Spell effects tend to vary by school, which are also described in School and Descriptor on page 333.

Many common spell effects are described in Defining Effects beginning on page 268.

Attacks

Some spell descriptions refer to attacking. All offensive combat actions, even those that don't damage opponents,

are considered attacks. Anytime you would need to make an attack roll to determine whether your spell hits a target, you are considered to be making an attack.

Even an effect that is inoffensive or beneficial to some affected creatures still counts as an attack if it would be considered offensive to any affected creature. Spells that deal damage, spells that opponents can resist with saving throws (and that are not harmless), and spells that otherwise harm or hamper subjects are attacks.

Bringing Back the Dead

Magic and technology can restore slain characters to life. Bringing someone back from the dead involves magically retrieving his soul and returning it to his body.

Negative Levels: Any creature brought back to life by *raise dead* usually gains 2 permanent negative levels (see page 252 for more information on how negative levels work). These levels apply a penalty to most rolls until removed through spells such as *restoration*.

There is an exception to this rule, though. If the character was 1st or 2nd level (or CR 2 or less for a monster) at the time of death, instead of gaining negative levels, the character's Constitution score is permanently reduced by 2 (or its Constitution modifier is permanently reduced by 1 for a monster).

Preventing Revivification: Enemies can take steps to make it more difficult for a character to be returned from the dead using normal magical means. Keeping the body of a deceased individual, for instance, prevents others from using *raise dead* to restore the slain character to life. Additionally, finding a way to capture the slain creature's soul prevents any sort of revivification unless the soul is first released, since *raise dead* and similar magic works by returning the deceased individual's soul to his body.

Revivification against One's Will: A soul can't be returned to life if it doesn't wish to be. A soul automatically knows the alignment and patron deity (if any) of the character attempting to revive it, which may be a reason it refuses to return.

COMBINING MAGIC EFFECTS

Spells or magical effects usually work as their descriptions state, no matter how many other spells or magical effects happen to be operating in the same area or on the same recipient. Except in special cases, a spell does not affect the way another spell operates. Whenever a spell has a specific effect on other spells, the spell description explains that effect. Several other general rules apply when spells or magical effects operate in the same place.

Duplicate Effects

Spells and effects that provide bonuses or penalties to attributes such as attack rolls, damage rolls, and saving throws usually do not stack with themselves if multiple effects would apply to the same attribute. More generally, two bonuses of the same type do not stack even if they come from different spells or from effects other than spells (see Bonuses on page 266).

However, damage from multiple spells that deal damage is always cumulative.

Different Strengths

In cases when two or more spells produce identical effects in the same area or on the same target, but at different strengths (such as one spell granting fire resistance 5 and another granting fire resistance 10), only the one with the highest strength applies. If a previously cast spell lasts longer than a more recently cast spell producing the same effect, and the most recent version expires, the previously cast spell resumes its effect for the remainder of its duration.

Multiple Mental Control Effects

Sometimes magical effects that establish mental control render each other irrelevant, such as spells that remove the subject's ability to act. For example, a creature under the effect of a *hold person* spell cannot be compelled to move using a *dominate* spell, because the *hold person* effect prevents the creature from moving.

Mental controls that don't remove the target's ability to act don't usually interfere with each other. If a creature is under the mental control of two or more creatures, it tends to obey each to the best of its ability and to the extent of the control each effect allows. If the controlled creature receives conflicting orders simultaneously, the competing controllers must attempt opposed Charisma checks to determine which one the creature obeys.

Countering and Negating

Some spells can be used to counter other specific spells, as noted in their spell descriptions. For instance, you can use *slow* to counter a casting of *haste*. This works exactly like the counter effect of the *dispel magic* spell (see page 351), except you don't need to attempt a caster level check; if the target is in range, the spell is automatically countered and fails.

Many times, these same spells note that they negate one another as well. This means that a successful casting of one spell on a target under the effects of the second spell undoes those effects, and the effects of the first spell don't occur.

SPECIAL ABILITIES

A number of classes and creatures gain the use of special abilities, many of which function like spells. A special ability is either a spell-like ability, a supernatural ability, or an extraordinary ability. See Special Abilities on page 262 for more information.

SPELL DESCRIPTION FORMAT

The descriptions of Starfinder's spells are presented in a standard format, as shown in the sample spell description on page 333. Each category of information found in the spell descriptions is explained and defined in the appropriate sections that follow the sample (along with references for further information). Not all Starfinder spells contain each boldfaced entry heading listed in the sample, but for purposes of completeness, all entry headings used in the various spell descriptions are included. The sample also includes either typical language found in most spell entries or a summary of what the entry typically contains.

Mystic Spells

Technomancer Spells

SPELL NAME 0–6 0–6

School magic type [descriptor]
Casting Time action or time
Range personal, touch, or a specified distance
Area affected space (S)
Effect the spell's mechanical effect (if it doesn't have an area or targets)
Targets one creature or multiple creatures
Duration rounds, minutes, or hours (D)
Saving Throw none, partial, or negates; **Spell Resistance** yes or no
The spell's effects are described here.

Spell Name

The first line of every spell description gives the name by which the spell is commonly known. A spell's name generally indicates what effects it creates or how it manipulates its area or targets.

Spell Level

The spell level for each class that can cast the spell (typically a number between 0 and 6 that indicates the spell's relative power) is listed directly to the right of each class icon. Variable-level spells express their levels in a range. See Spell Level and Variable-Level Spells on page 330 for more details.

School and Descriptor

Beneath the spell's name is an entry listing the spell's school of magic. Nearly every spell in Starfinder belongs to one of eight schools of magic. A school of magic is a group of related spells that work in similar ways. In rare cases, a spell harnesses the power of all of the magic schools. In this case, the spell's school is listed as "universal."

Many spells have one or more descriptors. These can affect how the spells interact with other magic and effects, and some descriptors have specific rules associated with them. See Descriptors on page 269 for more information.

Abjuration

Abjurations are protective spells. If an abjuration creates a barrier that keeps certain types of creatures at bay, that barrier cannot be used to push away those creatures. If you force the barrier against such a creature, you feel a discernible pressure against the barrier. If you continue to apply pressure, the spell ends, even if the spell would normally work or its normal duration has not yet elapsed.

Conjuration

Conjuration spells bring creatures, objects, or energy (potentially including healing energy) into being or transport them to new locations. A conjured creature or object must arrive in an open

location on a medium capable of supporting it. It can't appear inside another creature or object. The conjured creature or object must appear within the spell's range, but once conjured it does not have to remain within the range.

Divination

Divination spells enable you to learn long-forgotten secrets, predict the future, find hidden things, and pierce deceptive spells. In most circumstances, attempts to use divination magic to glean information about events during the Gap fail.

Enchantment

Enchantment spells affect the minds of others, influencing or controlling their behavior. All enchantments are mind-affecting spells and have that descriptor. Most enchantments are either charms or compulsions and have those descriptors. See Descriptors on page 269 for more information.

Evocation

Evocation spells manipulate magical energy or tap an unseen source of power to produce a desired result created entirely with magic. Many of these spells produce spectacular effects, and evocation spells can deal large amounts of damage. Evocation spells often produce effects that manifest as various kinds of energy, or as an energy type of the caster's choice, as noted in an individual spell's description.

Illusion

Illusion spells deceive the senses or minds of others. They cause people to see things that aren't there, not see things that are actually there, hear phantom noises, or remember things that never really happened. By default, illusions create actual sensory stimuli in much the same manner as a hologram might.

Disbelieving Illusions: Creatures encountering an illusion usually don't receive saving throws to recognize it as illusory until they study it carefully or interact with it in some fashion, which typically requires spending at least a move action focusing specifically on the illusion.

A creature that succeeds at its saving throw to disbelieve can tell the illusion is false (but still sees a visual illusion as a translucent outline). A failed saving throw indicates that a character fails to notice something is amiss. A character faced with proof that an illusion isn't real needs no saving throw to disbelieve it. If any observer successfully disbelieves an illusion and communicates this fact to others, each such observer can attempt a saving throw to disbelieve with a +4 bonus.

Necromancy

Necromancy spells manipulate the power of death, unlife, and life force, including spells involving creating undead creatures.

Transmutation

Transmutation spells change the properties of some creature, thing, or condition.

Casting Time

Most spells have a casting time of one standard action. Others take 1 round or more, while a few powerful special abilities allow a character to cast a spell as a move action. A few reactive spells can be cast as reactions, but they are generally limited in nature, such as the 1st-level casting of *flight*.

When you begin casting a spell that takes 1 round or longer to cast, you must maintain your concentration from the current round to just before your turn in the next round (at least). If you lose concentration or take another action (even a reaction) before the casting is complete, the spell fails.

You make all pertinent decisions about a spell (range, target, area, effect, and so forth) when the spell comes into effect.

1 round: Casting a spell with a casting time of 1 round is a full action. The spell comes into effect just before the beginning of your turn in the round after you began casting the spell. You then act normally after the spell is completed.

1 minute: A spell that takes 1 minute to cast comes into effect just before your turn 1 minute later (and for each of those 10 rounds, you are considered to be casting a spell as a full action, just as noted above for 1-round casting times). These actions must be consecutive and uninterrupted; otherwise the spell automatically fails.

Range

A spell's range indicates how far from you it can reach. For more information on how ranges work, see Range on page 271.

Area, Effect, and Targets

When a spell you cast comes into effect, you must make choices about what the spell is to affect or where an effect is to originate, depending on the spell's type. A spell's description defines the spell's area, its effect, or its target (or targets), as appropriate.

Targets

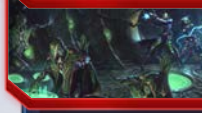
Some spells have one or more targets. You cast these spells on creatures or objects, as defined in the spell's description. You must be able to see or touch the target (unless the spell has an attack roll; see Spells with Attack Rolls below), and you must specifically choose that target. You do not have to select your target until you have finished casting the spell.

If the target of a spell is yourself (which is the case for all personal range spells), you don't receive a saving throw and spell resistance doesn't apply. The Saving Throw and Spell Resistance entries are omitted from the descriptions of such spells.

Some spells restrict you to willing or unconscious targets. A creature can declare itself a willing target at any time (even if it's flat-footed or it isn't that creature's turn). Characters who are conscious but immobile or helpless can still choose to be unwilling.

Many spells affect "living creatures," which means all creatures other than constructs and undead (artificially created beings that are not undead or constructs are considered living for this purpose). Creatures in the spell's area that are not of the appropriate type don't count against the number of creatures affected.

Other spells allow you to target other categories of creatures or items, such as construct, corpse, or object. This works like targeting a creature, and the target's spell resistance, if any, applies. See page 265 for more details.



Some spells allow you to redirect the effect to new targets or areas after you cast the spell. Redirecting a spell is a move action that doesn't provoke attacks of opportunity.

Spells with Attack Rolls: Some spells require an attack roll to hit. For these spells, you don't need line of sight to the target, but you still need line of effect (see page 271). These spells can score a critical hit just as a weapon can, and deal double damage on a successful critical hit. If one of these spells has a duration, it refers to the duration of the effect that the attack causes, not the length of time that the attack itself persists.

Effect

Some spells create or summon things rather than affecting things that are already present. You must designate the location where these things are to appear, either by seeing it or defining it. The spell's range determines how far away an effect can appear, but if the effect is mobile, after it appears it can move regardless of the spell's range. For clarity, some spells specify the type or size of effect created in a separate Effect entry.

Area

Some spells affect an area. Sometimes a spell description specifies a specially defined area, but usually a spell's area is described as a burst, emanation, or spread, and as a cone, cylinder, line, or sphere (see page 268). A spell's area may also be shapable, which is indicated with "(S)" after the listed area.

Regardless of the shape of the area, you select the point where the spell originates. You don't otherwise control which creatures or objects the spell affects; it affects all valid targets in the area. When determining whether a given creature is within a spell's area, count out the distance from the point of origin in squares, just as you do when moving a character or determining the range for a ranged attack. The only difference is that instead of counting from the center of one square to the center of the next, you count from intersection to intersection.

You can count diagonally across a square, but remember that every second diagonal counts as 2 squares of distance. If the far edge of a square is within the spell's area, anything within that square is within the spell's area. If the spell's area touches only the near edge of a square, however, creatures or objects within that square are unaffected by the spell.

Other: A spell can have a unique area, as defined in its spell description.

Duration

A spell's Duration entry tells you how long the magical energy of the spell lasts. A spell may also be dismissible, which is indicated with "(D)" after the listed duration. For more information, see Duration on page 270.

Areas, Effects, and Targets: If a spell affects creatures directly, the result travels with the target for the spell's duration. If the spell creates an effect, the effect lasts for the duration. The effect might move or remain still. Such an effect can be destroyed prior to the expiration of its duration. If the spell affects an area, then the spell stays within that area for its duration. Creatures become subject to the spell when they enter the area and are no longer subject to it when they leave.

Saving Throw

Usually a harmful spell allows a target to attempt a saving throw to avoid some or all of the effect. The Saving Throw entry in a spell's description defines which type of saving throw the spell allows (a Fortitude, Reflex, or Will saving throw) and describes how saving throws against the spell work, including for objects and harmless effects. Most often, a successful saving throw negates a spell's effects, halves the damage it causes, allows the creature to suffer only partial effects of the spell, or allows the disbelief of an illusion effect (see Illusion on page 334). Your class's Spells section describes how to calculate your spells' saving throws. For more information on saving throws, see page 241.

Spell Resistance

Spell resistance, often abbreviated as SR, is a special defensive ability of many creatures that functions much like an Armor Class against magical attacks. If your spell targets a creature with spell resistance, you must attempt a caster level check (1d20 + your caster level); only if the result equals or exceeds the creature's spell resistance can the spell affect that creature.

A spell's Spell Resistance entry and the descriptive text of a spell description tell you whether spell resistance protects creatures from the spell. In many cases, spell resistance applies only when a resistant creature is targeted by the spell, not when a resistant creature encounters a spell that is already in place.

The terms "object" and "harmless" mean the same thing for spell resistance as they do for saving throws (see page 241). A creature with spell resistance must voluntarily lower the resistance (a standard action) in order to be affected by such spells without forcing the caster to attempt a caster level check.

For more information on spell resistance, see page 265.

Descriptive Text

This portion of a spell description details what the spell does and how it works. If one of the previous entries in the description includes "see text," this is where the explanation is found.

SPELL LISTS

There are dozens of spells available to spellcasters in the Starfinder RPG. The following pages present the spell lists for the mystic and technomancer. A superscript "R" (ᴿ) appearing at the end of spell's name in the spell lists denotes a spell that requires an expenditure of Resolve Points to cast.

Order of Presentation: In the spell lists and the short descriptions that follow them, the spells are presented in alphabetical order by name except for those belonging to certain groupings. When a spell's name begins with "lesser," "greater," or "mass," the spell is alphabetized under the second word of the spell name instead.

Caster Level: A spell's power often depends on caster level, which is the caster's total number of levels in spellcasting classes for the purpose of casting a particular spell. A creature usually has a caster level equal to its CR (1st if a creature has a CR less than 1). The word "level" in the short descriptions that follow usually refers to caster level.

MYSTIC SPELL LIST

0-LEVEL

Daze: Humanoid creature of CR 3 or lower is dazed.
Detect Affliction: Determine whether a creature or object has been poisoned, is diseased, is cursed, or is suffering a similar affliction.
Detect Magic: Detect spells and magic items within 60 feet.
Fatigue: Touched creature is fatigued.
Ghost Sound: Create minor illusory sounds.
Grave Words: Force a corpse to babble.
Psychokinetic Hand: Telekinetically move an object of 1 bulk or less.
Stabilize: Cause a dying creature to stabilize.
Telekinetic Projectile: Telekinetically hurl an object, dealing 1d6 damage to the target and object.
Telepathic Message: Send a short telepathic message and hear simple telepathic replies.
Token Spell: Perform simple magical effects.

1ST-LEVEL

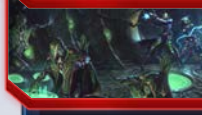
Charm Person: Make one humanoid creature believe that it is your ally.
Command: One creature obeys a select command for 1 round.
Confusion, Lesser: One living creature is confused for 1 round.
Detect Radiation: Detect radiation within 120 feet.
Detect Thoughts: "Listen" to surface thoughts.
Disguise Self: Change your appearance.
Fear: Frighten a single living creature that's of CR 4 or lower for 1d4 rounds.
Identify: Gain a +10 bonus to identify items of a magic or technological nature.
Keen Senses: Target gains low-light vision and a +2 bonus to Perception checks.
Life Bubble: Encase targeted creatures with a shell of tolerable atmosphere.
Mind Thrust: Mentally deal 2d10 damage to one target.
Mindlink: Instantly and telepathically communicate information to a creature.
Mystic Cure: Restore 1d8 + your Wisdom modifier Hit Points to a living creature.
Reflecting Armor: Sheath of mystical force can reflect damage back on foe.
Remove Condition, Lesser: Remove one minor harmful condition affecting a creature.
Share Language: Target understands chosen languages.
Wisp Ally: Create wisp of energy that shines light and distracts an enemy.

2ND-LEVEL

Augury[R]: Learn whether an action will be good or bad.
Command Undead: Undead creature obeys your commands.
Darkvision: Grant ability to see 60 feet in total darkness.
Daze Monster: Target living creature of CR 5 or lower is dazed.
Fear: Frighten multiple creatures of CR 4 or lower for 1 minute.
Fog Cloud: Create a fog that obscures vision.
Force Blast: Cone deals 2d6 damage and bull rushes creatures.
Hold Person: Paralyze one humanoid.
Hurl Forcedisk: Disc deals 3d6 damage to one target then ricochets to other targets, dealing 2d6 damage.
Inflict Pain: Wracking pain imposes –2 penalty to ability checks, attack rolls, and skill checks on one target.
Mind Thrust: Mentally deal 4d10 damage to one target.
Mystic Cure: Restore 3d8 + your Wisdom modifier Hit Points to a living creature.
Remove Condition: Remove one moderate harmful condition affecting a creature.
Restoration, Lesser: Dispel magical ability penalty or cure 1d4 ability damage.
See Invisibility: See invisible creatures or objects.
Shield Other[R]: You take half of the target's Hit Point damage.
Spider Climb: Grant ability to walk on walls and ceilings.
Status: Monitor condition and position of allies.
Zone of Truth: Creatures within range can't lie.

3RD-LEVEL

Bestow Curse: Target takes –4 penalty to attack rolls, saves, and checks or 50% chance of not acting on each of its turns.
Charm Monster: Make one creature believe it is your ally for one day per level.
Clairaudience/Clairvoyance: Hear or see at a distance for 1 minute per level.
Deep Slumber: Put a number of creatures whose CRs total 8 or less to sleep.
Dispel Magic: Cancel one magical spell or effect.
Fear: Targets of CR 8 or lower within a cone are panicked for 1 minute.
Haste: One creature per level moves and acts faster.
Hologram Memory: Extract a creature's memory and replay it as a hologram.
Irradiate: Flood area with dangerous radiation.
Mind Thrust: Mentally deal 7d10 damage to one target.
Mystic Cure: Restore 5d8 + your Wisdom modifier Hit Points to a living creature.
Psychokinetic Strangulation: Concentrate to immobilize target and deal 3d8 damage per round.
Ray of Exhaustion: Ray makes target exhausted.
Remove Affliction: Neutralize curses, diseases, infestations, poisons, and other harmful conditions affecting a creature.
Resistant Armor, Lesser: Grant DR 5/— or energy resistance 5 against two energy types.
Slow: One creature per level moves and acts slower.
Speak with Dead: Corpse answers up to six questions.
Suggestion: Compel a target to follow stated course of action.
Synaptic Pulse: Stun all creatures within 20 feet for 1 round.
Tongues: Target can speak and understand any language.



4TH-LEVEL

Animate Dead: Create controlled undead creatures out of target corpses.
Confusion: Targets behave randomly for 1 round per level.
Cosmic Eddy: Whirlwind deals 4d6 damage and knocks creatures prone.
Death Ward: Target gains +4 bonus to saves against death spells, and is immune to negative energy and gaining negative levels.
Discern Lies: Reveal deliberate falsehoods.
Dismissal: Force a creature to return to its native plane.
Divination[R]: Gain useful advice for specific proposed actions.
Enervation: Ray imposes 2 negative levels.
Fear: All targets within a cone are panicked for 1 minute.
Hold Monster: Paralyze one creature.
Mind Probe: Potentially access a target creature's memories and its knowledge.
Mind Thrust: Mentally deal 10d10 damage to and fatigue a single target.
Mystic Cure: Restore 12d8 + your Wisdom modifier Hit Points to a living creature or restore life to a recently slain creature.
Planar Binding: Trap an extraplanar creature of CR 4 or lower until it performs a task.
Reincarnate: Bring a target dead creature back to life in a random body.
Remove Radioactivity: Remove ongoing radiation effects from a creature or object.
Resistant Armor: Grant DR 10/— or energy resistance 10 to three energy types.
Restoration[R]: Restores ability score drain and negative levels.
Telepathic Bond: Link allows allies to communicate.

5TH-LEVEL

Break Enchantment: Free creatures from curses, enchantments, and transmutations.
Call Cosmos: Rain cosmic particles on targets, dealing 4d6 fire damage and 3d6 cold damage.
Command, Greater: One creature per level obeys select command for 1 round per level.
Commune With Nature: Learn about terrain for 1 mile per level.
Contact Other Plane: Ask questions of extraplanar entity.
Crush Skull: Deal 18d8 damage to living creature's head.
Dismissal: Force extraplanar creatures whose total CR is no greater than your level + 2 to return to their native planes.
Dispel Magic, Greater: Cancel multiple spells or effects.
Dominate Person: Control humanoid telepathically.
Feeblemind: Target's Intelligence and Charisma scores drop to 1.
Mind Thrust: Mentally deal 15d10 damage to and exhaust one target.
Modify Memory: Change 5 minutes of target's memories.
Mystic Cure: Restore 16d8 + your Wisdom modifier Hit Points to a living creature or restore life to a recently slain creature.
Mystic Cure, Mass: Restore 3d8 + your Wisdom modifier Hit Points to one living creature per level.
Planar Binding: Trap an extraplanar creature of CR 7 or lower until it performs a task.
Raise Dead: Restore life to a creature that died no more than 1 day per level ago.
Remove Condition, Greater: Remove all harmful conditions affecting a creature.
Resistant Aegis: Grant up to 10 creatures DR 5/— or energy resistance 5 to all energy types.
Retrocognition: Gain psychic impressions of past events in a certain location.
Synaptic Pulse, Greater: Stun all creatures within 20 feet for 1d4 rounds.
Telepathy: Communicate mentally with any creatures within 100 feet.
Waves of Fatigue: Several targets become fatigued.

6TH-LEVEL

Control Gravity: Alter gravity in an area.
Control Undead: Undead creatures follow your commands and don't attack you.
Enshrining Refuge: Targets can't attack or be attacked, but can exist comfortably.
Ethereal Jaunt: You become ethereal for 1 round per level.
Flesh to Stone: Turn a creature into a statue.
Gravitational Singularity: Particle with infinite density pulls creatures and objects into it, dealing 12d6 damage each round to those inside.
Inflict Pain, Mass: Wracking pain imposes –2 penalty to ability checks, attack rolls, and skill checks on one target per level.
Mind Thrust: Mentally deal 17d10 damage to, exhaust, and stun one target.
Mystic Cure: Restore 20d8 + your Wisdom modifier HP to a living creature or restore life to a recently slain creature.
Mystic Cure, Mass: Restore 5d8 + your Wisdom modifier Hit Points to one living creature per level.
Planar Barrier: Seal an area against all planar travel into or within it.
Planar Binding: Trap an extraplanar creature of CR 10 or lower until it performs a task.
Plane Shift: As many as eight creatures travel to another plane you choose.
Psychic Surgery: Cure all Intelligence, Wisdom, and Charisma damage and drain, plus remove other mental afflictions and conditions.
Regenerate: Grow back target's severed limbs, restore 12d8 Hit Points, and remove exhaustion and fatigue.
Resistant Armor, Greater: Grant DR 15/— or energy resistance 15 against four energy types.
Shadow Walk: Step into a shadowy realm to travel to a destination rapidly.
Snuff Life: Instantly kill or massively damage one creature per 2 caster levels, depending on targets' CRs.
Subjective Reality: You convince yourself one creature or object is an illusion.
Suggestion, Mass: Compel one target per level to follow stated course of action.
Telepathic Jaunt: Use your telepathic bond with a creature to teleport to its location.
True Seeing: Target can see things as they really are.
Vision[R]: Answer a question about a person, place, or object.

TECHNOMANCER SPELL LIST

0-LEVEL

Dancing Lights: Create and direct up to four lights.
Daze: Humanoid creature of CR 3 or lower is dazed.
Detect Affliction: Determine whether a creature or object has been poisoned, is diseased, is cursed, or is suffering a similar affliction.
Detect Magic: Detect spells and magic items within 60 feet.
Energy Ray: Ray deals 1d3 acid, cold, electricity, or fire damage.
Ghost Sound: Create minor illusory sounds.
Mending: Restore 1d4 Hit Points to an object or construct.
Psychokinetic Hand: Telekinetically move an object of 1 bulk or less.
Telepathic Message: Send a short telepathic message and hear simple telepathic replies.
Token Spell: Perform simple magical effects.
Transfer Charge: Move charges from one power source to another source of the same type.

1ST-LEVEL

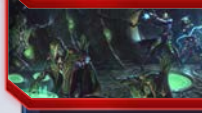
Comprehend Languages: You understand all spoken, signed, and written or tactile languages.
Detect Radiation: Detect radiation within 120 feet.
Detect Tech: Detect technological items with charges or that replenish charges within 60 feet.
Disguise Self: Change your appearance.
Erase: Remove writings of either magical or mundane nature.
Flight: One creature or object per level falls slowly.
Grease: Make a 10-ft. square or one object slippery.
Hold Portal: Hold a door shut.
Holographic Image: Create a silent hologram of your design.
Identify: Gain +10 bonus to identify items of a magic or technological nature.
Jolting Surge: Touch deals 4d6 electricity damage.
Keen Senses: Target gains low-light vision and a +2 bonus to Perception checks.
Life Bubble: Encase targeted creatures with a shell of tolerable atmosphere.
Magic Missile: Two missiles deal 1d4+1 damage.
Overheat: Deal 2d8 fire damage to creatures in cone.
Supercharge Weapon: Touched weapon deals extra damage.
Unseen Servant: Invisible force obeys your commands.

2ND-LEVEL

Caustic Conversion: Fling magical nanites as a ranged attack that deals 4d4 acid damage to one target, plus 5 additional damage in subsequent rounds.
Command Undead: Undead creature obeys your commands.
Darkvision: Grant ability to see 60 feet in total darkness.
Daze Monster: Target living creature of CR 5 or lower is dazed.
Flight: Target moves up and down at your direction.
Fog Cloud: Create a fog that obscures vision.
Holographic Image: Create a hologram with some sound of your design.
Implant Data: Embed one piece of data per level in a target computer or system.
Inject Nanobots: Touch deals 4d8 damage to target and causes the confused condition.
Invisibility: Target is invisible for 1 minute per level or until it attacks.
Knock: Opens a locked or magically sealed door.
Logic Bomb: Target computer deals 6d6 energy damage to the first creature that tries and fails to use it.
Make Whole: Restore 5d6 Hit Points to an object or construct.
Microbot Assault: Cloud of tiny robots harasses creatures within it.
Mirror Image: Create decoy duplicates of yourself.
Recharge[R]: Replenish charges in a battery or item capable of holding charges.
Security Seal[R]: Magically lock a portal, a container, or a security system.
See Invisibility: See invisible creatures or objects.
Spider Climb: Grant ability to walk on walls and ceilings.

3RD-LEVEL

Arcane Sight: Magical sources become visible to you.
Arcing Surge: Deal 10d6 electricity damage in a 120-foot line.
Clairaudience/Clairvoyance: Hear or see at a distance for 1 minute per level.
Discharge: Disrupts or depowers one target technological item or construct.
Dispel Magic: Cancel one magical spell or effect.
Displacement: Attacks miss target 50% of the time.
Entropic Grasp: Touch decays a construct or nonmagical manufactured item once per round per level.
Explosive Blast: Deal 9d6 fire damage to creatures in a 20-foot radius.
Flight: Target flies at a speed of 60 feet.
Handy Junkbot: Create a temporary robot made of junk to perform Computers, Engineering, Piloting, and Sleight of Hand tasks.
Haste: One creature per level moves and acts faster.
Healing Junkbot: Robot made of junk can perform Medicine tasks and drag unconscious creature to safety.
Holographic Image: Create a hologram with sound, smell, and thermal effects of your design that lasts as long as you concentrate, plus 3 additional rounds.
Instant Virus: Inflict technological construct with disease.
Irradiate: Flood area with dangerous radiation.
Nondetection[R]: Hide target from divination and surveillance.
Probability Prediction: Reroll one attack roll, save, or check.
Resistant Armor, Lesser: Grant DR 5/— or energy resistance 5 against two energy types.
Slow: One creature per level moves and acts slower.
Tongues: Target can speak and understand any language.



4TH-LEVEL

Animate Dead: Create controlled undead creatures out of target corpses.
Arcane Eye: Invisible floating eye moves 30 feet per round and sends you visual information.
Corrosive Haze: Cloud deals 4d8 acid damage per round, plus 10 additional damage.
Creation: Create one object made of vegetable matter.
Destruction Protocol: Turn nonhostile technological construct against your foes.
Dimension Door: Teleport a short distance.
Dismissal: Force a creature to return to its native plane.
Flight: Target flies at a speed of 70 feet.
Holographic Image: Create a hologram with sound, smell, and thermal effects that follows a script determined by you.
Invisibility, Greater: Target is invisible for 1 round per level, even if it attacks.
Overload Systems: Target creature has a 50% chance to lose each action.
Planar Binding: Trap an extraplanar creature of CR 4 or lower until it performs a task.
Remove Radioactivity: Remove ongoing radiation effects from a creature or object.
Resilient Sphere: Force globe protects but traps one target.
Resistant Armor: Grant DR 10/— or energy resistance 10 to three energy types.
Rewire Flesh: Turn target partially into a robot, dealing 3d6 damage per round and reducing speed.
Soothing Protocol: Calm a target hostile technological construct.
Wall of Fire: Blazing curtain deals 2d6 fire damage out to 10 feet and 1d6 fire damage out to 20 feet; passing through the wall deals 5d6 fire damage.

5TH-LEVEL

Break Enchantment: Free creatures from curses, enchantments, and transmutations.
Contact Other Plane: Ask questions of an extraplanar entity, with questionable results.
Control Machines: Command technological constructs within range telepathically.
Creation: Create a single object made of vegetable or mineral matter.
Dismissal: Force extraplanar creatures whose total CR is no greater than your level + 2 to return to their native planes.
Dispel Magic, Greater: Cancel multiple magical spells or effects.
Flight: You can fly at a speed of 70 feet and can hustle over long distances.
Heat Leech: Deal 13d8 cold damage to creatures in a cone.
Holographic Image: Create a detailed hologram that is permanent or is triggered by conditions you set.
Holographic Terrain: Create a large hologram that depicts terrain and structures.
Mislead: Make yourself invisible and create an illusory double of your likeness.
Passwall: Create a passage through most walls.
Planar Binding: Trap an extraplanar creature of CR 7 or lower until it performs a task.
Private Sanctum: Prevent anyone from viewing or scrying an area for 24 hours.
Prying Eyes: Twenty floating eyes scout for you.
Rapid Repair: Construct or weapon regains 2d8 Hit Points per round for 1 minute.
Resistant Aegis: Grant up to 10 creatures DR 5/— or energy resistance 5 to all energy types.
Synapse Overload: Target takes 18d8 damage and is staggered for 1 minute.
Telekinesis: Move an object, attack creatures, or hurl objects or creatures with your mind.
Teleport: Instantly teleport as far as 2,000 miles.
Unwilling Guardian: Charm a target into protecting you during combat.
Wall of Force: Invisible wall is difficult to destroy.

6TH-LEVEL

Battle Junkbot: Create a temporary robot from random junk, turning it into a deadly combatant.
Chain Surge: Deal 13d12 electricity damage to primary target and up to 10 secondary targets; one of the primary target's electrical devices stops functioning for 1 round.
Control Gravity: Alter gravity in an area.
Control Undead: Undead creatures follow your commands and don't attack you.
Discharge, Greater: Disrupts or depowers multiple technological items or constructs.
Disintegrate: Ray reduces one creature or object to dust.
Ethereal Jaunt: You become ethereal for 1 round per level.
Flight: Multiple targets can fly at a speed of 60 feet.
Holographic Image: Illusory double of your likeness can talk and cast spells.
Interplanetary Teleport[R]: Teleport between planets.
Invisibility, Mass: Multiple targets are invisible for 1 minute per level or until one target attacks or moves away from other targets affected by spell.
Planar Barrier: Seal an area against all planar travel into or within it.
Planar Binding: Trap an extraplanar creature of CR 10 or lower until it performs a task.
Plane Shift: As many as eight creatures travel to another plane of your choice.
Resistant Armor, Greater: Grant DR 15/— or energy resistance 15 against four energy types.
Rewire Flesh, Mass: Deal 3d6 damage per round and reducing targets' speed during that time.
Shadow Walk: Step into a shadowy realm to travel to a destination rapidly.
Shadowy Fleet: Illusion of starships deals 3d6 piercing damage and 3d6 fire damage to all creatures in the affected area.
Sympathetic Vibration: Deal 2d10 damage per round to freestanding structure.
Terraform[R]: Alter terrain and climate.
True Seeing: Target can see things as they really are.
Veil: Change appearance of a group of creatures.
Wall of Steel[R]: Wall has 45 Hit Points per inch of thickness and hardness 15.

SPELL DESCRIPTIONS

The following spells are presented in alphabetical order, with the exception of those whose names begin with "greater," "lesser," or "mass" (see Order of Presentation on page 335).

ANIMATE DEAD

School necromancy
Casting Time 1 standard action
Range touch
Targets one or more corpses
Duration instantaneous
Saving Throw none; **Spell Resistance** no

This spell turns corpses into undead creatures that obey your spoken commands. The undead can be made to follow you, or they can be made to remain in place and attack any creature (or a specific kind of creature) entering the area. They remain animated until they are destroyed. A destroyed undead can't be animated again.

You can create one or more undead creatures with a total CR of no more than half your caster level. You can only create one type of undead with each casting of this spell. Creating undead requires special materials worth 1,000 credits × the total CR of the undead created; these materials are consumed as part of casting the spell.

The undead you create remain under your control indefinitely. No matter how many times you use this spell, however, you can control only a number of undead whose total CR is no greater than your caster level. If you exceed this number, all the newly created creatures fall under your control and any excess undead from previous castings become uncontrolled. You choose which creatures are released. Once released, such undead have no particular feelings of loyalty to you, and in time they may grow in power beyond the undead you can create.

The corpses you use must be as intact as the typical undead of the type you choose to create. For example, a skeleton can be created only from a mostly intact corpse (that has bones) or skeleton. A zombie can be created only from a creature with a physical anatomy.

ARCANE EYE

School divination (scrying)
Casting Time 10 minutes
Range planetary
Effect magical sensor
Duration 1 minute/level (D)
Saving Throw none; **Spell Resistance** no

You create an invisible magical sensor that sends you visual information. The sensor appears at any point within line of sight, but it can then travel beyond your line of sight without hindrance. An arcane eye travels at 30 feet per round (300 feet per minute) if viewing an area ahead as a humanoid would (primarily looking at the floor) or 10 feet per round (100 feet per minute) if examining the ceiling and walls as well as the floor ahead. The arcane eye sees exactly as you would see if you were there.

The arcane eye can travel in any direction as long as the spell lasts. Solid barriers block its passage, but it can pass through a hole or space as small as 1 inch in diameter. The arcane eye can't enter another plane of existence, even through Drift travel or a magical gate or similar magical portal.

You must concentrate to use an arcane eye. If you do not concentrate, the sensor is inert until you concentrate again.

ARCANE SIGHT

School divination
Casting Time 1 standard action
Range personal
Duration 1 minute/level (D)

This spell allows you to see magic sources within 120 feet of you. The effect is similar to that of a *detect magic* spell, but *arcane sight* does not require concentration and discerns information more quickly.

You know the location and caster level of all magic sources within your sight. If the magic sources are in line of sight, you can attempt a DC 28 Mysticism check (one check per source) to determine the school of magic involved in each source.

If you concentrate on a specific creature within 120 feet of you as a standard action, you can determine whether it has any spellcasting or spell-like abilities and the caster level of the most powerful spell or spell-like ability the creature currently has available for use.

You can attempt a Mysticism skill check to identify the properties of magic or hybrid items (but not artifacts), as if you were using *identify*.

ARCING SURGE

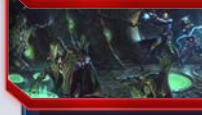
School evocation (electricity)
Casting Time 1 standard action
Range 120 ft.
Area line-shaped burst
Duration instantaneous
Saving Throw Reflex half; **Spell Resistance** yes

You cause an electrical device in your possession to surge in power and unleash a line of electricity from the massive oversurge. This deals 10d6 electricity damage to all creatures and objects in the area.

AUGURY

School divination
Casting Time 1 minute
Range personal
Duration instantaneous

Casting *augury* can tell you whether a particular action will bring good or bad results for you in the immediate future. Casting this spell takes intense personal focus and requires you to spend 1 Resolve Point.



The chance for successfully receiving a meaningful reply is 75%; this roll is made secretly by the GM. A question may be so straightforward that a successful result is automatic, or it may be so vague as to have no chance of success. If the augury succeeds, you get one of four results.

- Weal (if the action will probably bring good results).
- Woe (for bad results).
- Weal and woe (for both).
- Nothing (for actions that have neither especially good nor especially bad results).

If the augury isn't successful, you get the "nothing" result. A spellcaster who gets the "nothing" result has no way to tell whether it was the consequence of a failed or successful augury.

The augury can see only about 30 minutes into the future, so anything that might happen beyond that time frame does not affect the result. Thus, the result might not take into account the long-term consequences of a contemplated action. Multiple castings of *augury* by the same creature about the same topic use the same die result as the first casting.

BATTLE JUNKBOT

School transmutation
Casting Time 1 round
Range touch
Targets at least 1 bulk of inert electronic equipment; see text
Duration 1 round/level
Saving Throw none; **Spell Resistance** no

You turn a pile of technological junk into a vicious robot that can hunt down and attack your enemies.

You must target inert, nonworking electronic equipment of at least 1 bulk. Valid targets include a large broken computer system, nonworking or unconnected computer or robot parts, a destroyed robot or another such trashed mechanical system, or any related electronic components or combination of the above as long as the junk is found in a large enough quantity. Creating a battle junkbot also requires one ultra-capacity battery. Casting this spell drains all of the battery's charges.

While casting this spell, you use your magic and technological know-how to rearrange the junked parts and infuse them with aggression and martial skills. A battle junkbot is Small, its KAC and EAC are each equal to 15 + your technomancer level, it has hardness 15, and it has a number of Hit Points equal to half of your own (but no Stamina Points). It uses your saving throw bonuses when it is the target of spells and other targeted effects. It has a land speed of 30 feet and a fly speed of 15 feet with average maneuverability. For purposes of spells and effects that target the junkbot, it is treated as a construct with the magical and technological subtypes.

The battle junkbot has four hands. It is treated as if it had the Deadly Aim and Improved Combat Maneuver (Bull Rush, Grapple, Trip) feats. It has an attack bonus equal to 6 + your technomancer level; in one hand it wields a special buzzblade dagger that deals 6d8+6 damage instead of its normal damage, and a second hand carries a special light laser pistol that deals 6d6 damage instead of its normal damage. Damage from the junkbot's special weapons counts as magic for the purpose of overcoming damage reduction.

You can give new basic commands to your battle junkbot telepathically on your turn as a move action, and the junkbot can take actions as if it were a normal creature. You are aware when the robot has made an attack or combat maneuver and whether or not it was successful, as well as when the battle junkbot has been attacked, has taken damage, or is destroyed, but you can perceive nothing else through this basic telepathic link.

When the battle junkbot is destroyed or this spell ends, the electronic equipment you used to create the junkbot falls apart into refuse, its circuitry fried beyond anything recognizable. You cannot use this refuse as a target to create another junkbot.

BESTOW CURSE

School necromancy (curse)
Casting Time 1 standard action
Range touch
Targets one creature
Duration permanent
Saving Throw Will negates; **Spell Resistance** yes

You place a terrible curse on the target, stealing either its overall competency or its ability to think and act on its feet. Choose one of the following.

- The target takes a –4 penalty to ability checks, attack rolls, saving throws, and skill checks.
- Each turn, the target has a 50% chance to act normally; otherwise, it takes no action.

You can also invent your own curse (see Afflictions on page 414 for a few ideas), but it should be no more powerful than those described above. The curse bestowed by this spell cannot be dispelled, but it can be removed with a *break enchantment*, *miracle*, *remove affliction*, or *wish* spell.

Casting this spell doesn't provoke attacks of opportunity. *Bestow curse* counters *remove affliction*.

BREAK ENCHANTMENT

School abjuration
Casting Time 1 minute
Range close (25 ft. + 5 ft./2 levels)
Targets up to one creature per level, no two of which can be more than 30 ft. apart
Duration instantaneous
Saving Throw none; **Spell Resistance** no

This spell frees victims from curses, enchantments, and transmutations. *Break enchantment* can reverse even an instantaneous effect. For each such effect, you attempt a caster level check (1d20 + your caster level, maximum +15) against a DC equal to 11 + the caster level of the effect. Success means that the creature is free of the spell, curse, or effect. For a cursed magic item, the DC of the caster level check is equal to the DC of the curse.

If the spell is one that can't be dispelled by *dispel magic*, *break enchantment* works only if that spell is 5th level or lower. If the effect comes from a permanent magic item, *break*

enchantment doesn't remove the curse from the item but it does free the victim from the item's effects.

CALL COSMOS 5

School evocation
Casting Time 1 standard action
Range long (400 ft. + 40 ft./level)
Area cylinder (20-ft. radius, 40 ft. high)
Duration 1 round/level (D)
Saving Throw none; **Spell Resistance** yes
You evoke a vertical column of dangerous material from across the universe that rains down upon creatures in the area. This matter is made up of bits of burning stars and chunks of frozen comets, and it deals 4d6 fire damage and 3d6 cold damage to every creature in the area. This damage occurs only once, when the spell is cast. For the spell's remaining duration, the fallen starstuff makes the entire area difficult terrain, and thick, swirling clouds of particulate space matter magically block vision. This obscures all sight beyond 5 feet, including darkvision and other vision-based senses (including vision-based blindsight and sense through), but doesn't prevent blindsense. A creature within 5 feet of its attacker has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker can't use sight to locate the target). Additionally, the swirling cosmic particles are distracting to spellcasters in the area, who have a 20% chance of losing any spell they attempt to cast in the area. At the end of the duration, the starstuff disappears, leaving no aftereffects (other than the damage dealt).

CAUSTIC CONVERSION 2

School evocation (acid)
Casting Time 1 standard action
Range medium (100 ft. + 10 ft./level)
Targets one creature or object
Duration 1 round + 1 round/3 levels
Saving Throw none; **Spell Resistance** yes
You fling magical nanites that convert water vapor around your target into deadly acid. Make a ranged attack roll against your target's EAC. If you hit, the target takes 4d4 acid damage and it takes 5 additional acid damage at the end of its turn each round for the spell's duration.

CHAIN SURGE 6

School evocation (electricity)
Casting Time 1 standard action
Range long (400 ft. + 40 ft./level)
Targets one primary target and up to 10 secondary targets, no two of which can be more than 30 ft. from the primary target
Duration instantaneous
Saving Throw Reflex half, see text; **Spell Resistance** yes
Choose a primary target as well as up to 10 secondary targets within 30 feet of the primary target. The primary target must be carrying or wielding some kind of equipment that uses electricity. This spell causes the primary target's electrical equipment to surge with deadly electricity, which arcs out to strike the secondary targets, dealing 13d12 electricity damage to all targets chosen.

If the primary target fails its Reflex save, the spell also shorts out one of that target's electrical items (your choice) for 1 round, meaning the primary target can't use it for that period. If the primary target negates the effect entirely (such as with evasion), the secondary targets also suffer no effects.

CHARM MONSTER 3

School enchantment (charm, mind-affecting)
Targets one living creature
Duration 1 day/level
This spell functions like *charm person*, except the effect is not restricted by creature type.

CHARM PERSON 1

School enchantment (charm, mind-affecting)
Casting Time 1 standard action
Range close (25 ft. + 5 ft./2 levels)
Targets one humanoid creature
Duration 1 hour/level
Saving Throw Will negates; **Spell Resistance** yes
This charm makes a humanoid creature regard you as its trusted friend and ally (treat the target's attitude as friendly). If the creature is currently being threatened or attacked by you or your allies, however, it receives a +5 bonus to its saving throw.

The spell does not enable you to control the charmed creature as if it were an automaton. It is unlikely to attempt to harm you, but it is also unlikely to attack any of its true friends or allies. You can try to give the target suggestions, but you must succeed at an opposed Charisma check to convince it to do anything it wouldn't ordinarily do. (Retries of this check are not allowed.) An affected creature never obeys suicidal or obviously harmful suggestions. Any act by you or your apparent allies that threatens the charmed creature breaks the spell. You must speak the creature's language to communicate your suggestions, or else be good at pantomiming.

CLAIRAUDIENCE/CLAIRVOYANCE 3 3

School divination (scrying)
Casting Time 10 minutes
Range long (400 ft. + 40 ft./level)
Effect magical sensor
Duration 1 minute/level (D)
Saving Throw none; **Spell Resistance** no
You create an invisible magical sensor at a specific location that enables you to hear or see (your choice) almost as if you were there. You don't need line of sight or line of effect to create this sensor in a specific spot within range, but the locale must be either a place that's familiar to you or an obvious location, such as inside a cave whose entrance you can see.

The sensor doesn't move, but you can rotate it in all directions to view the area as desired. This spell functions only on the plane of existence you are currently occupying.

COMMAND 1

School enchantment (compulsion, language-dependent, mind-affecting)
Casting Time 1 standard action
Range close (25 ft. + 5 ft./2 levels)
Targets one living creature
Duration 1 round
Saving Throw Will negates; **Spell Resistance** yes
You give the target one of the following commands, which it obeys to the best of its ability at its earliest opportunity. If the target can't carry out your command on its next turn, the spell automatically fails.

Approach: The target moves toward you as quickly and directly as possible for 1 round, taking no other actions and triggering reactions (such as attacks of opportunity) for this movement as normal.

Drop: The target drops whatever it is holding. It can't pick up any dropped item until its next turn.

Fall: The target falls to the ground and remains prone for 1 round. It can otherwise act normally.

Flee: The target moves away from you as quickly and directly as possible for 1 round, taking no other actions and provoking reactions (such as attacks of opportunity) for this movement as normal.

Halt: The target is dazed for 1 round.

COMMAND, GREATER 5

School enchantment (compulsion, language-dependent, mind-affecting)
Targets up to one creature/level, no two of which can be more than 30 ft. apart
Duration 1 round/level
This spell functions like *command*, except you can affect up to one creature per level and the targets continue the specified activity beyond 1 round. At the start of each commanded creature's action after the first, it can attempt another Will saving throw to break free from the spell. Each creature must receive the same command.

COMMAND UNDEAD 2 2

School necromancy (sense-dependent)
Casting Time 1 standard action
Range close (25 ft. + 5 ft./2 levels)
Targets one undead creature
Duration 1 day/level
Saving Throw Will negates, see text; **Spell Resistance** yes
This spell allows you a degree of control over an undead creature. If the target is intelligent, it perceives your words and actions favorably (treat its attitude as friendly). It will not attack you while the spell lasts. You can give the target suggestions, but you must succeed at an opposed Charisma check to

convince it to do anything it wouldn't ordinarily do. (Retries are not allowed.) An intelligent commanded undead never obeys suicidal or obviously harmful suggestions, but it might be convinced that something very dangerous is worth doing.

An unintelligent undead creature gets no saving throw against this spell. When you control a mindless being, you can communicate only basic commands, such as "Come here," "Go there," "Fight," "Stand still," and so on. Unintelligent undead won't resist suicidal or obviously harmful orders.

Any act by you or your apparent allies that threatens the commanded undead (regardless of its Intelligence) breaks the spell. You command the undead creature by voice and it understands you, no matter what language you speak.

COMMUNE WITH NATURE 5

School divination
Casting Time 10 minutes
Range personal
Duration instantaneous
You become one with nature, attaining knowledge of the surrounding territory. You instantly gain knowledge of up to three facts from among the following subjects: the ground or terrain, plants, minerals, bodies of water, people, general animal population, presence of native creatures, presence of powerful unnatural creatures, or general state of the natural setting.

In outdoor settings, the spell operates in a radius of 1 mile per caster level. In natural underground settings—caves, caverns, and the like—the spell is less powerful and its radius is limited to 100 feet per caster level. The spell does not function where nature has been replaced by construction or settlements, such as in cities, factories, and starships.

COMPREHEND LANGUAGES 1

School divination
Casting Time 1 standard action
Range personal
Duration 10 minutes/level
You can understand the spoken or signed words of creatures or read otherwise incomprehensible written or tactile messages. The ability to read does not necessarily impart insight into the material, merely its literal meaning. The spell enables you to understand or read an unknown language, not speak or write it. You can't use this spell to read magic writing or encoded messages (though it does reveal if a message is magic or encoded), but you can use it to read raw computer code or foreign programming languages, allowing you to understand enough to attempt Computers checks on those materials without penalties.

CONFUSION 4

School enchantment (compulsion, mind-affecting)
Casting Time 1 standard action
Range medium (100 ft. + 10 ft./level)
Area 15-ft.-radius burst
Duration 1 round/level
Saving Throw Will negates; **Spell Resistance** yes
This spell causes confusion in all creatures in the area, making them unable to determine their actions. Any confused creature that is attacked automatically attacks or attempts to attack its attackers on its next turn, as long as it is still confused at the start of its next turn. Note that a confused creature will not make attacks of opportunity against any foe that it is not already devoted to attacking (either because of its most recent action or because it has just been attacked). For confused creatures that have not been attacked, roll on the following table at the start of each affected creature's turn each round to see what it does in that round.

D%	BEHAVIOR
1–25	Act normally.
26–50	Do nothing but babble incoherently.
51–75	Deal 1d8 + Str modifier damage to self with item in hand.
76–100	Attack nearest creature.

A confused creature that can't carry out the indicated action does nothing but babble incoherently. Attackers are not at any special advantage when attacking a confused target.

CONFUSION, LESSER 1

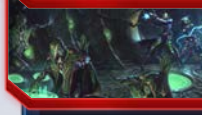
School enchantment (compulsion, mind-affecting)
Casting Time 1 standard action
Range close (25 ft. + 5 ft./2 levels)
Targets one living creature
Duration 1 round
Saving Throw Will negates; **Spell Resistance** yes
This spell causes a single creature to become confused (as per the *confusion* spell) for 1 round.

CONTACT OTHER PLANE 5 5

School divination
Casting Time 10 minutes
Range personal
Duration concentration
You send your mind to another plane of existence (an Elemental Plane or some plane further removed) in order to receive advice and information from powers there. The powers reply in a language you understand, but they resent such contact and give only brief answers to your questions. All questions are answered with "Yes," "No," "Maybe," "Never," "Irrelevant," or some other one-word answer.

You must concentrate on maintaining the spell in order to ask questions at the rate of one per round. A question is answered by the power during the same round. You can ask one question for every 2 caster levels. On rare occasions, this divination may be blocked by an act of certain deities or forces.

Contacting a minor planar power is relatively safe but may not result in useful answers. For each question you ask, the GM secretly rolls 1d20.



1–2: The power gives you no answer, the spell ends, and you must attempt a DC 7 Intelligence check. On a failed check, your Intelligence and Charisma scores each fall to 8 for a week and you are unable to cast spells for that period.

3–5: You receive a random answer to the question.

6–10: You receive an incorrect answer to the question. Based on the nature and needs of the creature contacted, this may be a lie designed to harm you.

11–15: You receive no answer to the question.

16 or More: You receive a truthful and useful one-word answer. If the question can't be truthfully answered in this way, no answer is received.

Contact with minds further removed from your home plane increases the probability that you will incur a decrease in Intelligence and Charisma due to your brain being overwhelmed by the power's sheer strangeness and force, but it also increases the chance of the power knowing the answer and answering correctly. You can add any value from +1 to +5 to the d20 roll to represent contacting increasingly powerful planar beings. However, on a roll of 1 or 2, the result is still no answer, the spell ends, and you must attempt an Intelligence check to avoid losing Intelligence and Charisma. The DC of this Intelligence check is increased by the same amount added to the d20 check to contact a planar creature.

CONTROL GRAVITY

School transmutation
Casting Time 1 standard action
Range medium (100 ft. + 10 ft./level)
Area up to one 10-ft. cube/2 levels (S)
Duration 1 round/level (D)
Saving Throw Fortitude negates, see text; **Spell Resistance** no

You can control gravity in an area, causing it to reverse, become zero-g, or become extremely strong. A creature or object within the area that succeeds at its saving throw is unaffected (though if it stays in the area, it must succeed at a new save each round or become affected), but it might still suffer secondary effects (such as an object flying up from reversed gravity, or an object falling upon it when the spell ends). You choose how to have this spell affect gravity when you cast it, and you cannot change it without recasting the spell. If two *control gravity* spells affect the same area, they negate each other in the area of overlap.

If you reverse gravity in an area, you cause unattached objects and creatures in the area to fall upward and reach the top of the affected area in 1 round. If a solid object (such as a ceiling) is encountered in this fall, falling objects and creatures strike it in the same manner as they would during a normal downward fall. If an object or creature reaches the top of the spell's area without striking anything, it remains there, oscillating slightly, until the spell ends. At the end of the spell's duration, affected objects and creatures fall downward. Creatures who can fly or levitate can keep themselves from falling in either direction.

If you increase gravity in the area, creatures and objects weigh twice as much as normal, move at half speed, can jump only half as far as normal, and can lift and carry only half as much as normal. Any flying target has its maneuverability worsened by one step (from average to clumsy, for example; minimum clumsy) and plummets to the ground unless it succeeds at a DC 25 Acrobatics check to fly to remain in the air.

An area of zero-g works like the zero gravity environment (see page 402). You can also use this spell to make areas of zero gravity, heavy gravity, or low gravity act as standard gravity for the duration (see page 402).

CONTROL MACHINES

School transmutation
Casting Time 1 standard action
Range medium (100 ft. + 10 ft./level)
Targets constructs of the technological subtype with individual CRs no greater than your level + 1 and a total CR no greater than twice your level, no two of which can be more than 30 ft. apart
Duration concentration, up to 1 round/level
Saving Throw Will negates; **Spell Resistance** no

You wrest control of the target constructs and command them telepathically. You can issue commands to any number of controlled constructs on your turn, beginning when you cast this spell, as part of the concentration required to sustain its duration (a standard action).

If any of the constructs are under the control of a hostile creature, that controlling creature can attempt a Will saving throw (DC equal to this spell's) to negate this spell's effect. Each construct under the control of another creature grants its controlling creature a separate saving throw to negate the effect for that construct.

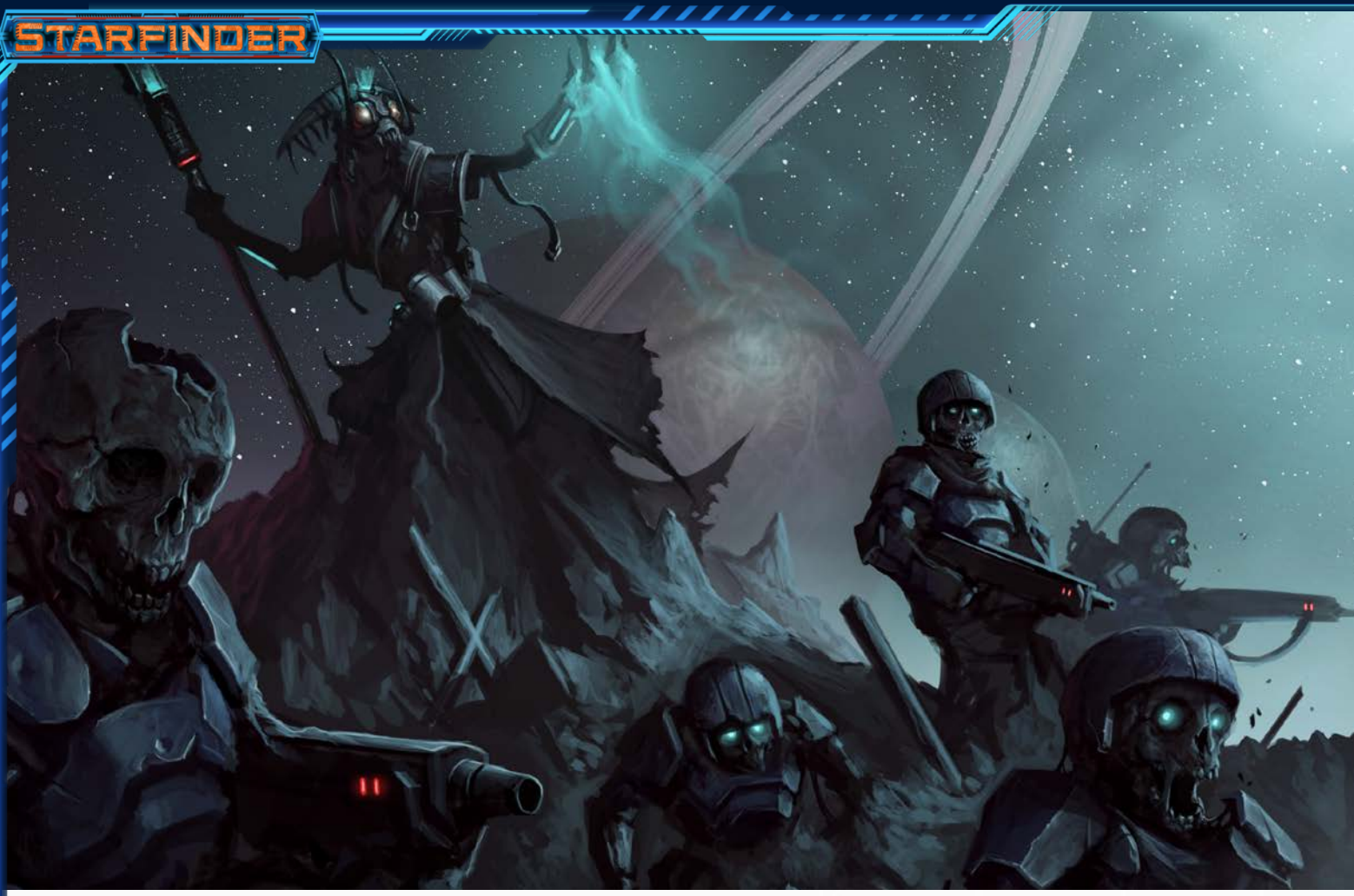
While this spell is in effect, the affected constructs follow any command you give them, even if it would be dangerous to the controlled constructs. At the end of the spell, the constructs revert to their normal behavior. If they are intelligent, they know and remember that you used magic to control them.

CONTROL UNDEAD

School necromancy
Casting Time 1 standard action
Range close (25 ft. + 5 ft./2 levels)
Targets undead creatures with individual CRs no greater than your level + 1 and a total CR no greater than twice your level, no two of which can be more than 30 ft. apart
Duration 1 minute/level
Saving Throw Will negates; **Spell Resistance** yes

This spell enables you to control undead creatures for a short period of time. You command them by voice and they understand you, no matter what language you speak. No matter what, the controlled undead do not attack you. At the end of the spell, the targets revert to their normal behavior.

If any of the undead are under the control of a hostile creature, that controlling creature can attempt a Will saving throw (DC = the spell's DC) to negate this spell's effect if the creature failed its initial saving throw. Each undead under the



control of another creature grants its controlling creature a separate saving throw to negate the effect for that undead.

Intelligent undead creatures remember that you controlled them, and they may seek revenge after the spell's duration ends.

CORROSIVE HAZE

School evocation (acid)
Casting Time 1 standard action
Range medium (100 ft. + 10 ft./level)
Effect 5-ft.-diameter cloud of acid
Duration 1 round/level
Saving Throw Reflex negates; **Spell Resistance** yes

A 5-foot cloud of acid-resistant nanites continually converts nearby water vapor into deadly acid. You can create the cloud in the same square as a creature and move it up to 30 feet in any direction as a move action on your turn. If the cloud enters (or is created in) a square containing a creature, it can't move any farther that round and deals 4d6 acid damage to that creature (Reflex negates). The acidic cloud also corrodes any unattended objects along its path, dealing them 4d8 acid damage.

If you don't move the cloud, it remains where it is; if it shares its square with any creature at the beginning of your turn, that creature must succeed at a Reflex save or take 4d8 acid damage. Any creature that takes damage from the cloud takes 10 additional acid damage at the end of its next turn.

COSMIC EDDY

School evocation
Casting Time 1 standard action
Range medium (100 ft. + 10 ft./level)
Area 20-ft.-radius spread
Duration 1 round/level (D)
Saving Throw Reflex partial, see text; **Spell Resistance** yes

You pull dormant mystical energy from the land and objects around you and use it to create a swirling eddy that batters your foes and can hinder their movement. The eddy deals 4d6 bludgeoning damage to each creature in the area. Additionally, creatures in the area are knocked prone and are reduced to half speed while the spell is in effect. A creature that succeeds at a Reflex save takes only half damage and is not knocked prone, but it is still reduced to half speed. Flying creatures within the eddy's area must attempt an Acrobatics check to fly (DC equals the spell's save DC) each round. Failure means the creature cannot move for that round.

The spell deals damage and knocks creatures prone only once. However, if a creature leaves the spell's area and then returns, it is subject to the damage and other effects described above again (and can attempt another Reflex saving throw). Similarly, if a creature is not in this spell's area when it is first cast but later moves into it, it is subject to the damage and other effects described above.

Small, unattended items (no more than light bulk) are also thrown around in the eddy's area. At the end of the spell's

duration, such items land in a randomly determined space within the spell's area.

CREATION 4-5

School conjuration (creation)
Casting Time 1 minute
Range 0 ft.
Effect one nonmagical, nontechnological object of nonliving matter, up to 1 bulk/level; see text
Duration see text
Saving Throw none; **Spell Resistance** no

You create a nonmagical, nontechnological, unattended object of nonliving matter. The volume of the item created can't exceed 1 cubic foot (or 1 bulk) per caster level. You must succeed at an appropriate Engineering or Profession check to make a complex item, and you can't create a consumable item.

4th: When you cast *creation* as a 4th-level spell, it creates an object made out of vegetable matter (such as wood) that has an item level no greater than one-third your caster level. The duration is 1 hour per caster level.

5th: When you cast *creation* as a 5th-level spell, it creates an object made out of vegetable matter or material of a mineral nature: crystal, metal, stone, or the like. The object can't have an item level greater than half your caster level. The duration depends on the hardness and rarity of the created object, as indicated on the following table.

HARDNESS AND RARITY EXAMPLES	DURATION
Vegetable matter	2 hours/level
Stone, crystal, base metals	1 hour/level
Precious metals	20 minutes/level
Gems	10 minutes/level
Rare metals*	1 round/level

* Includes adamantine, alchemical silver, mithral, and starmetal alloys. You can't use a 5th-level *creation* spell to create a cold iron item.

CRUSH SKULL 5

School necromancy (death)
Casting Time 1 standard action
Range close (25 ft. + 5 ft./2 levels)
Targets one living creature
Duration instantaneous
Saving Throw Fortitude partial; **Spell Resistance** yes

You manipulate the energy that swirls around the target's head, pulling it inward and potentially crushing its skull. You must make a ranged attack against the target's EAC to ensure this spell hits the necessary weak spots in the target's head, but you can add your key ability score modifier to this attack roll instead of your Dexterity modifier if it is higher. If you hit and the target fails a Fortitude saving throw, it takes 18d8 damage. If the target succeeds at its saving throw, it instead takes 4d8 damage. The target might die from damage even if it succeeds at its saving throw; in this case, the spell is not a death effect. This spell has no effect against living creatures that don't have an anatomical head.

DANCING LIGHTS 0

School evocation
Casting Time 1 standard action
Range medium (100 ft. + 10 ft./level)
Effect up to four lights
Duration 1 minute (D)
Saving Throw none; **Spell Resistance** no

You create up to four lights that resemble small headlights or flashlights. The dancing lights must stay within a 10-foot-radius area in relation to each other but otherwise move as you desire: forward or back, up or down, straight or turning corners, or the like. The lights can move up to 100 feet per round. A light winks out if the distance between you and it exceeds the spell's range.

You can have only one *dancing lights* spell active at a time. If you cast this spell while another casting is still in effect, the previous casting is dispelled.

DARKVISION 2 2

School transmutation
Casting Time 1 standard action
Range touch
Targets one creature or camera
Duration 1 hour/level
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

The target gains the ability to see 60 feet even in total darkness. Darkvision is black and white only but otherwise like normal sight.

DAZE 0 0

School enchantment (compulsion, mind-affecting)
Casting Time 1 standard action
Range close (25 ft. + 5 ft./2 levels)
Targets one humanoid creature of CR 3 or lower
Duration 1 round
Saving Throw Will negates; **Spell Resistance** yes

This spell short-circuits the mind of a humanoid creature with a CR of 3 or lower so that it is dazed (unable to take actions, but taking no penalty to AC). Humanoids of CR 4 or higher are not affected. After a creature has been dazed by this spell, it is immune to it for 1 minute.

DAZE MONSTER 2 2

School enchantment (compulsion, mind-affecting)
Range medium (100 ft. + 10 ft./level)
Targets one living creature of CR 5 or lower

This spell functions like *daze*, but it can affect any one living creature of any type up to CR 5. Creatures of CR 6 or higher are not affected.

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DEATH WARD 4

School necromancy
Casting Time 1 standard action
Range touch
Targets one living creature
Duration 1 minute/level
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

The target gains a +4 morale bonus to saving throws against all spells and effects with the death descriptor. The target can attempt a save to negate such effects even if one is not normally allowed. The target can't gain negative levels and is immune to any negative energy effects. This spell does not remove negative levels the target has already gained, but it does remove the penalties from negative levels for the duration of its effect.

Death ward does not protect against other sorts of attacks, even if those attacks might be lethal.

DEEP SLUMBER 3

School enchantment (compulsion, mind-affecting)
Casting Time 1 round
Range close (25 ft. + 5 ft./2 levels)
Area one or more living creatures with a total CR of 8 or lower, all within a 10-ft.-radius burst
Duration 1 minute/level
Saving Throw Will negates; **Spell Resistance** yes

This spell causes living creatures in the area to fall into a magical sleep, gaining the asleep condition (except normal noise doesn't wake up the sleeping creatures). Creatures with the lowest CR are affected first. Among creatures of equal CR, those who are closest to the spell's point of origin are affected first. *Deep slumber* doesn't affect unconscious creatures, constructs, or undead creatures.

DESTRUCTION PROTOCOL 4

School enchantment
Casting Time 1 standard action
Range touch
Targets one nonhostile construct of the technological subtype; see text
Duration concentration, up to 1 round/level
Saving Throw none; **Spell Resistance** yes

Waves of inciting programming ebb from your touch, reprogramming a construct to have murderous intentions toward your enemies. This spell must target a construct that is not already programmed or tasked with harming you. The target construct must have a CR lower than or equal to your level. If the target construct is under the control of another creature, the controlling creature can attempt a Will saving throw (DC = the spell's DC) to negate this spell's effect.

While this spell is in effect, the construct is under your control. On your turn starting when you cast this spell, you must direct it to attack a target; the construct then pursues and attacks this target as best it can. You can change which target the construct attacks as part of your concentration to continue this spell's duration (a standard action). When you stop concentrating or when the spell's duration otherwise ends, the construct immediately stops following your commands to attack.

DETECT AFFLICTION 0 0

School divination
Casting Time 1 standard action
Range close (25 ft. + 5 ft./2 levels)
Targets one creature or object
Duration instantaneous
Saving Throw none; **Spell Resistance** yes (harmless)

You determine whether a creature or object has been poisoned, is diseased, is cursed, or is suffering a similar affliction. If the target is poisoned or diseased, you automatically detect that fact and can determine the exact type of poison or disease with a successful DC 20 Intelligence or Wisdom check. If you are trained in Life Science or Medicine (depending on the nature of the poison or disease), you can attempt a DC 20 check of that skill if you fail your Wisdom or Intelligence check. If the target is cursed or suffering from a similar affliction, you must succeed at a DC 20 Intelligence or Wisdom check to determine that fact. You can then determine the exact nature of the curse with a successful DC 25 Mysticism check.

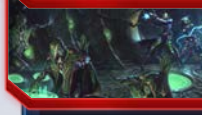
DETECT MAGIC 0 0

School divination
Casting Time 1 standard action
Range 60 ft.
Area cone-shaped emanation
Duration concentration, up to 1 minute/level
Saving Throw none; **Spell Resistance** no

You detect all magic spells, effects, items, and objects (including those on or affecting creatures you can see), as well as hybrid items, in the area. You can't detect magical traps in this way, as they are created with additional magic that wards them from this common spell. Each round you concentrate on the same area, you can determine if one magic source you detect is from a spell, magic item, or other effect, and the caster level (or item level) of the effect. You can't determine if there are magic sources in areas you can't see, or if there was a magic source in an area at one time but that has since expired.

DETECT RADIATION 1 1

School divination
Casting Time 1 standard action
Range 120 ft.
Area 120-ft. spherical emanation centered on you
Duration 10 minutes/level
Saving Throw none; **Spell Resistance** no



You detect radiation in the surrounding area, and you can determine the specific intensity of the radiation of one area or object within the spell's area each round without taking an action (see Radiation on page 403 for more details). The spell can penetrate barriers, but 3 feet of dirt or wood, 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or any force field blocks it.

DETECT TECH 1

School divination
Casting Time 1 standard action
Range 60 ft.
Area cone-shaped burst
Duration instantaneous
Saving Throw none; **Spell Resistance** no

You detect all technological items (even hybrid items) with charges or that replenish charges in the area, including batteries, power cells, and generators (as well as such items that are on creatures you can see, even if the creatures have hidden those items on themselves). You can't determine if there are technological items in areas you can't see, nor can you detect technological traps in this way.

The information this spell provides allows you to differentiate between charged items and items that replenish charges, but it does not provide any further information nor does it tell you, for example, how many charges an item currently has or how many maximum charges it can hold. This spell can penetrate barriers, but 3 feet of dirt or wood, 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or any force field blocks it.

DETECT THOUGHTS 1

School divination (mind-affecting)
Casting Time 1 standard action
Range 60 ft.
Area cone-shaped emanation
Duration concentration, up to 1 minute/level
Saving Throw Will negates, see text; **Spell Resistance** no

You detect the surface thoughts of intelligent creatures around you. The amount of information revealed depends on how long you study a particular area or target.

1st Round: You detect the presence or absence of thoughts from conscious creatures that have Intelligence scores of at least 1 (or an Intelligence modifier of –5) or higher.

2nd Round: You detect the number of thinking minds and the Intelligence score (or modifier) of each. If the highest Intelligence score is 26 (or a modifier of +8) or higher and at least 10 points higher than your own Intelligence score (or 5 points higher than your own Intelligence modifier), you are stunned for 1 round and the spell ends. This spell doesn't let you determine the location of the thinking minds if you can't see the creatures whose thoughts you are detecting.

3rd Round: You can read the surface thoughts of any mind in the area. A target who succeeds at its Will save prevents you from reading its thoughts, and you must cast *detect thoughts* again to have another chance. Creatures of animal intelligence (an Intelligence score of 1 or 2 or an Intelligence modifier of –4 or lower) have simple, instinctual thoughts.

Each round, you can turn to detect thoughts in a new area. The spell can penetrate barriers, but 3 feet of dirt or wood, 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or any force field blocks it.

DIMENSION DOOR 4

School conjuration (teleportation)
Casting Time 1 standard action
Range long (400 ft. + 40 ft./level)
Targets you and touched objects or touched willing or unconscious creatures
Duration instantaneous
Saving Throw none, Will negates (object); **Spell Resistance** no, yes (object)

You instantly transfer yourself from your current location to any other spot within range. You always arrive at exactly the spot desired—whether by simply visualizing the area or by stating its direction. You can bring along objects as long as their weight doesn't exceed your maximum load. You can also bring up to four additional willing or unconscious Medium or smaller creatures (carrying gear or objects up to their maximum load) or their equivalent. A Large creature counts as two Medium creatures, and a Huge creature counts as two Large creatures. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you. After using this spell, you can't take any other actions until your next turn (and each creature traveling with you can't take any other actions until its next turn).

If you arrive in a place that is already occupied by a solid body, you and each creature traveling with you each take 1d6 damage and are shunted to a random open space on a suitable surface within 100 feet of the intended location. If there is no free space within 100 feet, you and each creature traveling with you take 2d6 additional damage and are shunted to a free space within 1,000 feet. If there is no free space within 1,000 feet, you and each creature traveling with you take 4d6 additional damage and the spell simply fails.

DISCERN LIES 4

School divination
Casting Time 1 standard action
Range close (25 ft. + 5 ft./2 levels)
Targets up to one creature/level, no two of which can be more than 30 ft. apart
Duration concentration, up to 1 round/level
Saving Throw Will negates; **Spell Resistance** no

Each round, you concentrate on one target within range. You know if the target deliberately and knowingly speaks a lie by discerning disturbances in its aura caused by lying. The spell does not reveal the truth or uncover unintentional inaccuracies, and it doesn't necessarily reveal evasions. Each round, you can concentrate on a different target.

DISCHARGE 3

School abjuration
Casting Time 1 standard action
Range medium (100 ft. + 10 ft./level)
Targets one creature or technological object
Duration instantaneous
Saving Throw Fortitude negates (object); **Spell Resistance** no

You can dissipate the charges from one technological object, temporarily depower one electrically powered technological object that does not use charges, or severely hinder a construct with the technological subtype. If the spell targets an object with charges, the object loses all of its remaining charges. If the object is powered by electrical means other than charges, its functions are suppressed for 1d4 rounds. If the spell targets a creature not of the technological subtype, it affects a random charged or electrically powered item in that creature's possession. If the target is a construct with the technological subtype, it is staggered and cannot use any energy-based attacks for 1d4 rounds. A construct with the technological subtype that is affected by this spell can attempt a Fortitude saving throw at the end of each round to shrug off the effect.

DISCHARGE, GREATER 6

School abjuration
Targets or Area one creature or technological object, or a 20-ft.-radius burst

This spell functions as *discharge*, except it can discharge multiple technological objects. You can use it in one of two ways: an area discharge or a targeted discharge.

Area Discharge: When used in this way, the spell affects everything within a 20-foot-radius burst. Each creature in the area is affected as though by *discharge* (affecting only one object in the creature's possession), and each unattended object is similarly affected.

Targeted Discharge: If this spell targets a single creature, it can discharge one randomly determined object from the target's charged or electrically powered possessions for every 4 caster levels you have.

DISGUISE SELF 1 1

School illusion
Casting Time 1 standard action
Range personal
Duration 10 minutes/level (D)

You make yourself—and any clothing, armor, weapons, and equipment on you—look different. You can seem up to 1 foot shorter or taller, thin, fat, or in between. You can't change your creature type (although you can appear as another subtype). Otherwise, the extent of the apparent change is up to you. You could merely add or obscure a minor feature, or you could look like an entirely different person or gender.

The spell does not provide the abilities or mannerisms of the chosen form nor does it alter the perceived tactile (touch) or audible (sound) properties of you or your equipment. If you use this spell to create a disguise, you gain a +10 circumstance bonus to the Disguise check (since it counts as altering your form). A creature that interacts with you directly can attempt a Will saving throw to recognize your appearance as an illusion.

DISINTEGRATE 6

School transmutation
Casting Time 1 standard action
Range medium (100 ft. + 10 ft./level)
Targets one creature or object, or up to a 10-ft. cube of nonliving matter
Duration instantaneous
Saving Throw Fortitude partial (object); **Spell Resistance** yes

Immense power shoots from your finger, with the potential to disintegrate a target where it stands.

When you cast this spell, a thin, green ray springs from your pointing finger. You must make a ranged attack against your target's EAC, but you can add your key ability score bonus to this attack instead of your Dexterity modifier if it is higher. If you hit, the target takes 14d20 damage. Any creature reduced to 0 Hit Points by this spell is entirely disintegrated, leaving behind only a trace of fine dust. A disintegrated creature's equipment is unaffected. Only one target is affected per casting of this spell.

When used against an object, the ray simply disintegrates as much as a 10-foot cube of nonliving matter. Thus, the spell disintegrates only part of any very large object or structure targeted. The ray affects even objects constructed entirely of force, but it does not affect other magical effects that are not an object, creature, or force effect.

A creature or object that succeeds at a Fortitude saving throw is partially affected, taking only 4d20 damage. If this damage reduces the creature or object to 0 Hit Points, the target is entirely disintegrated.

DISMISSAL 4-5 4-5

School abjuration
Casting Time 1 standard action
Range close (25 ft. + 5 ft./2 levels)
Targets see text
Duration instantaneous
Saving Throw Will negates, see text; **Spell Resistance** yes

The spell instantly forces one or more extraplanar creatures off your current plane, whisking them away instantly—usually to the creature's home plane, but there is a 20% chance of sending the target to a random plane other than its own. You can improve the spell's chance of success by presenting one object or substance that the target fears, hates, or otherwise opposes; you gain a +1 circumstance bonus to your caster level check to overcome the target's spell resistance (if any), and the save DC of the spell increases by 2. At the GM's discretion, certain rare items might work twice as well, providing a +2 circumstance bonus to the caster level check to overcome spell resistance and increasing the spell's save DC by 4.

4th: When you cast *dismissal* as a 4th-level spell, it affects one extraplanar creature.

5th: When you cast *dismissal* as a 5th-level spell, it affects a number of extraplanar creatures whose total CR can't exceed your level + 2, no two of which can be more than 30 feet apart.

DISPEL MAGIC

School abjuration
Casting Time 1 standard action
Range medium (100 ft. + 10 ft./level)
Targets one creature, object, spell, or spellcaster
Duration instantaneous
Saving Throw none; **Spell Resistance** no

You can use *dispel magic* to end one ongoing spell that has been cast on a creature or object, to temporarily suppress the magical abilities of a magic item, or to counter another spellcaster's spell. A dispelled spell ends as if its duration had expired. Some spells, as detailed in their descriptions, can't be defeated by *dispel magic*. *Dispel magic* can dispel (but not counter) spell-like abilities just as it does spells. The effect of a spell with an instantaneous duration can't be dispelled.

You choose to use *dispel magic* in one of two ways: as a targeted dispel or as a counter.

Targeted Dispel: One creature, object, or spell is the target of the *dispel magic* spell. You can also use a targeted dispel to specifically end one spell affecting the target or one spell affecting an area (such as *zone of truth*). You must name the specific spell effect to be targeted in this way or otherwise uniquely identify it (such as "that burning wall" or "the spell that's giving him those duplicates"). Attempt a dispel check (1d20 + your caster level) with a DC equal to 11 + the spell's caster level. If you succeed, the spell ends. If you don't specify a spell and there is more than one possible spell on the target, your targeted dispel attempts to dispel a spell at random.

If you target a force, an object, or a creature that is the effect of an ongoing spell (such as *unseen servant*), you attempt a dispel check to end the spell that conjured the object or creature.

If the object that you target is a magic item, you attempt a dispel check against the item level (DC = 11 + the item level). If you succeed, all the item's magical properties are suppressed for 1d4 rounds, after which the item recovers its magical properties. A suppressed item becomes nonmagical for the duration of the effect. A magic item's nonmagical physical properties are unchanged: a suppressed *holy laser pistol* is still a laser pistol. Artifacts and deities are unaffected by mortal magic such as this.

You can choose to automatically succeed at your dispel check against any spell you have cast.

Counter: You can use the energy of *dispel magic* to disrupt the casting of other spells. First, select an opponent and take the ready action (see page 249) to cast *dispel magic* when that target casts a spell. This is considered a purely defensive action. When that readied action is triggered, you cast *dispel magic* and must attempt a dispel check (1d20 + your caster level) to counter the other spellcaster's spell. The DC is equal to 11 + the other spellcaster's caster level. If the check is successful and the target is in range, the spell fails and has no result.

DISPEL MAGIC, GREATER 5 5

School abjuration
Targets or Area one creature, object, spell, or spellcaster; or a 20-ft.-radius burst
This spell functions like *dispel magic*, except it can end more than one spell on a target and it can be used to target multiple creatures. You choose to use *greater dispel magic* in one of three ways: a targeted dispel, an area dispel, or a counter.

Targeted Dispel: This functions as a targeted *dispel magic*, but you can dispel one spell for every 4 caster levels you have, attempting a separate dispel check for each spell. Additionally, *greater dispel magic* has a chance to dispel any curse that *remove affliction* can remove, even if *dispel magic* can't dispel that effect. The DC of this check is equal to the curse's DC.

Area Dispel: When *greater dispel magic* is used in this way, the spell affects everything within a 20-foot-radius burst. Attempt one dispel check and apply that check to each creature or object in the area, as if it were targeted by *dispel magic*. If you don't specify spells and there is more than one possible spell on the target, your targeted dispel attempts to dispel spells at random. Magic items themselves are not affected by an area dispel but additional magical effects on them may be dispelled.

For each ongoing spell effect whose point of origin is within the area of the *greater dispel magic* spell, apply the result of the dispel check to dispel the spell. For each ongoing spell whose area overlaps that of the *greater dispel magic* spell, apply the result of the dispel check to end the effect, but only within the overlapping area.

If an object or a creature that is the effect of an ongoing spell is in the area, apply the result of the dispel check to end the spell that conjured that object or creature (returning it whence it came) in addition to attempting to dispel one spell targeting the creature or object.

You can choose to automatically succeed at your dispel check against any spell you have cast.

Counter: This functions as countering with *dispel magic*, but you receive a +4 bonus to your dispel check to counter the other spellcaster's spell.

DISPLACEMENT 3

School illusion
Casting Time 1 standard action
Range touch
Targets one creature
Duration 1 round/level (D)
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)
The target of this spell appears to be about 2 feet away from its true location. The creature benefits from a 50% miss chance as if it had total concealment. Unlike actual total concealment, *displacement* doesn't prevent enemies from targeting the creature normally. *True seeing* reveals the target's true location and negates the miss chance. If a creature with blindsense can also see the displaced creature, the visual and blindsense information combined are enough for the creature with blindsense to attack the displaced creature without a miss chance, unlike normal for blindsense.

DIVINATION 4

School divination
Casting Time 10 minutes
Range personal
Duration instantaneous
Similar to *augury* but more powerful, a *divination* spell can provide you with a useful piece of advice in reply to a question concerning a specific goal, event, or activity that is to occur within 1 week. Casting this spell requires you to expend 1 Resolve Point. The advice granted by the spell can be as simple as a short phrase, or it might take the form of a cryptic rhyme or omen. If you don't act on the information, the conditions may change so that the information is no longer useful. The chance for a correct divination is 75%. If the die roll fails, you know the spell failed, unless specific magic yielding false information is at work.

As with *augury*, multiple castings of *divination* about the same topic by the same caster use the same die result as the first *divination* spell and yield the same answer each time.

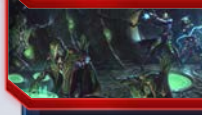
DOMINATE PERSON 5

School enchantment (compulsion, mind-affecting)
Casting Time 1 round
Range close (25 ft. + 5 ft./2 levels)
Targets one humanoid
Duration 1 day/level; see text
Saving Throw Will negates; **Spell Resistance** yes
You fire a bright purple ray at your target, making a ranged attack against your target's EAC, but you can add your key ability score bonus to this attack instead of your Dexterity modifier if it is higher.

If you hit and your target fails its Will saving throw, you establish a telepathic link with the target's mind and can control its actions. If you and the target have a common language, you can generally force the target to perform as you desire, within the limits of its abilities. If no common language exists, you can communicate only basic commands, such as "Come here," "Go there," "Fight," and "Stand still." You know what the target is experiencing, but you don't receive direct sensory input from it, nor can it communicate with you telepathically. Once you have given a dominated creature a command, it continues to attempt to carry out that command to the exclusion of all other activities except those necessary for day-to-day survival (such as sleeping, eating, and so forth). Changing your orders or giving a dominated creature a new command is a move action.

By concentrating fully on the spell (a standard action), you can receive full sensory input as interpreted by the mind of the target, though it still can't communicate with you. You don't actually see through the target's eyes, but you still get a good idea of what's going on.

The target resists this control, and any target forced to take actions against its nature can attempt a new saving throw with



a +2 bonus. Obviously self-destructive orders are not carried out. Once control is established, the range at which it can be exercised is unlimited as long as you and the target are on the same plane. You don't need to see the target to control it.

If you don't spend at least 1 round concentrating on the spell each following day, the target can attempt a new saving throw to throw off the domination. You can be prevented from exercising control or using the telepathic link while the target is under the effects of some spells, but such effects don't automatically dispel the domination.

ENERGY RAY 0

School conjuration (creation)
Casting Time 1 standard action
Range close (25 ft. + 5 ft./2 levels)
Targets one creature or object
Duration instantaneous
Saving Throw none; **Spell Resistance** yes

When you cast this spell, choose acid, cold, electricity, or fire; the spell gains that descriptor. You fire a ray at the target, and you must make a ranged attack against its EAC. On a hit, the ray deals 1d3 damage of the chosen energy type.

ENERVATION 4

School necromancy
Casting Time 1 standard action
Range close (25 ft. + 5 ft./2 levels)
Targets one creature
Duration instantaneous
Saving Throw none; **Spell Resistance** yes

You shoot a black ray at a target, making a ranged attack against the target's EAC. If you hit, the target gains 2 temporary negative levels. Negative levels stack. If the target survives, it recovers from negative levels after a number of hours equal to your caster level (maximum 15 hours). An undead creature struck by the ray gains 10 temporary Hit Points for 1 hour.

ENSHRINING REFUGE 6

School abjuration
Casting Time 1 standard action
Range close (25 ft. + 5 ft./2 levels)
Area all creatures in 40-ft. radius burst
Duration 1 round/level (D)
Saving Throw Will negates, see text; **Spell Resistance** no

All creatures within a 40-foot radius of the spell's point of origin are protected from violence. Any opponent attempting to directly attack a warded creature, even with a targeted spell, must attempt a Will saving throw. If the opponent succeeds, it can attack that creature normally, though it takes a –2 penalty to attacks against that creature for the duration of the spell. On a failed save, the opponent can't follow through with the attack, loses that action, and can't directly attack the warded creature for the duration of the spell. Those not attempting to attack a warded creature remain unaffected.

This spell doesn't prevent warded creatures from being affected by an attack with an area of effect, though a warded creature receives a +2 bonus to saving throws against such attacks.

Each warded creature can breathe normally, no matter the surrounding atmosphere, and it suffers no harm from being in a hot or cold environment. A warded creature can't attack without breaking the spell for itself, but it can use harmless spells and abilities that don't require attack rolls, and it can act otherwise.

ENTROPIC GRASP 3

School transmutation
Casting Time 1 standard action
Range touch
Targets one nonmagical manufactured object (or the volume of the object within a 3-ft.-radius of the touched point) or one manufactured creature touched each round
Duration see text
Saving Throw Fortitude negates (object); **Spell Resistance** no

Any unattended, manufactured (built from component parts, including metal, wood, plastic, glass, and so on) item you touch crumbles into dust, rust, and decay. If the item is so large that it can't fit within a 3-foot radius, a 3-foot-radius volume of the material is destroyed. This is an instantaneous effect.

You can employ *entropic grasp* in combat by making a melee attack against your opponent's EAC. If you hit, you instantaneously reduce a manufactured armor's KAC and EAC bonus by 3 (to a minimum of a +0 bonus). Damaged armor can be repaired using the Engineering skill; with a successful check, the armor's armor bonuses are restored to their original values. Against a manufactured creature (generally constructs, but not undead), this attack instead deals 6d12 damage.

Weapons and equipment in use by an opponent are more difficult to affect with this spell. You attempt a sunder combat maneuver against the item. If successful, you deal 6d6 damage to the weapon or item.

Used in combat, this spell lasts 1 round per level, and you can make one melee attack each round on future rounds as a standard action. The target can attempt a save to negate each melee attack, but success does not end the spell.

Casting this spell doesn't provoke attacks of opportunity.

ERASE 1

School transmutation
Casting Time 1 standard action
Range close (25 ft. + 5 ft./2 levels)
Targets one written data set
Duration instantaneous
Saving Throw none; **Spell Resistance** no

Erase removes writings of either magical or mundane nature from any written storage, including paper, computers, or similar devices. You remove up to 1,500 words worth of text (for computer files, this could be a 1,500-word data file or 1,500 words of computer code). With this spell, you can remove magic runes and glyphs created by spells of 3rd-level and lower.

Nonmagical writing in a book or manual is automatically erased if you touch it and no one else is holding it. Magical writing and computer programs must be touched (either directly or by touching the physical drive that holds the file) to be erased, and you must also succeed at a caster level check (1d20 + caster level) with a DC equal to 11 + the caster level for the magical writing or the item level of the computer's drive. Computers generally keep backups on a round-by-round basis, and when you erase code from a computer, it takes 1 round for the computer to access its backups. If you erase a file that stores continuous data (like a camera feed), the computer won't be able to recover the missing round. A natural 1 is always a failure on this check. If you fail to erase writing that is part of a trap (magical or otherwise), you set off that trap.

ETHEREAL JAUNT

School transmutation
Casting Time 1 standard action
Range personal
Duration 1 round/level (D)
You become ethereal, along with your equipment. For the duration of the spell, you are on the Ethereal Plane, which overlaps the Material Plane. When the spell expires, you return to material existence.

An ethereal creature is invisible, insubstantial, and capable of moving in any direction, even up or down, albeit at half normal speed. As an insubstantial creature, you can move through solid objects, including living creatures. An ethereal creature can see and hear events and creatures on the Material Plane, but everything looks gray and ephemeral. Sight and hearing on the Material Plane are limited to 60 feet and many kinds of senses (such as blindsense and blindsight) don't work across the planar boundary.

Force effects and abjurations affect an ethereal creature normally, but force effects originating on the Ethereal Plane don't affect targets on the Material Plane. An ethereal creature can't attack material creatures, and spells you cast while ethereal affect only other ethereal things. Certain material creatures and objects have attacks or effects that work on the Ethereal Plane. Treat other ethereal creatures and ethereal objects as you would if you were both on the Material Plane.

If you end the spell and become material while inside a material object (such as a solid wall), you are shunted to the nearest open space and take 1d6 damage per 5 feet that you so travel.

EXPLOSIVE BLAST

School evocation (fire)
Casting Time 1 standard action
Range medium (100 ft. + 10 ft./level)
Area 20-ft.-radius burst
Duration instantaneous
Saving Throw Reflex half; **Spell Resistance** yes
You magically transform a used battery into a powerful explosive device, propelling it in a straight line to a grid intersection within range, at which point it detonates, dealing 9d6 fire damage to all creatures and objects in the area. If you send the battery through a narrow opening, you must make a ranged attack (usually against an Armor Class of 10 for a narrow opening or an Armor Class of 15 for an extremely narrow opening) to avoid hitting the side and detonating it prematurely.

FATIGUE

School necromancy
Casting Time 1 standard action
Range touch
Targets one creature
Duration 1 round/level
Saving Throw Fortitude negates; **Spell Resistance** yes
You make a melee attack against a single target's EAC, adding your key ability score modifier to the attack roll instead of your Strength modifier if it is higher. The target must succeed at a Fortitude save or be fatigued for the spell's duration. This spell has no effect on a creature that is already fatigued. Casting this spell doesn't provoke attacks of opportunity.

FEAR

School enchantment (emotion, fear, mind-affecting)
Casting Time 1 standard action
Range see text
Targets see text
Duration see text
Saving Throw Will partial; **Spell Resistance** yes
With a single mental nudge, you can unlock one or more targets' deepest nightmares. A target that succeeds at its Will saving throw against this spell is shaken for 1 round.

1st: When you cast *fear* as a 1st-level spell, it affects one living creature of CR 4 or lower at close range (25 feet + 5 feet/2 levels). The target must succeed at a Will saving throw or be frightened for 1d4 rounds.

2nd: When you cast *fear* as a 2nd-level spell, it affects one living creature of CR 4 or lower per 3 caster levels at medium range (100 feet + 10 feet/level), no two of which can be more than 30 feet apart. Each target must succeed at a Will saving throw or be frightened for 1 minute.

3rd: When you cast *fear* as 3rd-level spell, it affects all living creatures of CR 8 or lower in 30-foot cone-shaped burst. Each target must succeed at a Will save or become panicked for 1 minute. If cornered, a panicked creature begins cowering.

4th: When you cast *fear* as 4th-level spell, it affects all living creatures in 30-foot cone-shaped burst regardless of CR. Each target must succeed at a Will save or become panicked for 1 minute. If cornered, a panicked creature begins cowering.

FEEBLEMIND

School enchantment (compulsion, mind-affecting)
Casting Time 1 standard action
Range medium (100 ft. + 10 ft./level)
Targets one creature

Duration instantaneous
Saving Throw Will negates; **Spell Resistance** yes
You fire a scintillating ray at your target, making a ranged attack against your target's EAC, but you can add your key ability score bonus to this attack instead of your Dexterity modifier if it is higher. If you hit and your target fails its Will saving throw, the target creature's Intelligence and Charisma scores each drop to 1 (a modifier of –5). The affected creature is unable to use Intelligence- or Charisma-based skills, cast spells, understand language, or communicate coherently. It still knows who its friends are and can follow them and even protect them. The target remains in this state until a *miracle*, *psychic surgery*, *wish*, or similar spell is used to cancel the effect. It can't be removed by effects like *break enchantment*.

FLESH TO STONE 6

School transmutation
Casting Time 1 standard action
Range close (25 ft. + 5 ft./2 levels)
Targets one creature
Duration instantaneous
Saving Throw Fortitude negates; **Spell Resistance** yes
You fire a dull gray ray at your target, making a ranged attack against your target's EAC, but you can add your key ability score bonus to this attack instead of your Dexterity modifier if it is higher. If you hit and the target fails its Fortitude save, the target, along with all its carried gear, turns into a mindless, inert statue. If the statue resulting from this spell is broken or damaged, the target (if ever returned to its original state) has similar damage or deformities. The creature is not dead, but it gives off no sign of life even upon close inspection. Only creatures made of flesh are affected by this spell.

If this spell is cast upon a stone creature that was once flesh, it reverses the petrification.

FLIGHT 1–6

School transmutation
Casting Time 1 standard action; see text
Range see text
Targets see text
Duration see text
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)
You tinker with the particles of magic surrounding one or more targets to either allow them to slow a fall, gently rise or descend, or fly short or vast distances.

1st: When you cast *flight* as a 1st-level spell, you can target one Medium or smaller falling object or creature per level at close range (25 feet + 5 feet/2 levels). The targets must all be within 20 feet of each other. A Large creature or object counts as two Medium creatures or objects, a Huge creature or object counts as four Medium creatures or objects, and so on. The affected targets instantly fall slower, at a rate of just 60 feet per round (equivalent to the end of a fall from a few feet). The targets take no damage upon landing while the spell is in effect. This spell doesn't affect charging or flying creatures.

For each target, this casting of the spell lasts until that target lands or 1 round per caster level (whichever happens first).

The 1st-level version of this spell can be cast as a reaction, but when you do so, you can't take a standard action on your next round.

2nd: When you cast *flight* as a 2nd-level spell, you can target yourself or one willing or unconscious creature or unattended object (total weight up to 100 pounds or 10 bulk per level) at close range. The spell allows you to move the target up or down as you wish. Each round as a move action, you can mentally direct the target up or down as much as 20 feet. You can't move the target horizontally. A levitating creature that attacks with a melee or ranged weapon finds itself increasingly unstable; the first attack takes a –1 penalty to attack rolls, the second a –2 penalty, and so on, to a maximum of –5. A full round spent stabilizing allows the creature to begin again at –1.

This casting of the spell lasts 1 minute per caster level and is dismissible.

3rd: When you cast *flight* as a 3rd-level spell, you can target one willing or unconscious touched creature and give it the power of flight. The target can fly at a speed of 60 feet with average maneuverability. Flying while under this spell's effects takes no more concentration than walking, so the target can attack or cast spells normally. The target can charge but not run, and it can't carry aloft more weight than its normal bulk limit. The target gains a bonus to Acrobatics checks to fly equal to half your caster level.

If this spell expires or is dispelled while the target is aloft, the target floats downward 60 feet per round for 1d6 rounds. If it reaches the ground in that amount of time, it lands safely. If not, it falls the rest of the distance, taking 1d6 damage per 10 feet fallen.

The spell lasts for 1 minute per caster level.

4th: When you cast *flight* as a 4th-level spell, you can target one willing or unconscious touched creature and affect it as per the 3rd-level version of the spell, except the target's fly speed is increased by 10 feet and the spell lasts for 10 minutes per caster level.

5th: When you cast *flight* as a 5th-level spell, you can target yourself and be affected as per the 4th-level version of the spell, except the spell lasts for 1 hour per caster level. When you use this flight speed for long-distance movement, you can hustle without taking nonlethal damage (a forced march still requires Constitution checks). You can cover 140 miles in an 8-hour period of flight (or 80 miles at a speed of 50 feet).

6th: When you cast *flight* as a 6th-level spell, you can target multiple willing or unconscious creatures at close range (25 feet + 5 feet/2 levels) and affect them as per the 3rd-level version of the spell. You can target one creature per caster level, all of which must be within 30 feet of each other. This casting of the spell lasts 10 minutes per caster level.

FOG CLOUD

School conjuration (creation)
Casting Time 1 standard action
Range medium (100 ft. + 10 ft./level)
Area 20-ft.-radius spread
Duration 10 minutes/level
Saving Throw none; **Spell Resistance** no

A bank of fog billows out from the point you designate. The fog obscures all sight, including darkvision, beyond 5 feet. Adjacent creatures are granted concealment against one another (attacks have a 20% miss chance). Otherwise, this fog provides total concealment (50% miss chance and attackers can't use sight to locate targets).

A moderate wind (11+ mph) disperses the fog in 4 rounds; a strong wind (21+ mph) disperses the fog in 1 round.

This spell doesn't function underwater or in a vacuum.

FORCE BLAST

School evocation (force)
Casting Time 1 standard action
Range 30 ft.
Area cone-shaped burst
Duration instantaneous
Saving Throw Reflex partial, see text; **Spell Resistance** yes

You gather mystical energy and blast it outward in a mighty wave originating from your fingertips, damaging and potentially knocking back your enemies. This spell deals 2d6 damage to each creature in the area unless it succeeds at a Reflex saving throw for half damage.

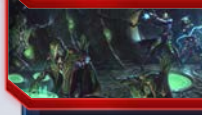
Additionally, the force from this spell effectively attempts to bull rush all creatures in the area. Attempt a single bull rush combat maneuver, using your caster level + your key ability score modifier as your attack bonus. Compare the result to each target's KAC + 8. If you're successful, that creature is knocked back 5 feet, plus 5 additional feet for every 5 by which your attack exceeds the creature's KAC + 8. If there is an obstacle in the way, the creature stops at the obstacle instead.

GHOST SOUND

School illusion
Casting Time 1 standard action
Range close (25 ft. + 5 ft./2 levels)
Effect illusory sounds
Duration 1 round/level (D)
Saving Throw Will disbelief; **Spell Resistance** no

You create a volume of sound that rises, falls, recedes, approaches, or remains fixed. You choose what type of sound this spell creates when casting it and cannot thereafter change the sound's basic character.

The volume of sound created can produce as much noise as 20 normal humans. Thus, you can create shouting, singing, talking, marching, running, or walking sounds, as well as sounds of battle or small explosions. You can make noises that sound like machines, the general chatter of distant conversation, or the roar of an alien predator, but you can't make specific sounds such as intelligible speech or the exact hum of a particular starship's engines.



GRAVE WORDS D

School necromancy (language-dependent)
Casting Time 1 minute
Range touch
Targets one dead creature
Duration 1 round
Saving Throw none; **Spell Resistance** no

You can force a touched corpse talk to you, but you can't ask it specific questions or communicate with it at all. The corpse utters random sentences for 1 round, with a 10% chance this information is of some use to you. Useful information might include warnings about dangers in a wrecked starship, the password to unlock a computer, or the name of a supernatural creature seeking you or your allies. The GM makes the d% roll in secret and decides what information, useful or not, the corpse spews out in its babbling.

Once a corpse has been subjected to *grave words* by any caster, any new attempt to cast *grave words* on that corpse fails. A corpse must have a mouth or means to speak in order for this spell to function, and the spell doesn't affect a corpse that has been turned into an undead creature.

GRAVITATIONAL SINGULARITY 6

School conjuration (creation)
Casting Time 1 round
Range medium (100 ft. + 10 ft./level)
Effect 5-ft.-cube gravitational singularity; see text
Duration 1 round/level (D)
Saving Throw none; **Spell Resistance** no

You call into being a tiny particle of mass with infinite density. You must conjure the singularity in a square that is unoccupied by any creatures or objects. When you finish casting this spell, the singularity immediately draws all Medium and smaller creatures and unattended objects of no more than light bulk within 30 feet toward it. Each round on your turn, the singularity makes a single special combat maneuver against creatures within 30 feet with an attack bonus equal to 4 + your caster level + your key ability modifier. Compare the result to each creature's KAC + 8. If the singularity is successful, that creature is moved 5 feet toward the singularity plus 5 additional feet for every 5 by which the result exceeds a target's KAC + 8. Unattended objects are automatically moved 10 feet toward the singularity each round. If a creature or object is moved into the square that contains the singularity, it is sucked inside it and takes 12d6 damage at the end of its turn each round it remains within that space.

A creature drawn into the singularity can take no actions except a full action to try to escape (it still takes damage during the rounds it attempts to escape). A creature must succeed at either an Athletics check (DC = 15 + 1-1/2 × your mystic level) or a DC 22 Strength check to escape the singularity. The singularity can hold up to four Medium creatures or objects (two Small creatures or objects count as one Medium creature, and so on); if it would pull in additional creatures, those creatures are simply pulled into a square adjacent to the singularity.

A creature within 50 feet of the singularity has its speed reduced by half when it moves away from the singularity. However, it can move at double its normal speed when moving toward the singularity. If a creature moves within 30 feet of the singularity at any point in its movement, it is subject to the combat maneuver described above. A creature that moves neither toward nor away from the singularity moves at its normal speed.

When this spell ends, the singularity disappears, and creatures and objects that were sucked into the singularity appear in the space where you conjured it (or as close as possible to that space, if they can't all fit within it).

GREASE 1

School conjuration (creation)
Casting Time 1 standard action
Range close (25 ft. + 5 ft./2 levels)
Area or Targets one 10-ft. square or one object
Duration 1 minute/level (D)
Saving Throw Reflex partial, see text; **Spell Resistance** no

You cover a solid surface with a layer of slippery grease. Any creature in the area when the spell is cast must succeed at a Reflex save or fall prone. A creature can walk within or through the area of grease at half normal speed with a successful DC 10 Acrobatics check. Failure means the creature can't move that round and must then succeed at a Reflex save or fall prone, while failure by 5 or more means it falls prone (see the Acrobatics skill on page 135 for details). A creature that doesn't move on its turn doesn't need to attempt this check and isn't considered flat-footed. The spell can also be used to create a greasy coating on an item. Unattended material objects are always affected by this spell. If you attempt to affect an object in a creature's possession, the creature can attempt a Reflex save to negate the effect. If the creature fails the initial saving throw, it immediately drops the item and must attempt a new save each round it attempts to pick up, hold, or use the item. A creature wearing greased armor or clothing gains a +5 circumstance bonus to Acrobatics checks to escape a grapple and a +2 circumstance bonus to its AC against grapple combat maneuvers.

HANDY JUNKBOT 3

School transmutation
Casting Time 1 round
Range touch
Targets 1 bulk of inert electronic equipment; see text
Duration 1 round/level
Saving Throw none; **Spell Resistance** no

You turn a pile of technological junk into a robot that can accomplish helpful tasks. You must target inert, nonworking electronic equipment of at least 1 bulk. Valid targets include a large broken computer system, nonworking or unconnected computer or robot parts, a destroyed robot or another such trashed mechanical system, or any related electronic components or combination of the above as long as the junk is found in a large enough quantity.

While casting this spell, you use your magic and technological know-how to rearrange the junked parts and infuse them with energy and helpful programming. A handy junkbot is Small, its KAC and EAC are each equal to 10 + your caster level, and it has a number of Hit Points equal to one-quarter of your own (but no Stamina Points). It has a land speed of 30 feet and a fly speed of 15 feet with average maneuverability. It can accomplish all tasks described in the Computers, Engineering, Piloting, and Sleight of Hand skills, is considered trained in those skills, and has a total skill bonus in each equal to 3 + your caster level. The junkbot is treated as if it is using a hacker's kit when using the Computers skill and an engineering kit when using the Engineering skill. A handy junkbot can never attack. The junkbot uses your saving throw bonuses if it is the target of a spell or another targeted effect. For purposes of spells and effects that target the junkbot, it is treated as a construct with the technological and magical subtypes.

You can give new basic commands to your handy junkbot telepathically on your turn as a move action, and the junkbot can take actions as if it were a normal creature. You are aware when the junkbot has succeeded at or failed a skill check, as well as when it has been attacked or destroyed, but you can perceive nothing else through this basic telepathic link.

When the handy junkbot is destroyed or this spell ends, the electronic equipment you used to create it falls apart into refuse, its circuitry fried beyond anything recognizable. You can't use this refuse as a target to create another junkbot.

HASTE 3 3

School transmutation
Casting Time 1 standard action
Range close (25 ft. + 5 ft./2 levels)
Targets up to one creature/level, no two of which can be more than 30 ft. apart
Duration 1 round/level
Saving Throw Fortitude negates (harmless); **Spell Resistance** yes (harmless)

The targeted creatures move and act more quickly than normal. This extra speed has several effects.

When making a full attack, a hasted creature can also take a separate move action in order to move. The movement can occur before, after, or between the attacks from the full attack. All movement must occur at the same time.

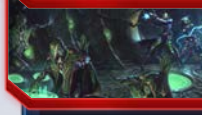
All of the hasted creature's modes of movement (including base, burrow, climb, fly, and swim speeds) increase by 30 feet, to a maximum of twice the target's normal speed using that form of movement. This increase counts as an enhancement bonus, and it affects the creature's jumping distance as normal for increased speed. Multiple *haste* effects don't stack. *Haste* counters and negates *slow*.

HEALING JUNKBOT 3

School transmutation
Casting Time 1 round
Range touch
Targets 1 bulk of inert electronic equipment; see text
Duration 1 round/level
Saving Throw none; **Spell Resistance** no

You turn a pile of technological junk into a robot that can perform basic healing tasks.

You must target inert, nonworking electronic equipment of at least 1 bulk. Valid targets include a large broken computer system, nonworking or unconnected computer or robot parts, a destroyed robot or another such trashed mechanical system, or any related electronic components or combination of the above as long as the junk is found in a large enough quantity. While casting this spell, you use



your magic and technological know-how to rearrange the junked parts and infuse them with energy and medical skills.

A healing junkbot is Small, its KAC and EAC are each equal to 10 + your caster level, and it has a number of Hit Points equal to one-quarter of your own (but no Stamina Points). It has a land speed of 30 feet and a fly speed of 15 feet with average maneuverability. It is considered trained in the Medicine skill and can perform first aid, treat deadly wounds, and treat drugs or poison as if it had a medkit (though it can't provide long-term care or treat disease). The junkbot has a total skill bonus for Medicine checks equal to 3 + your caster level.

A healing junkbot can drag or fly one unconscious creature at a time to any spot you designate. It can drag or fly a Small, Medium, or Large creature at half speed. It can drag or fly smaller creatures at normal speed, but it can't move creatures bigger than Large. A healing junkbot can never attack. The junkbot uses your saving throw bonuses if it is the target of a spell or another targeted effect. For purposes of spells and effects that target it, the junkbot is treated as a construct with the technological and magical subtypes.

You can give new basic commands to your healing junkbot telepathically on your turn as a move action, and the junkbot can take actions as if it were a normal creature. You are aware when the bot has succeeded at or failed a skill check, as well as when it has been attacked or destroyed, but you can perceive nothing else through this basic telepathic link.

When the healing junkbot is destroyed or this spell ends, the electronic equipment you used to create it falls apart into refuse, its components and circuitry fried beyond anything recognizable. You can't use this refuse as a target to create another junkbot.

HEAT LEECH 5

School evocation (cold)
Casting Time 1 standard action
Range 60 ft.
Area cone-shaped burst
Duration instantaneous; see text
Saving Throw Reflex half; **Spell Resistance** yes
You drain the heat from all creatures and objects in the area, dealing 13d8 cold damage. You can store the gathered heat energy in a used battery. If you do so and use that battery when casting *explosive blast* within 1 minute, that spell deals 2d6 additional fire damage, destroying the used battery. Otherwise, the energy dissipates normally.

HOLD MONSTER 4

School enchantment (compulsion, mind-affecting)
Targets one living creature
This spell functions as *hold person*, except it can target any living creature.

HOLD PERSON 2

School enchantment (compulsion, mind-affecting)
Casting Time 1 standard action
Range medium (100 ft. + 10 ft./level)
Targets one humanoid creature
Duration 1 round/level (D)
Saving Throw Will negates, see text; **Spell Resistance** yes
The target becomes paralyzed and freezes in place. It is aware and breathes normally but can't take any physical actions, even speech. A held creature can't cast spells. Each round on its turn, the target can spend a full action to attempt a new saving throw to end the effect. This does not provoke attacks of opportunity. A winged creature that is paralyzed can't flap its wings and falls. A swimmer can't swim and may drown.

HOLD PORTAL 1

School abjuration
Casting Time 1 standard action
Range medium (100 ft. + 10 ft./level)
Targets one portal up to 20 sq. ft./level
Duration 1 minute/level (D)
Saving Throw none; **Spell Resistance** no
This spell magically holds shut a door, gate, shutter, or window of any standard material (metal, plastic, stone, wood, and so on), or it reinforces an electronic lock. The magic affects the portal just as if it were securely closed and normally locked. A *knock* spell or a successful *dispel magic* spell can negate a *hold portal* spell.

Add 5 to the normal DC for forcing open a portal or hacking an electronic lock affected by this spell.

HOLOGRAM MEMORY 3

School divination
Casting Time 1 full action
Range touch
Targets one living or deceased sentient creature; see text
Duration instantaneous
Saving Throw Will negates, see text; **Spell Resistance** no
You reach into the target's mind, extract a specific memory, and project that memory into a small hologram that plays in front of you and is visible to all creatures who can see it. The hologram memory can be no longer than 1 minute; if the extracted memory is longer than this, the hologram simply ends. The hologram includes audio as well as visual components, but it does not contain haptic, olfactory, or other components. The hologram typically plays a memory that takes place in a single scene, though it can cut to multiple scenes, if they are accurate to the memory and its length allows. The hologram plays the memory exactly as the target experienced it and from the target's perspective, so it often lacks context. The target creature must remain quiet and still while the hologram plays or the spell and hologram end.

This spell can target any living, unconscious, or deceased sentient creature with an Intelligence score of 3 or higher (or a modifier of –4 or higher). If the target is deceased, it cannot have been dead for longer than 1 week, or this spell fails; once a corpse has been subjected to *hologram memory* by any

caster, any subsequent attempts to cast *hologram memory* on that corpse fail.

If the target is unwilling to share this memory (or if it would be unable to share the memory, in the case of an unconscious or deceased target), it can attempt a Will saving throw with a +4 bonus to negate this spell and its effects.

HOLOGRAPHIC IMAGE 1–6

School illusion
Casting Time 1 standard action
Range see text
Area see text
Duration see text
Saving Throw Will disbelief; **Spell Resistance** no

You weave nearby photons into illusory holograms that can take almost any form you can imagine. These holograms are usually effective against cameras, robots, and living creatures.

1st: When you cast *holographic image* as a 1st-level spell, it produces a purely visual hologram at long range (400 feet + 40 feet/level). The image has no sound, smell, texture, or temperature. The image can't extend beyond four 10-foot cubes plus one 10-foot cube per caster level. The image lasts for as long as you concentrate. You can move the image within the limits of the size of the effect.

2nd: When you cast *holographic image* as a 2nd-level spell, it produces a hologram as per the 1st-level version of the spell, except the hologram can include minor sounds, but not understandable speech. The image lasts for as long as you concentrate plus 2 additional rounds.

3rd: When you cast *holographic image* as a 3rd-level spell, it produces a hologram as per the 1st-level version of the spell, except the hologram can include sound, smell, and thermal illusions (but not speech). The image disappears when it is struck by an opponent, unless you cause the hologram to react appropriately. The image lasts for as long as you concentrate plus 3 additional rounds.

4th: When you cast *holographic image* as a 4th-level spell, it produces a hologram as per the 3rd-level version of the spell, except the hologram follows a script determined by you. It follows that script for 1 minute per level without you having to concentrate on it. The hologram can include intelligible speech, if you wish.

5th: When you cast *holographic image* as a 5th-level spell, it produces a hologram as per the 4th-level version of the spell, except the size of the hologram can't extend beyond a 20-foot cube plus one 10-foot cube per caster level.

You can choose to make the hologram permanent at the time of casting. By concentrating, you can move the image within the limits of the range, but it is static while you are not concentrating.

Alternatively, you can have the hologram activate when a specific condition (which you set at the time of casting) occurs. The event that triggers the hologram can be as general or as specific and detailed as desired, but it must be based on an audible, olfactory, tactile, or visual trigger. The trigger can't be based on some quality not normally obvious to the senses, such as alignment. The spell lasts until it is triggered, and then the hologram lasts for 1 round per caster level.

6th: When you cast *holographic image* as a 6th-level spell, it creates a quasi-real, illusory version of yourself at medium range (100 feet + 10 feet/level). This hologram looks, sounds, and smells like you, but it is intangible. The hologram mimics your actions (including speech) unless you use a move action to direct it to act differently. You can see through its eyes and hear through its ears as if you were standing where it is, and during your turn you can switch from using its senses to using your own, or back again, as a move action. While you are using its senses, your body is considered blinded and deafened.

If you desire, any spell you cast with a range of touch or greater can originate from the hologram instead of from you. The hologram can't cast spells on itself except for illusion spells. Spells cast in this manner affect other targets normally, despite originating from the hologram.

An object isn't deceived by illusions (treat as if it had succeeded at its Will saving throw). The hologram remains for 1 round per level, and you must maintain line of effect to the hologram at all times. If your line of effect is obstructed, the spell ends. If you use *dimension door*, *plane shift*, *teleport*, or a similar spell that breaks your line of effect, even momentarily, the spell ends. This casting of the spell is a shadow effect.

HOLOGRAPHIC TERRAIN 5

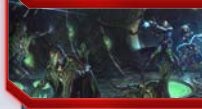
School illusion
Casting Time 1 standard action
Range long (400 ft. + 40 ft./level)
Area one 20-ft. cube/level (S)
Duration 2 hours/level (D)
Saving Throw Will disbelief; **Spell Resistance** no

You make terrain look, sound, and smell like some other sort of terrain. Equipment, structures, and vehicles within the area can be hidden or changed in appearance. The illusion includes audible, olfactory, tactile, and visual elements and is effective against cameras, living creatures, robots, and scrying spells. This spell can't disguise or add creatures nor can it make them invisible (though creatures within the area might hide themselves within the illusion just as they can hide themselves within a real location).

HURL FORCEDISK 2

School evocation (force)
Casting Time 1 standard action
Range medium (100 ft. +10 ft./level)
Targets up to five creatures; see text
Duration instantaneous
Saving Throw none; **Spell Resistance** yes

You create a spinning disk made of pure, shimmering force and hurl it at one opponent within range, potentially striking other nearby enemies as the disk ricochets. Choose the initial target, and make a ranged attack against its EAC. If the attack hits, the disk deals 3d6 damage. The disk then ricochets to hit up to four more creatures of your choice, each no more than



15 feet from the last target. Make a ranged attack against each successive target's EAC in turn; the disk deals 2d6 damage to each secondary target struck (this damage is rolled separately for each target). The disk continues to ricochet in this way until it has attempted to strike five creatures, or until there are no more valid targets, or until you voluntarily end the spell. A creature can take damage only once from a single casting of this spell.

The forcedisk is subject to spell resistance, so you must attempt a caster level check (1d20 + your caster level) against each target with spell resistance before determining whether the target might take damage. If you fail this check, the spell ends.

The exact shape of the forcedisk is superficially changeable; as part of casting this spell, a spellcaster can decide to make it shaped differently from a traditional disk. For example, using this spell to create a starknife made of force is popular among Desna's followers. The spell still deals the amount of damage described above regardless of the disk's shape.

IDENTIFY 1 1

School divination
Casting Time 1 standard action
Range 5 ft.
Target one magic or technological object
Duration 1 round/level (D)
Saving Throw none; **Spell Resistance** no
This spell allows you to attempt to identify the function of a magic item (with Mysticism) or technological device (with Engineering) each round. You gain a +10 insight bonus to skill checks to identify the properties and command words or passwords of items targeted when using this spell. This spell does not allow you to identify artifacts.

IMPLANT DATA 2

School illusion
Casting Time 1 standard action
Range touch
Targets one computer system or module
Duration 1 hour/level or until triggered; see text
Saving Throw none; **Spell Resistance** no
You subtly rearrange the internal circuitry of a computer system or module, programming it to convey a certain dataset when accessed (either normally or if it is hacked). You can implant up to one piece of data per caster level. A piece of data consists of a simple fact, such as a creature or object's location or physical description, a creature or object's tangible or intangible value, or another simple statement. When an affected computer system or module is accessed, this implanted data is the first data the accessing individual gains, regardless of what data the individual is actually looking for, though the accessing individual can access the system or module's actual information if it looks beyond the implanted data. The implanted data vanishes from the system or module once the accessing individual has reviewed it. If this spell's duration ends before an individual accesses the implanted data, the implanted data vanishes.

The implanted data can be made permanent with a special ritual, which takes 1 hour and requires materials worth 5,000 credits. Once it's made permanent, the implanted data temporarily vanishes after it is accessed, but it returns 1 hour later.

INFLICT PAIN 2

School enchantment (mind-affecting, pain)
Casting Time 1 standard action
Range close (25 ft. + 5 ft./2 levels)
Targets one creature
Duration 1 round/level
Saving Throw Will partial, see text; **Spell Resistance** yes
You telepathically rack the target's mind and body with agonizing pain that imposes a –2 penalty to ability checks, attack rolls, and skill checks. A target that succeeds at a Will saving throw reduces the duration to 1 round.

INFLICT PAIN, MASS 6

School enchantment (mind-affecting, pain)
Targets up to one creature/level, no two of which can be more than 30 ft. apart
This spell functions as *inflict pain*, except as noted above.

INJECT NANOBOTS 2

School necromancy
Casting Time 1 standard action
Range touch
Targets one living creature or construct
Duration instantaneous and 1 round/level; see text
Saving Throw Fortitude partial and Will partial, see text; **Spell Resistance** yes
You concentrate key particles in your blood into tiny biological nanobots that you can inject into a foe with a touch, disrupting and damaging its natural processes. Make a melee attack against the target's EAC; if you hit, the nanobots deal 4d8 damage and swarm through the target's biological or mechanical systems, causing the creature to be confused, as per *confusion*, for 1 round per your caster level. If the target succeeds at a Fortitude save, it takes only half damage and negates the confusion effect. A confused target can attempt a Will saving throw at the beginning of its turn each round to end the confusion effect.

Casting this spell doesn't provoke attacks of opportunity.

INSTANT VIRUS 3

School necromancy
Casting Time 1 standard action
Range touch
Targets one construct with the technological subtype
Duration instantaneous; see text
Saving Throw Fortitude negates, see text; **Spell Resistance** yes
You overwhelm your target's programming, installing a

dangerous self-replicating programming virus. This works like a physical or mental disease (your choice), except it ignores the target's immunity to diseases. The programming virus has a frequency of 1 hour and requires two consecutive saving throws to cure. *Detect affliction* can reveal the existence of this virus in a construct (the virus is considered a disease for purposes of that spell). Additionally, *remove affliction* can remove this virus.

INTERPLANETARY TELEPORT 6

School conjuration (teleportation)
Casting Time 1 standard action
Range solar system or plane; see text
Targets you and touched objects or touched willing or unconscious creatures
Duration instantaneous
Saving Throw none, Will negates (object); **Spell Resistance** no, yes (object)

This spell functions as *teleport*, except there is no hard range limit and you don't need to have seen your destination. You can teleport to anywhere you are familiar with on the planet you are on while casting the spell, or you can teleport to any other planet in the same solar system. You must have an unambiguous idea of which world you wish to travel to ("the third planet from the sun" is an acceptable destination, but "a habitable world with oceans" is not). If you have a specific location on a planet in mind, you arrive there without a chance of failure; otherwise, you arrive at a location that would not immediately be life threatening. If no such safe landing zone exists on the world, such as someone attempting to travel into the sun without the proper precautions in place, the spell simply fails.

You can also attempt to teleport to planets in different solar systems that you have visited before. This increases the casting time to 1 hour and costs a number of Resolve Points equal to the number of days it would take to reach the planet through Drift travel (assume a base engine with a Drift rating of 1; the GM rolls this randomly, after you begin casting the spell). If you don't have enough Resolve Points, you spend all the Resolve Points you have available and the spell fails.

INVISIBILITY 2

School illusion
Casting Time 1 standard action
Range touch
Targets one creature or object no more than 10 bulk/level
Duration 1 minute/level (D)
Saving Throw Will negates (harmless, object), see text; **Spell Resistance** yes (harmless, object)

The creature or object touched becomes invisible (see page 264). If the target is a creature, any gear it is carrying vanishes as well. If you cast the spell on someone else, neither you nor your allies can see the target unless you can normally see invisible things or you employ magic to do so.

The spell ends if the target attacks any creature. For purposes of this spell, an attack includes any spell or harmful effect targeting a foe or whose area or effect includes a foe. Actions directed at unattended objects don't break the spell. Spells that specifically affect allies but not foes are not attacks for this purpose, even when they include foes in their area. Causing harm indirectly is not an attack. Thus, an invisible being can open doors, talk, eat, climb stairs, summon security forces and have them attack, start a trash compactor with foes inside, remotely trigger traps, and so forth.

INVISIBILITY, GREATER 4

School illusion
Targets one creature
Duration 1 round/level (D)
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

This spell functions like *invisibility*, except it doesn't end if the target attacks.

INVISIBILITY, MASS 6

School illusion
Range long (400 ft. + 40 ft./level)
Targets any number of creatures, no two of which can be more than 180 ft. apart

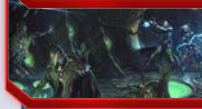
This spell functions like *invisibility*, except the effect moves with the group and is broken when anyone in the group attacks. Individuals in the group can't see one another. Any individual who moves more than 180 feet from the nearest member of the group loses the benefit of this spell. If only two individuals are affected, the one moving away from the other one loses its invisibility. If both are moving away from each other, they both become visible when the distance between them exceeds 180 feet.

IRRADIATE 3 3

School conjuration (creation, disease, poison, radiation)
Casting Time 1 standard action
Range medium (100 ft. + 10 ft./level)
Area 10-ft.-radius spread; see text
Duration instantaneous
Saving Throw Fortitude partial, see text; **Spell Resistance** no

This spell floods the area of effect with dangerous radiation. The strength of the radiation you create depends on your caster level, as detailed below. The central irradiated area is always a 10-foot-radius spread that expands normally per the rules for radiation areas of effect (see page 403). Creatures within the area are exposed to the radiation only once; the radiation does not linger in the area. The saving throw to resist the radiation effects is set by the spell rather than the standard save DC for radiation.

CASTER LEVEL	RADIATION LEVEL
6th or lower	Low
7th–9th	Medium
10th–16th	High
17th or higher	Severe



OVERVIEW
CHARACTER CREATION
RACES
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JOLTING SURGE 1

School evocation (electricity)
Casting Time 1 standard action
Range touch
Targets one creature or object
Duration instantaneous
Saving Throw none; **Spell Resistance** yes

You touch a target with a device you're holding that uses electricity, requiring a melee attack against the target's EAC. Alternatively, you can instead touch an electrical device a target is wearing (or a target that is an electrical device, such as a robot) with your hand, gaining a +2 bonus to your attack roll. Either way, if your attack hits, the electrical device surges out of control, dealing 4d6 electricity damage to your target.

Casting this spell doesn't provoke attacks of opportunity.

KEEN SENSES 1 1

School transmutation
Casting Time 1 standard action
Range touch
Targets one creature
Duration 1 minute/level (D)
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

The target gains a +2 insight bonus to Perception checks and gains low-light vision. Targets that have low-light vision double the distance they can see under the effects of this spell.

KNOCK 2

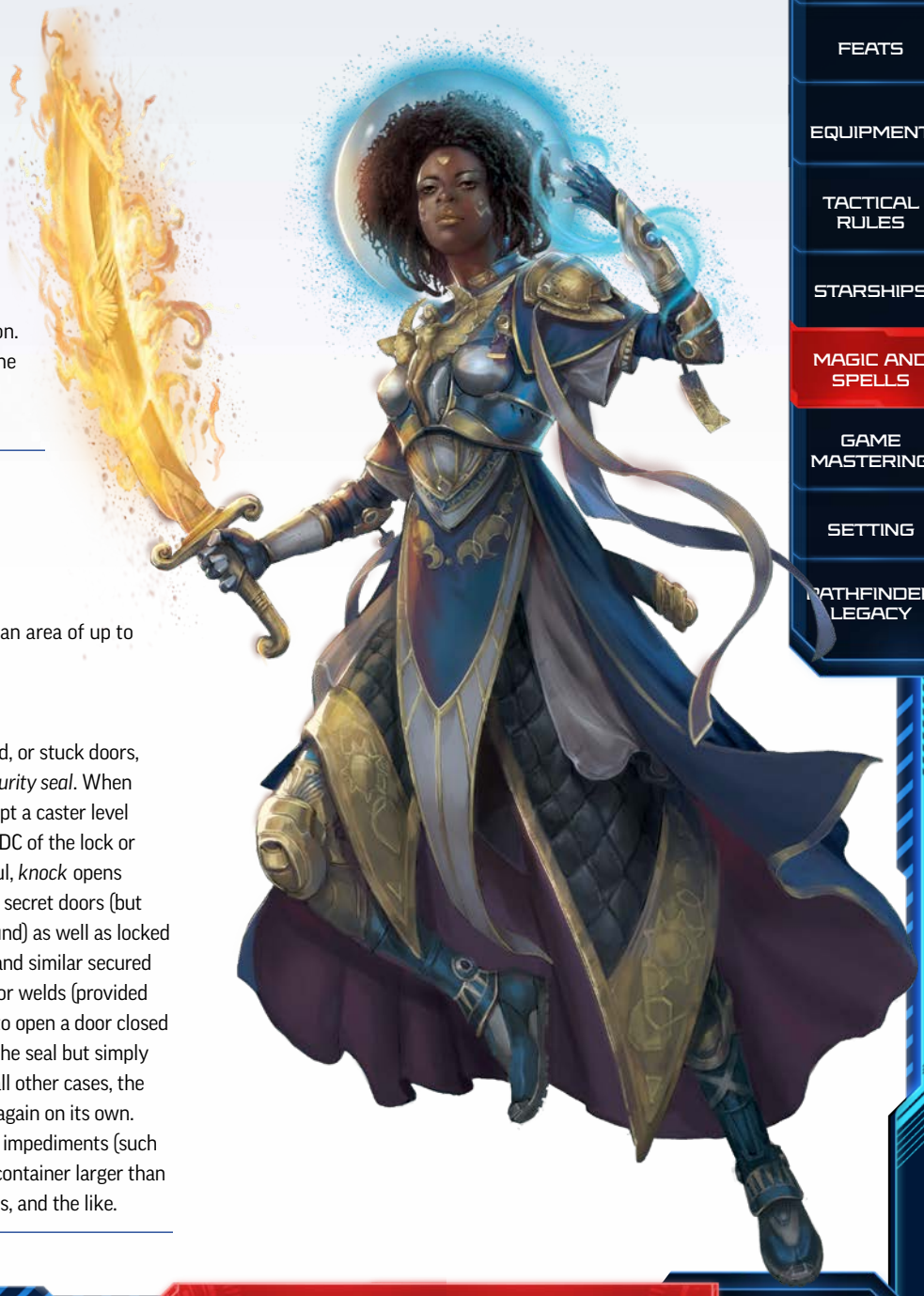
School transmutation
Casting Time 1 standard action
Range medium (100 ft. + 10 ft./level)
Targets one door, container, or portal with an area of up to 10 sq. ft./level
Duration instantaneous; see text
Saving Throw none; **Spell Resistance** no

Knock opens barred, computer-sealed, locked, or stuck doors, as well as those subject to *hold portal* or *security seal*. When you complete the casting of this spell, attempt a caster level check (1d20 + your caster level) against the DC of the lock or computer seal with a +10 bonus. If successful, *knock* opens up to two means of closure. This spell opens secret doors (but doesn't identify secret doors you haven't found) as well as locked or trick-opening containers, starship doors, and similar secured entryways. It also loosens chains, shackles, or welds (provided they serve to hold something shut). If used to open a door closed with *security seal*, the spell doesn't remove the seal but simply suspends its functioning for 10 minutes. In all other cases, the door does not relock itself or become stuck again on its own. *Knock* does not raise barred gates or similar impediments (such as a force field barrier) or open any door or container larger than the spell's area, nor does it affect ropes, webs, and the like.

LIFE BUBBLE 1 1

School abjuration
Casting Time 1 standard action
Range medium (100 ft. + 10 ft./level)
Targets up to one creature/level, no two of which can be more than 30 ft. apart
Duration 1 day/level
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

You surround the target creatures with a constant and movable 1-inch shell of tolerable living conditions customized for each creature. This shell enables the targets to breathe freely in a variety of atmospheric conditions (including in corrosive, thick, thin, and toxic atmospheres), as well as underwater or in a vacuum. It also makes the targets immune to harmful gases and



vapors, including inhaled diseases and poisons as well as spells with a harmful gaseous effect. In addition, the shell protects targets (and their equipment) from extreme temperatures (between –50° and 140° F) without having to attempt Fortitude saving throws, as well as extreme pressures.

Life bubble doesn't provide protection from energy damage, negative or positive energy (such as found on the Negative and Positive Energy Planes), or radiation; it also doesn't provide the ability to see in conditions of poor visibility (such as in smoke or fog) or the ability to move or act normally in conditions that impede movement (such as underwater).

LOGIC BOMB 2

School abjuration
Casting Time 1 standard action
Range touch
Targets one computer system or module
Duration 1 day/level or until triggered
Saving Throw see text; **Spell Resistance** see text

You infuse one computer system or module with protective energy, inuring it against attempts to access it.

As long as this spell is in effect, the first time a creature unsuccessfully attempts to access, destroy, or manipulate the affected computer system or module (using the Computers skill or otherwise), it takes 6d6 damage (either cold, electricity, or fire damage; you choose when casting the spell, and the spell gains the appropriate descriptor). The creature can attempt a Fortitude saving throw for half damage, and spell resistance applies. This damage is in addition to any negative effects the creature suffers due to the system's other countermeasures.

MAGIC MISSILE 1

School evocation (force)
Casting Time 1 standard action; see text
Range medium (100 ft. + 10 ft./level)
Targets up to three creatures, no two of which can be more than 15 ft. apart; see text
Duration instantaneous
Saving Throw none; **Spell Resistance** yes

You fire two missiles of magical energy that strike targets unerringly (the creatures must still be valid targets) and deal 1d4+1 damage each. You can't target specific parts of a creature, and objects are not damaged by the spell.

You can target a single creature or several creatures, but each missile can strike only one creature. You must designate targets before you attempt to overcome spell resistance or roll damage.

You can cast this spell as a full action. If you do, you fire three missiles instead of two.

MAKE WHOLE 2

School transmutation
Range close (25 ft. + 5 ft./2 levels)
Targets one object of up to 1 bulk/level or one construct of any size

This spell functions as *mending*, except it restores 5d6 Hit Points when cast on an object or construct creature.

Make whole can fix destroyed magic items, and it restores the magic properties of the item if your technomancer level is at least twice the item's level. Items with charges (such as batteries) and single-use items (such as potions and grenades) can't be repaired in this way. When you cast *make whole* on a construct, the spell bypasses any immunity to magic as if the spell did not allow spell resistance.

MENDING 0

School transmutation
Casting Time 10 minutes
Range 10 ft.
Targets one object of up to 1 bulk or one construct of up to Medium size
Duration instantaneous
Saving Throw Will negates (harmless, object); **Spell Resistance** yes (harmless, object)

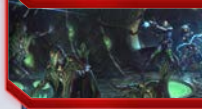
This spell repairs damaged objects and constructs, restoring 1d4 Hit Points. If the object has the broken condition, this condition is removed if the object is restored to at least half its original Hit Points. All of the pieces of an object must be present for this spell to function. A construct can benefit from this spell only once per day. Magic items can be repaired by this spell, but magic items that are destroyed don't have their magic abilities restored. This spell doesn't reverse effects that warp or otherwise transmute items, but it can still repair damage dealt to such items.

MICROBOT ASSAULT 2

School conjuration (creation)
Casting Time 1 standard action
Range close (25 ft. + 5 ft./2 levels)
Effect distracting cloud of microbots
Duration concentration + 1 round
Saving Throw none; **Spell Resistance** no

You pull latent technological energy from the air to form a cloud of fist-sized hindering microbots that fill an area you designate. The microbots begin in a 10-foot-square area when you create them, and you can create the cloud so that it shares the space of other creatures. If no creatures are within the cloud's area, the microbots pursue and harass the nearest creature that is hostile to you as best they can each round. Although the microbots generally know which creatures are your enemies, you have no control over their targets or direction of travel. If there are multiple valid targets the microbots can harass, the cloud will split into a maximum of four 5-foot-square segments and pursue different targets.

The cloud (and any segments thereof) has a fly speed of 20 feet. Each round on your turn, the microbot cloud grants harrying fire (see page 247) against the foes in its spaces. In addition, the cloud grants covering fire (see page 246) to anyone attacked by foes in its spaces. The microbots constantly repair



themselves and the cloud generates new microbots every few seconds, so any attack against them is essentially ineffective.

MIND PROBE 4

School divination (mind-affecting)
Casting Time 1 minute
Range close (25 ft. + 5 ft./2 levels)
Targets one creature
Duration 1 round/level (D)
Saving Throw Will negates, see text; **Spell Resistance** yes
You gain access to the target's memories and knowledge, and you can pry the information you want from them involuntarily.

You can attempt to learn the answer to one question of your choice per round; after each question, the target can attempt a Will saving throw to end the spell. If it fails, the creature can attempt a Bluff check with a DC equal to 11 + your Sense Motive modifier. If it fails its Bluff check, you gain the answer you desire. If it succeeds at its check, you gain no information. If it succeeds by 5 or more, it answers however it chooses and you believe that wrong answer to be the truth. Your questions are purely telepathic inquiries, and the answers to those questions are imparted directly into your mind. You and the target don't need to speak the same language, though less intelligent creatures may yield up only appropriate sensory images in answer to your questions.

MIND THRUST 1–6

School divination (mind-affecting)
Casting Time 1 standard action
Range close (25 ft. + 5 ft./2 levels)
Targets one creature
Duration instantaneous
Saving Throw Will half; **Spell Resistance** yes
You divine the most vulnerable portion of your opponent's mind and overload it with a glut of psychic information. The target can attempt a Will saving throw to halve the damage dealt by this spell. This spell has no effect on creatures without an Intelligence score.

1st: When you cast *mind thrust* as a 1st-level spell, it deals 2d10 damage to the target.

2nd: When you cast *mind thrust* as a 2nd-level spell, it deals 4d10 damage to the target.

3rd: When you cast *mind thrust* as a 3rd-level spell, it deals 7d10 damage to the target.

4th: When you cast *mind thrust* as a 4th-level spell, it deals 10d10 damage to the target and the target is fatigued for 1 round if it fails its saving throw.

5th: When you cast *mind thrust* as a 5th-level spell, it deals 15d10 damage to the target. The target is exhausted for 1 round if it fails its save and it is fatigued for 1 round if it succeeds at its saving throw.

6th: When you cast *mind thrust* as a 6th-level spell, it deals 17d10 damage to the target. The target is exhausted and stunned for 1 round if it fails its save, and it is fatigued for 1 round if it succeeds at its saving throw.

MINDLINK 1

School divination (mind-affecting)
Casting Time 1 standard action

Range touch
Targets one creature
Duration instantaneous
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)
You link your mind to that of a touched creature to swiftly communicate a large amount of complex information in an instant. You decide what the target learns, limited to any amount of information that otherwise could be communicated in 10 minutes. This information comes in a series of visual images and emotional sensations, and it isn't language dependent.

MIRACLE

School evocation
Casting Time 1 standard action
Range see text
Area, Effect, or Targets see text
Duration see text
Saving Throw see text; **Spell Resistance** yes
When you cast *miracle*, you state what you would like to have happen and request that the power to which you are connected intercede. A request that is out of line with the power's nature is refused. A miracle can do any of the following things.

- Duplicate any mystic spell of 6th level or lower.
- Duplicate any other spell of 5th level or lower.
- Undo the harmful effects of certain spells, such as *feeblemind*.
- Produce any effect whose power level is in line with the above effects.

At the GM's discretion, you may try to use a miracle to produce greater effects than these, but doing so may be dangerous or the spell may have only a partial effect.

A duplicated spell allows saving throws and spell resistance as normal, but the save DCs are the same as for a 7th-level spell. For the purpose of other effects that depend on spell level, *miracle* counts as a 9th-level spell.

MIRROR IMAGE 2

School illusion
Casting Time 1 standard action
Range personal
Duration 1 minute/level
This spell creates a number of illusory doubles of you that inhabit your square. These doubles make it difficult for enemies to precisely locate and attack you.

When you cast *mirror image*, it creates 1d4 figment images. These images remain in your space and move with you, mimicking your movements, sounds, and actions exactly. Whenever you are attacked or are the target of a spell that requires an attack roll, there is a possibility that the attack targets one of your images instead. If the attack hits, roll randomly to see whether the selected target is real or a figment. If it is a figment, the figment is destroyed. If the attack misses by 5 or less, one of your figments is destroyed by the near miss, and an attack that misses you due to a miss chance also destroys an image. Area spells and effects that don't require an attack roll affect you normally and don't destroy any of your figments. Spells with a range of touch are harmlessly discharged if used to destroy a figment.

An attacker must be able to see the figments to be fooled. If you are invisible or the attacker is blind, the spell has no effect. Blindsense doesn't help distinguish the figments from the real you, but blindsight is sufficient to do so.

MISLEAD 5

School illusion
Casting Time 1 standard action
Range personal; see text
Effect one illusory double
Duration 1 round/level (D) and concentration + 3 rounds; see text
Saving Throw none or Will disbelief, see text; **Spell Resistance** no
You become invisible (as *greater invisibility*), and at the same time, a figment double of you (as per a 3rd-level casting of *holographic image*) appears. The double appears within close range (25 feet + 5 feet/2 levels) but thereafter moves as you direct it (which requires concentration beginning on the first round after the casting). You can make the figment appear superimposed perfectly over your own body so that observers don't notice an image appearing and you turning invisible. You and the figment can then move in different directions. The double moves at your speed and can talk and gesture as if it were real, but it can't attack or cast spells, though it can pretend to do so.

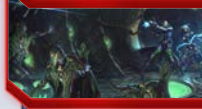
The illusory double lasts as long as you concentrate upon it plus 3 additional rounds. After you cease concentration, the illusory double continues to carry out the same activity until the duration expires. The invisibility lasts for 1 round per level, regardless of concentration.

MODIFY MEMORY 5

School enchantment (compulsion, mind-affecting)
Casting Time 1 round; see text
Range close (25 ft. + 5 ft./2 levels)
Targets one living creature
Duration permanent
Saving Throw Will negates; **Spell Resistance** yes
You reach into the target's mind and modify up to 5 minutes of its memories in one of the following ways.

- Eliminate all memory of an event the target actually experienced. This spell cannot negate *charm person*, *suggestion*, or similar spells.
- Allow the target to recall with perfect clarity an event it actually experienced.
- Change the details of an event the target actually experienced.
- Implant a memory of an event the target never experienced.

Casting the spell takes 1 round. If the target fails its saving throw, you proceed with the spell by spending as much as 5 minutes (a period of time equal to the amount of memory you want to modify) visualizing the memory you wish to modify



in the target. If your concentration is disturbed before the visualization is complete, or if the target moves beyond the spell's range at any point during this time, the spell fails.

A modified memory does not necessarily affect the target's actions, particularly if it contradicts the creature's natural inclinations. An illogical modified memory is usually dismissed as a bad dream, a hallucination, or another similar excuse.

MYSTIC CURE 1–6

School conjuration (healing)
Casting Time 1 standard action
Range touch
Targets one living creature
Duration instantaneous
Saving Throw Will half (harmless); **Spell Resistance** yes (harmless)

With a touch, you heal and invigorate your target, restoring a number of Hit Points. If the target regains all of its Hit Points as a result of this healing, you can apply the remaining healing to yourself, as long as you are a living creature. On the other hand, if this isn't enough to restore all the target's Hit Points, you can transfer any number of your own Hit Points to the target, healing the target that amount. You can't transfer more Hit Points than you have or more Hit Points than the target is missing.

Mystic cure restores a number of Hit Points to your target depending on the spell's level.

1st: 1d8 + your Wisdom modifier
2nd: 3d8 + your Wisdom modifier
3rd: 5d8 + your Wisdom modifier
4th: 7d8 + your Wisdom modifier
5th: 9d8 + your Wisdom modifier
6th: 11d8 + your Wisdom modifier

In addition, unlike most healing, when you cast *mystic cure* as a spell of 4th-level or higher, you have two options to enhance its effects. The first option is to restore an extra 5d8 Hit Points with a 4th-level *mystic cure* spell, an extra 7d8 Hit Points with a 5th-level *mystic cure* spell, or an extra 9d8 Hit Points with a 6th-level *mystic cure* spell. The second option is to bring a target that died within 2 rounds back to life. In addition to healing such a creature, the spell returns the target to life, and the target takes a temporary negative level for 24 hours. This spell can't resuscitate creatures slain by death effects, creatures turned into undead, or creatures whose bodies were destroyed, significantly mutilated, disintegrated, and so on.

Casting this spell doesn't provoke attacks of opportunity.

MYSTIC CURE, MASS 5–6

School conjuration (healing)
Casting Time 1 standard action
Range close (25 ft. + 5 ft./2 levels); see text
Targets up to one creature/level, no two of which can be more than 30 ft. apart
Duration instantaneous
Saving Throw Will half (harmless); **Spell Resistance** yes (harmless)

You restore a number of Hit Points to a number of targets. Choose one of these targets within 10 feet of you; if that target regains all of its Hit Points as a result of this healing, you can apply the remaining healing to yourself, as long as you are a living creature. On the other hand, if this isn't enough to restore all of that target's Hit Points, you can transfer any number of your own Hit Points to that target, healing the target that amount. You can't transfer more Hit Points than you have or more Hit Points than the target is missing.

The number of Hit Points *mass mystic cure* restores to each target depends on the spell's level.

5th: 3d8 + your Wisdom modifier
6th: 5d8 + your Wisdom modifier

NONDETECTION 3

School abjuration
Casting Time 1 standard action
Range touch
Targets one creature or object
Duration 1 hour/level
Saving Throw Will negates (harmless, object); **Spell Resistance** yes (harmless, object)

The warded creature or object becomes difficult to detect by divination spells such as *clairaudience/clairvoyance* and spells with the word "detect" in their names. *Nondetection* also prevents location by magic items such as *crystal balls* and technological items such as cameras and surveillance systems. Casting this spell places significant stress on you, and requires you to spend 1 Resolve Point.

If a magic divination is attempted against the warded creature or item, the caster of the divination must succeed at a caster level check (1d20 + caster level) against a DC equal to 11 + your caster level. If surveillance is attempted with remote cameras or sensors, the viewer must succeed at a Perception check against a DC equal to 11 + your caster level to see the target. If you cast *nondetection* on yourself or on an item currently in your possession, the DC for each these checks is equal to 15 + your caster level. If cast on a creature, *nondetection* wards the creature's gear as well as the creature itself.

Nondetection protects the target only from discovery by items and remote sensors, not by creatures. A camera mounted to a wall and monitored from a security booth is subject to *nondetection*, but a camera in a creature (including constructs) is not.

OVERHEAT 1

School evocation (fire)
Casting Time 1 standard action
Range 15 ft.
Area cone-shaped burst
Duration instantaneous
Saving Throw Reflex half; **Spell Resistance** yes

You collect the heat generated by nearby bodies and devices

and vent it outward in a thermal wave, dealing 2d8 fire damage to creatures and objects in the area.

OVERLOAD SYSTEMS 4

School enchantment (compulsion)
Casting Time 1 standard action
Range touch
Targets one creature
Duration 1 round/level
Saving Throw Fortitude negates; **Spell Resistance** yes

By touching the target (usually requiring a melee attack roll against the target's EAC, but you can add your key ability score modifier instead of your Strength modifier if it is higher), you flood the target's body with random jolts of electricity or other interference. On a failed Fortitude save, the target is overwhelmed and potentially unable to perform tasks as normal. While this spell is in effect, whenever the target takes any action or reaction, there is a 50% chance that the target simply takes no action instead. Roll this chance separately for each action the target would take. For example, if the target wishes to move and attack during its turn, it would roll d% twice to determine whether it could take those actions—once before each action it wishes to take. Each attack of a full attack action counts as separate action.

This spell is effective against living and unliving creatures, and casting it doesn't provoke attacks of opportunity.

PASSWALL 5

School transmutation
Casting Time 1 standard action
Range touch
Effect 5-ft.-by-8-ft. opening
Duration 1 hour/level (D)
Saving Throw none; **Spell Resistance** no

You can create a passage through metal, plaster, plastic, stone, or wooden walls, but you can not create one through force fields, starship bulkheads, or other harder materials. The passage is 30 feet deep. If the wall's thickness is more than the depth of the passage created, then a single casting of *passwall* simply makes a niche or short tunnel. Several castings of *passwall* can then form a continuing passage to breach very thick walls. When *passwall* ends, creatures within the passage are ejected out the nearest exit. If someone dispels *passwall* or you dismiss it, creatures in the passage are ejected out the far exit, if there is more than one, or out the sole exit.

PLANAR BARRIER 6 6

School abjuration
Casting Time 6 rounds
Range medium (100 ft. + 10 ft./level)
Area one 60-ft. cube/level (S)
Duration 24 hours
Saving Throw none; **Spell Resistance** yes

Planar barrier seals an area against all planar travel into or within it. This includes all teleportation spells, summoning spells, plane shifting, astral travel, and ethereal travel. Such effects simply fail automatically. Starships cannot enter or emerge from Drift travel in an area affected by this spell.

Dispel magic does not dispel your *planar barrier* effect unless the caster level of the creature attempting to dispel it is at least as high as your own. You can't have multiple overlapping *planar barrier* effects. If *planar barrier* effects woulds overlap, the more recent effect stops at the boundary of the older effect.

A *planar barrier* can be made permanent with a special ritual, which takes 1 hour and requires materials worth 15,000 credits per 60-foot cube.

PLANAR BINDING 4–6 4–6

School conjuration (calling); see text
Casting Time 10 minutes
Range close (25 ft. + 5 ft./2 levels)
Targets see text
Duration instantaneous; see text
Saving Throw Will negates; **Spell Resistance** yes; see text

Casting this spell attempts a dangerous act: to lure a creature from another plane to a specifically prepared trap, created by the spell within its range. The called creature is held in the trap until it agrees to perform one service in return for its freedom or breaks free. The kind of creature to be bound must be known and stated. If you wish to call a specific individual, you must use that individual's proper name in casting the spell. The CR of the outsider you can call with *planar binding* depends on the spell's level.

4th: One outsider of CR 4 or lower
5th: One outsider of CR 7 or lower
6th: One outsider of CR 10 or lower

The target creature can attempt a Will saving throw. If the creature succeeds at the saving throw, it resists the spell. If it fails, the creature is immediately drawn to the trap (spell resistance does not keep it from being called). The creature can escape from the trap by successfully using its spell resistance (meaning you fail a caster level check against its spell resistance), by dimensional travel, or with a successful Charisma check (DC = 15 + half your caster level + your Charisma modifier). It can try each method once per day, and a natural 20 on this check always succeeds (and a natural 1 on your caster level check always fails). If it breaks loose, it can flee or attack you. A *planar barrier* spell cast in the area prevents the creature from escaping via dimensional travel.

If the creature does not break free of the trap, you can keep it bound for as long as you dare. You can attempt to convince the creature to perform a task for you in exchange for release and perhaps some sort of reward. The creature decides which terms it is willing to accept, and it must willingly agree to the terms; magical compulsion isn't sufficient. This continues until the creature promises to serve, until it breaks free, or until you decide to get rid of it by means of some other spell. It never agrees to unreasonable commands.

Once the requested service has been completed, the creature need only to inform you to be instantly sent back to its home plane. The creature might later seek revenge against you for having imprisoned it. If you assign some open-ended task that the creature can't complete through its own actions, the spell remains in effect for 10 days and the creature gains an immediate chance to break free. A defined task that will take longer than 10 days usually counts as unreasonable. Note that a clever recipient can subvert some instructions.

When you use this spell to call a creature with the air, chaotic, earth, evil, fire, good, lawful, or water subtype, the spell gains that descriptor.

PLANE SHIFT 6 6

School conjuration (teleportation)
Casting Time 1 standard action
Range touch
Targets one creature, or up to eight willing or unconscious creatures
Duration instantaneous
Saving Throw Will negates; **Spell Resistance** yes

You move yourself or some other creature to another plane of existence or alternate dimension. If several willing or unconscious creatures are linked by hand in a circle, as many as eight can be affected by a single casting of *plane shift*. Arriving at a precise location on the intended plane is nigh impossible. From the Material Plane, you can reach any other plane (except for the Drift), though you appear 5 to 500 miles (5d%) from the last place one of the targets (your choice) was located last time that target traveled to that plane. If it's the first time traveling to a particular plane for all targets, you appear at a random location on the plane, though you can use other means of transit, such as *interplanetary teleport*, to travel on the new plane. Mystics must have an object attuned to a specific plane or native to that plane in order to use *plane shift* to travel to a plane. A technomancer requires a planar navigational program for a specific plane in order to travel to that plane with *plane shift*. Special rituals, jealously hoarded by powerful technomancers and mystics, can allow you to travel to specific locations on the chosen plane, or even to unknown worlds.

PRIVATE SANCTUM 5

School abjuration
Casting Time 10 minutes
Range close (25 ft. + 5 ft./2 levels)
Area one 30-ft. cube/level (S)
Duration 24 hours (D)
Saving Throw none; **Spell Resistance** no

This spell ensures privacy. Anyone looking into the area from outside sees only a dark, foggy mass. Darkvision cannot penetrate it. No sounds, no matter how loud, can escape the area, so nobody can eavesdrop from outside. Those inside can see out normally.

Divination (scrying) spells can't perceive anything within the area, and those within are immune to *detect thoughts*. The ward prevents speech between those inside and those outside (because it blocks sound), and technological communication (as it blocks broadcasts), but it doesn't prevent other magic communication, such as a *telepathic message* spell, or telepathic communication.

The spell does not prevent creatures or objects from moving into and out of the area.

PROBABILITY PREDICTION 3

School divination
Casting Time 1 standard action
Range personal

Duration 1 round/level (D); see text
You open your mind to read the underlying probability of the universe. At any point during the duration of this spell, you can discharge it to reroll any one of your d20 rolls (attack roll, saving throw, skill check, etc.); see page 243. This takes no action, but you must choose to do it before you learn the results of the first roll. You must take the result of the second roll, even if it is worse.

PRYING EYES 5

School divination
Casting Time 1 minute
Range 1 mile
Effect 20 magical sensors
Duration 1 hour/level (D); see text
Saving Throw none; **Spell Resistance** no
You create 20 semitangible, visible magical orbs called "eyes." These eyes move out, scout around, and return as you direct them when casting the spell. Each eye can see 120 feet (normal vision only) in all directions.

While the individual eyes are quite fragile, they're small and difficult to spot. Each eye is a Fine construct (about the size of a small apple) with the magical subtype. They each have 1 Hit Point and EAC and KAC of 18, and they fly at a speed of 30 feet with a +20 bonus to Acrobatics checks to fly and a +16 bonus to Stealth checks. An eye has a +20 Perception bonus and is subject to darkness, fog, illusions, and any other factors that affect your ability to receive visual information about your surroundings. An eye traveling in darkness must find its way by touch.

When you create the eyes, you specify instructions you want them to follow in a command of no more than 25 words. The eyes know anything you know.

In order to report their findings, the eyes must return to your hand. Each eye replays in your mind all that it has seen during its existence. It takes an eye 1 round to replay 1 hour of recorded images. After relaying all of its findings, an eye simply disappears.

If an eye ever gets more than 1 mile away from you, it instantly ceases to exist. However, your link with the eye is such that you won't know if the eye was destroyed because it wandered out of range or because of some other event.

The eyes exist for up to 1 hour per caster level or until they return to you. *Dispel magic* can destroy the eyes. Roll separately for each eye caught in an area dispel.

PSYCHIC SURGERY 6

School enchantment (mind-affecting)
Casting Time 10 minutes
Range touch
Targets one willing or unconscious, living creature
Duration instantaneous
Saving Throw none; **Spell Resistance** no
Psychic surgery heals the target of all Intelligence, Wisdom, and Charisma damage, and it restores all points permanently drained from the target's Intelligence, Wisdom, and Charisma scores. It also eliminates all ongoing confusion, fear, and insanity effects. *Psychic surgery* also removes any mental afflictions that could be removed with *dispel magic*, as well as mental diseases. *Psychic surgery* removes all effects magically altering the target's memory, even instantaneous effects, and it can restore a memory to perfect clarity (even if the memory loss is due to the mundane passage of time).

PSYCHOKINETIC HAND 0 0

School transmutation
Casting Time 1 standard action
Range close (25 ft. + 5 ft./2 levels)
Targets one unattended object of no more than 10 lbs. or 1 bulk
Duration concentration
Saving Throw none; **Spell Resistance** no
You point your finger at the target object, gaining the ability to lift it and move it at will from a distance. As a move action, you can propel the object as far as 15 feet in any direction, though the spell ends if the distance between you and the object ever exceeds the spell's range. You can't perform complex operations, such as firing a gun or using a computer, but you can shut a mechanical door or lid and work simple buttons to open or close automated doors or trigger an alarm.

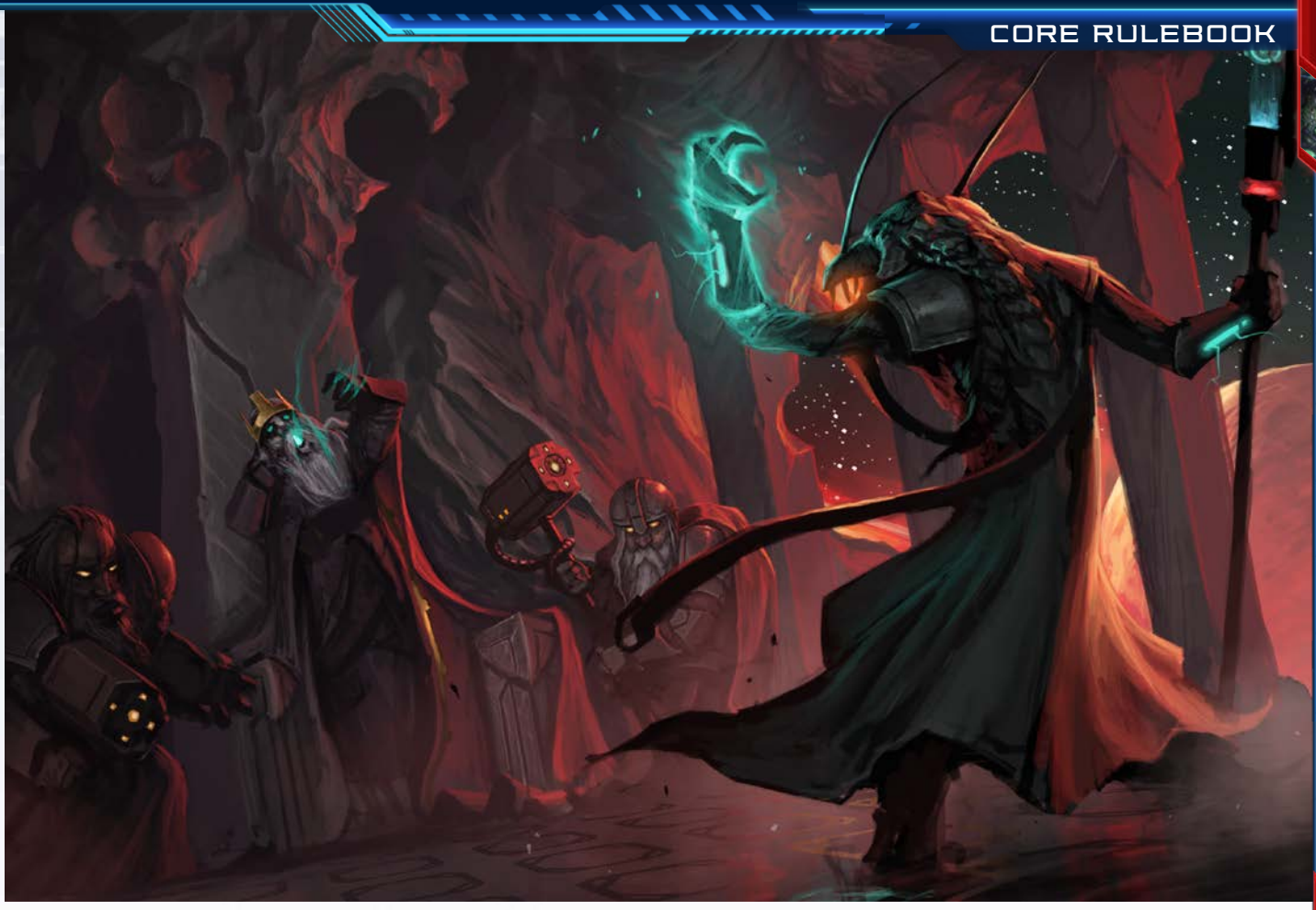
PSYCHOKINETIC STRANGULATION 3

School transmutation
Casting Time 1 standard action
Range close (25 ft. + 5 ft./2 levels)
Targets one creature that breathes
Duration concentration up to 1 round/level
Saving Throw Fortitude partial, see text; **Spell Resistance** yes
You manipulate the mystical energy around a creature's throat into a viselike grip, potentially choking the life out of your victim.

Each round you concentrate on this spell, it deals 3d8 bludgeoning damage and immobilizes the target. A creature immobilized in this way cannot move and must hold its breath (see page 404). The creature can still attack with any of its weapons (except any bite attacks), cast spells, and so on. Each round the spell affects the target, the target can attempt a Fortitude saving throw to halve the damage and avoid being immobilized.

RAISE DEAD 5

School conjuration (healing)
Casting Time 1 minute
Range touch
Targets one dead creature
Duration instantaneous
Saving Throw none, see text; **Spell Resistance** yes (harmless)
You restore life to a deceased creature. You can raise a



creature that has been dead for no longer than 1 day per caster level. In addition, the target's soul must be free and willing to return. If the target's soul is not willing to return, the spell fails; therefore, a target that wants to return to life receives no saving throw against this spell. Casting this spell requires you to create a complex representation of the target deceased creature, worth at least 5,000 credits, to serve as a beacon for the creature's soul. This object is consumed when you cast the spell.

Coming back from the dead is an ordeal. The target of the spell gains 2 permanent negative levels when it is raised, just as if it had been hit by a creature's ability that bestows permanent negative levels. If the target is 1st or 2nd level, it takes 2 Constitution drain instead (if this would reduce its Constitution to 0 or less, it can't be raised). A raised creature returns with no Resolve Points, no Stamina Points, and no spell slots (until it rests to recover them normally). It has 5 Hit Points. Any ability scores reduced to 0 are raised to 1. Normal poison and normal disease are cured in the process of raising the target, but magical diseases and curses are not undone. While the spell closes mortal wounds and repairs lethal damage of most kinds, the body of the creature to be raised must be whole. Otherwise, missing parts are still missing when the creature is brought back to life.

The spell can't bring back a creature that has died of old age. Constructs, elementals, and outsiders can't be raised by this spell. It is possible to bring back a creature that has been turned into an undead creature, but the beacon for the creature's soul must be more powerful, and must be worth at least 15,000 credits.

RAPID REPAIR 5

School transmutation
Casting Time 1 standard action
Range touch
Targets one construct or weapon
Duration 1 minute
Saving Throw Fortitude negates (harmless, object); **Spell Resistance** yes (harmless, object)

On each round, the target construct or weapon regains 2d8 Hit Points. This does not stack with any fast healing the construct or weapon already has. You can't target a construct or weapon that has been brought to 0 Hit Points or destroyed.

RAY OF EXHAUSTION 3

School necromancy
Casting Time 1 standard action
Range close (25 ft. + 5 ft./2 levels)
Targets one creature
Duration 1 minute/level
Saving Throw Fortitude partial, see text; **Spell Resistance** yes

You create an enervating ray of magic. You must make a ranged attack against your opponent's EAC. On a hit, the target is immediately exhausted for the spell's duration. A creature

that succeeds at a Fortitude saving throw is only fatigued, unless it is already fatigued, in which case it instead becomes exhausted despite the saving throw.

This spell has no effect on a creature that is already exhausted. Unlike normal exhaustion or fatigue, the effect ends as soon as the spell's duration expires.

RECHARGE 2

School evocation
Casting Time 1 round
Range touch
Targets one object
Duration instantaneous
Saving Throw Fortitude negates (object); **Spell Resistance** yes (object)

You restore up to 10 charges to a battery or 5 charges to a technological item capable of being charged by a battery. Since this spell takes your personal energy, you must spend 1 Resolve Point to cast it. If you recharge a battery, there is a 20% chance the battery is destroyed by the attempt. If you restore more charges than the item can hold, the item must succeed at a Fortitude saving throw or take 1d6 electricity damage for each excess charge. This spell provides no knowledge of how many charges an item can safely hold, but you can choose to bestow fewer charges than the maximum allowed to reduce the risk; you must declare how many charges you are restoring before casting this spell.

REFLECTING ARMOR 1

School abjuration (force)
Casting Time 1 standard action
Range personal
Duration 10 minutes/level or until dismissed (D); see text

You create a shimmering skin-like coating of mystical force that covers your body, allowing you to reflect damage you take back against your attacker. At any time during this spell's duration, when you take damage from an attack made with a weapon by a foe within 100 feet, you can choose to dismiss the spell as a reaction. If you do, the armor crackles with energy as it disappears, arcing through the air to strike the attacking creature, which takes an amount of damage equal to the damage dealt to you at the time this spell was dismissed (maximum 10). This damage also has the force descriptor. The target can attempt a Reflex save for half damage.

REGENERATE 6

School conjuration (healing)
Casting Time 3 rounds
Range touch
Targets one living creature
Duration instantaneous
Saving Throw Fortitude negates (harmless); **Spell Resistance** yes (harmless)

The target's severed body members (fingers, toes, hands, feet, arms, legs, tails, or even heads of multiheaded creatures), broken bones, and ruined organs (including eyes) grow back. After the spell is cast, the physical regeneration is complete in 1 round if the severed members are present and touching the creature. It takes 2d10 rounds otherwise.

Regenerate also restores 12d8 Hit Points, rids the target of exhaustion and fatigue, and eliminates all nonlethal damage the target has taken. It has no effect on nonliving creatures (including undead).

REINCARNATE 4

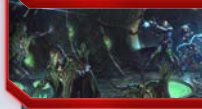
School transmutation
Casting Time 10 minutes
Range touch
Targets one dead creature
Duration instantaneous; see text
Saving Throw none, see text; **Spell Resistance** yes (harmless)

When you cast this spell, you bring back a dead creature in another body, provided that its death occurred no more than 1 week before the casting of the spell and the target's soul is free and willing to return. If the target's soul is not willing to return, the spell fails; therefore, a target that wants to return receives no saving throw. Casting this spell requires a special monument worth at least 1,000 credits to serve as a beacon for the departed creature's soul. This object is consumed when you cast the spell.

Since the dead creature is returning in a new body, all physical ills and afflictions are removed. The condition of the creature's remains is not a factor. So long as some small portion of the creature's body still exists, it can be reincarnated, but the portion receiving the spell must have been part of the creature's body at the time of death. The magic of the spell creates an entirely new young adult body for the soul to inhabit from the natural elements at hand. This process takes 1 hour to complete. When the body is ready, the target is reincarnated.

A reincarnated creature recalls the majority of its former life and form. It retains any class features, feats, and skill ranks it formerly had. Its class, base attack bonus, base save bonuses, and Hit Points are unchanged. The creature should recalculate its ability scores from scratch as a member of its new race (remembering to include any ability score increases from leveling up). The target of the spell gains 2 permanent negative levels when it is reincarnated. If the target is 1st level, it takes 2 Constitution drain instead (if the Constitution drain would reduce its Constitution to 0 or less, the creature cannot be reincarnated). The target creature can decide whether its new body retains any of the implants it had in its former body. A spellcasting creature has a 50% chance of losing any given unused spell slot as if it had been used to cast a spell.

For a humanoid creature, the new incarnation is determined using the table on the facing page. For nonhumanoid creatures, a similar table of creatures of the same type should be created.



Elementals, outsiders, and undead creatures can't be reincarnated. Any creature that can't benefit from the *mystic cure* spell cannot be reincarnated. The spell can bring back a creature that has died of old age.

The reincarnated creature gains all abilities associated with its new form, including any forms of movement and speeds, natural attacks, extraordinary abilities, and the like, but it does not automatically speak the language of the new form it takes.

D%	INCARNATION
1–6	Android
7–14	Dwarf
15–22	Elf
23–30	Gnome
31–34	Half-elf
35–38	Half-orc
39–46	Halfling
47–55	Human
56–64	Lashunta
65–73	Kasatha
74–81	Shirren
82–90	Vesk
91–99	Ysoki
100	Other (GM's choice)

A *miracle* or *wish* spell can restore a reincarnated creature to its original form.

REMOVE AFFLICTION 3

School conjuration (healing)
Casting Time 1 standard action
Range touch
Targets one creature or object
Duration instantaneous or 10 minutes/level; see text
Saving Throw Will negates (harmless, object); **Spell Resistance** yes (harmless, object)

You remove impurities from a creature or object, potentially neutralizing the curses, diseases, infestations, poisons, and other harmful conditions affecting it. If the target is a creature, you must attempt a caster level check (1d20 + your caster level) for each curse, disease, infestation, and poison affecting it (DC = 4 + the DC of the affliction). Success means that affliction is removed. Additionally, if the target is blind or deaf due to an affliction or damage, *remove affliction* restores vision and hearing unless the appropriate organ has been entirely removed from the creature's body.

A creature that is cured with *remove affliction* takes no additional effects from the curses, diseases, infestations, or poisons removed, and any temporary effects are ended, but the spell does not reverse instantaneous effects, such as Hit Point damage, temporary ability damage, or effects that don't go away on their own (such as poison states). This spell cannot remove the curse from a cursed item, though a successful caster level check enables the creature afflicted with any such cursed item to remove the curse and get rid of it. Since the spell's duration is instantaneous, it does not prevent the target from suffering from the same curse, disease, infestation, or poison after a new exposure at a later date.

You can instead cast this spell to neutralize the poison in a poisonous creature or object for 10 minutes per level. If you cast it on a creature, the creature can attempt a Will saving throw to negate the effect.

Remove affliction counters *bestow curse*.

REMOVE CONDITION 2

School conjuration (healing)
Casting Time 1 standard action
Range touch
Targets one creature
Duration instantaneous
Saving Throw Fortitude negates (harmless); **Spell Resistance** yes (harmless)

This spell functions in the same way as *lesser remove condition*, except you remove any one of the following conditions affecting the target: frightened, nauseated, paralyzed, shaken, sickened, or staggered.

REMOVE CONDITION, GREATER 5

School conjuration (healing)
Casting Time 1 standard action
Range touch
Targets one creature
Duration instantaneous
Saving Throw Fortitude negates (harmless); **Spell Resistance** yes (harmless)

This spell functions as *lesser remove condition*, except you remove all of the following conditions affecting the target: cowering, dazed, frightened, nauseated, panicked, paralyzed, shaken, sickened, staggered, and stunned.

REMOVE CONDITION, LESSER 1

School conjuration (healing)
Casting Time 1 standard action
Range touch
Targets one creature
Duration instantaneous
Saving Throw Fortitude negates (harmless); **Spell Resistance** yes (harmless)

You remove any one of the following conditions affecting the target: shaken, sickened, or staggered. If the condition is the result of a disease or another ongoing effect, this spell removes the condition but does not cure the disease or ongoing effect, and the target can regain the condition from that effect as normal, potentially immediately. *Lesser remove condition* also doesn't cure or remove other damage or conditions the target is suffering from any source, even the same source that caused the removed condition. Since this spell's duration is instantaneous, it does not prevent the target from gaining the condition again.

Casting this spell doesn't provoke attacks of opportunity.

REMOVE RADIOACTIVITY 4 4

School conjuration (healing)
Casting Time 1 standard action
Range touch
Targets or Area one creature or object or one 20-ft.-radius area
Duration instantaneous
Saving Throw Fortitude negates (harmless, object); **Spell Resistance** yes (harmless, object)

You remove all ongoing effects of radiation from a single target if you succeed at a caster level check (DC = the DC associated with the radiation effect). The target is cured of both the radiation's poison effects and the radiation sickness disease, moving the target to the healthy state on both tracks. When cast on an area, a single casting of *remove radioactivity* removes radiation from a 20-foot-radius area around the point you touch. This spell has no power to negate naturally radioactive materials, and as long as such materials remain in an area, the radiation that was removed may return.

RESILIENT SPHERE 4

School evocation (force)
Casting Time 1 standard action
Range close (25 ft. + 5 ft./2 levels)
Targets one Large or smaller creature
Duration 1 minute/level (D)
Saving Throw Reflex negates; **Spell Resistance** yes

A 10-foot-diameter globe of shimmering force encloses the target creature. The sphere contains the target for the spell's duration. The sphere functions in the same way as a *wall of force*, except it can be negated by *dispel magic*. A target inside the sphere can breathe normally. The sphere can't be physically moved either by creatures outside it or by the struggles of those within.

RESISTANT AEGIS 5 5

School abjuration
Casting Time 1 standard action
Range 30 ft.
Targets up to 10 creatures wearing armor within range
Duration 1 minute/level
Saving Throw Fortitude negates (harmless); **Spell Resistance** yes (harmless)

This spell functions as *lesser resistant armor*, except as indicated above, and the wearers and their gear gain DR 5/— or energy resistance 5 that protects against all five energy types.

RESISTANT ARMOR 4 4

School abjuration

This spell functions as *lesser resistant armor*, but the target and her gear gain DR 10/— or energy resistance 10 that protects against three energy types.

RESISTANT ARMOR, GREATER 6 6

School abjuration

This spell functions as *lesser resistant armor*, but the target and her gear gain DR 15/— or energy resistance 15 that protects against four energy types.

RESISTANT ARMOR, LESSER 3 3

School abjuration
Casting Time 1 standard action
Range touch
Targets one creature wearing armor
Duration 10 minutes/level
Saving Throw Fortitude negates (harmless); **Spell Resistance** yes (harmless)

Lesser resistant armor grants the target (and its gear) protection from your choice of either kinetic damage or energy damage. If you choose kinetic damage, the target and her gear gain DR 5/— that protects against bludgeoning, piercing, and slashing damage. If you choose energy damage, pick any two of acid, cold, electricity, fire, and sonic damage. The target and her gear gain energy resistance 5 that protects against the chosen types of energy. This damage reduction or energy resistance doesn't stack with any damage reduction or energy resistance the target already has, and multiple castings of this spell don't stack.

RESTORATION 4

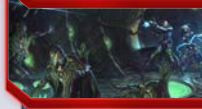
School conjuration (healing)
Casting Time 3 rounds
Range touch
Targets one creature
Duration instantaneous
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

This spell functions as *lesser restoration*, except it also removes temporary negative levels or 1 permanent negative level. You must spend 5 Resolve Points when casting this spell to remove a permanent negative level. This spell can't be used to remove more than 1 permanent negative level from a target in a 1-week period.

Restoration heals all temporary ability damage, and it restores all points permanently drained from a single ability score (your choice if more than one is drained). It also eliminates any fatigue or exhaustion suffered by the target, but it doesn't remove any underlying source of fatigue or exhaustion. A target that has benefited from the removal of fatigue or exhaustion from this spell can't benefit from either effect again for 24 hours.

RESTORATION, LESSER 2

School conjuration (healing)
Casting Time 3 rounds
Range touch
Targets one creature



Duration instantaneous
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

Lesser restoration dispels any magical effects reducing one of the target's ability scores, or it heals 1d4 temporary ability damage to one of the target's ability scores. It also eliminates any fatigue suffered by the creature or improves an exhausted condition to fatigued, but it doesn't remove any underlying source of fatigue or exhaustion. It also doesn't heal permanent ability drain. A target that has benefited from the removal of fatigue or the reduction of exhaustion from *lesser restoration* can't benefit from either effect again for 24 hours.

RETROCOGNITION 5

School divination
Casting Time 1 minute
Range personal
Duration concentration, up to 1 minute/level

This spell allows you to gain psychic impressions from past events that occurred in your current location. *Retrocognition* reveals psychic impressions from events that occurred over the course of the last hour throughout the first minute of the spell's duration, followed by impressions from the next hour back throughout the next minute you concentrate, and so on. If a psychically traumatic or turbulent event happened during that period, you must succeed at a Will saving throw (DC = 15, 20, or 25, depending on the severity of the traumatic or turbulent event) or lose your concentration on the spell. If you fail this saving throw, the spell ends.

At caster level 16th and higher, you can choose to collect impressions from over the course of a longer interval of time than an hour, beginning at 1 week per minute of concentration (as listed on the table below). The amount of detail you receive diminishes, so this eventually makes it harder to distinguish impressions left by anything but the most major events. In most circumstances, you can't glean information about what occurred during the Gap with this spell.

CASTER LEVEL	PERIOD
16th–17th	1 week per minute
18th–19th	1 year per minute
20th	1 decade per minute

REWIRE FLESH 4

School transmutation
Casting Time 1 standard action
Range medium (100 ft. + 10 ft./level)
Targets one living creature
Duration 1 round/level (D); see text
Saving Throw Will negates and Fortitude half, see text; **Spell Resistance** yes

Like rewriting the code that makes up a computer program, you manipulate the target's DNA to painfully rewire that target's biological functions to mimic the cold and rigid processes of a robot. The target must succeed at a Will saving throw, or all of its movement speeds are halved and it takes 3d6 slashing damage per round on its turn as its internal organs shift and transform to become more like the inner components of a robot. Each round, the target can attempt a Fortitude saving throw to halve the damage this spell causes.

While this spell is in effect, the target's body becomes visibly more robotic; its voice is tinny and halting, its movements are jerky, and its face is unmoving and emotionless. The target has the flat-footed condition, and it takes a –2 penalty to all Sense Motive checks as well as to all Charisma-based and Dexterity-based skill and ability checks.

REWIRE FLESH, MASS 6

School transmutation
Targets up to one living creature/level, no two of which can be more than 30 ft. apart
This functions as *rewire flesh*, except as stated above.

SECURITY SEAL 2

School abjuration
Casting Time 1 standard action
Range touch
Targets one door, container, or portal up to 30 sq. ft./level in size
Duration 24 hours
Saving Throw none; **Spell Resistance** no
A *security seal* spell magically locks a single door, container with a lid or latch, portal, or computer system. Casting this spell requires you to spend 1 Resolve Point. You can freely bypass your own security seal without affecting it. If the sealed object has a lock, the DC to open that lock increases by 5 while it remains attached to the object. If the object doesn't have a lock, this spell creates one that can only be opened with a successful DC 20 Engineering check to disable devices. If the sealed object has computer security, the DC to bypass that security increases by 5. A door or object secured with this spell can be opened only by breaking in or with a successful *dispel magic* or *knock* spell. Add 5 to the normal DC to break open a door or portal affected by this spell. A *knock* spell removes the *security seal* automatically, counting as one means of closure.

SEE INVISIBILITY 2 2

School divination
Casting Time 1 standard action
Range personal
Duration 10 minutes/level (D)
You can see any invisible or ethereal objects or beings within your range of vision, as if they were normally visible. Such creatures are visible to you as translucent shapes, allowing you easily to discern the difference between visible and invisible or ethereal creatures.

The spell doesn't reveal the method used to obtain invisibility, doesn't reveal illusions or enable you to see through opaque objects, and doesn't reveal creatures that are simply concealed, hiding, or otherwise hard to see.

SHADOW WALK 6 6

School illusion (shadow)
Casting Time 1 standard action
Range touch
Targets up to one Medium creature or vehicle/level
Duration 1 hour/level (D)
Saving Throw Will negates (object); **Spell Resistance** yes (object)
To use *shadow walk*, you must be in an area of dim light. You and any creature or vehicle you touch are then transported along a coiling path of shadowstuff to the edge of the Material Plane where it borders the Plane of Shadow. The effect is largely illusory, but the path is quasi-real.

All targets affected must be in direct contact with one another. A Large target counts as two Medium targets, a Huge target counts as four Medium targets, and so forth. Creatures you transport this way can opt to follow you, wander off through the plane, or stumble back into the Material Plane (50% chance for either of the latter results if the creatures are lost or abandoned by you). Creatures unwilling to accompany you into the Plane of Shadow can attempt a Will saving throw to negate the effect.

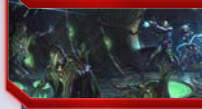
In the region of shadow, you move at a rate of 200 miles per hour. Because of the blurring of reality between the Plane of Shadow and the Material Plane, you can't make out details of the terrain or areas you pass over during transit nor can you predict perfectly where your travel will end. It's impossible to judge distances accurately, making the spell virtually useless for scouting or spying. Furthermore, when the spell effect ends, you are shunted 1d10 × 100 feet in a random horizontal direction from your desired endpoint. If this would place you within a solid object, you (and any creatures with you) are shunted to the nearest empty space available, but the strain of this activity renders each creature fatigued (no saving throw).

Shadow walk can also be used to travel to other planes that border on the Plane of Shadow (except for the Drift), but this usage requires you to travel across the Plane of Shadow to arrive at a border with another plane of reality, which takes 1d4 hours.

SHADOWY FLEET 6

School illusion (shadow)
Casting Time 1 standard action
Range long (400 ft. + 40 ft./level)
Area 60-ft. radius
Duration 1 round/level
Saving Throw Will disbelief and Reflex half, see text; **Spell Resistance** yes
You create a powerful vision of a fleet of hostile starships overhead that appears to rain fiery laser shots mercilessly at your enemies. The ships appear to be 1,000 feet overhead and target a 60-foot-radius area that you designate on the ground. You can't cast this spell indoors unless you are within a structure that a fleet of starships could believably fit within.

Each round this spell is in effect, the starships deal 3d6 piercing damage and 3d6 fire damage to all hostile creatures in the area as the ships appear to shoot lasers at your enemies. If a creature interacts with the illusion (such as by taking damage), it can attempt a Will saving throw to take only half of this damage per round for the remainder of the spell. Regardless of whether a creature disbelieves the illusion, each round it takes damage from this spell, it can attempt a Reflex saving throw to instead take half damage; thus, if a creature that succeeded at its Will saving throw also succeeds at its Reflex save in a given round, it takes one-quarter the spell's damage that round.



SHARE LANGUAGE 1

School divination
Casting Time 1 standard action
Range touch
Targets one creature
Duration 24 hours
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

For 24 hours, the target can read, understand, and communicate to the best of its ability in up to three languages that you already know. This doesn't change the physical nature of the creature (if it lacks a means of speech, it still can't talk) or its attitude toward you. It does, however, allow intelligent creatures that normally have no language to understand and (if physically capable) communicate in the languages granted by this spell.

SHIELD OTHER 2

School abjuration
Casting Time 1 standard action
Range close (25 ft. + 5 ft./2 levels)
Targets one creature
Duration 1 hour/level (D)
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

This spell wards the target and creates a mystic connection between you and the target so that some of its wounds are transferred to you. Casting this spell requires you to spend 1 Resolve Point. The target takes only half damage from all wounds and attacks (including those dealt by special abilities) that deal Hit Point damage, and you take the amount of damage not taken by the target. Only Hit Point damage is transferred in this manner; the target's Stamina Points are damaged as normal. If you still have Stamina Points, you take the damage to your Stamina Points before Hit Points, as with normal damage.

Forms of harm that do not involve Hit Points, such as charm effects, temporary ability damage, ability drain, permanent negative levels, and death effects, are not affected. When the spell ends, subsequent damage is no longer divided between the target and you, but damage already split is not reassigned to the target. If you and the target of the spell move out of range of each other, the spell ends.

SLOW 3 3

School transmutation
Casting Time 1 standard action
Range close (25 ft. + 5 ft./2 levels)
Targets up to one creature/level, no two of which can be more than 30 ft. apart
Duration 1 round/level
Saving Throw Will negates; **Spell Resistance** yes

An affected creature moves and attacks at a drastically slowed rate. Creatures affected by this spell are staggered (see page 277). A slowed creature moves at half its normal speed (round down to the next 5-foot increment). Multiple *slow* effects don't stack. *Slow* counters and negates *haste*.

SNUFF LIFE 6

School necromancy (death)
Casting Time 1 standard action
Range medium (100 ft. + 10 ft./level)
Targets up to one creature/2 levels, no two of which can be more than 30 ft. apart
Duration instantaneous
Saving Throw Fortitude partial, see text; **Spell Resistance** yes

You twist the essence of life that flows through your targets, snuffing the spark out of weaker creatures and debilitating or disabling others. This spell's effects depend on each target's CR.

A creature of CR 5 or lower is slain by this spell. If it succeeds at a Fortitude saving throw, it is instead reduced to 1 Hit Point.

A creature of CR 6–10 takes 10d20 damage and is stunned for 3 rounds. If it succeeds at a Fortitude saving throw, it takes half damage and negates the stunned effect.

A creature of CR 11–14 takes 8d20 damage and is staggered for 3 rounds. If it succeeds at a Fortitude saving throw, it takes half damage and negates the staggered effect.

A creature of CR 15 or higher takes 6d20 damage. If it succeeds at a Fortitude saving throw, it takes half damage.

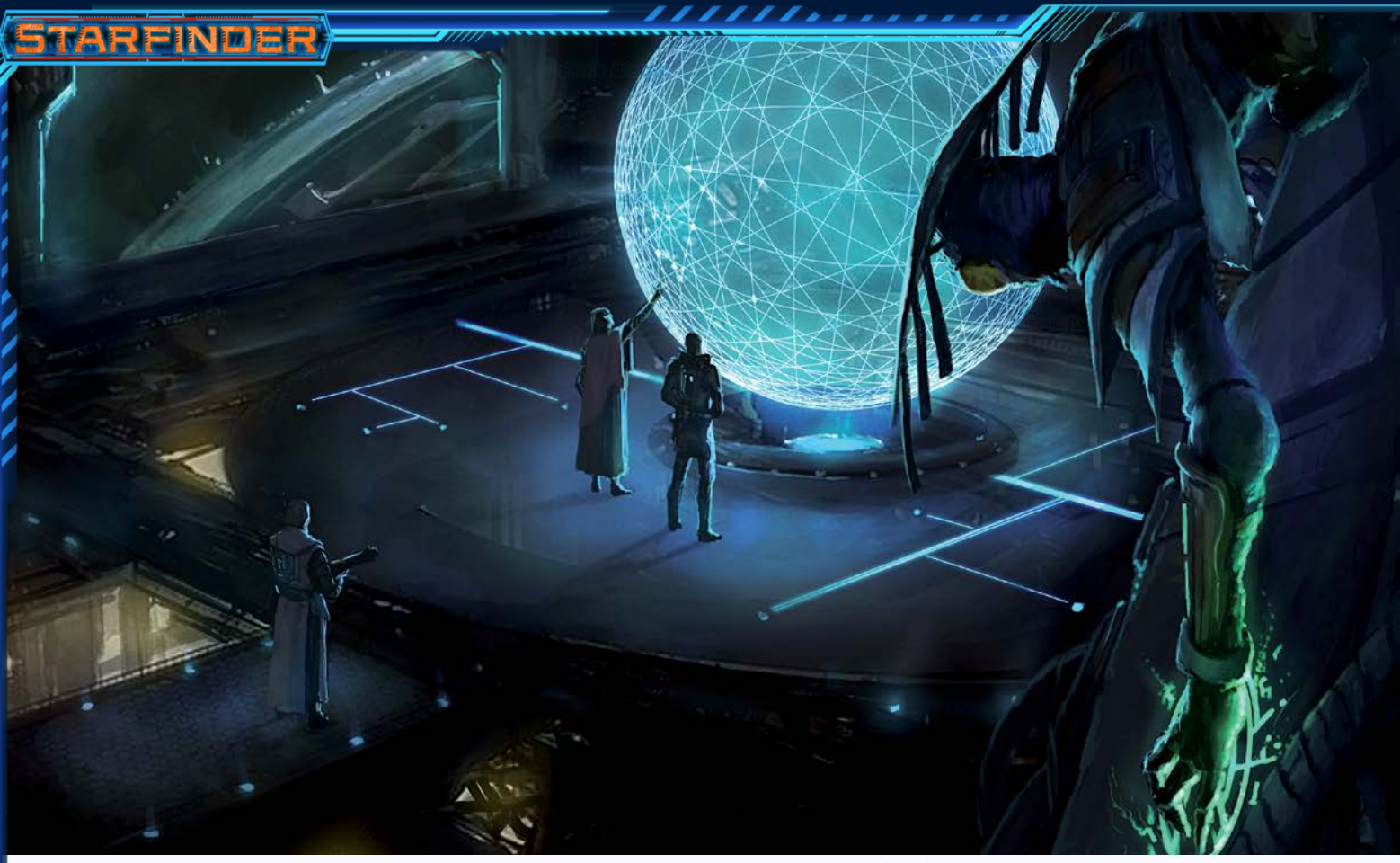
Regardless of whether the target succeeds at its saving throw, it still might die from the damage this spell deals, though in this case the spell is not a death effect.

SOOTHING PROTOCOL 4

School enchantment
Casting Time 1 standard action
Range touch
Targets one construct with the technological subtype; see text
Duration 10 minutes/level
Saving Throw none; **Spell Resistance** yes

Waves of calming programming ebb from your touch, potentially stabilizing a construct's harmful intentions toward you and your allies. The target construct must have a CR lower than your level; if it does, the construct is convinced that you and your allies pose no threat. It can't take violent actions against you or your allies, and it can't do anything that would otherwise harm or threaten you (though it continues to carry out orders to take actions that do not harm or threaten you). Any aggressive action or damage dealt by you or your allies to a construct soothed in this way or its allies immediately ends this spell's effects (and could cause the construct to attack you, if it was doing so previously).

If an affected construct is under the control of a spellcaster or another creature, the controlling creature can spend a full action to remove *soothing protocol*, as long as it can either touch the construct or give it an order.



SPEAK WITH DEAD 3

School necromancy (language-dependent)
Casting Time 10 minutes
Range 10 ft.
Targets one dead creature
Duration 1 minute/level
Saving Throw Will negates, see text; **Spell Resistance** no

You grant the semblance of life to a corpse, allowing it to answer questions. You can ask up to six questions. The corpse's knowledge is limited to what it knew during life, including the languages it spoke. Answers are brief, cryptic, or repetitive, especially if the creature would have opposed you in life.

If the dead creature was friendly or helpful toward you in life, the spell works automatically. Otherwise, the corpse can attempt a Will saving throw to resist the spell as if it were alive. On a successful save, the corpse can refuse to answer your questions or attempt to deceive you using its Bluff skill. The target can speak only about what it knew in life. It can't answer any questions that pertain to events that occurred after its death.

If the corpse has been subjected to *speak with dead* within the past week, this spell fails. You can cast this spell on a corpse that has been deceased for any amount of time, but the body must be mostly intact to be able to respond. A damaged corpse might be able to give partial answers or partially correct answers, but it must have at least a mouth in order to speak at all. This spell does not affect a corpse that has been turned into an undead creature.

SPIDER CLIMB 2 2

School transmutation
Casting Time 1 standard action
Range touch
Targets one creature
Duration 10 minutes/level
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

The target can climb and travel on vertical surfaces or even traverse ceilings as well as a spider does. An affected creature with four limbs must have three limbs free (not holding equipment or being used to perform skills and so on) to climb in this manner. A creature with six limbs needs only four available. In general, other creatures must have 75% of their limbs available to benefit from this spell. The target gains a climb speed of 20 feet (and the +8 racial bonus to Athletics checks to climb granted by that climb speed); furthermore, it doesn't need to attempt Athletics checks to climb to traverse a vertical or horizontal surface (even upside down). An affected creature climbing in this way is not flat-footed while climbing, and opponents get no special bonus to their attacks against it. The creature, however, can't use the run action while climbing.

STABILIZE 0

School conjuration (healing)
Casting Time 1 standard action
Range close (25 ft. + 5 ft./2 levels)
Targets one living creature

Duration instantaneous
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)
If the target of this spell has 0 Hit Points and is dying, it automatically stabilizes. If the creature later takes damage, it is no longer stable.

STATUS 2

School divination
Casting Time 1 standard action
Range touch
Targets up to one living creature touched/3 levels
Duration 1 hour/level
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)
When you need to keep track of comrades who get separated, *status* allows you to mentally monitor their relative positions and general conditions. You are aware of the direction of and distance to the creatures and any conditions or states affecting them: confused, diseased, dying, nauseated, panicked, poisoned, staggered, stunned, unconscious, unharmed, wounded, wounded and out of Stamina points, and the like. Once the spell has been cast upon the targets, the distance between them and the caster does not affect the spell as long as they are on the same plane of existence. If a target leaves the plane (including via Drift travel) or dies, the spell ceases to function for that creature.

SUBJECTIVE REALITY 6

School illusion (mind-affecting)
Casting Time 1 standard action
Range personal
Duration 1 round/level (D)
Choose one object or creature you can see within long range (400 feet + 40 feet/level). You alter your perceptions to become convinced the target is an illusion. For you, the target becomes transparent and does not create sound or smell. Until the spell ends, you can move through the target unimpeded and the target can move through you. The target's nonmagical attacks can't harm you, and the target's magical attacks deal half damage to you. The target's non-damaging magical abilities have only a 50% chance of affecting you, and you are immune to all its sonic, language-dependent, and scent-based attacks. However, your attacks deal no damage to the target, and your magical abilities don't affect the target at all. You or the target can affect each other normally through intermediaries. For instance, while the target would be immune to the direct effects of your *charm monster* spell, if you charmed another creature that then attacked the target creature, the target would not be immune to the damage from that attack.

SUGGESTION 3

School enchantment (compulsion, language-dependent, mind-affecting)
Casting Time 1 standard action
Range close (25 ft. + 5 ft./2 levels)
Targets one living creature
Duration 1 hour/level or until completed
Saving Throw Will negates; **Spell Resistance** yes
You influence the actions of the target creature by suggesting a course of activity (limited to a sentence or two). The suggestion must be worded in such a manner as to make the activity sound reasonable. Asking the creature to do some obviously harmful act automatically negates the effect of the spell.

The suggested course of activity can continue for the entire duration of the spell. If the suggested activity can be completed in a shorter time, the spell ends when the target finishes what it was asked to do. You can instead specify conditions that will trigger a special activity during the duration. If the condition is not met before the spell's duration expires, the activity is not performed.

A very reasonable suggestion imparts a penalty (such as –1 or –2) to the target's saving throw.

SUGGESTION, MASS 6

School enchantment (compulsion, language-dependent, mind-affecting)
Range medium (100 ft. + 10 ft./level)
Targets up to one creature/level, no two of which can be more than 30 ft. apart
This spell functions as *suggestion*, except it can affect more creatures. All of the affected creatures are subject to the same suggestion.

SUPERCHARGE WEAPON 1

School evocation
Casting Time 1 standard action
Range touch
Targets one weapon
Duration see text
Saving Throw none; **Spell Resistance** no
You supercharge the target weapon. If the weapon's next attack hits (provided it is made before the end of the next round), the attack deals 4d6 additional damage if the weapon is a single target attack or 2d6 additional damage if the weapon attacks all creatures in an area. This bonus damage is of the same type as the weapon's normal damage.

SYMPATHETIC VIBRATION 6

School evocation (sonic)
Casting Time 10 minutes
Range touch
Targets one freestanding structure or vehicle
Duration up to 1 round/level
Saving Throw none; **Spell Resistance** yes
By attuning yourself to a freestanding structure or vehicle (this doesn't include starships), you can create a damaging vibration within it. Once it begins, the vibration deals 2d10 sonic damage

per round to the target, bypassing hardness. You can choose at the time of casting to limit the duration of the spell; otherwise, it lasts for 1 round per level. If the spell is cast upon a target that is not freestanding, the surrounding material dissipates the effect and no damage occurs.

Sympathetic vibration can't affect creatures (even if they are constructs).

SYNAPSE OVERLOAD 5

School divination (mind-affecting)
Casting Time 1 standard action
Range touch
Targets one living creature
Duration instantaneous
Saving Throw Fortitude partial; **Spell Resistance** yes

To affect the target, you must hit with a melee attack against its EAC; you can add your key ability score modifier to this attack roll instead of your Strength modifier if it is higher. You then overload the target's mind, causing the target's synapses to violently trigger. The target takes 18d8 damage and is staggered for 1 minute. A target can negate the staggered effect with a successful Fortitude saving throw, but still takes full damage.

Casting this spell doesn't provoke attacks of opportunity.

SYNAPTIC PULSE 3

School enchantment (compulsion, mind-affecting)
Casting Time 1 standard action
Range 20 ft.
Area 20-ft.-radius spread centered on you
Duration 1 round
Saving Throw Will negates; **Spell Resistance** yes

You stun all creatures in range for 1 round.

SYNAPTIC PULSE, GREATER 5

School enchantment (compulsion, mind-affecting)
Casting Time 1 standard action
Range 20 ft.
Area 20-ft.-radius spread centered on you
Duration 1d4 rounds
Saving Throw Will partial; **Spell Resistance** yes

You stun all creatures in range for 1d4 rounds. With a successful Will saving throw, a creature is instead sickened for 1 round.

TELEKINESIS 5

School transmutation
Casting Time 1 standard action
Range long (400 ft. + 40 ft./level)
Targets see text
Duration concentration (up to 1 round/level) or instantaneous; see text
Saving Throw none, Will negates (object), see text; **Spell Resistance** yes (object), see text

You move objects or creatures by concentrating on them. Depending on your desired effect (choose one from below), the spell can perform a variety of combat maneuvers, provide a gentle, sustained force, or exert a single short, violent thrust.

Combat Maneuver: Once per round, you can use *telekinesis* to perform a ranged attack that acts as a bull rush, disarm, grapple (including pin), or trip combat maneuver. Resolve these attempts as normal, but use your caster level plus your key ability score modifier as your attack bonus. No saving throw is allowed against these attempts, but spell resistance applies normally. This version of the spell can last 1 round per caster level, but it ends if you cease concentrating.

Sustained Force: A sustained force moves an object of no more than 25 pounds or 2 bulk per caster level up to 20 feet per round in any direction (including up or down). A creature can negate the effect on an object it holds with a successful Will save or with spell resistance. This version of the spell lasts 1 round per caster level, but it ends if you cease concentrating. The spell ends if the object is forced beyond the spell's range.

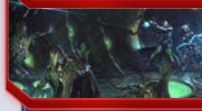
You can telekinetically manipulate an object as if with one hand. For example, a lever can be pulled, a key turned, a button pushed, an object rotated, and so on if the force required is within the weight limitation. You might even be able to untie simple knots, though a delicate activity such as this requires a successful DC 15 Intelligence check.

Violent Thrust: The spell energy can be spent in a single round. You can hurl up to 15 objects or creatures that are within range (no two of which can be more than 10 feet apart) toward any target within 150 feet of all the objects. You can hurl up to a total weight of 400 pounds or 40 bulk. You must make attack rolls (one per creature or object thrown) to hit the target with the items, using your base attack bonus plus your key ability score modifier as your attack bonus. All objects cause damage ranging from 1 damage per 25 pounds or 2 bulk (for less dangerous objects) to 1d10 damage per 25 pounds or 2 bulk (for extremely dangerous objects, such as weapons or bladed or spiked objects). Objects and creatures that miss the target land in a square adjacent to the target. Creatures that fall within the weight capacity of the spell can be hurled, but they can attempt Will saving throws (or rely on spell resistance) to negate the effect, as can those whose held possessions are targeted by the spell. If a thrown creature is hurled against a solid surface, it takes 1d6 damage as if it had fallen 10 feet.

TELEKINETIC PROJECTILE 0

School evocation
Casting Time 1 standard action
Range close (25 ft. + 5 ft./2 levels)
Targets one object and one creature
Duration instantaneous
Saving Throw none; **Spell Resistance** no

You fling an unattended object weighing up to 5 pounds (less than 1 bulk) at the target, making a ranged attack against its KAC.



If you hit, you deal 1d6 bludgeoning damage to both the target and the object. The type of object thrown doesn't change the damage type or any other properties of the attack.

TELEPATHIC BOND 4

School divination
Casting Time 1 standard action
Range close (25 ft. + 5 ft./2 levels)
Targets you plus up to one willing creature per 3 levels, no two of which can be more than 30 ft. apart
Duration 10 minutes/level (D)
Saving Throw none; **Spell Resistance** no

You forge a telepathic bond between yourself and a number of willing creatures, each of which must have an Intelligence score of 3 or higher (or a modifier of –4 or higher). Each creature included in the link is linked to all the others. The creatures can communicate telepathically through the bond regardless of language. No special power or influence is established as a result of the bond. Once the bond is formed, it works over any distance (although not from one plane to another).

If desired, you can leave yourself out of the telepathic bond forged. This decision must be made at the time of casting.

TELEPATHIC JAUNT 6

School conjuration (teleportation)
Casting Time 1 standard action
Range touch
Targets you and touched objects and other touched willing or unconscious creatures
Duration instantaneous
Saving Throw none, Will negates (object); **Spell Resistance** no, yes (object)

Telepathic jaunt thrums along the mental connection you have with a creature with which you currently have an active telepathic bond via your mystic telepathic bond class feature (but not via the *telepathic bond* spell), and it instantly teleports you to that creature. This spell teleports you to a random, unoccupied square adjacent to the creature with which you have the telepathic bond. If no such square is available, you teleport to the closest eligible square; if the nearest eligible square is more than 50 feet away from the creature, this spell fails.

You can be transported any distance within a plane, even across the galaxy, but you can't travel between planes, and you can't transport yourself to a creature if one of you is traveling via Drift travel and the other isn't. In addition to yourself, you can transport any objects you carry as long as their weight doesn't exceed your maximum load. You can also bring up to six additional willing or unconscious Medium or smaller creatures (each carrying gear or objects up to its maximum load) or their equivalent. A Large creature counts as two Medium creatures, and a Huge creature counts as two Large creatures. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you. Exceeding this limit causes the spell to fail. There must be sufficient space near the creature with which you have the telepathic bond for all the creatures you are teleporting, or this spell fails.

TELEPATHIC MESSAGE 0 0

School divination (language-dependent, mind-affecting)
Casting Time 1 standard action
Range medium (100 ft. + 10 ft./level)
Targets up to one creature/level
Duration 10 minutes/level
Saving Throw none; **Spell Resistance** no

You can send a short telepathic message and hear simple telepathic replies. Any living creature within 10 feet of you or an intended recipient also receives your telepathic message if it succeeds at a DC 25 Perception check. You must be able to see or hear each recipient. The creatures that receive the message can reply telepathically, but no more than a single message can be sent each round, and each message cannot exceed 10 words. A technomancer casting this spell can also use it to send a message to a computer or a construct with the technological subtype if the receiving target is designed to receive messages.

TELEPATHY 5

School divination (mind-affecting)
Casting Time 1 standard action
Range personal
Duration 10 minute/level

You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as speaking and listening to multiple people simultaneously. You can't use *telepathy* to locate creatures to communicate with them, but once you've established telepathic communication, you don't require line of effect to maintain it.

TELEPORT 5

School conjuration (teleportation)
Casting Time 1 standard action
Range 2,000 miles
Targets you and touched objects and other touched willing or unconscious creatures
Duration instantaneous
Saving Throw none, Will negates (object); **Spell Resistance** no, yes (object)

This spell instantly transports you to a designated destination within 2,000 miles. Interplanar and interplanetary travel is not possible, and neither is travel between two moving starships during combat, though you might be able to teleport to a planet's surface from an orbiting starship. You can bring along objects as long as their weight doesn't exceed your maximum bulk limit. You can also

TABLE 10-1: TELEPORTATION RESULTS

FAMILIARITY	ON TARGET	OFF TARGET	SIMILAR AREA	MISHAP
Very familiar	1–97	98–99	100	–
Studied carefully	1–94	95–97	98–99	100
Seen casually	1–88	89–94	95–98	99–100
Viewed once	1–76	77–88	89–96	97–100
False destination	–	–	81–92	93–100

bring up to five additional willing or unconscious Medium or smaller creatures (carrying gear or objects up to its maximum load) or their equivalent. A Large creature counts as two Medium creatures, and a Huge creature counts as four Medium creatures. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you. As the caster, you need not attempt a saving throw, nor is spell resistance applicable to you. Only objects held or in use by another creature receive saving throws and benefit from spell resistance.

You must have some clear idea of the location and layout of the destination. The clearer your mental image, the more likely the teleportation works. Areas of strong physical or magical energy can make teleportation more hazardous or even impossible. To see how well the teleportation works, roll d% and consult Table 10–1. Refer to the following information for definitions of the terms on the table.

Familiarity: "Very familiar" describes a place you have been very often and where you feel at home. "Studied carefully" describes a place you know well, either because you can currently physically see it or because you've been there often. "Seen casually" describes a place you have been to more than once but with which you are not very familiar. "Viewed once" describes a place you have seen once in person or have extensively studied through scrying magic, remote cameras, or recorded images (for a remote-viewed location, you still need to have a clear idea of the location; you can't teleport to an unknown location that you've seen in a holovid).

"False destination" describes a place that doesn't truly exist, or if you are teleporting to an otherwise familiar location, it is a place that no longer exists as such or has been so completely altered as to no longer be familiar to you. When traveling to a false destination, roll 1d20+80 to obtain results on the table, rather than rolling d%, since there is no real destination for you to hope to arrive at or even be off target from.

On Target: You appear where you want to be.

Off Target: You appear safely a random distance away from the destination in a random direction. The distance off target is d% of the distance that was to be traveled. The direction off target is determined randomly.

Similar Area: You wind up in an area that's visually or thematically similar to the target area. Generally, you appear in the closest similar place within range. If no such area exists within the spell's range, the spell simply fails instead.

Mishap: You and anyone else teleporting with you have gotten "scrambled." You each take 2d10 damage, and you reroll on the chart to see where you wind up. For these rerolls, roll 1d20+80. Each time "mishap" comes up, the creatures take more damage and must reroll.

TERRAFORM

School transmutation
Casting Time 1 hour
Range 100 ft.
Area 100-ft.-radius emanation centered on you
Duration 1 day/level; see text
Saving Throw none; **Spell Resistance** no

You alter the area's terrain and climate to a new terrain and climate type appropriate to the planet or plane. For example, you might transform a desert into plains. To cast this spell, you must spend 10 Resolve Points along with technological gear worth 30,000 credits (which is magically augmented to do much of the terraforming, then consumed by the spell). A xenodruid mystic instead uses crystals and incenses worth 30,000 credits. This magically alters the area's climate and normal plants to those appropriate to the new terrain, but it doesn't affect creatures or the configuration of the ground. Transforming rocky hills into forested areas converts grasses into shrubs and small trees, but it doesn't flatten the hills or change the animals to suit the new environment.

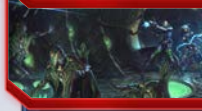
You can alter the climate by one step (cold, temperate, or warm). The maximum extent of the terrain change is up to the GM, but in general it changes to a similar terrain type or by one step within that terrain type (such as from a typical forest to a forest with massive trees or light undergrowth, from a shallow bog to a deep bog, and so on).

Multiple castings of the spell in the same area can create an area with radically different terrain and climate than the surrounding land. The GM can decide that certain terrain shifts are unsustainable and shorten the duration or that some are suitable for the area and extend the duration. This spell could have many secondary effects based on the nature of the change, the type of bordering terrain, and so on; these should be determined by the GM on a case-by-case basis. For example, transforming a desert requires drawing water up from underground to sustain the plants, which could deplete the water table in nearby areas.

TOKEN SPELL

School transmutation
Casting Time 1 standard action
Range 10 ft.
Targets, Effect, or Area see text
Duration 1 hour
Saving Throw none; **Spell Resistance** yes

Token spells are often some of the first minor changes that spellcasters produce when they begin experimenting with magic. Once cast, *token spell* enables you to perform simple magical effects for 1 hour. The effects are minor and have severe limitations. You can slowly lift one item of light bulk. You can alter items in a 1-foot cube each round, coloring, cleaning, soiling, cooling, warming, or flavoring them. You can create small objects, but they look artificial and are extremely



fragile (they can't be used as tools or weapons). You can illuminate an object to shed dim light in a 30-foot radius.

Token spell lacks the power to duplicate any other spell effects. Any actual change to an object (beyond moving, cleaning, or soiling it) persists for only 1 hour.

TONGUES

School divination
Casting Time 1 standard action
Range touch
Targets one creature
Duration 10 minutes/level
Saving Throw Will negates (harmless); **Spell Resistance** no

This spell grants the creature touched the ability to speak and understand the spoken or signed language of any intelligent creature, whether it is a racial tongue or a regional dialect. The target can speak only one language at a time, although it may be able to understand several languages. *Tongues* does not enable the target to speak with creatures who don't speak. The target can make itself understood as far as its voice carries.

TRANSFER CHARGE

School transmutation
Casting Time 1 standard action
Range touch
Targets two objects of the same type; see text
Duration instantaneous
Saving Throw Fortitude negates (object); **Spell Resistance** yes (object)

You can transfer any number of charges from one battery to another battery or from one power cell to another power cell. You can only transfer charges using two objects of the exact same type (two batteries of the same size, two identical power cells, or the like); you transfer charges from the source object to the receiving object.

You must declare how many charges you are transferring before casting this spell. If you transfer more charges from the source than the receiving item can hold, the receiving item must succeed at a Fortitude saving throw or take 1d6 electricity damage. This spell provides no knowledge of how many charges a receiving item can safely hold, but you can choose to transfer fewer charges than the maximum allowed to reduce the risk.

TRUE SEEING

School divination
Casting Time 1 standard action
Range touch
Targets one creature
Duration 1 minute/level
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

You confer upon the target the ability to see all things within 120 feet as they actually are. The target sees through normal and magical darkness, notices secret doors hidden by magic, sees the exact locations of creatures or objects that are invisible or displaced, sees through illusions, and sees the true form of changed or transmuted things. Further, the target can focus its vision to see into the Ethereal Plane (but not into extradimensional spaces).

True seeing, however, does not penetrate solid objects. It in no way confers X-ray vision or its equivalent. It does not negate concealment, including that caused by fog and the like. *True seeing* does not help the viewer see through mundane disguises, spot creatures who are simply hiding, or notice secret doors hidden by mundane means.

UNWILLING GUARDIAN

School enchantment (compulsion, mind-affecting)
Casting Time 1 standard action
Range close (25 ft. + 5 ft./level)
Targets one creature with CR lower than your level; see text
Duration 1 round/level (D)
Saving Throw Will negates; **Spell Resistance** yes

Your overwhelming presence bores into the target's mind, cowing its will. This turns it into an automaton-like guardian that protects you at all costs. As soon as it is able, the target mindlessly moves along the most direct route toward you and stops when it is within 10 feet of you (provoking attacks of opportunity for movement as normal). If you are being attacked in melee by a creature within 10 feet, the target instead takes the quickest route to intercept that creature from a square within 10 feet of you and attack it on your behalf.

While this spell is in effect, the target attacks any creature that attacks you in melee, though it can't move more than 10 feet from you to do so. If multiple creatures are attacking you in melee, you can choose which creature the target attacks on your behalf as part of combat banter. If you are the target of ranged attacks and your guardian is not attacking a melee assailant on your behalf, it moves to provide cover against the ranged attacks. Due to the strong momentary connection between you and your unwilling guardian, if you are the single target of a hostile creature's spell or effect, the creature must succeed at a caster level check (DC = 6 + your caster level) or the spell or effect instead targets your guardian. This spell has no effect on area of effect or multi-target spells or other effects that include you as a target.

When this spell ends, the target regains control of its faculties entirely and it knows and remembers that you used magic to control it. Once a creature has been the target of *unwilling guardian*, it can't be targeted with this spell again for 24 hours if cast by the same spellcaster.

UNSEEN SERVANT

School conjuration (creation)
Casting Time 1 standard action
Range close (25 ft. + 5 ft./2 levels)
Effect one invisible, mindless, shapeless servant
Duration 1 hour/level
Saving Throw none; **Spell Resistance** no

The spell conjures an invisible, mindless, shapeless force that performs simple tasks at your command (a move action). It can run and fetch things, open unstuck doors, and hold chairs, as well as clean and mend. The servant can perform only one activity at a time, but it repeats the same activity over and over again if told to do so as long as you remain within range. It has an effective Strength score of 2 (so it can lift up to 20 pounds or 2 bulk or drag up to 100 pounds or 10 bulk). It can trigger traps and such, but it can't exert enough force to activate certain pressure plates and other devices. It can't perform any task that requires a skill check with a DC higher than 10 or that requires a check using a skill that can't be used untrained. This servant can't fly, climb, or swim (though it can walk on water). Its land speed is 15 feet.

The servant can't attack in any way; it is never allowed to make attack rolls. It can't be killed, but it dissipates if it takes 6 or more damage from area attacks; it gets no saving throws against attacks.

VEIL 6

School illusion
Casting Time 1 standard action
Range long (400 ft. + 40 ft./level)
Targets up to one or more creatures, no two of which can be more than 30 ft. apart
Duration concentration + 1 hour/level (D)
Saving Throw Will negates or disbelief, see text; **Spell Resistance** yes, see text

You instantly change the appearance of the targets and then maintain that appearance for the spell's duration. You can make the targets appear to be anything you wish. The targets look, feel, and smell just like what the spell makes them resemble. Affected creatures return to their normal appearances if slain. You must succeed at a Disguise check to duplicate the appearance of a specific individual. This spell gives you a +10 bonus to such a check (since it counts as altering your form).

An unwilling target can negate the spell's effect on it by succeeding at a Will saving throw or by relying on spell resistance. Those who interact with the targets can attempt Will saving throws to disbelieve the illusion, but spell resistance doesn't help pierce the illusion.

VISION 6

School divination
Casting Time 1 standard action
Range personal
Duration see text

You pose a question about some person, place, or object while casting this spell. If the person or object is at hand or if you are in the place in question and you succeed at a caster level check (1d20 + your caster level, DC 20), you receive a vision about that person, place, or object. The information gained includes everything available about the target that could be discovered by spending weeks in dedicated research with excellent-quality but standard reference works.

If the person or object is not at hand or you are not in the place and you know only detailed information about the person, place, or object, the DC of the caster level check is 25 and the information gained is incomplete (though it often provides enough information to help you find the person, place, or thing, thus allowing a better *vision* result next time). If you know only rumors, the DC is 30 and the information gained is vague (though it often directs you to more detailed information, thus allowing a better *vision* result next time). In most circumstances, you can't glean information about what occurred during the Gap with this spell.

Casting this spell requires access to a computer or similar device, which displays the information gained. Additionally, casting this spell places considerable strain on you, requiring you to spend 1 Resolve Point.

WALL OF FIRE 4

School evocation (fire)
Casting Time 1 standard action
Range medium (100 ft. + 10 ft./level)
Effect wall up to 20 ft. long/level or a ring with a radius up to 5 ft./2 levels; either form 20 ft. high
Duration concentration + 1 round/level
Saving Throw none; **Spell Resistance** yes

An immobile blazing curtain of opaque, shimmering, violet fire springs into existence. One side of the wall, selected by you, sends forth waves of heat, dealing 2d6 fire damage to creatures within 10 feet and 1d6 fire damage to those beyond 10 feet but within 20 feet. The wall deals this damage when it appears and on your turn each subsequent round. In addition, the wall deals 5d6 fire damage to any creature passing through it. The wall deals double damage to undead creatures.

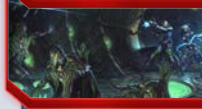
If you evoke the wall so that it appears where creatures are, each creature takes damage as if passing through the wall. If any 5-foot length of wall takes 20 or more cold damage in 1 round, that length goes away.

WALL OF FORCE 5

School evocation (force)
Casting Time 1 standard action
Range close (25 ft. + 5 ft./2 levels)
Effect wall with area up to one 10-ft. square/level
Duration 1 round/level (D)
Saving Throw none; **Spell Resistance** no

Wall of force creates an invisible wall of pure force. You can form the wall into a flat, vertical plane whose area is up to one 10-foot square per level. The wall must be continuous and unbroken when formed. If its surface is broken by any object or creature, the spell fails.

This counts as a force field for effects that can't penetrate a force field. The wall can't move and is not easily destroyed. A wall of force is immune to *dispel magic*. A *greater dispel magic* specifically targeting the *wall of force* can dispel it, but treat the wall of force's caster level as being 5 higher than the actual caster level. A wall of force can be damaged by spells and



attacks as normal, but a wall of force has hardness 30 and 300 Hit Points. *Disintegrate* instantly destroys a wall of force.

Breath weapons and spells can't pass through a wall of force in either direction, though *dimension door*, *teleport*, and similar effects can bypass the barrier. The wall blocks ethereal creatures as well as material ones (though ethereal creatures can usually circumvent the wall by going around it, through material floors and ceilings). Gaze attacks operate normally through a wall of force.

WALL OF STEEL 6

School conjuration (creation)
Casting Time 1 standard action
Range medium (100 ft. + 10 ft./level)
Effect steel wall with area up to one 5-ft. square/level; see text
Duration instantaneous
Saving Throw none; **Spell Resistance** no

You cause a flat, vertical steel wall to spring into existence. The stress of casting this spell requires you to spend 1 Resolve Point. The wall can fit into any space of surrounding nonliving material if its area is sufficient to do so. The wall can't be conjured so that it occupies the same space as a creature or another object. It must always be a flat plane, though you can shape its edges to fit the available space.

A wall of steel is 4 inches thick. You can double the wall's area by halving its thickness. Each 5-foot square of the wall has hardness 15 and 45 Hit Points per inch of thickness. A section of wall that is reduced to 0 Hit Points is breached. The DC of the Strength check for a creature to break through the wall with a single attack is 30. The wall is firmly anchored to its surroundings, and it doesn't easily tip over; it can't be summoned into any area where it is likely to fall or collapse.

Like any steel wall, this wall is subject to perforation and other natural phenomena, though it doesn't rust or corrode under typical circumstances. The metal created by this spell is not suitable for use in the creation of other objects and can't be sold.

WAVES OF FATIGUE 5

School necromancy
Casting Time 1 standard action
Range 30 ft.
Area cone-shaped burst
Duration instantaneous
Saving Throw none; **Spell Resistance** yes

Waves of negative energy render all living creatures in the spell's area fatigued. This spell has no effect on a creature that is already fatigued.

WISH —

School universal
Casting Time 1 standard action
Range see text
Area, Effect, or Targets see text
Duration see text
Saving Throw see text; **Spell Resistance** see text

By simply speaking aloud, you can alter reality to better suit you. Even *wish*, however, has its limits. A *wish* spell can produce any one of the following effects.

- Duplicate any technomancer spell of 6th level or lower.
- Duplicate any other spell of 5th level or lower.
- Undo the harmful effects of certain spells, such as *feeblemind*.
- Produce any effect whose power level is in line with the above effects.

At the GM's discretion, you may try to use a wish to produce greater effects than these, but doing so may be dangerous or the spell may have only a partial effect.

A duplicated spell allows saving throws and spell resistance as normal, but the save DCs are the same as for a 7th-level spell. For the purpose of other effects that depend on spell level, *wish* counts as a 9th-level spell.

WISP ALLY 1

School conjuration (creation)
Casting Time 1 standard action
Range close (25 ft. + 5 ft./2 levels)
Effect one distracting, glowing servant
Duration 1 round/level
Saving Throw none; **Spell Resistance** no

You draw forth otherworldly energy to create a small, spherical, floating wisp that can distract your enemies in combat. This wisp can move 60 feet per round in any direction, and you can direct it as a move action on your turn. If the wisp occupies the same space as an enemy, the wisp provides your choice of either harrying fire or covering fire (see pages 246–247) against the enemy each round on your turn, and it follows that enemy within range automatically unless you direct it to change targets. The wisp is made of pure light and energy and can't be damaged in combat, though it can be dispelled as normal.

In addition to the function described above, the wisp sheds light in a 20-foot radius in a color of your choice (chosen when you cast the spell).

ZONE OF TRUTH 2

School enchantment (compulsion, mind-affecting)
Casting Time 1 standard action
Range close (25 ft. + 5 ft./2 levels)
Area 20-ft.-radius emanation
Duration 1 minute/level
Saving Throw Will negates; **Spell Resistance** yes

Creatures within the emanation area can't speak any deliberate and intentional lies. Each potentially affected creature can attempt a Will saving throw to avoid the effect when the spell is cast or when that creature first enters the emanation area. Affected creatures are aware of this enchantment, and they can therefore avoid answering questions to which they would normally respond with a lie, or they can be evasive as long as they remain within the boundaries of the truth. Creatures who leave the area are free to speak as they choose.

GAME MASTERING

11

ADVENTURES AND CAMPAIGNS

As the Game Master, you wear many hats: storyteller, entertainer, judge, inventor, and player. You're in charge of creating an entire world for your friends to explore, and you fill the shoes of every nonplayer character they interact with. While this can be a lot of work, it can also be deeply rewarding. As the GM, you're the ultimate arbiter of everything in your game—you can change setting details or even fundamental rules of the game as you see fit—but below are some systems and tips to help make your GMing experience fun and smooth.

BUILDING AN ADVENTURE

How much work you put into preparing your adventure is up to you. The easiest approach is to simply modify or run a published adventure (see the sidebar on page 392). While published adventures are usually quite intricate, with beautiful maps and interwoven storylines, don't let that intimidate you. If you're the only one running your adventure, you can easily get by with just a few notes, such as an outline of the plot, a map or two of main adventure sites, and a few stat blocks or notes for the creatures you plan to use as enemies. Some people run entirely off the cuff, while others write everything down. Whatever lets you relax and have fun at the table is the right choice.

If you decide to write everything out, however, remember that an adventure is not a novel. The other players control the main characters, and you should leave room for them to shape the action. If the characters steal a shuttle and head down to the planet when you expected them to try and capture the ship's bridge, don't despair! Just grab the *Starfinder Alien Archive*, flip it open, and tell them what weird creatures—perhaps lurking within some strange alien ruins inscribed with mystical signs—they find when they land. Maybe you can still bring the story back around to your original idea after this side quest, but adapting your story in response to player action is what makes a group storytelling game like Starfinder exciting and surprising for the GM as well as the players!

The following pages contain some key issues you should consider before sitting down to run a game, as well as elements that, if prepared in advance, can save you a lot of time and frustration at the table.

STAT BLOCKS

Stat blocks are one of the most complex parts of the game, but also the most useful. They tell you everything you need to know about a creature or character's abilities in a fight, much like a condensed version of a character sheet.

How you use stat blocks is up to you. Some Game Masters like to create custom stat blocks for most of the allies and enemies encountered during an adventure, some like to create them only for the biggest and baddest enemy characters, and others are perfectly happy to repurpose statistics from other adventures or books like the *Alien Archive*. Some GMs don't even bother with full stat blocks and just write down a few key statistics—Armor Classes, attacks and damage, Hit Points, and saving throws—and ignore the rest unless it becomes important.

All of these approaches are valid, but in general, the ways you expect your party to interact with a character determine what you need. If your PCs go to a nonplayer character (NPC) for research assistance before their next mission, then you probably need to know only a few skill values, whereas you'll probably need to know all the combat statistics for the Free Captain pirate they battle in the adventure's climax. Also remember that in addition to using published characters and creatures as written, you can simply "reskin" those creatures. If you use the statistics for a haan but describe fins and jets instead of claws and balloons, a cold spray instead of firespray, and a swim speed instead of a fly speed, congratulations—you've created a brand-new alien, and your players will never know the difference!

For a sample monster stat block and descriptions of a stat block's entries, see pages 420–421.

Level Equivalent for Monsters and NPCs

Many abilities and effects are based on a creature's level. Unlike player characters, however, monsters and NPCs don't have levels. Instead, the CR of a monster or NPC functions as its level for any ability or effect based on level.

DESIGNING ENCOUNTERS

An encounter is any event that presents the PCs with a specific problem that they must solve. Most encounters involve combat with monsters or hostile NPCs, but there are many other types: a corridor full of robotic traps, a fraught negotiation with government authorities, an environmental hazard on a strange planet, an encrypted database that needs to be hacked, or anything else that adds drama to the game. Some encounters involve puzzles, interpersonal interactions, physical feats, or other tasks that can be overcome entirely with roleplaying and skill checks, but the most common encounters are also the most complex to build—combat encounters.

When designing a combat encounter, decide what level of challenge you want your PCs to face and follow the steps below.

Step 1: Determine APL

The first thing you need to do is determine your players' Average Party Level (APL), which represents how much of a challenge the group can handle. To get this number, add up the levels of all characters in the party, divide the sum by the number of party members, then round to the nearest whole number (this is an

exception to the usual "round down" rule). If the group contains fewer than four characters, subtract 1 from the result; if the group contains six or more characters, add 1 to the total. For example, if a group has six characters, two at 4th level and four at 5th level, its APL is 6 (28 total levels divided by six characters equals 5 after rounding up, and 1 is added for having six characters).

Step 2: Determine CR

Challenge Rating (CR) is a convenient number used to indicate the relative danger presented by an enemy, trap, hazard, or other encounter; the higher the CR, the more dangerous the encounter. Refer to Table 11–1: Encounter Difficulty on page 390 to determine the Challenge Rating your group should face depending on the difficulty of the challenge you want and the group's APL.

Step 3: Build the Encounter

Determine the total experience point (XP) award for the encounter by looking up its CR on Table 11–3: Experience Point Awards. This gives you an "XP budget" for the encounter. Every creature, trap, and hazard is worth an amount of XP determined by its CR, as noted on the table. To build your encounter, simply add creatures, traps, and hazards whose combined XP does not exceed the total XP budget for your encounter. It's easiest to add the highest CR challenges first and then reach the total by including lesser challenges.

For example, let's say you want your group of six 11th-level PCs (APL 12) to face a hard encounter on Eox against a crafty necrovite (CR 13) and some elephantine ellicoths (CR 9 each). Table 11–1: Encounter Difficulty indicates to you that a hard encounter for a group of APL 12 is equivalent to CR 14. According to Table 11–3: Experience Point Awards, a CR 14 encounter has an XP budget of 38,400 XP. At CR 13, the necrovite is worth 25,600 XP, leaving you with 12,800 XP to spend on ellicoths. Ellicoths are worth 6,400 XP apiece, so the encounter can support two ellicoths in its XP budget. Or you could skip the necrovite and use three ellicoths instead, leaving you with 19,200 XP to spend on other creatures or hazards (perhaps a CR 12 creature that shares the ellicoths' lair).

Special Considerations

Creating fun and balanced encounters is both an art and a science. Don't be afraid to stray from the formulas by making changes—sometimes called ad hoc adjustments—that you think will make the encounter more fun or manageable for your particular party. In addition to the basic rules above, consider whether any of the following factors might apply to your encounter.

Adding NPCs

Creatures with abilities that match a class, such as creatures that belong to the PC races detailed in this book, function differently than creatures with substantial innate abilities. Their power comes more from gear than from nature, and they might have skills and abilities similar to those of PCs. Generally, the CR of an NPC equals the level of a PC with the same abilities—for example, an NPC with abilities similar to a 2nd-level technomancer would be CR 2. An NPC usually has armor and a weapon each with a level equal to its CR, give or take a level, and possibly one or two more items of a level equal to its CR. For more information on creating nonplayer characters, see the *Alien Archive*.

CR Equivalencies

The sheer number of experience points involved in building high-CR encounters can seem daunting, especially when you're trying to craft an encounter on the fly. When using a large number of identical creatures, Table 11–2: CR Equivalencies can simplify the math by combining them into one CR, making it easier to find their total XP value. For example, using this table, you can see that four CR 8 creatures (worth 4,800 XP each) are equivalent to one CR 12 creature (worth 19,200 XP). You can also use this table to work backward and build encounters with much less math. Need a CR 7 encounter using CR 4 creatures? Just check the table, and you'll see that you need three CR 4 creatures to create a CR 7 encounter.

Terrain Factors

An encounter against a creature that's out of its favored element (like an enormous dragon encountered in a tiny cave) gives the PCs an advantage. In such a situation, you should probably build the encounter as normal—you don't want to accidentally overcompensate and kill your party—but when you award experience for the encounter, you may want to do so as if the encounter were 1 CR lower than its actual CR.

The reverse is also true, but only to an extent. Creature CRs are assigned with the assumption that a given creature is encountered in its favored terrain. Encountering a water-breathing kalo in an underwater area shouldn't increase the XP you award for that encounter, even if none of the PCs breathe water. But if the terrain impacts the encounter significantly, you can increase the XP award as if the encounter's CR were 1 higher. For example, an encounter against a creature with blindsight in an area with no natural light needs no CR adjustment, but an encounter against the same creature where any light brought into it is suppressed might be considered +1 CR.

As a general rule, the goal of ad hoc XP adjustments based on factors like terrain is not to penalize PCs for doing well, but to make sure they're being challenged and rewarded appropriately.

Gear Adjustments

You can significantly increase or decrease the power level of an NPC by adjusting its gear, particularly its weapons or crucial items such as powered armor. An NPC encountered with no gear should have its CR reduced by 1 (provided that the loss of gear actually hampers it). An NPC with better gear than normal—such as a weapon with 2 levels higher than the NPC's CR or a large number of items with a level equal to its CR—has a CR of 1 higher than normal. This equipment impacts your treasure budget (see page 391), so make overgeared NPCs like this with caution!

Tactical Considerations

Just as a player slowly learns how to use his character's abilities, so does a GM learn how to best deploy her collection of foes. CR can't cover every situation, so a GM should think through both a creature's abilities and the encounter's setting for any potential pitfalls.

One major concern is the CR of the enemy. The CR system works best when the CR of each of the GM's creatures is relatively close to the PCs' Average Party Level. It might be tempting to throw a single higher-CR creature against the party, and sometimes that works out fine, but you may run the risk of obliterating the party when their saving throws aren't yet high enough to protect against the creature's abilities. Conversely, if you throw a horde of CR 1 creatures against your party with an APL of 8, those creatures are unlikely to hit the characters' Armor Classes or succeed with any of their abilities, and thus they won't be challenging, no matter how many you include.

Yet just as a tidal wave of low-CR enemies can become a tensionless slog for players, fighting a single opponent can also be a bore, depending on that opponent's abilities. A lone technomancer without any bodyguards or defenses in place might find himself quickly surrounded or unable to cast his spells after being grappled, and a creature with a single powerful attack might still not be a great match for a party of five slightly less powerful characters due to the sheer number of attacks they have each round. In general, the strongest encounters have a handful of enemies that guard vulnerable creatures with powerful abilities and balance out the PCs' number of actions each round.

GAINING EXPERIENCE

In the Starfinder RPG, characters advance in level by overcoming challenges ranging from combat situations to diplomatic encounters. All of these are symbolized by experience points (XP). Many GMs choose to simply keep a list of all the encounters PCs overcome during a session, add together the experience points, and award them in a lump sum at the end of the session. That way, if characters earn enough XP to gain levels, you won't have to pause the game while they level up their characters, and you can instead let them do so between sessions.

Every opponent, trap, or obstacle the PCs overcome (including starship combat and vehicle chases) is worth a set amount of XP, as determined by CR. Purely roleplaying encounters are generally assumed to have a CR equal to the Average Party Level, but you may award XP as if it were higher or lower, depending on difficulty. Note, however, that encounters with a CR of less than the APL – 10 merit no XP award, as they're too easy. Similarly, using starship weapons against a settlement or driving an asteroid into a planet may kill thousands, but in such instances, the party should generally not receive XP or wealth, as these massacres are neither heroic nor challenging. Experience gained in a fight comes not from enemy death but from expertise acquired as a result of combat, which such impersonal situations lack.

To award XP, take your list of defeated encounters and find the value of each encounter's CR under the "Total XP" column on Table 11–3: Experience Point Awards. Add up the total XP values for each CR and then divide this total by the number of characters. The result is the amount of XP each character earns. For a slightly less exact method, you can add up the individual XP awards listed in the table for a group of the appropriate size. In this case, the division between characters is done for you.

In addition, don't be afraid to give players extra XP when they conclude a major storyline or accomplish something important. These "story awards" can consist of any amount of XP. While a good rule of thumb is to award twice the XP for a CR equal to the group's APL, you can also customize your story award amounts to help your players' characters reach a particular level for the next adventure you want to run.

TABLE 11–1: ENCOUNTER DIFFICULTY

DIFFICULTY	CR EQUIVALENCY
Easy	APL – 1
Average	APL
Challenging	APL + 1
Hard	APL + 2
Epic	APL + 3

TABLE 11–2: CR EQUIVALENCIES

NUMBER OF CREATURES	CR EQUIVALENCY
1 creature	CR
2 creatures	CR + 2
3 creatures	CR + 3
4 creatures	CR + 4
6 creatures	CR + 5
8 creatures	CR + 6
12 creatures	CR + 7
16 creatures	CR + 8

TABLE 11–3: EXPERIENCE POINT AWARDS

		INDIVIDUAL XP (BY NO. OF PLAYERS)		
CR	TOTAL XP	1–3	4–5	6+
1/8	50	15	15	10
1/6	65	20	15	10
1/4	100	35	25	15
1/3	135	45	35	25
1/2	200	65	50	35
1	400	135	100	65
2	600	200	150	100
3	800	265	200	135
4	1,200	400	300	200
5	1,600	535	400	265
6	2,400	800	600	400
7	3,200	1,070	800	535
8	4,800	1,600	1,200	800
9	6,400	2,130	1,600	1,070
10	9,600	3,200	2,400	1,600
11	12,800	4,270	3,200	2,130
12	19,200	6,400	4,800	3,200
13	25,600	8,530	6,400	4,270
14	38,400	12,800	9,600	6,400
15	51,200	17,100	12,800	8,530
16	76,800	25,600	19,200	12,800
17	102,400	34,100	25,600	17,100
18	153,600	51,200	38,400	25,600
19	204,800	68,300	51,200	34,100
20	307,200	102,000	76,800	51,200
21	409,600	137,000	102,400	68,300
22	614,400	205,000	153,600	102,400
23	819,200	273,000	204,800	137,000
24	1,228,800	410,000	307,200	204,800
25	1,638,400	546,000	409,600	273,000

GAINING WEALTH

As PCs gain levels, they tend to obtain wealth. Starfinder assumes that all PCs of equivalent level have roughly equal amounts of wealth in the form of gear, magic items, and raw currency. Since a PC's primary way of gaining wealth is through adventuring, it's important to moderate the amount you place in your adventures. Thus, the amount of wealth PCs earn from their adventures is tied to the Challenge Rating of the encounters they face.

Wealth per Encounter

Table 11–4: Wealth Gains per Encounter lists the amount of treasure each encounter should award based on its CR. When looking at this number, it's important to understand that it represents wealth from many different sources: hard currency, looted items, and earned or story-based wealth. Relying too much on any one category can skew the game's power balance. Additionally, most encounters are part of an overarching adventure, in which case it's useful to look at wealth for the adventure as a whole. Don't be afraid to have some encounters grant more wealth while others grant less, as long as it balances out by the end of the adventure. (After all, a well-armed NPC is more likely to be carrying valuable items than a mindless beast.) Below are some important considerations regarding each type of wealth.

TABLE 11–4: WEALTH GAINS PER ENCOUNTER

CR	WEALTH GAIN (IN CREDITS)
1/3	150
1/2	230
1	460
2	775
3	1,100
4	1,400
5	3,100
6	3,900
7	4,600
8	5,400
9	10,000
10	14,700
11	25,000
12	34,000
13	50,000
14	77,000
15	113,000
16	178,000
17	260,000
18	405,000
19	555,000
20	782,000

Items

Gear looted from fallen enemies or otherwise acquired during adventures can generally be sold for only 10% of its face value. This is important to gameplay, in that it discourages players from picking up every dropped helmet or low-level weapon and turning their ship into a flying garage sale, yet it's also crucial to keep in mind when placing treasure. If an item is significantly better than the PCs' current gear, assume they keep it and factor it in at its full value. If it's no better than what they already have, assume they sell it when they have the chance. (Comparing the item level to the Average Party Level can be an excellent guideline for this purpose.) For example, if the characters face a high-CR enemy with a correspondingly awesome laser rifle, assume they keep it. If they fight eight aeon troopers with armor comparable to their own, assume most groups will leave it rather than carry eight bulky sets of armor with them. In general, beware of providing single items far above your party's APL. Instead, provide several items equal to or only slightly better than your party's current gear, and then make up the rest with consumable items and items likely to be resold.

Story-Based Wealth

Given the inefficiency of constantly looting and selling enemy gear, Starfinder assumes at least part of player wealth comes from story-based sources, usually completing a mission or adventure. Perhaps it's payment for finishing a patron's quest, a gift from a grateful populace, a bounty on a criminal, or proceeds from selling an alien artifact or the exclusive interview rights to a PC's account of an adventure. Regardless of the source, consider setting aside part of the budget from your encounters to allow for large lump-sum payments at appropriate points in the story.

Hard Currency

It's important to include credits in your rewards, so that players can buy items appropriate to their characters, but avoid regularly giving out handfuls of credsticks, as pooling large sums of liquid capital can enable a party to buy better gear than would normally be appropriate for the group's APL.

TABLE 11–5: CHARACTER WEALTH BY LEVEL

PC LEVEL	WEALTH (IN CREDITS)
1st	1,000
2nd	2,000
3rd	4,000
4th	6,000
5th	9,000
6th	15,000
7th	23,000
8th	33,000
9th	45,000
10th	66,000
11th	100,000
12th	150,000
13th	225,000
14th	333,000
15th	500,000
16th	750,000
17th	1,125,000
18th	1,700,000
19th	2,550,000
20th	3,775,000

Wealth by Level

Table 11–5: Character Wealth by Level lists the amount of treasure each PC is expected to have at a specific level.

PUBLISHED ADVENTURES

Published adventures are a busy Game Master's best friend. Not only do they allow you to sit down and start playing quickly without coming up with intricate storylines or cool encounters in advance, but by studying how they're put together, you can hone your own adventure-creating skills. A published adventure is the script that lets you, as the GM, focus on the directing and acting portions of your job.

It's important to remember, however, that the writer of a published adventure doesn't know your group or their characters. If your players are all paranoid, then an adventure involving an unexpected betrayal by a friendly NPC may not work as well. Similarly, if one of your characters has a deep hatred for necromantic elebrians, her player may have more fun if you change the villain from a member of the Aspis Consortium to an agent of the Bone Sages. Customizing adventures to your group is an easy way to raise the stakes in your game and make things feel more personal.

If you're interested in published adventures, Paizo's Starfinder Adventure Path products offer finely crafted adventures that are tied together into epic six-part campaigns. For more information, visit **paizo.com**.

In addition to providing benchmarks to make sure existing characters remain balanced, it can also be used to budget gear for characters starting above 1st level, such as a new character created to replace a dead one. Characters in this latter case should spend no more than half their total wealth on any single item. For a balanced approach, PCs built after 1st level should spend no more than 35% of their wealth on any one weapon and 35% on armor and any one protective device.

Starships

Starfinder is a roleplaying game of interplanetary travel and exploration, and it assumes that most adventures will start with PCs either already having or quickly gaining access to a starship. But starships are expensive—what's to stop them from simply selling their starship and retiring, or using the money to buy gear far too powerful for their level?

The answer is you, the GM. Starships are not considered part of character wealth and thus are not intended to be sold (unless it's part of a trade-in to obtain a different starship). How to frame this is up to you. Some GMs may prefer to simply tell the players not to sell the ship because it would ruin the game. If you need an in-character reason, however, there are many: The ship could be the equivalent of a company car from whatever patron or faction the PCs are working for. It could be a family heirloom they're contractually not allowed to sell. It could be stolen and thus unsellable without getting the PCs arrested. It could have a hyperintelligent AI that's bonded to its crew and doesn't allow itself to be sold. Whatever the justification, the real answer is that starships are just too much fun to restrict to high-level play. (Though if you want to play an entire campaign on one planet or simply have PCs pay for passage when they need to get somewhere, that's fine, too!)

BEFORE THE GAME

Everyone approaches game mastering differently—some with intensive preparation, others with a sticky note and a prayer. Yet, regardless of your personal style, there are a few matters every GM should consider in advance to save time at the table.

If you're running a published adventure, be sure to read it beforehand so that you know what you're in for and can adequately prepare your notes and foreshadow upcoming events. (If short on time, you can sometimes read just the first few encounters—enough to keep several steps ahead of the players.) If you're creating your own adventure, make sure you have enough written down to feel comfortable. Gather any props you need, such as miniatures and handouts, in addition to the usual dice, pencils, tactical maps, and so forth. Consider helping your players prep for the game as well, such as by resolving character story issues that don't involve the group as a whole (perhaps even via one-on-one side quests), answering questions, and helping them level up their characters.

It's also important to consider real-world logistics. Make sure that all the players can make it to the game; if someone can't, consider whether it's still worth running the game, and if so, what happens to that person's character. Do you or another player play him? Does he continue to gain wealth and experience, or will he fall behind the rest of the group? Also, consider matters such as food, children, pets, and other factors, and have a plan to handle any concerns that might arise.

RUNNING THE GAME

Addressed below are several of the common situations and issues that you'll invariably need to handle during the game.

Skill DCs

It is up to you, as the GM, to determine the DCs of the various skill checks the players will attempt during play. Many of the skill descriptions include guidance on typical DCs for skill checks, but there may be times when you need to come up with a DC on your own. If a skill check does not have a predetermined DC, or if a player wants to attempt a task that is not covered in a skill's description, use the following guidelines. A challenging DC for a skill check is equal to 15 + 1-1/2 × the CR of the encounter or the PCs' Average Party Level (APL). For an easier check, you might reduce the DC by 5, while increasing the DC by 5 makes for a more difficult check. Changing the DC by 10 or more makes for either a trivial check with little chance of failure or a prohibitively high check with little chance of success, so be cautious when adjusting skill check DCs!

Rolling and Fudging

Player cheating can ruin a game, but as a GM, you may sometimes find yourself in situations where cheating might actually improve the game. We prefer to call this "fudging" rather than cheating, and while you should try to avoid it when you can, you are the law in your game and shouldn't feel bound by the dice. A GM should be impartial and fair, and in theory, that's what random dice results help support. At the same time, you're trying to create a compelling story, and if fudging a given roll makes a scene more fun and satisfying for the players in the end—go for it! It's no good if a single random roll of the dice would result in a premature end to your

campaign or in a character's death when the player did everything right. However, be wary of using fudging to nullify players' achievements. Remember that you're playing with the group, not against it. Maybe you didn't expect the players to take down your villain so quickly, but as long as they had fun, who cares?

An easy way to avoid getting called out on your fudging is to make your dice rolls behind a GM screen, so that players can't see the results. But don't worry overmuch about being "caught." As the GM, your responsibility is to the experience, not the dice. But if you elect to roll your dice in the open, you still shouldn't show a die roll that would give a player knowledge that their character wouldn't have, such as a saving throw for a disease a character doesn't know she's been exposed to.

In addition to not being bound by die rolls, don't feel tied to the predetermined plot of an encounter or the rules as written. Feel free to adjust the events or interpret the rules creatively, especially in cases where you as the GM made a poor assumption to begin with. For example, you might design an encounter where a pack of demons have invaded a space station through a planar rift, only to realize too late that none of the PCs have good-aligned weapons and thus deal very little damage. In this case, it's okay to "cheat" and say these particular demons are hurt by normal weapons, or have a chaplain of Iomedae show up at the last moment to bless the PCs' weapons. As long as you can keep such ad-hoc developments to a minimum, these on-the-spot adjustments can even enhance the game—perhaps the church of Iomedae now demands a favor from the PCs, sparking a new adventure!

GM Fiat

Debates over rules inevitably drag a game down and should be put to rest as quickly as possible. As the GM, you set the law of your game, and your interpretation of the rules is the one that matters most. When complications regarding rules interpretations occur, listen to the players involved and strive to be fair, but don't feel like you need to convince them. If the rule in question isn't one you're familiar with, you can go with a player's interpretation, perhaps with the caveat that you'll read up on the rule after the game and make an official ruling going forward from the next session. Alternatively, you can simply rule that something works in a way that helps the story move on.

One handy tool to keep on hand is the GM fiat: simply give a player a +2 bonus or a –2 penalty to a die roll if no one at the table is precisely sure how a situation might be handled by the rules. For example, a character who attempts to trip a robot in a room where the floor is magnetized could take a –2 penalty to his attempt, at your discretion, since the magnetic pull exerted by the floor anchors the construct.

Player Character Death

Eventually, through bad luck or bad tactics, a player character is going to die, or else suffer some similarly permanent fate such as petrification or being shot into deep space at relativistic speeds. A player character's death doesn't need to be a terrible experience. In fact, going out in a blaze of glory can become a dramatic highlight for the player and the group as a whole!

When a character dies, try to resolve the current conflict or combat as quickly as possible. Once that's handled, take the player aside for a moment and find out whether she'd prefer for the group to try to save her character or simply create a new one.

You aren't required to let a dead character return to life. Sometimes dead is dead—and a horror-themed game often benefits from a sense of danger—but it's nice to take a player's feelings into account. If it's possible for the party to get a character raised or reincarnated, don't delay it with additional encounters; just gloss over the return to civilization so you can get the player back into the game as quickly as possible. If you'd rather treat the situation as the seed for a side quest, consider offering to let the PC play an established NPC for the rest of the session so she isn't bored. A PC death is a great time to end the session, since you can then handle unresolved issues out of game and get the player back in the action by the start of the next session.

If the player of a dead character instead prefers to move on to a new character, consider the NPC option above to keep her entertained for the rest of the session, or let her create her new character there at the table. Once the player's new character is done, let the other players take a 5-minute break while you step aside to talk to the player, learn about her new character, and work out a way to introduce the new party member quickly.

One other thing that PC death can do is bloat the surviving characters' treasure. If a party simply splits up or sells a dead PC's gear, the group can become obscenely overgeared for its level. Thus, it's usually easier to simply assume that the dead PC's personal gear (though not necessarily important story items belonging to the group) is destroyed, lost, or otherwise goes away.

Difficult Players

As with any group activity, sometimes you'll run into a troublemaker. Don't be shy about politely and firmly asking a player to alter his behavior if he's being inappropriate, antagonistic, or otherwise annoying—and don't accept "But I'm just acting how my character would!" as an excuse. If a player (or character) is negatively impacting the rest of the group's experience and won't change his behavior when asked, it's your duty as the Game Master to tell him to leave.

Campaign Journal

Having a record of each session's events can help you remember details and keep a sense of continuity. Consider taking notes during a game or getting a player who's excited about such things to write up a campaign journal summarizing each adventure. These can also be distributed to remind players where you left off.

Ending the Campaign

Starfinder goes up to 20th level, but that doesn't mean your campaign has to. The most important thing in a campaign is to end it at a point that's satisfying for the story, such as when a major storyline wraps up or after a climactic battle with a longtime foe. After each significant adventure arc, discuss as a group whether you'd rather continue with these characters or start something entirely new. Some people like to play many short adventures with different characters, while others like to run the same campaign for years. There's no wrong answer!

ENVIRONMENT

The universe is an endless expanse of adventuring potential. On its billions of worlds, physics create every possible permutation of geology, while life's endless creativity gives rise to organisms both eerily familiar and defying imagination. Regardless of their design, all of these creatures struggle to survive and thrive in their native habitats, from icy seas and lush fungus jungles to the savage pyroclastic flows of tidally heated moons or the rusting hulks of ancient alien megastructures.

The following section contains rules to help you as GM adjudicate the game universe, including rules for the vastness of space, for various types of planets and the different terrains that may be found on them, and for environmental effects and hazards that may come into play in a variety of settings. Rules for settlements and structures both natural and artificial are presented at the end of the chapter.

SPACE

The immeasurable gulf of space is home to everything on the Material Plane, housing more stars and planets than could ever be recorded. During their careers, the player characters will undoubtedly need to venture into space. Traveling from one planet to another, exiting the atmosphere of a planetoid, or visiting an orbiting space station are all examples of common travel that require at least a brief time in space. Many hazards of space can be mitigated by wearing armor (see page 196) or a standard space suit (see page 231), but sometimes unlucky spacefaring adventurers get caught without them!

Cosmic Rays

"Cosmic rays" is a catchall term for various interstellar radiation effects. They use the same rules as radiation (see page 403). Most habitable planets maintain atmospheres capable of repelling these emissions. Such protected planets allow, at most, a low amount of radiation in infrequent bursts. Planets devoid of a protective atmosphere are constantly assailed by radiation of medium to severe intensity.

Vacuum

The void of space is effectively empty of matter, and this vacuum is perhaps the greatest danger of outer space. A creature introduced to a vacuum immediately begins to suffocate (see Suffocation and Drowning on page 404) and takes 1d6 bludgeoning damage per round (no saving throw). Because a vacuum has no effective temperature, the void of outer space presents no dangers from cold temperatures. A creature retains its body heat for several hours in a vacuum. Sound doesn't travel in a vacuum.

Decompression occurs when a creature suddenly transitions from a pressurized environment to a vacuum, such as by being flung out of an airlock or being inside a sealed structure that becomes heavily damaged. Such a creature takes 3d6 bludgeoning damage (no saving throw) in addition to any suffocation damage.

Most creatures travel the vacuum of space in a starship. For more information about starships, see page 292.

ASTRONOMICAL OBJECTS

Most living beings begin their lives on floating astronomical objects. These planets, planetoids, and stars are the hub of much adventure and vary in complexity of design and makeup. A brief summary of the different types of astronomical objects is presented below, along with various rules associated with each.

Classification of Astronomical Objects

There exist several different types of astronomical objects. Summarized below are the most prominent types encountered during interstellar exploration.

Asteroid

An asteroid is a fractured chunk of matter, notable for being too small to be considered a proper planetoid. Asteroids commonly lack any sort of ecosystem and are often bereft of an atmosphere and breathable air. Many see asteroids as exploitable resources, given that they are often rich in minerals of varying rarity.

Gas Giant

As their name suggests, gas giants are worlds composed entirely of gas—frequently elements such as hydrogen and helium. They lack any natural solid surfaces to walk on and so have no proper ground. Creatures unable to fly or without flight-capable equipment or magic tumble toward the dense core of the world at the falling speed of a standard-gravity planet. Such a fall often takes days, given the immense size of these worlds. Near the center of a gas giant, a creature is subject to extreme gravity (see page 402). The heart of a gas giant acts in many ways like a star (see Star below), including destroying creatures that don't have full immunity to fire.

Irregular World

Some planets exist outside of the typical description of a (mostly) spherical mass of gases or silicate rocks and metals. These irregular worlds come in a variety of shapes, many of which are still considered theoretical. Some worlds might be artificially designed in the shape of a torus. Other worlds, like a planet in the form of a cube or a world that is entirely flat, exist as the result of cosmic abnormalities or the direct intervention of the divine.

Satellite

Satellites are objects, such as moons, orbiting any other form of planetoid. "Satellite" is a classification that can be applied to other astronomical objects as well, as many asteroids and terrestrial worlds are also satellites. Unlike other types of astronomical objects, a satellite isn't necessarily a natural object. Alien markers and space stations are but a few types of artificial constructs that hang in the gravitational field of planets. Some planets have only a single moon, while others (such as gas giants) boast dozens of objects caught in their gravitational fields.

Star

A star—sometimes multiple stars—typically rests at the heart of a planetary system. Stars are massive balls of incandescent

plasma that blast their orbiting planetoids with heat. While there are various categorizations of stars, from blue dwarf stars to yellow hypergiants, all stars produce enough heat to pose similar hazards to most adventurers. The surface of a star is so hot that only full immunity to fire allows a creature to survive there. Any creatures or items not immune to fire are instantly and utterly consumed down to the molecular level—only spells such as *miracle* or *wish* can bring back such victims.

- **Solar Flares:** Occasionally, stars let off bursts of intense energy, visible upon their surfaces as flares of roiling plasma. These disturbances have a deadly and immediate effect on things on or near the surfaces of such turbulent stars. The peripheral danger of these flares is the devastating effect they have on unshielded electronic equipment and radio communications. These distortions can be felt millions of miles away from the star, and typically they cause various electronics and radio communications to cease functioning for 6d6×10 minutes.

Terrestrial World

Most people use the word "planet" to refer to a terrestrial world. The ones closest to the star of a solar system are the worlds most likely to be naturally habitable. They're home to varying ecosystems, from barren, rocky landscapes to vibrant jungles of lush plant life and rushing waterways. Such worlds are sometimes categorized by their predominant features, leading to titles such as desert world, ice world, jungle world, and lava world.

ATMOSPHERES

An atmosphere is a layer of gases held in place by the pull of a planetoid's gravity. The gravity and temperature of a planetoid impact its ability to retain an atmosphere. Most planets and planetoids support some manner of atmosphere. In addition to hospitable atmospheres, there are various other types of atmosphere that serve as hazards to most life.

Corrosive

As the name suggests, a corrosive atmosphere eats away at matter. The type and speed of the erosion varies, but the most common use of this term describes atmospheres capable of dissolving most matter. A typical corrosive atmosphere deals anywhere from 1 acid damage per minute up to 10d6 acid damage per round to creatures and objects within. Certain metals and treated materials may be immune to the specific atmosphere of a planet, and often the corrosion can be mitigated with dutiful preparation.

No Atmosphere

A creature on a planet without an atmosphere (or with an atmosphere so thin that it is effectively airless) is exposed to a vacuum (see page 394).

Normal

A normal atmosphere is one that can support the majority of breathing life-forms. Most such atmospheres are composed of some combination of oxygen, nitrogen, and other nontoxic gases.

STRANGE ATMOSPHERES

Though it happens rarely, some astronomical objects have atmospheres that seem to defy the laws of reality–usually due to magical interference or technology run amok. Sometimes these atmospheres are infused with a certain type of energy. Such atmospheres function like corrosive atmospheres, except they deal damage of the appropriate energy type (electricity, fire, sonic, etc.).

Thick

A nonacclimated creature operating in a thick atmosphere treats it as somewhat harmful, due to the extra chemical compounds in the air and the increased atmospheric pressure. Every hour, such a creature must succeed at a Fortitude save (DC = 15 + 1 per previous check) or become sickened. This condition ends when the creature returns to a normal atmosphere. Conversely, the increased weight of the air grants a +4 circumstance bonus to Acrobatics checks to fly or Piloting checks to keep an aircraft in flight.

Severely thick atmospheres are far more dangerous. Every minute, a creature in such an atmosphere must succeed at a Fortitude save (DC = 15 + 1 per previous check) or begin to suffocate (see Suffocation and Drowning on page 404) as its lungs cease coping with the density of the oxygen inhaled and lose the strength to keep pumping air into its bloodstream.

Thin

Thinner atmospheres tend to cause a nonacclimated creature to have difficulty breathing and become extremely tired. A typical thin atmosphere requires such a creature to succeed at a Fortitude save each hour (DC = 15 + 1 per previous check) or become fatigued. The fatigue ends when the creature returns to a normal atmosphere.

Severely thin atmospheres can cause long-term oxygen deprivation to those affected in addition to the effects of a standard thin atmosphere. The first time a creature in a severely thin atmosphere fails its Fortitude save, it must succeed at a DC 25 Fortitude save or take 1 damage to all ability scores. A creature acclimated to high altitude (see Hill and Mountain Terrain on page 397) gains a +4 insight bonus to its saving throw to resist this effect.

Toxic

Toxic atmospheres are composed of poisonous compounds and vary radically in their consistencies. Some toxic atmospheres are capable of sustaining oxygen-breathing life-forms, while others immediately suffocate those within them. Regardless of whether or not they allow creatures to breathe, toxic atmospheres are threats to most living creatures, as they act as an inhaled poison (see page 417). Though the specific type of poison varies, many toxic atmospheres act as existing poisons but with radically different onset times and save DCs. Low-level toxic atmospheres can have onset times measured in hours or days, while heavily toxic atmospheres have onset times measured in rounds.

BIOMES

The following section includes information on a variety of biomes found on planets. Some planets could be entirely made up of a single biome, such as desert or forest worlds, while other planets contain a mix of the following terrain types.

Aerial Terrain

On worlds where the atmosphere expands high above the physical boundaries of the surface, there exists a region of open air. Similarly, gas giants are made up of nothing more than a vast atmosphere, held in place by a starlike core. The most common rules sections to reference when using aerial terrain are Falling (see page 400), Gravity (see page 401), Suffocation and Drowning (see page 404), and Weather (see page 398). The rules for flying with the Acrobatics skill are also critical for many creatures operating in an aerial environment.

Clouds

Most clouds are little more than condensed gas that obfuscates vision. Treat a cloud in an aerial environment using the same rules as *fog cloud*, except it's a nonmagical effect. Other types of cloud exist, such as corrosive or toxic clouds, which operate in the same manner as those types of atmospheres (see above).

Stealth and Detection in Aerial Terrain

How far a character can see in the air depends on the presence or absence of clouds. Creatures can usually see 5d8×100 feet if the sky is completely clear, with minimal clouds (or other aerial objects) blocking their views. Clouds generally provide enough concealment to hide within (though the hiding creature might have difficulty seeing out from its hiding place).

Aquatic Terrain

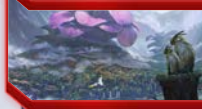
Aquatic terrain can be one of the least hospitable to PCs because most can't breathe underwater. The ocean floor holds many marvels, including undersea analogues of any of the other terrain elements described in this chapter, but if characters find themselves in the water because they were bull-rushed off the back of a transport ship, the kelp beds or volcanic vents hundreds of feet below them don't matter. The most common rules sections to reference when using aquatic terrain are Suffocation and Drowning (see page 404) and Underwater Combat (see page 405). The rules for swimming with the Athletics skill (see page 137) are also critical for many creatures operating in an aquatic environment.

Deep Water

Lakes and oceans simply require a swim speed or successful Athletics checks to move through (typically, DC 10 in calm water, DC 15 in rough water, DC 20 in stormy water, and DC 30 in maelstrom water). Characters need a way to breathe if they're underwater; lacking that, they risk drowning. When underwater, characters can move in any direction, including up and down.

Extreme Depths

At certain depths, the pressure of the surrounding water



becomes so great that characters might be affected as if they were in a thick or severely thick atmosphere (see page 396), even if they can breathe underwater.

Stealth and Detection Underwater

How far a character can see underwater depends on the water's clarity. As a guideline, creatures can see 4d8×100 feet if the water is clear and 1d8×10 feet in murky water. Running water is always murky, unless it's in a particularly large, slow-moving river. It is hard to find cover or concealment to hide underwater (except along the sea floor).

Desert Terrain

Desert terrain exists in cold, temperate, and warm climates, but all deserts share one common trait: very little precipitation. The three categories of desert terrain are tundra (cold desert), rocky deserts (often temperate), and sandy deserts (often warm). The most common rules sections to reference for adventures in these areas are Cold Dangers (see page 400), Heat Dangers (see page 402), Starvation and Thirst (see page 404), and Weather (see page 398).

Stealth and Detection in the Desert

In general, the maximum distance in desert terrain at which a creature can succeed at a Perception check to detect the presence of others is 6d6×20 feet; beyond this distance, elevation changes and heat distortion in warm deserts makes sight-based Perception checks impossible. The presence of dunes in sandy deserts limits spotting distance to 6d6×10 feet. The scarcity of undergrowth or other elements that offer concealment or cover makes using Stealth more difficult.

Forest Terrain

A forest can be composed of more than trees. On some worlds, vast fungal growths tower into the sky, while on others metallic veins rise from the ground and connect in spidery canopies. Common rules sections to reference for forests are Catching on Fire (see page 403), Falling Objects (see page 401), Smoke Effects (see page 404), and Vision and Light (see page 261).

Trees

Most forests are filled with trees, or something akin to trees, which provide partial cover to those standing in the same square as a tree. An average tree has an AC of 4, a hardness of 5, and 150 HP (see page 409 for rules on smashing an object). A successful DC 15 Athletics check is enough to climb most trees.

Undergrowth

Fungal blooms, vines, roots, and short bushes cover much of the ground in a forest. Undergrowth counts as difficult terrain (see page 257), provides concealment (20% miss chance), and increases the DCs of Acrobatics and Stealth checks by 2. Squares with undergrowth are often clustered together. Undergrowth and trees aren't mutually exclusive; it's common for a 5-foot square to have both a tree and undergrowth.

Stealth and Detection in a Forest

In a sparse forest, the maximum distance at which a creature can succeed at a Perception check to detect the presence of others is 3d6×10 feet. In a medium forest, this distance is 2d8×10 feet, and in a dense forest it is 2d6×10 feet.

Because any square with undergrowth provides concealment, it's usually easy for a creature to use the Stealth skill to hide. Logs and massive trees provide cover, which also makes hiding possible.

The background noise of a forest makes Perception checks that rely on sound more difficult, usually increasing the DC of the check at the GM's discretion.

Hill and Mountain Terrain

Hill terrain describes rises in the immediate area, often multiple hills spread over miles. This type of terrain can occur in any other biome. Mountains are steeply rising rock, metal, or even the organic crust of the planet. The most common rules sections to reference when using hill and mountain terrain are Cold Dangers (see page 400), Falling (see page 400), and Weather (see page 398).

Chasms

Usually formed by natural geological processes, chasms are common dangers in mountainous areas. Chasms aren't hidden, so characters won't (usually) fall into them by accident. A typical chasm is 2d4×10 feet deep, at least 20 feet long, and anywhere from 5 to 20 feet wide. It usually requires a successful DC 15 Athletics check to climb the wall of a chasm. In mountain terrain, chasms are typically 2d8×10 feet deep.

Rock Wall

A vertical plane of stone, a rock wall requires one or more successful DC 25 Athletics checks to ascend. A typical rock wall is from 2d4×10 feet tall to 2d8×10 feet tall.

High Altitude

At particularly high altitudes, the thinning atmosphere poses a challenge for many creatures, with the same effects as a thin atmosphere (see page 396). A creature residing at a high altitude for 1 month becomes acclimated and no longer takes these penalties, but it loses this benefit if it spends more than 2 months away from high-altitude terrain and must reacclimatize upon returning.

Stealth and Detection in Hills and Mountains

As a guideline, the maximum distance in mountain terrain at which a creature can succeed at a Perception check to detect the presence of others is 4d10×10 feet. In hill terrain, the maximum distance is 2d10×10 feet. It's easier to hear distant sounds in the mountains. The DCs of Perception checks that rely on sound are usually lower at the GM's discretion.

Marsh Terrain

Two categories of marsh exist: relatively dry moors and watery swamps. Both are often bordered by lakes (see page 396), which

are effectively a third category of terrain found in marshes. The most common rules sections to reference for marshes and swamps are Suffocation and Drowning (see page 404), Underwater Combat (see page 405), and Weather (see below).

Bogs

If a square is part of a shallow bog, it has deep mud or standing water of about 1 foot in depth. It counts as difficult terrain, and the DCs of Acrobatics checks attempted in such a square increase by 2.

A square that is part of a deep bog has roughly 4 feet of standing water. It counts as difficult terrain, and Medium or larger creatures must spend 4 squares of movement to move into a square with a deep bog, or characters can swim if they wish. Small or smaller creatures must swim to move through a deep bog. Tumbling is impossible in a deep bog.

The water in a deep bog provides cover for Medium or larger creatures. Smaller creatures gain improved cover. Medium or larger creatures can crouch as a move action to gain this improved cover. A creature with this improved cover takes a –10 penalty to attacks against creatures that aren't underwater.

Deep bog squares are usually clustered together and surrounded by an irregular ring of shallow bog squares.

Stealth and Detection in a Marsh

In a moor, the maximum distance at which a creature can succeed at a Perception check to detect the presence of others is 6d6×10 feet. In a swamp, this distance is 2d8×10 feet. Vegetation and deep bogs provide plentiful concealment (20% miss chance), so it is possible to use Stealth to hide in a marsh.

Urban Terrain

Urban terrain can be found in most settlements where the people have greatly exerted their influence over the surrounding environment, constructing buildings where they can live and work in comfort and laying well-defined roads, usually paved. This type of terrain can occur in just about any biome, and it often supersedes the environmental effects of that biome. Urban terrain can include space stations, and it is often replete with technology. The most common rules sections to reference when using urban terrain are Settlements (see page 405), Structures (see page 406), and Vehicles (see page 228), as well as Breaking Objects (see page 409) and sometimes Radiation (see page 403).

Stealth and Detection in Urban Terrain

In a settlement with wide, open streets, the maximum distance at which a creature can succeed at a Perception check to detect the presence of others is 2d6×10 feet. In a settlement where the buildings are more crowded, standing close together, this distance is 1d6×10 feet. The presence of crowds might reduce this distance.

Thanks to twisting side streets and vehicles that can provide cover, it's usually easy for a creature to use Stealth to hide in a settlement. In addition, settlements are often noisy, making Perception checks that rely on sound more difficult, usually increasing the DC of the check at the GM's discretion.

WEATHER

Weather can play an important role in an adventure. The following section describes weather common on most habitable worlds. Additional rules for cold and heat dangers can be found in Environmental Rules starting on page 400.

Rain and Snow

Bad weather frequently slows or halts travel and makes it virtually impossible to navigate from one spot to another. Torrential downpours and blizzards obscure vision as effectively as dense fog. Most precipitation is rain, but in cold conditions it can manifest as snow, sleet, or hail. If the temperature drops from above freezing to 32° F or below, it might produce ice.

Rain

Rain reduces visibility ranges by half, resulting in a –4 penalty to Perception checks. It has the same effect on flames and Perception checks as severe wind (see below).

Snow

Falling snow has the same effects on visibility and skill checks as rain. Snow-covered squares count as difficult terrain. A day of snowfall leaves 1d6 inches of snow on the ground.

Heavy Snow

Heavy snow has the same effects as normal snowfall but also restricts visibility as fog does (see Fog on page 399). A day of heavy snow leaves 1d4 feet of snow on the ground. Snow at this depth counts as difficult terrain, and it costs 4 squares of movement to enter a square covered with heavy snow. Heavy snow accompanied by strong or severe winds might result in snowdrifts 1d4×5 feet deep, especially in and around objects big enough to deflect the wind—a reinforced wall or a large force field, for instance. There's a 10% chance that a heavy snowfall is accompanied by lightning (see Thunderstorm on page 399).

Other Precipitation

There are other forms of precipitation, such as freezing rain, hail, and sleet. These generally function as rain when falling, but at the GM's discretion, they may also have effects on movement similar to snow once they accumulate on the ground.

Storms

The combined effects of precipitation (or dust) and wind that accompany storms reduce visibility ranges by three-quarters, imposing a –8 penalty to Perception checks. Storms make aiming with ranged weapons difficult, imposing a –2 penalty to attack rolls, and archaic ranged weapons can't be fired at all. Storms automatically extinguish unprotected flames. Storms commonly appear in three types: dust, snow, or thunder.

Dust Storm

These desert storms differ from other storms in that they have no precipitation. Instead, a dust storm blows fine grains of sand that obscure vision, smother unprotected flames, and can even choke protected flames (50% chance). Most dust

storms are accompanied by severe winds and leave behind a deposit of 1d6 inches of sand. There is a 10% chance for a dust storm to be accompanied by windstorm-magnitude winds (see Table 11–6: Wind Effects on page 400); this greater dust storm deals 1d3 nonlethal damage each round to anyone caught out in the open without shelter and also poses a choking hazard (see Suffocation and Drowning on page 404). A greater dust storm leaves 2d3–1 feet of fine sand in its wake.

Snowstorm

In addition to the wind and precipitation common to other types of storms, a snowstorm leaves 1d6 inches of snow on the ground afterward.

Thunderstorm

In addition to wind and precipitation, a thunderstorm is accompanied by lightning that can pose a hazard to characters who don't have proper shelter (especially those in metal armor). As a rule of thumb, assume one bolt per minute for a 1-hour period at the center of the storm (GM rolls to hit). Each bolt deals between 4d8 and 10d8 electricity damage. One in 10 thunderstorms is accompanied by a tornado.

Powerful Storms

Very high winds and torrential precipitation reduce visibility to zero and can make Perception checks and ranged weapon attacks difficult. Powerful storms are divided into the following types.

- **Blizzard:** The combination of high winds, heavy snow (typically 1d4 feet), and extreme cold make blizzards deadly for those unprepared for them.
- **Hurricane:** In addition to very high winds and heavy rain, hurricanes are accompanied by floods. Most adventuring activity is extremely difficult under such conditions.
- **Tornado:** With incredibly high winds, tornadoes can severely injure and kill creatures pulled into their funnels.
- **Windstorm:** While accompanied by little or no precipitation, windstorms can cause considerable damage simply through the force of their winds (see Winds below).

Fog

Whether in the form of a low-lying cloud or a mist rising from the ground, fog obscures all sight beyond 5 feet, including darkvision. Creatures 5 feet away have concealment (20% miss chance).

Winds

Wind can create a stinging spray of dust, sand, or water, fan a large fire, rock an atmospheric transport midflight, and blow gases or vapors away. If powerful enough, it can even interfere with some ranged attacks and knock characters down. Below are the most common wind forces seen on habitable worlds.

Light Wind

A gentle breeze, having little or no game effect.

Moderate Wind

A steady wind often extinguishing small, unprotected flames.

Strong Wind

Gusts that automatically put out any unprotected flames. Such gusts impose a –2 penalty to nonenergy ranged weapon attack rolls.

Severe Wind

Nonenergy ranged weapon attack rolls take a –4 penalty.

Windstorm

Powerful enough to bring down branches, if not whole trees. Nonenergy ranged weapon attack rolls take a –4 penalty, while attacks with archaic ranged weapons are impossible. Perception checks that rely on sound take a –8 penalty due to the howling of the wind. Small characters might be knocked down.

Hurricane-Force Wind

Nonenergy ranged weapon attack rolls take a –8 penalty, and archaic ranged weapon attacks are impossible. Perception checks based on sound are impossible: all characters can hear is the roaring of the wind. Hurricane-force winds often fell trees. Most characters are knocked down due to the force of these winds.

Tornado

All flames are extinguished. All nonenergy ranged weapon attacks are impossible, as are sound-based Perception checks. A creature in close proximity to a tornado that fails a DC 15 Strength check is sucked toward the tornado. All creatures that come into contact with the actual funnel cloud are picked up and whirled around for 1d10 rounds, taking 6d6 bludgeoning damage per round, before being violently expelled in a random direction (falling damage, described below, might apply). While a tornado's rotational speed can be as great as 300 mph, the funnel itself moves forward at an average of 30 mph (roughly 250 feet per round). A tornado uproots trees, destroys buildings, and causes similar forms of major destruction.

TABLE 11-6: WIND EFFECTS

WIND FORCE	WIND SPEED	RANGED ATTACK PENALTY*
Light	0–10 mph	–
Moderate	11–20 mph	–
Strong	21–30 mph	–2
Severe	31–50 mph	–4
Windstorm	51–74 mph	–4
Hurricane	75–174 mph	–8
Tornado	175–300 mph	Impossible

* This applies only to nonenergy ranged weapons. Larger weapons, such as starship weapons, ignore this penalty.

ENVIRONMENTAL RULES

The following is a compilation of rules appropriate for use in a variety of environments.

Cold Dangers

Cold and exposure deal nonlethal damage to the victim. A character can't recover from the damage dealt by a cold environment until she gets out of the cold and warms up again.

An unprotected character in cold weather (below 40° F) must succeed at a Fortitude save each hour (DC = 15 + 1 per previous check) or take 1d6 nonlethal cold damage. A character can attempt Survival skill checks to gain a bonus to this saving throw and might be able to apply this bonus to other characters as well (see page 148).

In conditions of severe cold (below 0° F), an unprotected character must succeed at a Fortitude save every 10 minutes (DC = 15 + 1 per previous check) or take 1d6 nonlethal cold damage. A character can attempt Survival skill checks to gain a bonus to this saving throw and might be able to apply this bonus to other characters as well.

Extreme cold (below –20° F) deals 1d6 lethal cold damage per minute (no saving throw). In addition, a character must succeed at a Fortitude save (DC = 15 + 1 per previous check) each minute or take 1d4 nonlethal cold damage. Colder environments can deal more damage at the GM's discretion.

A character who takes any damage from cold or exposure is beset by frostbite or hypothermia (same as fatigued). These penalties end when the character recovers the nonlethal damage she took from the cold and exposure.

Ice

Icy surfaces count as difficult terrain, and the DCs for Acrobatics checks attempted on ice increase by 5. Characters in prolonged contact with ice might run the risk of taking damage from severe cold.

Falling

A character that falls takes 1d6 damage per 10 feet fallen, to a maximum of 20d6. A character that takes damage from a fall lands prone.

If a character deliberately jumps instead of merely slipping or falling, the damage is the same but the first 1d6 is nonlethal damage. On a successful DC 15 Acrobatics check, the character avoids taking damage from the first 10 feet fallen and converts the damage from the second 10 feet to nonlethal damage. For example, a character who slips from a ledge 30 feet up takes 3d6 damage. If the same character deliberately jumps, he takes 1d6 nonlethal damage and 2d6 lethal damage. And if the character leaps down with a successful DC 15 Acrobatics check, he takes only 1d6 nonlethal damage and 1d6 lethal damage from the plunge.

The damage from the first 10 feet of a fall onto a yielding surface (such as soft ground or mud) is converted into nonlethal damage. This conversion is cumulative with damage reduced through deliberate jumps and successful Acrobatics checks.

A character can't cast a spell or activate an item while free-falling unless the fall is greater than 500 feet or the spell or item can be used as a reaction. Casting *teleport* or a similar spell while falling doesn't end the character's momentum; it just changes her location, meaning that she still takes falling damage, even if she arrives atop a solid surface.

Falling and Gravity

The rules for falling presented here assume standard gravity. For planets with high or low gravity, double or halve the damage

amounts, respectively. Falling in extreme gravity deals as least triple the listed damage, and potentially even more.

Falling into Water

Falls into water are handled somewhat differently. If the water is at least 10 feet deep, a falling character takes no damage for the first 20 feet fallen and 1d3 nonlethal damage per 10-foot increment for the next 20 feet fallen. Beyond that, falling damage is lethal damage as normal (1d6 per additional 10-foot increment).

A character who deliberately dives into water takes no damage with a successful DC 15 Athletics check or DC 15 Acrobatics check, as long as the water is at least 10 feet deep for every 30 feet fallen. The DC of the check increases by 5 for every 50 feet of the dive.

Falling Objects

Just as characters take damage when they fall more than 10 feet, so too do they take damage when they are hit by falling objects.

An object that falls upon a character deals damage based on its size and the distance it fell. Table 11–7: Damage from Falling Objects determines the amount of damage dealt by an object based on its size. Note that this assumes the object is made of dense, heavy material, such as metal or stone. Objects made of lighter materials might deal as little as half the listed damage, subject to the GM's discretion. For example, a Huge boulder that hits a character deals 6d6 bludgeoning damage, whereas a Huge wooden wagon might deal 3d6 bludgeoning damage. In addition, if an object falls less than 30 feet, it deals half the listed damage. If an object falls more than 150 feet, it deals double the listed damage. Note that a falling object takes the same amount of damage as it deals.

Dropping an object on a creature requires a ranged attack against its KAC. Such attacks generally have a range increment of 20 feet. If an object falls on a character (instead of being thrown), that character can attempt a DC 15 Reflex save to take half damage if he is aware of the object. Falling objects that are part of a trap use the trap rules (see page 410) instead of these general guidelines.

TABLE 11–7: DAMAGE FROM FALLING OBJECTS

OBJECT SIZE	DAMAGE
Tiny or smaller	1d6
Small	2d6
Medium	3d6
Large	4d6
Huge	6d6
Gargantuan	8d6
Colossal	10d6

Gravity

Gravitational differences between planets have the potential to hinder characters or make them superheroes—and sometimes both at the same time. Most planets habitable by humanoids have a gravity level defined as standard, which makes them similar enough that trying to arbitrate the difference isn't necessary. Others, however, require special consideration. For planets with gravities that aren't quite standard but don't fall into the exact categories below, the GM might decide to assume the effects are proportional. For example, a planet with half standard gravity

allows player characters to jump twice as high, whereas one with 1-1/2 standard gravity cuts jump heights by a third. In all cases, these effects last until the PCs adjust to the gravity (a process that typically takes about a month of living under such conditions). See Flying on page 259 for information about flying on planets with high or low gravity.

Extreme Gravity

A planet where the gravity is at least five times as strong as standard gravity is extremely dangerous to most creatures. In addition to the limitations of high gravity (see below), a creature in this environment takes an amount of nonlethal bludgeoning damage per round (at least 1d6, but potentially more, depending on the intensity of the gravity). Once a character takes sufficient nonlethal damage to be reduced to 0 Hit Points, any further damage from extreme gravity is lethal bludgeoning damage.

High Gravity

On high-gravity worlds, characters are burdened by their increased weight, and their physical abilities are affected accordingly. On a high-gravity world, where the gravity is at least twice as strong as standard gravity, a character (and her gear) weighs twice as much as on a standard-gravity world, but she has the same amount of strength. Such characters move at half speed, can jump only half as high or as far, and can lift only half as much. Thrown weapons (though not those of natives) have their ranges cut in half as they fall to the ground more rapidly. Modifications to running, jumping, and lifting can be negated by certain magic or technology, but projectiles remain affected. Characters who remain in a high-gravity environment for long periods (more than a day) often become fatigued and remain so until they leave the planet or become accustomed to the gravity.

Low Gravity

Low-gravity worlds are liberating to most species acclimated to standard-gravity worlds. Such characters' muscles are far more effective than normal. On a low-gravity world, where the gravity is no greater than a third of standard gravity, PCs can jump three times as high and as far and lift three times as much. (Movement speed, however, stays the same, as moving in great bounds is awkward and difficult to control.) Thrown weapons have their range categories tripled.

Standard

Standard-gravity worlds have gravity approximately the same as that of lost Golarion, which is identical to Earth's gravity.

Zero Gravity

Movement in zero gravity (also referred to as zero-g) is not the same as flight. Controlled movement is difficult without some form of propulsion, and creatures without something to push off from often find themselves floating aimlessly. A creature in a zero-gravity environment can't take move actions to move its speed, crawl, or take a guarded step. If a creature is adjacent to or in the same square as an object (including a wall, floor, or ceiling) or another creature one size category smaller than itself or larger, it can take a move action to push off that object or creature, moving at half its land speed in a direction of its choosing (as appropriate); if that object or creature is movable, it begins moving in the opposite direction at that same speed.

- **Moving in Zero-G:** A creature that moves in a given direction continues to move in that direction at the same speed at the beginning of its turn each round (without taking any action); it must move the full distance unless it is able to change its motion by latching on to an object or creature, pushing off in a new direction, or creating thrust of some kind (all of which are considered move actions). If a creature runs into a solid object during its movement, it must succeed at a DC 20 Acrobatics or Athletics check to safely stop its movement; failure means that creature gains the off-kilter condition (see page 276). If a creature runs into another creature during its movement, both creatures must each attempt a DC 20 Acrobatics or Athletics check to avoid gaining the off-kilter condition. A creature anchored to a solid object (such as by the boot clamps available with most armor) receives a +4 bonus to this check. An off-kilter creature in a zero-gravity environment can steady itself as a move action that requires a surface to grab on to or some method of propulsion; alternatively, that creature can throw a single item weighing at least 4 bulk (for Medium creatures; 2 bulk for Small creatures) to reorient itself and remove the off-kilter condition.

  If provided with sufficient handholds, a creature with a climb speed can move along a wall at full speed, as can any creature that succeeds at a DC 20 Acrobatics or Athletics check. Creatures that fly via methods that require an atmosphere, such as wings or turbofans, can't use their fly speeds in a vacuum; once they reenter an atmosphere, they can recover and get their bearings within 1d4 rounds, after which they can fly normally. Magical flight and methods of flight that provide their own thrust, such as jump jets (see page 206), are not affected. A character in a zero-gravity environment can lift and carry 10 times her normal amount.
- **Weapons:** Thrown weapons have their range increments multiplied by 10 in zero-g. In addition, all ranged weapons no longer have a maximum number of range increments—their wielders simply continue to accrue penalties the farther away the target is.

Heat Dangers

Heat deals nonlethal damage to the victim. A character can't recover from the damage dealt by a hot environment until she gets out of the heat and cools off.

A character in very hot conditions (above 90° F) must attempt a Fortitude saving throw each hour (DC = 15 + 1 per previous check) or take 1d4 nonlethal fire damage. Characters wearing heavy clothing or armor of any sort take a –4 penalty to their saving throws. A character can attempt a Survival check to receive a bonus to this saving throw, and might be able to apply this bonus to other characters as well (see page 148).

In severe heat (above 110° F), a character must attempt a Fortitude saving throw once every 10 minutes (DC = 15 + 1 per previous check) or take 1d4 nonlethal fire damage. Characters wearing heavy clothing or armor of any sort take a –4 penalty to

their saves. A character can attempt a Survival check to receive a bonus to this saving throw and might be able to apply this bonus to other characters as well (see page 148).

Extreme heat (air temperature over 140° F, boiling water, fire, and lava) deals lethal fire damage. Breathing air in extreme heat deals 1d6 fire damage per minute (no saving throw). In addition, a character must attempt a Fortitude saving throw every 5 minutes (DC = 15 + 1 per previous check) or take 1d4 nonlethal fire damage. Hotter environments can deal more damage at the GM's discretion.

A character who takes any damage from heat exposure suffers from heatstroke (same as the fatigued condition; see page 276). These penalties end when the character recovers from the nonlethal damage she took from the heat.

Boiling water deals anywhere from 1d6 to 10d6 fire damage per round of exposure, depending on water temperature and level of immersion.

Catching on Fire

Characters exposed to burning oil, bonfires, and noninstantaneous magical fires might find their clothes, hair, or equipment on fire. Spells or technological items with an instantaneous effect don't normally set a character on fire, since the heat and flame from these come and go in a flash.

A character at risk of catching fire must succeed at a Reflex saving throw (usually DC 15) or gain the burning condition (see page 273). Those whose clothes or equipment catch fire must attempt a separate Reflex saving throw (at the same DC) for each item. On a failed saving throw, flammable items take the same amount of damage as the character.

Lava Effects

Lava or magma deals a minimum of 2d6 fire damage per round of exposure, while cases of total immersion (such as when a character falls into the crater of an active volcano) deal upward of 20d6 fire damage per round. The exact damage is left to the GM's discretion, based on situational terrain elements.

Damage from lava continues for 1d3 rounds after exposure ceases, but this additional damage is only half of that dealt during actual contact (that is, 1d6 or 10d6 per round). Immunity or resistance to fire serves as an immunity or resistance to lava or magma. A creature immune or resistant to fire might still drown if completely immersed in lava (see Suffocation and Drowning on page 404).

Radiation

Radiation is a very real threat to adventurers, whether it's the radiation emitted from stars or the radiation generated by various technological wonders of the universe. Radiation is a poison effect (see page 414) that weakens an affected creature's Constitution and can also inflict an affected creature with a disease called radiation sickness. Radiation dangers are organized into four categories: low, medium, high, and severe. The effects of these categories of radiation are described on Table 11–8: Radiation Levels.

Area of Effect

Radiation is an emanation poison, meaning that a victim only needs to enter an area suffused with radiation to be affected by it. Radiation suffuses a spherical area of effect that can extend into solid objects. The closer one gets to the center of an area of

radiation, the stronger the radiation effect becomes. Radiation entries list the maximum level of radiation in an area, as well as the radius out to which this radiation level applies. The radiation continues to suffuse each increment out to an equal length beyond that radius, its strength degraded by one level per increment. For example, a spherical area of high radiation with a radius of 20 feet creates a zone of medium radiation spanning 20 feet to 40 feet from the center in all directions, and a similar zone of low radiation spanning 40 to 60 feet from the center.

Curing Radiation Effects

A creature that leaves an area suffused with radiation is essentially cured of the poison effect. Ending the source of radiation or successfully casting *remove radioactivity* has the same effect. As usual for poison effects, an affected creature requires rest to recover from radiation poisoning. *Remove affliction* doesn't cure a creature of the effects of radiation poisoning, but *remove radioactivity* does.

If a creature has been exposed to enough radiation, it might contract radiation sickness, which acts like a noncontagious disease. Symptoms of radiation sickness include nausea, vomiting, and loss of hair. Radiation sickness can be treated like any disease, although it can't be cured with *remove affliction*. *Remove radioactivity* can cure radiation sickness.

RADIATION

Type poison, emanation (see above); **Save** Fortitude (see chart)
Track Constitution; **Frequency** 1/round
Effect At each state of impaired and beyond, the victim must succeed at a DC 18 Fortitude saving throw or contract the radiation sickness disease (see below).
Cure none

RADIATION SICKNESS

Type disease; **Save** Fortitude (same DC as the level of radiation that caused the radiation sickness)
Track physical; **Frequency** 1/day
Effect Radiation sickness isn't contagious.
Cure 3 consecutive saves

TABLE 11–8: RADIATION LEVELS

RADIATION LEVEL	FORT DC
Low	13
Medium	17
High	22
Severe	30

Sleep Deprivation

A character who needs to sleep must get at least 6 hours of sleep every night. If she doesn't, she must attempt a Fortitude save (DC = 15 + 1 per previous check) after each night she doesn't sleep enough. The first failed check causes her to become fatigued and take a –1 penalty to saving throws against effects that cause the asleep condition (see page 273). A second failed check causes her to become exhausted, and the penalty to saving throws against effects that cause the asleep condition increases to –2.

Smoke Effects

A character who inhales heavy smoke must attempt a Fortitude save each round she's within the smoke (DC = 15 + 1 per previous check) or spend that round choking and coughing. A character who chokes for 2 consecutive rounds takes 1d6 nonlethal damage. Smoke obscures vision, providing concealment (20% miss chance).

Starvation and Thirst

Characters might find themselves without food or water and with no means to obtain them. In normal climates, Medium characters need at least a gallon of fluids per day to avoid thirst and about a pound of decent food per day to avoid starvation; Small characters need half as much. In very hot climates, characters need two or three times as much water to avoid thirst.

A character can go without water for 1 day plus a number of hours equal to his Constitution score. After this time, the character must succeed at a Constitution check each hour (DC = 10 + 1 per previous check) or take 1d6 nonlethal damage.

A character can go without eating food for 3 days. After this time, the character must succeed at a Constitution check (DC = 10 + 1 per previous check) each day or take 1d6 nonlethal damage.

A character who has taken any damage from lack of food or water is fatigued. Damage from thirst or starvation cannot be recovered until the character gets food or water, as needed—not even magic that restores Hit Points heals this damage.

Suffocation and Drowning

A character who has no air to breathe can hold her breath for a number of rounds equal to twice her Constitution score. If a character takes a standard or full action, the remaining duration that the character can hold her breath is reduced by 1 round. After these rounds have elapsed, the character must attempt a Constitution check (DC = 10 + 1 per previous check) each round in order to continue holding her breath.

When the character fails one of these Constitution checks, she begins to suffocate. In the first round, she is reduced to 0 Hit Points and is unconscious and stable. In the following round, she is no longer stable and begins dying (see page 275). In the third round, she suffocates and dies.

An unconscious character must begin attempting Constitution checks immediately upon losing air supply (or upon becoming unconscious, if the character was conscious when her air was cut off). Once she fails one of these checks, she immediately drops to 0 Hit Points and is dying (see page 275). On the following round, she suffocates and dies.

Slow Suffocation

A Medium creature can breathe easily for 6 hours in a sealed cubic chamber measuring 10 feet on a side. After that time, the creature takes 1d6 nonlethal damage every 15 minutes.

Each additional Medium creature or significant fire source (a torch, for example) proportionally reduces the time the air will last (two Medium creatures will run out of air in 3 hours, and so on). Small characters consume half as much air as

Medium characters. A creature stuck in a starship or space station whose life support systems have completely failed will run out of breathable air in a similar fashion; while these structures are often larger than a 10-foot cube, they are also often occupied by several creatures. On average, a crew of four in a Medium starship without a source of fresh air can breathe easily for 20 hours.

Underwater Combat

Land-based creatures usually have considerable difficulty when fighting in water, as it affects a creature's attack rolls, damage, and movement (see page 137 for more on swimming). The following adjustments apply whenever a character is swimming, walking in chest-deep water, or walking along the bottom of a body of water.

Attacks from Land

Characters swimming or floating in water that is at least chest deep and characters who are fully immersed have cover against attacks made from the surface.

Attacks Underwater

Most attacks made underwater take a –2 penalty and deal half damage. Attacks that deal fire damage do only one-quarter damage. Attacks that deal electricity damage take a –4 penalty rather than a –2 penalty. Melee attacks that deal piercing damage deal full damage. Thrown weapons are ineffective underwater, even when launched from land.

Spellcasting Underwater

A creature that is attempting Constitution checks to hold its breath can't concentrate enough to cast spells. Some spells might work differently underwater, subject to the GM's discretion.

SETTLEMENTS

Any place where sentient life gathers, lives, and works on a regular basis is referred to as a settlement, and they are just as varied as the types of life-forms that occupy them. Presented on the following pages is a streamlined way to refer to settlements in the Starfinder RPG—stat blocks that quickly list the vital data for a settlement.

For particularly large inhabited places, multiple settlement stat blocks can be used to represent distinct districts or neighborhoods. GMs should feel free to add new qualities to create the settlements they desire.

Settlement Stat Blocks

A settlement stat block usually begins with a brief description, often noting where it is located. A settlement stat block is organized as follows.

- **Name:** The settlement's name is presented first.
- **Alignment and Type:** A settlement's alignment is the general alignment of its citizens and government, though individuals who dwell therein can still be of any alignment. A settlement's type is a term that generally classifies the settlement, such as "space station" or "trading post."
- **Population:** This number represents the settlement's average population; the exact number is flexible. In addition, a breakdown of the settlement's racial mix is listed in parentheses after the population.
- **Government:** This entry lists how the settlement is governed and ruled.
- **Qualities:** This entry lists the unusual qualities that make the settlement unique.
- **Maximum Item Level:** Items of this level or lower are generally available for purchase in this settlement. Maximum item level isn't always directly related to a settlement's size, as even a small city can be home to a black market or gifted engineers.

Examples of Settlement Governments

The following are just a few of the ways a settlement might be governed.

- **Anarchy:** A lack of structured government or laws leads to a settlement where nearly anything goes.
- **Autocracy:** A single individual has complete control over the community.
- **Council:** A group of councilors, sometimes elected, sometimes self-appointed, leads the settlement.
- **Magocracy:** An individual or group with potent magical power holds sway over the citizens.
- **Military:** A military force controls the settlement, whether it's a regular settlement that has come under martial law or a base built to house soldiers.
- **Oligarchy:** The settlement is ruled by a small group or particular class of citizen.
- **Secret Syndicate:** An unofficial or illegal group rules the settlement, often behind the scenes while a puppet ruler appears to have nominal control.
- **Plutocracy:** The wealthiest and most influential individuals rule the settlement, often while the poor are derided.
- **Utopia:** The settlement was founded on a particular set of lofty ideals, and all members of the community usually have a voice in its government.

Examples of Settlement Qualities

The following are just a few of the possible qualities a settlement might have.

- **Academic:** It is often easier to do research in this settlement, which is home to a large school, research facility, or great repository of knowledge.
- **Bureaucratic:** The settlement is a nightmarish, confusing, and frustrating maze of red tape and official paperwork.
- **Cultured:** The settlement is well known for being a place where artistry thrives, such as a community of actors and musicians.
- **Devout:** The settlement is devoted to a deity (which must be of the same alignment as the community) or follows a religious creed.
- **Financial Center:** This settlement is home to large banks, trading houses, currency exchanges and other powerful financial and mercantile organizations.
- **Insular:** The settlement is isolated, perhaps physically. Its citizens are fiercely loyal to one another, often making it difficult to learn secrets about them.
- **Notorious:** The settlement has a reputation (deserved or not)

for being a den of iniquity. It is usually easier to procure illegal goods and services.

- **Polluted:** The settlement's magical or high-tech industry has filled the ground and sky with disgusting pollution.
- **Technologically Advanced:** The settlement produces and uses a level of technology that isn't widely seen elsewhere.
- **Technologically Average:** The level of technology used by the settlement is similar to that found in the majority of other settlements.
- **Technologically Underdeveloped:** The technology used by the settlement is less advanced than that found elsewhere.

Sample Settlements

Two sample settlements that exist within the Pact Worlds are presented below.

01

Once a bustling space station orbiting Aballon, 01 was built by the native anacites right after the Gap, in order to facilitate trade with life-forms from other worlds. These days, most of Aballon's major trading ports have districts catering to organic life-forms, as well as localized atmosphere generators, yet 01 might still have remained a vital trading hub had it not been infected with a peculiar virus. The virus, dubbed the Bureaucratic Subroutine, seems tailored to make the machines incredibly inefficient and desirous of elaborate layers of hierarchy and ritual. While traffic to 01 quickly tapered off as a result of a complete quarantine for mechanical organisms, Aballon's government continues to let the station exist due to the strange discoveries coming out of its labs, and some brave traders from other worlds still come to purchase its advanced tech.

01

LN space station
Population 26,013 (33% android, 32% human, 35% other)
Government oligarchy
Qualities bureaucratic, technologically advanced
Maximum Item Level 16th

Estuar

Located at the edge of the southern ice cap of Akiton, this small town was founded to collect water from the melting ice and sell it to the planet's desert dwellers. Estuar has no law enforcement to speak of, so it also attracts a wide variety of underhanded dealings.

ESTUAR

CN trading post
Population 2,340 (48% human, 19% ysoki, 33% other)
Government secret syndicate
Qualities notorious, technologically average
Maximum Item Level 4th

Settlement Technology

Most urban areas are centers of commerce and entertainment bustling with activity. The amenities of city living are usually made possible by technology, whether it's cutting-edge devices or barely functioning older models. Technology is used in just about everything, from high-end security systems to simple signs and vending machines. Most technology found in settlements can be broken down into the following four categories.

Civil

Civil technology includes anything installed by a government to be part of an area's infrastructure. Streetlights, public transportation, mail-delivery drones, automated street sweepers, and more make up this category of technology. As a great number of people usually rely on the services this kind of technology provides, it is often better protected. The DC to disable or hack into an average piece of civil technology with the Computers or Engineering skill is 23.

Commercial

Commercial technology is often mass-produced and is used by private citizens and most businesses. This category includes personal communication devices, game consoles, most security cameras and electronic door controls, and much more. The DC to disable or hack into an average piece of commercial technology with the Computers or Engineering skill is 18.

Restricted

Whether owned by the military or a massive corporation, restricted technology is some of the most advanced and hardest to hack. This category includes private servers, weapon prototypes, high-end security systems and alarms, and much more. The DC to disable or hack into an average piece of restricted technology with the Computers or Engineering skill is 30.

Custom

The pervasiveness of technology goes hand in hand with the ability to tweak and alter that technology. Engineers build custom refits for vehicles, and hackers jailbreak personal communication devices to do things the original creators never intended. Custom technology can be any piece of technology described above but with numerous modifications that make hacking or disabling it much trickier. The DC to disable or hack into an average piece of custom technology with the Computers or Survival skill varies, but it might be as high as 40.

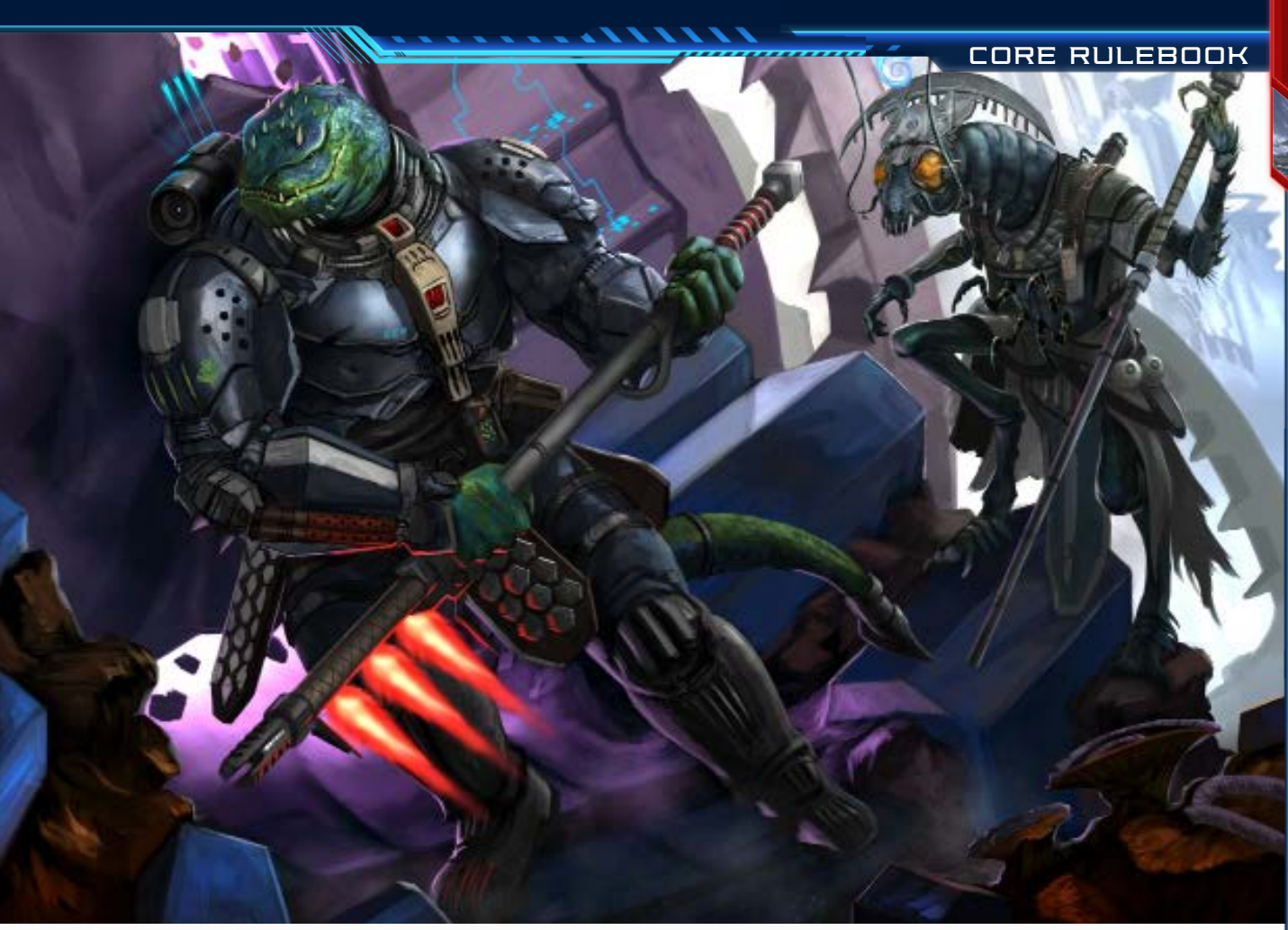
STRUCTURES

The following rules cover the basic features that can be found in structures.

Doors

Doors in structures are much more than mere entrances and exits. They can even be encounters all by themselves. Doors come in several types. Consult Table 11–10: Doors for information on common types of doors.

- **Breaking Doors:** Structure doors might be locked, trapped, reinforced, barred, artificially sealed, or sometimes just stuck. All but the weakest characters can eventually break



through a door with a large weapon such as an assault hammer or other heavy tool.

Attempts to chop down a door with a slashing or bludgeoning weapon use the hardness and Hit Points given in Table 11–10: Doors. When assigning a DC to an attempt to knock a door down, use the following as guidelines.

DC 10 or Lower: A door just about anyone can break open.

DC 11–15: A door that a strong person could break with one try and that would take an average person one or two tries.

DC 16–20: A door that almost anyone could break, given enough time.

DC 21–25: A door that only a very strong person has any hope of breaking, and probably not on the first try.

DC 26 or Higher: A door that only an exceptionally strong person has any hope of breaking.

- **Locks:** Structure doors are often locked and thus require the Engineering skill (or other means) to bypass. Locks are usually built into the door, either on the edge opposite the hinges or right in the middle. Built-in locks (which are usually electronic) either control an iron bar that juts out of the door and into the wall of its frame or else a sliding iron or heavy wooden bar that rests behind the entire door. By contrast, padlocks are not built in but usually run through two rings: one on the door and the other on the wall. More complex locks, such as combination locks and puzzle locks, are usually built into the door itself. A special door might have a lock needing a biometric signature or requiring that the right symbols be pressed on a keypad in the correct sequence to open the door. Because such keyless locks are larger and more complex, they are typically found only in sturdy doors (strong wooden, stone, or steel doors).

  The DC of the Computers check to hack an electronic system that controls a door or the Engineering check to pick a lock (whether it is mechanical or electronic) often ranges from 20 to 40, although locks with lower or higher DCs can exist. A door can have more than one lock, each of which must be unlocked separately.

  Breaking a lock is sometimes quicker than breaking the whole door. If a PC wants to strike a lock with a weapon, treat the typical lock as having a hardness of 20 and 30 Hit Points. A lock can be broken only if it can be attacked separately from the door, which means that a built-in lock is immune to this sort of treatment. In an occupied structure, every locked door should have a key somewhere.

Lighting

Most fabricated structures have some form of lighting built into the ceilings or walls. This lighting provides enough illumination for the inhabitants to see and is often controlled via a simple switch, touch pad, or vocal device. Lighting can usually be turned on and off on a room-to-room basis, though sometimes a structure's lighting can be deactivated via a central breaker switch (usually located in some kind of control room or service area). A typical manufactured lighting fixture has a break DC of 18, a hardness of 3, and 10 Hit Points (see page 409 for rules on smashing objects).

TABLE 11-9: WALLS

WALL TYPE	TYPICAL THICKNESS	BREAK DC	HARDNESS	HIT POINTS*	ATHLETICS DC (TO CLIMB)
Concrete	3 ft.	45	15	540	25
Plastic	5 in.	25	8	75	28
Starship bulkhead	5 ft.	55	35	2,400	25
Starship interior	3 ft.	45	30	1,440	20
Steel	3 in.	30	20	90	25
Unworked stone	5 ft.	65	15	900	15
Wooden	6 in.	20	5	60	21

* Per 10-foot-by-10-foot section.

TABLE 11-10: DOORS

DOOR TYPE	TYPICAL THICKNESS	HARDNESS	HIT POINTS	BREAK DC	
				STUCK	LOCKED
Wooden	1-1/2 in.	5	15	16	18
Plastic	2 in.	8	30	22	24
Stone	4 in.	15	60	28	28
Steel	2 in.	20	60	28	28
Airlock door	4 in.	35	160	40	40
Lock	–	20	30	–	–

TABLE 11-11: MATERIAL HARDNESS AND HIT POINTS

MATERIAL	HARDNESS	HIT POINTS (PER INCH OF THICKNESS)
Glass	1	1
Cloth, paper, or rope	0	2
Ice	0	3
Leather or hide	3	5
Wood	5	10
Plastic	8	15
Ceramic	10	10
Transparent aluminum	10	15
Stone or concrete	15	15
Iron or steel	20	30
Adamantine alloy	30	40
Nanocarbon	35	60
Polycarbon plate	45	60
Pure adamantine	50	80

Natural caverns and structures built by and for creatures with darkvision often lack manufactured lighting. Characters without darkvision must provide their own source of lighting to be able to navigate these locations.

Walls

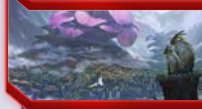
Structure walls vary drastically in makeup, ranging from natural, unworked solid stone to reinforced starship bulkheads (though stranger walls exist). While they are typically incredibly difficult to break down or through, they're generally easy to climb. Table 11–9: Walls contains information on the most common types of walls found in structures.

- **Concrete Walls:** These walls are usually at least 1 foot thick. Concrete walls stop all but the loudest noises.
- **Starship Walls:** Whether the interior walls or the bulkheads that form the outside of the ship, these walls are among the strongest. While they are most commonly used in starship construction, they're also commonplace in high-end planetary structures, such as research stations and military installations.
- **Steel Walls:** These walls are commonly used within structures of import, such as vaults or older military headquarters.
- **Unworked Stone Walls:** Hewn walls usually result when a chamber or passage is tunneled out of solid rock. Unworked stone is uneven and rarely flat. The rough surface of stone walls frequently provides minuscule ledges where fungus grows and fissures where bats, subterranean snakes, and vermin live.
- **Wooden Walls:** Wooden walls often exist as recent additions to preexisting structures, used to create animal pens, storage bins, and temporary structures, or just to make a number of smaller rooms out of a larger one.

MATERIALS

While materials such as glass and wood are commonly found in terrestrial settlements, some substances are bit more unusual. A list of the hardness and Hit Points of often-used substances can be found in Table 11–11: Material Hardness and Hit Points.

- **Adamantine Alloy and Pure Adamantine:** Adamantine is a valuable metal mined from asteroids and planets throughout the galaxy. It is sometimes combined with other metals (such as iron or steel) to form alloys that are very durable; one such alloy is known as glaucite. Objects made of pure adamantine are incredibly valuable, as they are difficult to destroy.
- **Nanocarbon:** Consisting of carbon atoms bonded together to form microscopic cylindrical nanostructures, nanocarbon has properties that make it beneficial in numerous fields. Nanocarbon can be found in everything from electronics to textiles.



- **Polycarbon Plate:** Easy to mold but extremely tough, polycarbon plate is constructed from a polymer that is shaped at extremely high temperatures. A stronger form of plastic, polycarbon plate can also be transparent, making it a good choice for the viewports of military starships.
- **Transparent Aluminum:** This compound is composed of aluminum, oxygen, and nitrogen. Sturdier than glass but still transparent, this material is commonly used in starship and space station windows.

BREAKING OBJECTS

When attempting to break an object, you have two choices: smashing it with a weapon or destroying it with sheer strength.

Smashing an Object

Using a weapon to smash a foe's weapon or an object accessible on the foe's body is accomplished with the sunder combat maneuver (see page 246). Smashing an unattended object is similar, except this attack roll is opposed by the object's Armor Class.

- **Armor Class:** Unattended objects are easier to hit than creatures because they don't usually move, but many are tough enough to shrug off some damage from each blow. An object's Armor Class is equal to 10 + a modifier due to its size (see Table 11–12: Size and Armor Class of Objects) + its Dexterity modifier. An inanimate object has not only a Dexterity of 0 (–5 modifier) but also an additional –2 penalty to its AC. Furthermore, if a creature takes a full action to line up a shot, it automatically hits with a melee weapon and gains a +5 bonus to an attack roll with a ranged weapon.
- **Hardness:** Each object has hardness—a number that represents how well it resists damage. Each time an object is damaged, its hardness is subtracted from the damage. Only damage in excess of its hardness is deducted from the object's Hit Points. On average, a sturdy piece of equipment (such as a weapon or a suit of armor) has a hardness equal to 5 + 2 × its item level. Any other piece of equipment has a hardness equal to 5 + its item level.
- **Hit Points:** An object's Hit Point total depends on its item level and is modified by additional criteria. On average, a sturdy piece of equipment (such as a weapon or a suit of armor) has a number of Hit Points equal to 15 + 3 × its item level. Any other piece of equipment has a number of Hit Points equal to 5 + its item level. Any item of level 15th or higher receives an extra 30 Hit Points. Very large objects may have separate Hit Point totals for different sections. Objects do not have Stamina Points.

  Damaged Objects: A damaged object remains functional (though it has the broken condition; see page 273) until the item's Hit Points are reduced to 0, at which point it is destroyed. Damaged (but not destroyed) objects can be repaired with the Engineering skill or a number of spells.

  Ineffective Weapons: Certain weapons can't effectively deal damage to certain objects. Most low-level melee weapons have little effect on metal walls and doors. Certain pieces of equipment are designed to cut through metal, however.

  Immunities: Objects are immune to nonlethal damage and to critical hits.

  Vulnerability to Certain Attacks: Certain attacks are especially strong against some objects. In such cases, attacks deal double their normal damage and might ignore the object's hardness.
- **Saving Throws:** Effects that deal damage generally damage unattended objects normally but don't damage held or attended objects unless the effect specifically says otherwise. Effects that do something other than deal damage affect only objects if their descriptions specifically say so (only common with spells) or note "(object)" in the description of the effect's saving throw. An object's total saving throw bonus for Fortitude, Reflex, and Will saves is equal to the object's caster level or item level. An object that is held or worn uses the saving throw bonus of the creature carrying it if that bonus is better than its own saving throw bonus. Items with a caster level or item level of 0 don't receive saving throws when unattended.

Destroying Objects Using Strength

When a character tries to destroy a certain object by using sudden force rather than by dealing damage, he attempts a Strength check (rather than making attack and damage rolls, as with the sunder combat maneuver) to determine whether he succeeds. Since hardness does not affect an object's break DC, this value depends more on the construction of the item in question than on the material the object is made of. Consult Table 11–13: DCs to Break Objects for a list of common break DCs.

If an object has lost half or more of its Hit Points, the object gains the broken condition (see page 273) and the DC to break it is reduced by 2.

Larger and smaller creatures get bonuses and penalties to Strength checks to break objects as follows: Fine –16, Diminutive –12, Tiny –8, Small –4, Large +4, Huge +8, Gargantuan +12, Colossal +16.

TABLE 11–12: SIZE AND ARMOR CLASS OF OBJECTS

SIZE	AC MODIFIER
Colossal	–8
Gargantuan	–4
Huge	–2
Large	–1
Medium	+0
Small	+1
Tiny	+2
Diminutive	+4
Fine	+8

TABLE 11–13: DCS TO BREAK OBJECTS

TASK	STRENGTH DC
Break down wooden door	16
Burst rope bonds	20
Burst steel restraints	25
Break down steel door	28
Bend nanocarbon bars	35

TRAPS

Ancient alien ruins and corporate offices alike are rife with traps and defense mechanisms meant to protect valuable goods, personnel, and information. Additionally, adventuring characters sometimes encounter situations that, while not intentionally set up as traps, are just as dangerous—an unshielded power conduit in a damaged ship could prove deadly to those who aren't careful, as could an unbalanced grav plate that might fling the unwary into a wall at high speeds. Whether the presentation of such dangers is intentional, accidental, or simply situational, all are represented using the same set of rules.

DETECTING A TRAP

A character can search for traps using the search task of the Perception skill. Compare the searching character's Perception check result to the trap's Perception DC. On a success, the character detects the trap.

TRIGGERING A TRAP

All traps have a defined trigger. If the characters fail to locate a trap while exploring an area, the trap might be triggered by a standard part of traveling, such as stepping on a floor plate or moving through a magical sensor. Some traps instead have touch triggers. These traps trigger only when a character deliberately takes an action that directly manipulates the environment—by opening a door or pulling a chain, for example.

DISABLING A TRAP

Characters can attempt to disable analog and technological traps with the Engineering skill, magical traps with the Mysticism skill, and most hybrid traps with either skill. Some traps require other skills to deactivate—for example, if a trap is controlled by a computer system's control module, characters must use the Computers skill to hack the control module to prevent the computer from triggering the trap. For some traps, more than one skill can be used to disable them; often, these skill checks have different DCs and different results (which may not entirely disable the trap). Other traps require multiple skill checks to completely deactivate. The skills required to disable a trap (and the method of deactivation) are listed in the trap's stat block.

A character must first detect a trap in order to attempt to disable it, since only through observing particular details about the trap can the character know the proper countermeasures. Even if a trap has already been triggered, characters can still attempt to deactivate the trap. Some traps no longer pose a danger once they've been triggered, but the PCs might be able to stop the trap's ongoing effects, if any. Other traps might not have ongoing effects, but reset over a period of time; characters can still attempt to disable the trap during this time.

GAINING EXPERIENCE

Characters gain experience points (XP) for overcoming a trap, whether they disable it, detect and then avoid it, or simply endure its effects. The XP for a trap is equal to the XP for a monster of the same CR (see Table 11–3: Experience Point Awards on page 390).

ELEMENTS OF A TRAP

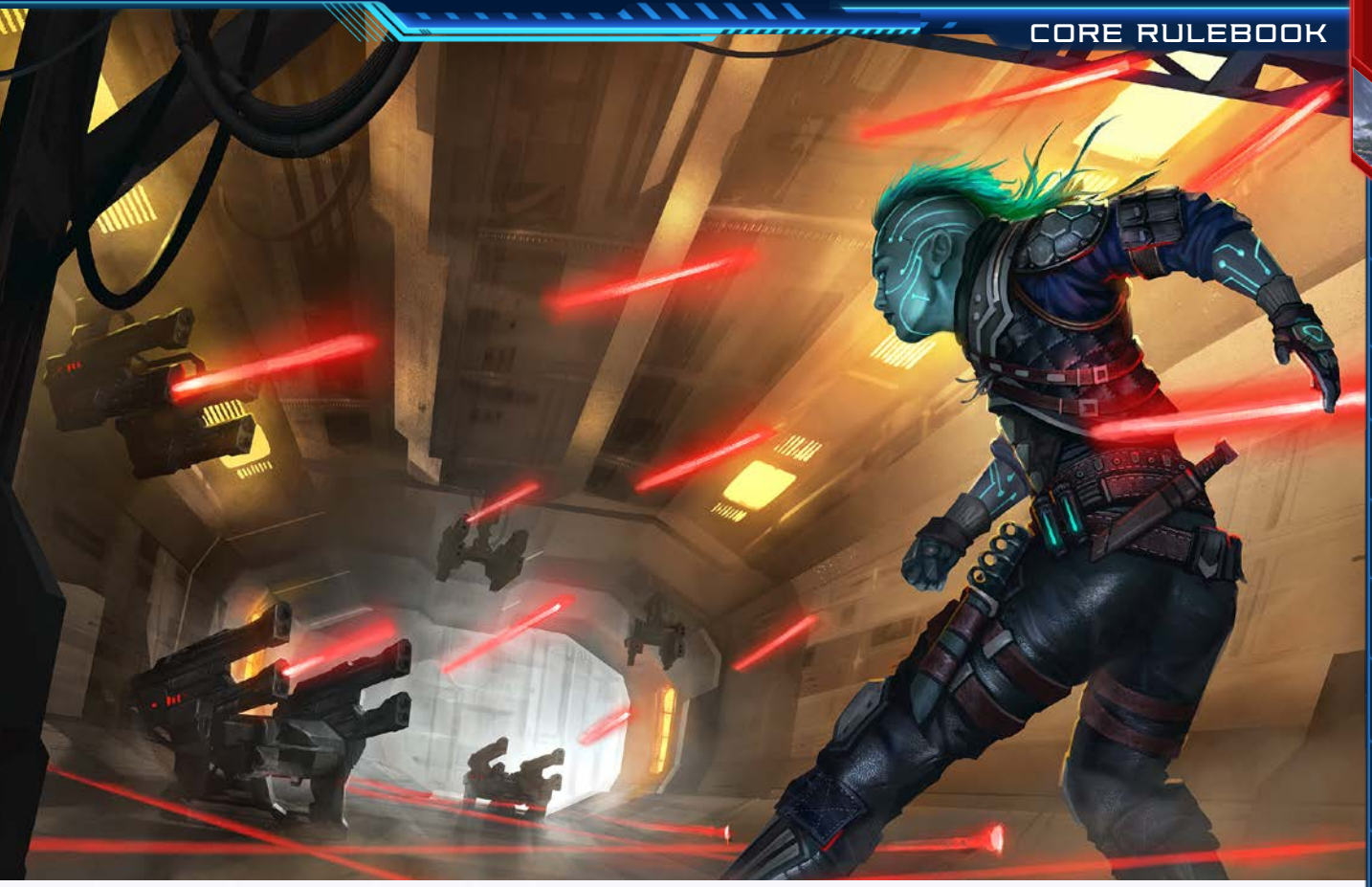
Traps are presented in stat blocks with the following information; entries marked "optional" appear only if relevant.

- **Name and CR:** This shows the trap's name and CR.
- **XP:** This indicates the amount of XP characters receive for overcoming the trap.
- **Type:** A trap can be analog, magical, technological, or a hybrid of magical and technological. Analog traps don't use any advanced technology or electrical power sources. Magical traps harness mystic energy to produce unusual effects. Technological traps use computers to bring other electronic machinery and weaponry to bear against their victims. Hybrid traps meld magic and technology together.
- **Perception:** This is the DC to find the trap using Perception.
- **Disable:** This is the DC to disable the trap using the listed skill or skills.
- **Trigger:** A trap's trigger determines how it is set off. Unless otherwise noted, creatures smaller than Tiny do not normally set off traps. There are several ways to trigger a trap.

  Location: A location trigger goes off when a creature enters a specific area.

  Proximity: A proximity trigger activates when a creature approaches within a certain distance of the trap. Proximity triggers can detect creatures through various methods (as noted in parentheses). For example, a proximity (visual) trigger goes off if it can see the target, a proximity (auditory) trigger activates if enough noise occurs near it, and a proximity (thermal) trigger detects creatures' body heat.

  Touch: A touch trigger goes off when a creature touches or tries to use a trapped item (such as a computer console).
- **Initiative (Optional):** Some traps roll initiative to determine when they activate in a combat round.
- **Duration (Optional):** If a trap has a duration longer than instantaneous, that is indicated here. Such a trap continues to produce its effect over multiple rounds on its initiative count.
- **Reset**: This lists the amount of time it takes for a trap to reset itself automatically; an immediate reset takes no time, which means the trap can trigger every round. Some traps have a manual reset, which means that someone must reset the trap manually. A trap with a reset entry of "none" is a single-use trap. Even if a trap resets, the group can get XP for overcoming it only once. PCs can attempt to disable a trap during its reset period at much lower risk than normal, since there's no danger of setting off the trap; they can even take 20 (see page 133), as long as they can finish taking 20 before the trap resets!
- **Bypass (Optional):** Some traps have a bypass mechanism that allows the trap's creator or other users to temporarily disarm the trap. This can be a lock (requiring a successful Engineering check to disable), a hidden switch (requiring a successful Perception check to locate), a hidden lock (requiring a successful Perception check to locate and a successful Engineering check to disable), or some other method (such as a keypad that requires either the correct passcode or a successful Computers check to hack). Details of the bypass mechanism and any skill check necessary to activate the bypass are listed in this entry.
- **Effect:** This lists the effect the trap has on those that trigger it. This usually takes the form of an attack, a damaging effect,



or some other kind of spell effect, though some traps produce special effects (for example, mind-altering gases). Some traps (especially those with durations) have an initial effect, which occurs on the round the trap is triggered, and a secondary effect, which occurs on subsequent rounds. This entry notes the trap's attack bonus (if any), the damage the trap deals, which saving throw the target must attempt to avoid or reduce the trap's effects, and any other pertinent information.

Multiple Targets: A trap normally affects only a single creature (usually the one that triggered it); if a trap affects multiple targets, this entry notes which targets are affected.

Never Miss: Some traps can't be avoided. Such a trap has no attack bonus or a saving throw to avoid (though it might allow a saving throw to reduce damage). It always has an onset delay.

Onset Delay: Some trap effects do not occur immediately. An onset delay is the amount of time between when the trap is sprung and when it deals damage.

DESIGNING A TRAP

To design a new trap, decide what CR you want the trap to have and consult Table 11–14: Trap Statistics on page 412 for guidance on the various statistics of a trap at that CR. These are only guidelines, however. Feel free to adjust a trap's statistics, though you should avoid changing these numbers to values corresponding to a CR more than 2 higher or lower than the trap's CR.

- **Perception and Disable DCs:** All traps require Perception and disable DCs. If the trap requires multiple checks to disable, use the DC for a trap with a CR 2 lower than your trap. If the trap has a bypass mechanism, use this DC for detecting and disabling the bypass as well.
- **Initiative:** If it is important when your trap acts in combat, use this bonus to calculate the trap's initiative.
- **EAC/KAC:** If the mechanical parts of your trap can be attacked, these values help determine how easy they are to hit.
- **Good and Poor Saves:** If PCs use special attacks that can target objects against the trap, these values can be used for the trap's Fortitude and Reflex saves. You decide which is a good save and which is a poor save for your trap. Traps don't normally need Will saves, but if necessary, a trap's Will save is a poor save.
- **HP:** Crucial parts of some traps can be damaged and should have the listed number of Hit Points. Traps are immune to anything an object is immune to unless otherwise noted. Traps also have hardness based on their material. A trap reduced to 0 HP is destroyed. Destroying a trap might set off a final component of the trap, like an explosion. Traps never have Stamina Points.
- **Attack and Damage:** The table lists the trap's attack bonus and its average damage, if any, but consider reducing this damage if a trap has multiple attacks or affects multiple targets.
- **Save DC:** If a trap affects its victims by means of an area effect, a spell, a poison, or another special ability, use the listed DC for the appropriate saving throw.

SAMPLE TRAPS

The following sample traps are listed by CR.

Pit Trap (CR 1/2)

A 10-foot-square trapdoor opens when a creature walks on top of it, dumping victims into a 20-foot-deep pit.

TABLE 11-14: TRAP STATISTICS

CR	PERCEPTION DC	DISABLE DC	INITIATIVE	EAC/KAC	GOOD SAVE	POOR SAVE	HP	ATTACK	DAMAGE	SAVE DC
1/2	17	12	+4	9/13	+3	+0	12	+9	2d6	11
1	21	16	+6	10/14	+4	+1	19	+11	3d6	12
2	23	18	+7	12/16	+5	+2	25	+12	4d6	13
3	24	19	+8	13/17	+6	+3	38	+13	6d6	14
4	26	21	+9	15/19	+7	+4	50	+14	4d10+2	15
5	27	22	+10	16/20	+8	+5	69	+15	4d12+4	15
6	29	24	+11	17/21	+9	+6	88	+17	6d12	16
7	30	25	+12	18/22	+10	+7	107	+19	8d10	17
8	32	27	+14	19/23	+11	+8	125	+20	8d12	18
9	33	28	+15	21/25	+12	+9	144	+22	10d10+5	18
10	35	30	+16	22/26	+13	+10	163	+23	10d12	19
11	36	31	+17	23/27	+14	+11	181	+24	12d12	20
12	38	33	+19	25/29	+15	+12	200	+27	12d12+5	21
13	39	34	+20	26/30	+16	+13	225	+28	14d12	21
14	41	36	+21	27/31	+17	+14	250	+29	14d12+7	22
15	42	37	+22	28/32	+18	+15	275	+30	14d12+15	23
16	44	39	+23	29/33	+19	+16	300	+31	16d12+15	24
17	45	40	+24	30/34	+20	+17	338	+32	16d12+30	24
18	47	42	+26	31/35	+21	+18	375	+33	16d12+45	25
19	48	43	+27	32/36	+22	+19	413	+34	16d12+60	26
20	50	45	+28	34/38	+23	+20	463	+35	16d12+75	27

PIT TRAP CR 1/2

XP 200

Type analog; **Perception** DC 17; **Disable** Engineering DC 12 (open trap door) or DC 18 (jam trap door shut)

Trigger location; **Reset** manual

Effect 20-ft.-deep pit (2d6 falling damage); Reflex DC 11 avoids; multiple targets (all targets in a 10-ft.-square area)

Laser Blast Trap (CR 1)

When sensors detect movement in the trapped room, a wall panel opens and a mounted laser rifle opens fire on the triggering creature.

LASER BLAST TRAP CR 1

XP 400

Type technological; **Perception** DC 21; **Disable** Engineering DC 15 (disable motion sensors)

Trigger location; **Reset** 1 minute

Effect laser +11 ranged (3d6+1 F)

Jolting Console Trap (CR 3)

When an unsuspecting creature touches the trapped console, the console sparks with electricity, shocking the triggering creature.

JOLTING CONSOLE TRAP CR 3

XP 800

Type technological; **Perception** DC 24; **Disable** Engineering DC 19 (disable shock plates)

Trigger touch; **Reset** immediate; **Bypass** wireless key card reader (Computers DC 19 to hack)

Effect arc of electricity (6d6 E); Reflex DC 14 half

Trash Compactor Trap (CR 5)

This trap consists of several 5-foot-square trapdoors that open when a creature stands on one, dumping the victim down a 60-foot-long chute and into a 30-foot-by-30-foot trash compactor with a single locked exit in one corner. The room is filled with debris and the floor functions as difficult terrain. One round later on the trap's initiative count, two of the walls of the room begin closing inward, reducing the width of the room by 10 feet each round (to 20 feet on the first round, and so on). On the first round, this deals 2d6 bludgeoning damage to all nonamorphous creatures in the room. The damage increases to 8d6 on the second round, and to 32d6 on the third round. On the fourth round, the trash compactor's exit opens to release the compressed garbage. A creature can climb back up the slippery chute with a successful DC 32 Athletics check. The gears controlling the compression mechanism have EAC 14, KAC 20, hardness 20, and 69 Hit Points.

TRASH COMPACTOR TRAP CR 5

XP 1,600

Type technological; **Perception** DC 27; **Disable** Engineering DC 19 (disable compression for 1 round) or DC 25 (open exit door)

Trigger location; **Init** +10; **Duration** 7 rounds; **Reset** 1 minute

Initial Effect several 60-ft.-long chutes (3d6 falling damage); Reflex DC 18 avoids; multiple targets (any target in one of several 5-ft.-square areas); **Secondary Effect** crushing walls (30-ft.-square room compresses 10 ft. per round, 2d6 B on first round, 8d6 B on second round, and 32d6 B on third round); Reflex DC 15 half; never miss; onset delay (1 round); multiple targets (all nonamorphous targets in the room)

Mind Spores Trap (CR 6)

When sensors detect movement, a vent releases a spray of spores that affect the triggering creature's mental processes.

MIND SPORES TRAP CR 6

XP 2,400

Type hybrid; **Perception** DC 29; **Disable** Engineering DC 24 (jam vent closed) or Mysticism DC 24 (neutralize spores)

Trigger location; **Reset** 1 hour

Effect spores (–4 penalty to Intelligence-, Wisdom-, and Charisma-based ability checks, skill checks, and saving throws for 1d4 hours; this is a mind-affecting effect); Will DC 16 negates; multiple targets (all targets in 30-ft. cone)

Hacker's Curse Trap (CR 7)

When an unauthorized user attempts to hack the trapped computer console, a magical curse script downloads into nearby technological items, which become cursehacked. A creature using a cursehacked item takes a –4 penalty to attack rolls (if it's a weapon), AC (if it's a suit of armor), skill checks (if it's involved in attempting the skill check), and so on. The virus replicates in other technological items if they touch either a cursehacked item or a creature carrying or wearing one. This curse remains until removed by *remove affliction* or similar magic or by a successful Computers DC 35 check that takes 10 minutes for a single item.

HACKER'S CURSE TRAP CR 7

XP 3,200

Type hybrid; **Perception** DC 30; **Disable** Computers DC 25 (rewrite virus code) or Mysticism DC 25 (dispel curse)

Trigger touch; **Reset** 1 minute

Effect curse (technological items become cursehacked; this is a curse effect); Will DC 17 negates (items of 8th level or above only; lower-level items receive no save); multiple targets (tech items carried by all creatures within 60 ft. of console)

Explosive Detonation Trap (CR 9)

When the trap detects a living creature within 5 feet, it explodes.

EXPLOSIVE DETONATION TRAP CR 9

XP 6,400

Type technological; **Perception** DC 33; **Disable** Engineering DC 28 (defuse explosive)

Trigger proximity (thermal, 5 feet); **Reset** none

Effect explosion (8d12 F); Reflex DC 18 half; multiple targets (all targets within 20-ft. radius)

Nanoflechette Launcher Trap (CR 11)

When sensors detect movement in the trapped room, the doors seal and five wall apertures open on its initiative count to launch nanoflechettes at everyone in the room. The trap fires nanoflechettes for 10 rounds, unless all the apertures have been closed or destroyed. An aperture has EAC 23, KAC 27, Fort +14, Ref +11, hardness 10, and 40 Hit Points. Closing or destroying one aperture reduces the damage dealt by 1d12.

NANOFLECHETTE LAUNCHER TRAP CR 11

XP 12,800

Type technological; **Perception** DC 36; **Disable** Engineering DC 29 (close one aperture) or DC 35 (open door)

Trigger location; **Init** +17; **Duration** 10 rounds; **Reset** 1 minute

Effect nanoflechettes +25 ranged (6d12 P); multiple targets (all targets in room)

Obedience Implant Trap (CR 12)

When the trap sees a creature within 10 feet, a lancet implants a magic microchip in the triggering creature, which falls under the telepathic control of the trap's creator, as per *dominate person* (but affecting any creature). Removing the chip safely requires a 1-minute surgical procedure and a successful Medicine DC 28 check. Failure deals 3d6 slashing damage and leaves the implant in place. An implanted chip prevents magical means of ending the spell effect. Any later successful save (such as to resist a command) renders the spell effect dormant for 1 round rather than ending it.

OBEDIENCE IMPLANT TRAP CR 12

XP 19,200

Type hybrid; **Perception** DC 38; **Disable** Engineering DC 33 (disable lancet) or Mysticism DC 33 (render implant ineffective)

Trigger proximity (visual, 10 feet); **Reset** manual

Effect lancet +27 melee (3d6+10 P plus *dominate person*); Will DC 21 negates *dominate person* effect

Disintegration Chamber Trap (CR 14)

When organic matter enters the trapped room, a disintegration beam permeates it 1 round later, atomizing everything within.

DISINTEGRATION CHAMBER TRAP CR 14

XP 38,400

Type technological; **Perception** DC 41; **Disable** Engineering DC 36 (disable beam)

Trigger location; **Reset** 1 minute

Effect disintegration beam (14d12); Fortitude DC 22 reduces damage to 4d12; onset delay (1 round); multiple targets (all targets in room)

Soul Upload Trap (CR 17)

One minute after living creatures enter the trapped room, they are bombarded with energy that digitizes and removes their souls, leaving their bodies lifeless husks. The digitized souls are uploaded into data modules linked to the room's computer system. Hacking the system via a successful Computers check can release trapped souls, but it usually has a wipe module—a failed attempt might purge the souls. Casting *raise dead* on an affected body requires a successful DC 32 caster level check or the spell fails.

SOUL UPLOAD TRAP CR 17

XP 102,400

Type hybrid; **Perception** DC 45; **Disable** Computers DC 45 (disrupt system's upload capacity) or Mysticism DC 40 (scramble magic)

Trigger location; **Reset** immediate

Effect death, soul uploaded into data module; Will DC 24 negates; onset delay (1 minute); multiple targets (all targets in room)

AFFLICTIONS

Curses, diseases, drugs, and poisons can all have effects on a character that continue long past the character's first exposure. This deterioration in physical or mental health is often represented by what is called a "progression track." Diseases and poisons each have default progression tracks whose steps have specific rules consequences; drugs use the relevant poison track (for example, drugs that affect Wisdom use the Wisdom poison track). Some specific afflictions have their own unique progression tracks defined in their stat blocks. Curses generally do not use progression tracks—their effects continue until they're cured without progressing through stages.

Before an individual is subjected to an affliction, she is considered healthy in terms of the affliction's progression track, if any. When initially is targeted by an affliction, she must succeed at a saving throw to avoid its effects; if she fails, she is subject to the affliction. If the affliction has a progression track, she is no longer considered healthy with respect to that affliction and immediately gains the effects of the first step on its progression track. For diseases, this is the typically the latent state; at this step, the victim can pass the disease along to others if it's contagious, but generally suffers no ill effects from it herself. For poisons, the first step on the progression track is usually the weakened step. A truly deadly affliction might cause the victim to start further along a progression track than normal.

Diseases and poisons each have a listed frequency specifying how often a victim must attempt subsequent saving throws to prevent the affliction from progressing. Success could help the victim recover (see Curing an Affliction below); failure means that the victim moves one step further along its progression track, gaining the effects of the next step and keeping all previous effects. On a failed save, if the victim was affected by a condition as a result of the affliction and that condition was removed (such as by *remove condition*), the victim regains any conditions from earlier steps along the affliction's progression track (as well as conditions from the current step). A character using a drug must attempt a saving throw each time she uses that drug. Victims typically fail voluntarily, progressing along the drug's progression track in exchange for benefits, and withdrawal from the drug acts as a disease (see the stat block for Addiction on page 418).

Each progression track has an end state—a point at which the affliction has progressed as far as it can. Once an affliction has reached its end state, the victim keeps all current effects (but doesn't suffer further effects) and can no longer attempt saving throws to recover from the affliction (see below). By default, diseases, poisons, and drugs have an end state of dead, but some afflictions have less severe end states, while others might have no end state, allowing victims to continue attempting saves.

Curing an Affliction: Diseases, drugs, and poisons can be cured if they are treated before the victim reaches the end state. In the case of a disease, the victim must fulfill the conditions in the disease's Cure entry (usually succeeding at one or more consecutive saving throws). Each time she does so, she moves one step back toward healthy; once she reaches healthy, she is cured. Poisons and drugs work differently—fulfilling the cure condition (or reaching the end of a poison's duration) removes a poison from the victim's system, but she remains at the same step on the track and recovers gradually. For every day of bed rest (or two nights of normal rest), a victim moves one step toward healthy. This rate of recovery is doubled by successful Medicine checks (see Long-Term Care on page 143), though tenacious poisons might require a longer recovery period.

Curses can be cured only by fulfilling the unique cure conditions listed in their individual stat blocks or through magic.

Usually, the spell *remove affliction* (see page 373) immediately cures a victim of an affliction (moving the victim of a disease, drug, or poison to a healthy state on its progression track). However, once a disease or poison has reached its end state, only the most powerful magic or technology (such as *miracle* or *wish*, or in the most extreme cases, *reincarnate* or a regeneration chamber) can remove its effects.

CURSES

Curses are magical afflictions and usually have a single effect, though some curses use tracks like diseases and poisons do. Removing a curse requires either using *remove affliction* or fulfilling a special condition that varies by curse (and sometimes differs between individual applications of the same curse).

DISEASES

Diseases are typically inhaled contagions (though these are usually filtered out by a standard space suit or suit of armor) or injury contagions. Page 417 explains the details of each method of contagion. If a disease lacks a Cure entry, its progression may be irreversible without powerful magic or technology, but a successful casting of *remove affliction* usually prevents further deterioration. Physical and mental diseases have separate tracks.

Physical Disease Track

Healthy—Latent—Weakened—Impaired—Debilitated—Bedridden—Comatose—Dead

Latent

The victim has contracted a disease. She suffers no ill effects yet, but if the disease is contagious, she can pass it on.

Weakened

The victim is sickened and fatigued.

Impaired

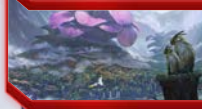
The victim is exhausted. Whenever she takes a standard or full action, she must succeed at a Fortitude save at the disease's DC or lose the action and become nauseated for 1 minute.

Debilitated

Strenuous actions cause the victim pain. If she takes a standard action, she immediately loses 1 Hit Point.

Bedridden

The victim is awake and can converse, but she can't stand on her own or take any other actions or reactions.



Comatose
The victim is unconscious and feverish, and can't be woken.

Dead
The victim is dead, and her corpse may still be contagious.

Mental Disease Track
Healthy—Latent—Weakened—Impaired—Befuddled—Disassociated—Comatose—Dead

Latent
The victim can pass on contagious diseases but suffers no ill effects.

Weakened
The victim is shaken, and the DCs of his spells and special abilities decrease by 2. He can no longer cast his highest level of spells (if any).

Impaired
The victim is flat-footed and no longer adds his mental ability score modifiers when calculating number of uses per day of abilities dependent on those scores, including bonus spells per day. The DCs of his spells and special abilities decrease by an additional 2. He can no longer cast his 2 highest levels of spells (if any).

Befuddled
The victim begins losing his grasp on thought, reality, and self. He has a 50% chance each round to take no relevant actions, instead babbling randomly, wandering off, or talking to unseen parties.

Disassociated
The victim is almost entirely disconnected from reality. His mind filters and twists all external stimuli into strange forms. He can no longer tell friend from foe and can't willingly accept any aid (including healing) from another creature unless he succeeds at a Will save against the disease's DC.

Comatose
A victim rendered comatose by a mental disease has lost all grip on reality and entered a dream world. He can't be woken.

Dead
The victim is dead, and his corpse may still be contagious.

POISONS
Each poison has a delivery mechanism. Page 417 explains the details of the various methods of delivery. A character who is poisoned attempts a saving throw after the listed onset and at the listed frequency thereafter. Upon initial exposure, regardless of whether she succeeds at her saving throw, the victim loses a number of Hit Points equal to the poison's DC – 10. If a victim is exposed to multiple doses of the same poison, she must attempt a separate save for each dose and progresses to the next state on the poison track with each failed save.

Strength Poison Track
Healthy—Weakened—Impaired—Staggered—Immobile—Dead

Weakened
The victim takes a –2 penalty to Strength-based ability checks, attack rolls, damage rolls, and skill checks, and the DCs of his spells and special abilities decrease by 2. The victim's total carrying capacity is reduced by two-thirds (minimum 1 bulk), and he gains the encumbered condition regardless of how much he is carrying.

Impaired
The victim takes an additional –2 penalty to the affected checks, rolls, and DCs, and he gains the overburdened condition regardless of how much he is carrying.

Staggered
The victim is staggered, except he can still take a purely mental full action.

Immobile
The victim is helpless and can take only purely mental actions.

Dead
The victim dies.

Dexterity Poison Track
Healthy—Sluggish—Stiffened—Staggered—Immobile—Dead

Sluggish
The victim takes a –2 penalty to Reflex saves and Dexterity-based ability checks, attack rolls, and skill checks; the DCs of her spells and special abilities decrease by 2; and she becomes flat-footed.

Stiffened
The victim loses her Dexterity bonus to her Armor Class, and she can't take reactions.

Staggered
The victim is staggered but can take purely mental full actions.

Immobile
The victim is helpless and can take only purely mental actions.

Dead
The victim dies.

Constitution Poison Track
Healthy—Weakened—Impaired—Debilitated—Unconscious—Dead

Weakened
The victim takes a –2 penalty to Fortitude saves, Constitution checks, and Constitution-based DCs. Every time the victim attempts a Fortitude save against the poison—whether he succeeds or fails—he loses Hit Points as per on initial exposure.

Impaired
The victim takes an additional –2 penalty to the affected checks, and the DCs of his spells and special abilities decrease by 2.

Debilitated
Strenuous actions cause the victim pain. If he takes a standard action, he immediately loses 1 Hit Point.

Unconscious
The victim is unconscious and can't be woken by any means.

Dead
The victim dies.

Intelligence Poison Track
Healthy—Weakened—Impaired—Animalistic—Comatose—Dead

Weakened
The victim takes a –2 penalty to all Intelligence-based ability checks and skill checks, and the DCs of her spells and special abilities decrease by 2. If she has 1 or more levels in a spellcasting class whose key ability score is Intelligence, she can't cast her highest level of spells from that class.

Impaired
The victim takes an additional –2 penalty to the affected checks and the affected DCs decrease by an additional 2. If she has 1 or more levels in a spellcasting class whose key ability score is Intelligence, she can't cast her 2 highest levels of spells from that class.

Animalistic
The victim suffers the effects of a *feeblemind* spell (see page 354), except her Charisma and Charisma-based skills are unaffected.

Comatose
The victim can't process thoughts and can't be woken.

Dead
The victim's brain stops working, and she dies.

Wisdom Poison Track
Healthy—Weakened—Impaired—Confused—Comatose—Dead

Weakened
The victim takes a –2 penalty to Will saves and Wisdom-based ability checks and skill checks, and the DCs of his spells and special abilities decrease by 2. If he has 1 or more levels in a spellcasting class whose key ability score is Wisdom, he can't cast his highest level of spells from that class.

Impaired
The victim takes an additional –2 penalty to the affected checks, and the affected DCs decrease by an additional 2. If he has 1 or more levels in a spellcasting class whose key ability score is Wisdom, he can't cast his 2 highest levels of spells from that class.

Confused
The victim gains the confused condition.

Comatose
The victim can't experience reality and can't be woken.

Dead
The victim's brain stops working, and he dies.

Charisma Poison Track
Healthy—Weakened—Impaired—Pliable—Catatonic—Dead

Weakened
The victim takes a –2 penalty to Charisma-based ability checks and skill checks, and the DCs of her spells and special abilities decrease by 2. If she has 1 or more levels in a spellcasting class whose key ability score is Charisma, she can't cast her highest level of spells from that class.

Impaired
The victim takes an additional –2 penalty to the affected checks and DCs. If she has 1 or more levels in a spellcasting class whose key ability score is Charisma, she can't cast her 2 highest levels of spells from that class.

Pliable
The victim has little sense of self and goes along with nearly any order or suggestion. Creatures attempting Bluff, Diplomacy, or Intimidate checks against her automatically succeed, though Diplomacy checks to improve her attitude still have the normal DC.

Catatonic
The victim loses agency and can't interact with anything.

Dead
The victim loses autonomic functions and dies.

Drugs
Drugs are a special kind of poison that grant a beneficial effect right away but also move the user a single step down the associated poison track. However, the user doesn't lose Hit Points, even if the drug functions as a Constitution poison. Taking a drug also exposes the user to the addiction disease (see page 418), with a DC that depends on how addictive the drug is. If a character is dosed with a drug against his will, he can attempt a Fortitude save against the drug's DC. If he succeeds, this negates both the drug's beneficial and negative effects, as well the chance for addiction. Immunity to poison or a similar effect prevents a character from experiencing the drug's beneficial effects, and removing or suppressing a drug's negative effects with restorative spells also cancels the benefits.

SAMPLE AFFLICTIONS
The following section includes a number of sample afflictions. Listed effects stack with the standard effects for the listed track, unless the effect specifies a different track, in which case it supersedes the regular track. If a disease or poison doesn't specify an effect, it imposes the standard effects for the listed track.

The individual lines of information in affliction stat blocks are described below. Those marked "Optional" appear only if relevant.

Name: This lists the name of the affliction.

Type: This shows the type of the affliction, such as a curse, disease, drug, or poison. Where applicable, this line also states in parentheses the means by which it is contracted, such as contact, ingestion, inhalation, or injury. Afflictions that have multiple methods of contraction indicate this here.

A contact affliction is delivered by any contact with bare skin, which generally requires an attack against EAC if the intended target is unwilling. A contact affliction can also be injected like an injury affliction. Contact afflictions often take 1 minute or longer to take effect.

An ingested affliction is delivered by tricking the intended target into eating or drinking it. Ingested afflictions often take 10 minutes or longer to take effect.

An inhaled affliction is delivered the moment a creature that breathes (and isn't wearing a space suit or suit of armor that filters out such toxins) enters an area containing such an affliction. Most inhaled afflictions fill a volume equal to a 10-foot cube per dose. A creature at risk can attempt to hold its breath while inside such an area to avoid inhaling the affliction. There is a 50% chance each round a creature holding its breath doesn't need to attempt a saving throw against the affliction (see Suffocation and Drowning on page 404).

An injury affliction is delivered through damage to the target, usually via a slashing or piercing kinetic attack dosed with the affliction. These afflictions often take effect immediately.

Save: This indicates the type of saving throw necessary to avoid contracting the affliction, as well as its DC. Unless otherwise noted, this is also the saving throw to avoid the affliction's effects once it is contracted.

Addiction (Optional): Typically only applicable to drugs, this line lists the saving throw type and DC to avoid addiction. See page 418 in Diseases for more about how addiction works.

Track: This line indicates the progression track used once a character is affected by the affliction.

Onset (Optional): Some afflictions have a variable amount of time before they set in. Creatures that come into contact with an affliction with an onset time must attempt a saving throw immediately, and if they fail, they suffer the appropriate effect after the onset time has passed. The creature then must continue to attempt saving throws against the affliction's effects as normal.

Frequency: This is how often the periodic saving throw must be attempted after the affliction has been contracted. If the affliction lists an amount of time after its frequency—such as 1/minute for 6 minutes—that means its effects last for only that amount of time, regardless of whether the affected creature ever succeeds at a saving throw. Such an affliction cannot be cured via successful saving throws; after its duration ends, the victim remains at her current step on its progression track until she receives the benefit of *remove affliction* or a similar effect.

Effect (Optional): This line lists the affliction's special effects, if any, beyond the effects of its appropriate progression track.

Cure (Optional): This indicates how the affliction is cured. Usually, this is number of consecutive, successful saving

throws. Even if an affliction has a limited frequency, it might be cured earlier if the affected creatures succeeds at enough saving throws. Afflictions without a cure entry can be cured only through spells such as *remove affliction*.

Curses

A curse's Cure entry defines the actions needed to remove the curse. These actions might vary, at the GM's discretion.

CURSE OF LETHARGY

Type curse; **Save** Will DC 20

Effect In combat and other stressful situations, the victim is affected as if by a *slow* spell (see page 377) and is immune to effects that would increase its speed.

Cure The victim must hustle (see Overland Movement on page 258) for 4 consecutive hours each day for 1 week; it must perform this movement to reach a specific destination.

CURSE OF THE MISER

Type curse; **Save** Will DC 20

Effect Each week, the victim loses 10% of its net worth through strange mishaps.

Cure The victim must donate 20% or more of its net worth selflessly, not just to remove the curse.

CURSE OF THE RAVENOUS

Type curse; **Save** Will DC 20

Effect The victim treats each hour as a day for starvation and thirst (see page 404) and is immune to effects that prevent the need for sustenance or that remove starvation or thirst.

Cure The victim must drink only water and eat only flavorless gruel for 1 month.

CURSE OF THE VAINGLORIOUS

Type curse; **Save** Will DC 20

Effect After failing an ability check, attack roll, saving throw, or skill check, the victim takes a –2 penalty to that rolls of that type for 1 minute (treat each individual skill check, ability check, and saving throw separately) and can't try again on rolls of that type. This means the victim can't take 20.

Cure The victim must spend 1 month humbly and obediently apprenticing to a master in one of its fields of expertise.

CURSE OF THE ZEALOUS

Type curse; **Save** Will DC 20

Effect Each combat, whenever the victim would take its first hostile action, it is instead confused for 1d4 rounds.

Cure The victim must take no hostile actions for 1 month of active adventuring.

Diseases

The threat of disease persists despite medical advances.

ADDICTION

Type disease (drug use); **Save** see specific drug

Track physical, mental, or both (see specific drug); **Frequency** 1/day when not using the drug

Effect If a creature takes a drug while it has progressed beyond healthy on the drug's progression track, the DC of the saving throw against addiction increases by 2. A creature can attempt a save against an addiction only on a day when it hasn't taken the drug. Each day spent without using the drug decreases the addiction's DC by 2, to a minimum of the starting DC, but using the drug again, even once, returns the DC to its highest value. Each drug addiction is a separate disease.

Cure 3 consecutive saves

BLINDING SICKNESS

Type disease (ingested); **Save** Fortitude DC 16

Track physical; **Frequency** 1/day

Effect At the impaired state, the victim also becomes permanently blind.

Cure 2 consecutive saves

BUBONIC PLAGUE

Type disease (inhaled or injury); **Save** Fortitude DC 17

Track physical; **Frequency** 1/day

Cure 2 consecutive saves

CACKLE FEVER

Type disease (inhaled); **Save** Fortitude DC 16

Track mental; **Frequency** 1/day

Cure 2 consecutive saves

DEMON FEVER

Type disease (injury); **Save** Fortitude DC 18

Track physical; **Frequency** 1/day

Effect At the impaired state, the penalties from the weakened state become permanent until the victim benefits from a *restoration* spell (see page 374).

Cure 2 consecutive saves

DEVIL CHILLS

Type disease (injury); **Save** Fortitude DC 14

Track physical; **Frequency** 1/day

Cure 3 consecutive saves

FILTH FEVER

Type disease (injury); **Save** Fortitude DC 12

Track physical; **Frequency** 1/day

Cure 2 consecutive saves

LEPROSY

Type disease (contact, inhaled, or injury); **Save** Fortitude DC 12

Track physical (special); **Frequency** 1/week

Effect progression track is Healthy–Latent–Sluggish–Stiffened; sluggish and stiffened are as per the Dexterity poison track states; stiffened is the end state.

Cure 2 consecutive saves

MINDFIRE

Type disease (inhaled); **Save** Fortitude DC 12

Track mental; **Frequency** 1/day

Cure 2 consecutive saves

MUMMY ROT

Type disease (injury); **Save** Fortitude DC 16
Tracks physical and mental (special); **Frequency** 1/day
Effect no latent state; the victim takes all penalties from progressing on both the physical and mental disease tracks
Cure The victim must benefit from two successful castings of *remove affliction* within 1 minute.

RED ACHE

Type disease (injury); **Save** Fortitude DC 15
Track physical; **Frequency** 1/day
Cure 2 consecutive saves

SHAKES

Type disease (contact); **Save** Fortitude DC 13
Track physical; **Frequency** 1/day
Cure 2 consecutive saves

SLIMY DOOM

Type disease (contact); **Save** Fortitude DC 14
Track physical; **Frequency** 1/day
Effect At the impaired state and beyond, penalties from the weakened state become permanent until the victim benefits from a *remove affliction* (see page 373) or *restoration* (see page 374) spell.
Cure 2 consecutive saves

Drugs

Prices for the common drugs listed below are found on page 232.

DREAMSHIVER

Type drug (ingested or injury); **Save** Fortitude DC 18; **Addiction** Will DC 18 (mental and physical)
Track Constitution; **Effect** 50% chance of falling unconscious (as per the Constitution poison track state) for 1d4 hours or +8 morale bonus to saves against fear for 1d20 minutes.

HYPERLEAF

Type drug (ingested or inhaled); **Save** Fortitude DC 12; **Addiction** Will DC 12 (physical)
Track Strength; **Effect** +2 morale bonus to saves against mind-affecting effects for 1 hour.

MEGAOPIATE

Type drug (ingested, inhaled, or injury); **Save** Fortitude DC 20; **Addiction** Will DC 20 (mental and physical)
Track Strength; **Effect** +4 morale bonus to saves against pain effects and gain DR 5/– for 1 hour.

TRANSDIMENSIONAL PESH

Type drug (ingested or inhaled); **Save** Fortitude DC 20; **Addiction** Will DC 20 (physical)
Track Dexterity and Wisdom; **Effect** +2 morale bonus to saves against fear for 1 hour and gain 2 Stamina Points per level. (Any Stamina Points exceeding the user's maximum are lost first and can't be recovered; any remaining are lost the next time the user rests to recover Stamina.)

Poisons

The prices for the common poisons listed below are found on page 232 in Chapter 7.

BLACK LOTUS EXTRACT

Type poison (contact); **Save** Fortitude DC 26
Track Constitution (special); **Onset** 1 minute; **Frequency** 1/round for 6 rounds
Effect progression track is Healthy–Weakened–Debilitated–Dead
Cure 2 consecutive saves

BLUE WHINNIS

Type poison (injury); **Save** Fortitude DC 17
Track Constitution (special); **Frequency** 1/round for 2 rounds
Effect progression track is Healthy–Weakened–Unconscious; no end state.
Cure 1 save

DEATHBLADE

Type poison (injury); **Save** Fortitude DC 23
Track Constitution; **Frequency** 1/round for 6 rounds
Cure 2 consecutive saves

GREEN LOTUS EXTRACT

Type poison (contact); **Save** Fortitude DC 18
Track Charisma (special); **Onset** 1 minute; **Frequency** 1/round for 6 rounds **Effect** progression track is Healthy–Weakened–Impaired–Pliable–Pliable. The second pliable functions as an end state.
Cure 1 save

ID MOSS

Type poison (ingested); **Save** Fortitude DC 14
Track Intelligence; **Onset** 10 minutes; **Frequency** 1/minute for 6 minutes
Cure 1 save

INSANITY MIST

Type poison (inhaled); **Save** Fortitude DC 15
Track Wisdom; **Frequency** 1/round for 6 rounds
Cure 1 save

SHADOW ESSENCE

Type poison (injury); **Save** Fortitude DC 18
Track Strength; **Frequency** 1/round for 6 rounds
Effect At the impaired state, the penalties from the weakened state become permanent until the victim benefits from a *restoration* spell (see page 374).
Cure 1 save

UNGOL DUST

Type poison (inhaled); **Save** Fortitude DC 17
Track Charisma; **Frequency** 1/round for 4 rounds
Effect At the impaired state, the penalties from the weakened state become permanent until the victim benefits from a *restoration* spell (see page 374).
Cure 1 save

HOW TO READ STAT BLOCKS

This section presents an example of a creature stat block that might be found in a Starfinder product. Below is a description of each line in that stat block. Note that this example isn't meant to be used as written; it is merely a way to show the different aspects of a stat block. Any abilities that differ from the rules for characters are either universal creature abilities (see the *Starfinder Alien Archive*) or explained at the end of the stat block.

NAME AND CR

The creature's name is presented along with its Challenge Rating (CR), a numerical representation of the creature's relative power. Challenge Ratings are explained in detail on page 389.

XP

This is the total number of experience points the PCs earn for defeating the creature.

RACE AND GRAFTS

All creatures have a race entry. Some creatures are also built with class or template grafts, giving them more abilities (see the *Alien Archive* for more information).

ALIGNMENT, SIZE, TYPE, AND SUBTYPE

A creature's listed alignment represents the norm for many of those creatures; it can vary as you require for the needs of your campaign. A creature's size determines its space and reach. Some innate abilities come from the creature's type and subtype.

INIT, SENSES, AND PERCEPTION

This lists the creature's initiative modifier followed by its special senses (this entry is omitted if it doesn't have any). Its Perception modifier is listed here instead of in its Skills entry (see below).

AURA

If the creature has a magical or exceptional aura, it is listed here along with its radius from the creature and the save DC to resist the aura's effects, where applicable.

HIT POINTS AND RESOLVE POINTS

These entries list the creature's Hit Points and Resolve Points (if it has use of them).

EAC AND KAC

The creature's Energy Armor Class and Kinetic Armor Class are listed here.

SAVING THROWS

This entry provides the creature's Fortitude, Reflex, and Will saving throw modifiers, followed by situational modifiers to those rolls.

DEFENSIVE ABILITIES, DR, IMMUNITIES, RESISTANCES, AND SR

The creature's unusual defensive abilities, damage reduction (DR), immunities, resistances, and spell resistance (SR) are listed here (if the creature has them).

WEAKNESSES

This entry lists the creature's weaknesses, if it has any.

SPEED

This notes the creature's speed followed by any additional speeds and types of movement the creature has.

MELEE

The creature's melee attacks are listed here, each starting on a separate line. The attack roll modifier appears after the attack's name, followed by the attack's damage, damage type, and critical effects in parentheses.

MULTIATTACK

If the creature can make multiple melee attacks with a full action (usually with different weapons), the attacks and attack roll modifiers are listed in this entry, followed by the attack's damage, damage type, and critical effects in parentheses.

RANGED

This entry lists the creature's ranged attacks in the same format the Melee entry uses for melee attacks.

SPACE AND REACH

The creature's space and reach are noted here; if the creature's space and reach are a 5-foot square and a reach of 5 feet, respectively, this entry is omitted. Any special reach (from weapons or the like) is listed in parentheses.

OFFENSIVE ABILITIES

This entry lists abilities the creature is likely to use offensively.

SPELL-LIKE ABILITIES

After noting the caster level of the creature's spell-like abilities, this section lists the creature's spell-like abilities (and the associated saving throw DCs, where relevant), organized by the number of times per day it can use each ability.

SPELLS KNOWN

If the creature can cast spells (usually from a mystic or technomancer class graft), its caster level is shown in this entry, followed by the spells it knows (with the associated saving DCs, where applicable) and how many times per day it can cast them. Often, only the creature's most powerful spells are listed here.

ABILITY SCORE MODIFIERS

The creature's ability score modifiers (rather than the scores themselves) are listed here.

SKILLS

The creature's skills appear here alphabetically with their modifiers.

FEATS

Any feats that give the creature a static bonus (such as Improved Initiative) are already factored into the creature's statistics. Only feats that give situational bonuses or allow for special combat tactics are listed here.

LANGUAGES

The languages most commonly spoken by the creature are noted here. You can swap out the languages known for other choices as needed.

OTHER ABILITIES

This entry lists abilities and features the creature has that aren't covered in another line.

GEAR

This entry details the gear and treasure the creature has, which can be altered to suit your needs.

ENVIRONMENT

The regions and climates in which the creature is typically encountered are listed here.

ORGANIZATION

This entry describes typical groupings for this creature type and whether such groups include any other types of creatures.

SPECIAL ABILITIES

All of the creature's unusual abilities are detailed in this section.

SPACE GOBLIN MONARK CR 20

XP 307,200

Space goblin technomancer

NE Large humanoid (goblinoid)

Init +9; **Senses** darkvision 60 ft.; **Perception** +34

Aura unnatural aura (30 ft.)

DEFENSE **HP** 395 **RP** 7

EAC 34; **KAC** 35

Fort +17; **Ref** +17; **Will** +22; +4 vs. enchantments

Defensive Abilities natural invisibility; **DR** 10/magic; **Immunities** fire; **Resistances** sonic 20; **SR** 31

Weaknesses light sensitivity

OFFENSE

Speed 35 ft., climb 20 ft., swim 30 ft.; earth glide

Melee quantum dogslicer +28 (13d6+22 S)

Multiattack quantum dogslicer +24 (13d6+22 S), bite +24 (9d6+22 P)

Ranged junklaser bazooka +3 (4d12+20 F; critical burn 1d8)

Space 10 ft.; **Reach** 10 ft. (15 ft. with bite)

Offensive Abilities breath weapon (80-ft. line, 5d8 A, Reflex DC 27 half, usable every 1d4 rounds)

Spell-Like Abilities (CL 20th)

At will—*charm person* (DC 24)

Technomancer Spells Known (CL 20th)

6th (7/day)—*chain surge* (DC 29), *disintegrate* (DC 29), *flight*, *interplanetary teleport*, *true seeing*

5th (7/day)—*control machines* (DC 28), *heat leech* (DC 28), *synapse overload* (DC 28), *telekinesis*, *wall of force*

4th (7/day)—*corrosive haze* (DC 27), *dimension door*, *overload systems* (DC 27), *rewire flesh* (DC 27), *soothing protocol*, *wall of fire*

STATISTICS

Str +2; **Dex** +9; **Con** +2; **Int** +12; **Wis** +2; **Cha** +6

Skills Computers +39, Engineering +34, Stealth +39

Feats Cleave, Mobility

Languages Common, Goblin

Other Abilities water breathing

Gear nanotube carbon skin, junklaser bazooka, quantum dogslicer, spell cache, 1,000 credits

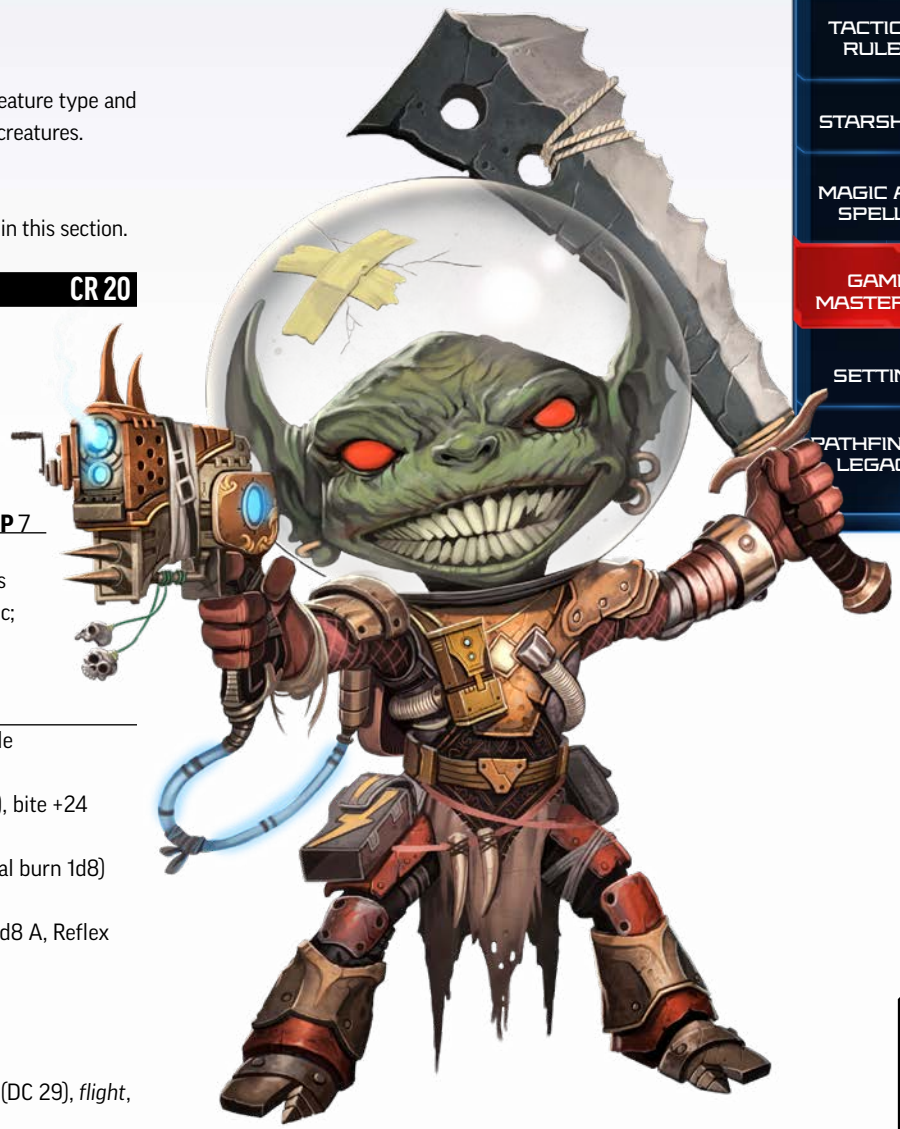
ECOLOGY

Environment any

Organization solitary or cult (1 plus 20–30 space goblins of CR 3–4)

SPECIAL ABILITIES

Breath Weapon (Su) A space goblin monark can exhale a line of caustic acid as a standard action.



SETTING 12

SETTING

Starfinder is, at its core, a game about exploration: discovering new worlds, meeting previously unknown cultures, and expanding the borders of the known. But to truly explore, you first need to know where you're coming from. While the Starfinder rules set can be used to explore a number of science fantasy universes, the following chapter offers a primer on the assumed setting for the game. Rest assured, however, that with over a hundred billion stars in the galaxy, you'll never lack for new frontiers.

In Starfinder, player characters are assumed to start their adventures among the Pact Worlds, a densely inhabited solar system of both economic and religious significance to the multiverse as a whole. While it's entirely possible to play a Starfinder campaign that never visits any of the Pact Worlds—or to ignore the setting completely and simply use the rules to support a setting of your own devising, perhaps in a distant galaxy—the default expectation is that most PCs come from the Pact Worlds, and thus this chapter provides a primer on the setting, from planets and religions to factions and threats.

But in a galaxy full of inhabited planets, why focus on the Pact Worlds? To understand the significance of this particular solar system, one must first understand Starfinder's history... or rather, its lack of one.

HISTORY

History is broken in Starfinder. No matter where you go, from the myriad mortal worlds floating in space to the strange realms of the gods, you'll find the same thing: historical records go back a few centuries and then suddenly go blank or contradictory, shifting randomly between readings and becoming reliable again only when referring to the dim and misty ages of the ancient past. What's more, this hole torn in history isn't restricted to blurred photographs and garbled almanacs. Modern history begins with accounts of worlds across the multiverse erupting in riots and panic as those living through this transition found their memories suddenly blank or unreliable. While these people retained all the knowledge, skills, and interpersonal connections from their lives, specific memories became difficult or impossible to retrieve—a woman might have instinctively known a million tiny details about her spouse but have had no concept of how they met or how long they'd been married. Nations forgot why they were at war. Angels lost track of sinners' indiscretions. Everything in motion remained in motion, but without context or reason.

Some cultures collapsed in fire and famine, but most societies, faced with no other choice, simply gritted their teeth and carried on, either attempting to piece together their traditions from the unreliable shreds of the past, or else using their amnesia as a chance to reinvent themselves, unshackled from whatever they might have been before. Those races that reproduced faster had the advantage, as children born into a world without recent history accepted the fresh start as natural—new historical records and memories held firm, and that was all that mattered. Gradually, order reestablished itself.

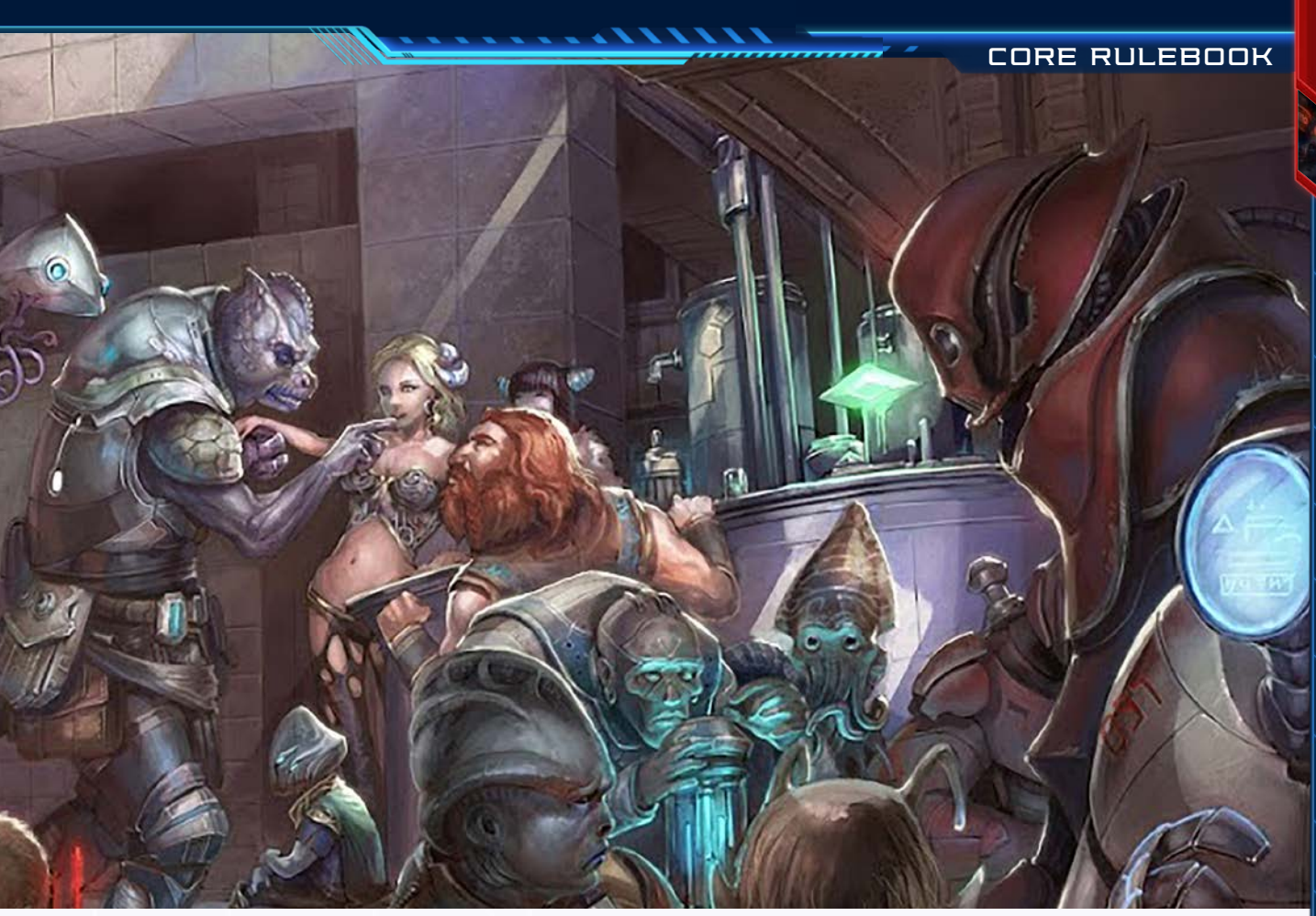
Today, roughly 3 centuries after the obscured period now referred to as the Gap, most societies view the historical cataclysm with little interest, save for the cryptoarchaeologists, salvagers, and scientists who attempt to unearth and reverse engineer wondrous artifacts from the lost age. For everyone else, the focus is on creating new history, moving ever onward and upward.

No one has ever been able to say for certain what caused the Gap, as even the gods themselves remain steadfastly silent (or ignorant) regarding the matter. Nevertheless, theories abound, the most popular being that the Gap was a quantum ripple effect caused by the discovery and use of Drift technology, a hole torn in history and traveling backward in time, possibly entangling our timeline with those of alternate universes. Others argue that the Gap was caused by whatever magic whisked away the planet Golarion (see the sidebar on page 425), a magical resonance that stretched forward and backward, its tremors gaining strength until they eventually shattered the fundamental structure of time.

What *is* known, however, is that while the Gap is universal—and a combination of carbon dating and astrochronology suggest it lasted several millennia—its edges are geotemporally inconsistent. Where one star system might have accurate records stretching back 300 years from the present, worlds in different parts of the galaxy might have 310 years of history, or only 275. Some scholars have even uncovered rare "caches" within the Gap—places where accounts seem suddenly consistent for a given period or topic. For an organization like the Starfinders, locating these scattered bread crumbs and syncing them up with ancient pre-Gap records may yet hold the key to unraveling the greatest mystery of the universe.

INTERSTELLAR TRAVEL

When history recommenced at the end of the Gap, many worlds found they had already established spaceflight and interplanetary trade. Vercite aetherships, Eoxian bonecruisers, Brethedan vacuum-swimming biovessels, and more all plied the void, and magical gates and dimension-hopping spells granted opportunities to visit other worlds and confer with colleagues throughout the system. Yet while spaceflight was relatively common, the vast distances between the stars still made travel



beyond a single solar system mostly infeasible—the realm of planeswalking spellcasters or long-lived daredevils.

The ascension of Triune changed all that. While the solar system had always had gods dedicated to machines, even back to confirmed antiquity, they'd always remained relatively minor. Yet exactly 3 years after the end of the Gap in the Golarion System, a new deity revealed itself: a divine network integrating Epoch, the machine-built deity of Aballon; Casandalee, the god of androids; and Brigh, the clockwork goddess. Calling itself Triune, this new collective consciousness vaulted to prominence by providing mortals with access to a heretofore unknown hyperspace dimension called the Drift, reachable only via technology and granting easy travel to distant stars. For a relatively low price, ships could now acquire a Drift engine that let them slip quickly between star systems. (For more information, see page 290.)

In the wake of this revelation, a land rush began. The adventurous and disenfranchised sought opportunity in new colonies. Corporations sought resources and freedom from regulation. Governments sought to expand their territories. Yet as quickly as it began, this exodus hit its first hurdles, for many "new" worlds were already inhabited or bore strange contagions inimical to life, and predatory civilizations both vast and incomprehensible lurked in the dark between the stars. New races flooded the Pact Worlds in turn, coming in peace and in war, forcing the worlds to come together for mutual protection and in shared appreciation for all they held in common. Today, space exploration remains rampant and lucrative for citizens of the Pact Worlds, but it's still a romantic pursuit and fraught with danger.

LOST GOLARION

The solar system today called the Pact Worlds has been inhabited for millennia, stretching back tens of thousands of years even before the Gap. While all of the planets in the system could make an argument for their own significance, most outside observers agree that the system's most important planet was the third from the sun, called Golarion.

The presumed birthplace of humans, dwarves, halflings, and numerous other races still found in the system, Golarion was most notable not for its vast civilizations, but its theological significance: in addition to caging a dark god of destruction called Rovagug in its core, Golarion was also home to a magical object called the *Starstone*, which allowed mortals to ascend to godhood. At some point during the Gap, however, that world vanished. High priests and divine servants petitioned their gods for answers, and all received the same information: Golarion still exists, as do the descendents of those people on it when it vanished, safe in a seclusion unreachable by magic or science. Beyond that, gods and demons all maintain the same firm policy that no further information will be forthcoming—if indeed they even know it. The existence of Absalom Station in Golarion's former orbit raises even more questions. Was it built as a lifeboat? Was it simply a Golarion-made space platform left behind after the disappearance? Or was the station itself somehow responsible for the planet's disappearance? Regardless, the mystery of Golarion leads many both within and without the Pact Worlds to still refer to the solar system as "the Golarion System."

PACT WORLDS TIMELINE

0 AG
The Gap ends.
All dates here are noted in AG—years since the end of the Gap in the Pact Worlds system.

3 AG
Triune reveals itself and grants the secret of Drift travel to the universe—particularly the worlds of the Golarion System.

7 AG
Eox's Bone Sages launch the Magefire Assault against Absalom Station.

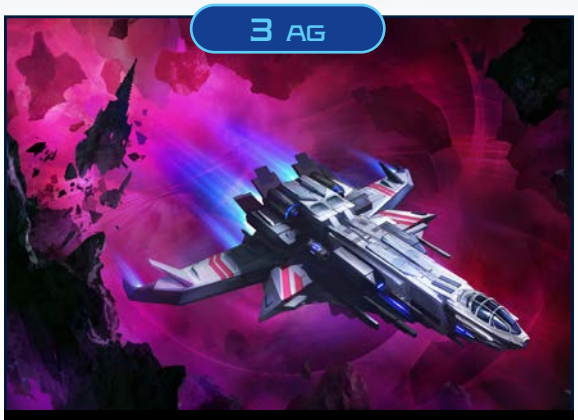
12 AG
First contact between the Golarion System and the Veskarium, the vesk empire.

36 AG
Battle of Aledra: the first major hostilities between inhabitants of the Golarion System and the Veskarium.

41 AG
Absalom Pact signed, binding all worlds in the Golarion System in mutual defense and governance.

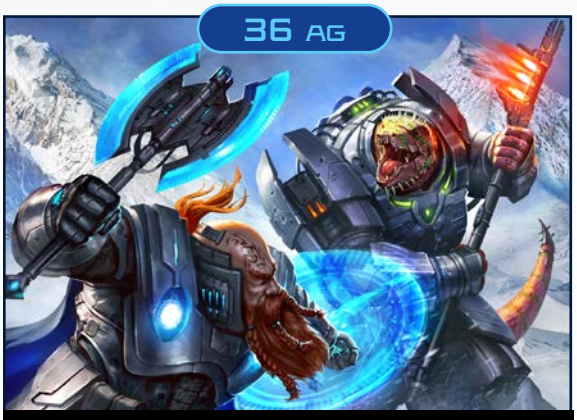
67 AG
An alien pathogen dubbed the Stardust Plague blazes through the Pact Worlds, killing millions.

83 AG
First contact between the Pact Worlds and the shirren race.



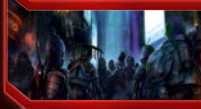
3 AG

Vercite engineers construct the first Drift engine, based on the designs granted by the machine god Triune. The *Chaos Wyrm*, captained by the android Aleksana Guryari, makes the first known voyage through the Drift, bringing home conclusive proof of travel to a distant star system.



36 AG

The Veskarium invades the Golarion System, making first landfall on Triaxus and ravaging the mountaintop city of Aledra. Though a multiworld alliance manages to drive off the invaders, the ensuing "Silent War" with the Veskarium costs innumerable lives and prompts the formation of the Absalom Pact.



OVERVIEW
CHARACTER CREATION
RACES
CLASSES
SKILLS
FEATS
EQUIPMENT
TACTICAL RULES
STARSHIPS
MAGIC AND SPELLS
GAME MASTERING
SETTING
PATHFINDER LEGACY

154 AG — Androids are granted full Pact Worlds citizenship.

223 AG — Discovery of the Burning Archipelago within the sun.

240 AG — The kasathan worldship *Idari* arrives in Pact Worlds space.

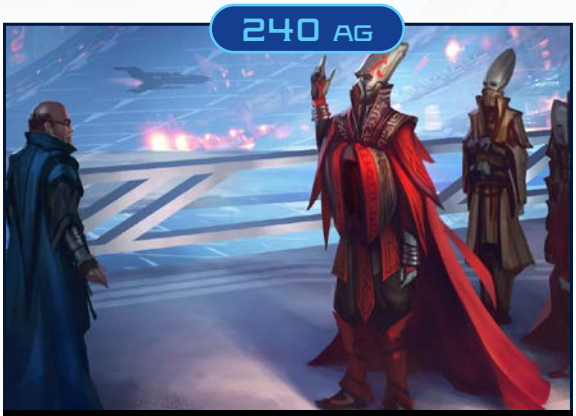
269 AG — First contact with the Azlanti Star Empire.

287 AG — Castrovel's lashuntas and formians sign a landmark peace deal, ending millennia of conflict.

291 AG — The Swarm attacks both the Pact Worlds and the Veskarium, prompting an alliance.

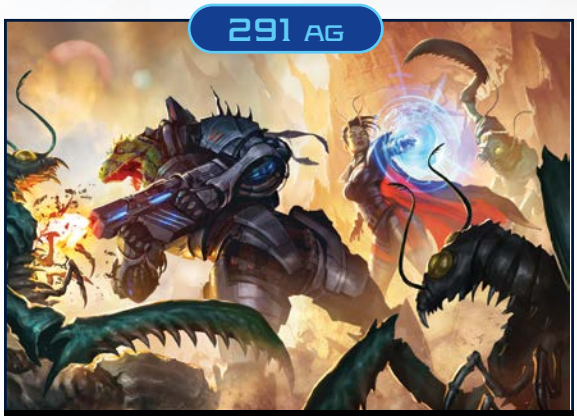
317 AG — Current year.

240 AG



The *Idari* arrives and takes up orbit around Akiton, preparing to colonize it. A diplomatic delegation from the Pact Council—backed by the entire fleet of the Pact Worlds—convinces the kasathas otherwise, and the *Idari* instead takes up a solar orbit just past Verces and petitions to become a Pact World.

291 AG



After more than 200 years of conflict, the Silent War between the Pact Worlds and the Veskarium is interrupted when the Swarm invades both systems. In order to survive, the two governments agree to end their hostilities, working together to successfully rebuff the Swarm's mindless destruction.

THE PACT WORLDS

As an atom cannot be sundered without grave consequences, so too do we divide our system at our peril. To war with each other is to ignore the rewards of cooperation and to leave ourselves exposed to terrors from beyond. We are all children of the same parent star. Though our differences make us strong and the competition of our ideas pushes us to new heights, we must never allow them to divide us. For if we do, we shall surely perish.

—From the preface of *The Absalom Pact*

THE FORMATION OF THE PACT

In the inhabited solar system nearest to their own, enthusiastic explorers from the Golarion System encountered the vesk, a reptilian race that lent credence to fears of extrasolar threats. Having already conquered the entirety of their own system, the warlike reptiles longed to expand, yet had mysteriously failed to receive Triune's gift of interstellar travel. When the first explorers arrived via the Drift, the vesk received them warmly just long enough to decipher Drift technology—and then promptly began assembling Drift-capable war fleets aimed at their generous neighbors. In the wake of the disastrous Battle of Aledra, the independent planets of the Golarion System recognized the vast danger facing them and banded together for mutual defense, creating a broad alliance capable of defending against the vesk. This coalition became known as the Pact Worlds.

For the next 250 years, the two systems would remain each other's greatest threat, skirmishing over planets outside the direct authority of either autonomy, or else engaging in limited space battles along the cordons between their systems, too evenly matched for either to commit to a full-scale assault. This so-called Silent War finally came to an end in 291 AG, when a vast, world-devouring entity called the Swarm attacked both systems simultaneously. In danger of being completely overrun, the Veskarium—as the reptilians call their empire—and the Pact Worlds signed a formal alliance, together managing to force the Swarm out of their region of space. Yet while the alliance put an end to active hostilities and opened both systems up to trade with one another, citizens on both sides recognize that the alliance was one of convenience and could fall apart at any moment.

Fortunately for the Pact Worlds, not all extrasolar contact was so violent. The insectile shirrens arrived in 83 AG, bearing nothing but goodwill and quickly integrating into Pact Worlds society. Kasathas, who appeared in 240 AG on the massive worldship *Idari*, proved less willing to be assimilated wholesale, yet they quickly established themselves as valuable allies. Although other sentient creatures hailing from beyond the Golarion system occasionally arrive, brought back by Pact Worlds explorers or homing in on Absalom Station's powerful Drift beacon, the already incredible diversity of life-forms in the system means that most such creatures can easily blend in and take up residence, provided they don't stir up too much trouble.

THE PACT WORLDS

Thanks to the magical *Starstone* at the center of Absalom Station, which acts as a homing beacon for ships across the galaxy, the Pact Worlds today are a vibrant system constantly bustling with both interplanetary and interstellar trade, as well as a thousand small-scale wars of culture and economics. As a jumping-off point for expeditions into the Vast, it's never short of ships in need of explorers daring enough to launch themselves into the black in hopes of finding riches and wonders.

Government

The Pact is not a single system-wide government, but rather an association of independent worlds bound by treaty to work together and acknowledge each other's sovereignty. Though its powers technically extend only to the facilitation of trade between worlds, interplanetary law enforcement, and mutual defense, over the last several centuries the government has gradually broadened the scope of its authority.

The Pact—sometimes formally called the Absalom Pact—was first proposed in 41 AG, in response to the increased vesk aggression threatening the whole system. Recognizing that there was no way any individual world could stand against the combined might of the Veskarium, a coalition of officials from Absalom Station, Castrovel, and Verces proposed the new arrangement, based in large part on the system that underpinned Verces's Ring of Nations as an effective one-world government. To the coalition's surprise, the first world to sign on to its new plan was not logical Aballon or pacifist Bretheda, but the long-mistrusted undead planet of Eox. With the military might of the bone sages on its side and the churches of Abadar and Iomedae wielding their financial and religious power to promote the campaign, the coalition quickly gained strength, and in just a few years the entire system came under the protection of the new government.

As a confederation of independent states, the Pact generally endeavors to afford its component worlds as much autonomy as possible. Aside from enforcing a brief list of universal rights granted to all sentient creatures and a somewhat longer list for Pact Worlds citizens, the government largely leaves judicial and legislative matters to the local governments of individual worlds, as long as they don't infringe on the authority of other planets. The Pact's primary enforcers, the Stewards, are as much diplomats as they are police, doing their best to solve issues with

soft power and maintain the system's fragile balance. The Pact is also very specific about the limits of its authority—in addition to honoring the sovereignty of its constituent governments, the Pact claims no jurisdiction over worlds beyond its solar system unless they are colonies that have requested and won official protectorate status.

Government decisions within the Pact are made by the Pact Council, which is housed in the vast senatorial building on Absalom Station called the Plenara. Every Pact World is represented on the council, each with a number of delegates proportional to its sentient population. While many matters are decided by direct vote in the council, deadlocks and issues of particular importance go to the Directorate, a leadership council whose five voting members are elected by and from the wider Pact Council every 2 years. No world can have more than one representative in the Directorate, yet the fact that this places many system-wide decisions in the hands of just five worlds means that the Plenara is a constant hotbed of politicking and alliance building, as individual worlds use their power and influence to ensure their interests are represented by the Directorate. A sixth, nonvoting member of the Directorate, the Director-General of the Stewards, is chosen independently by the Stewards and has no set term limit, serving only to advise the other directors and carry out the council's decisions.

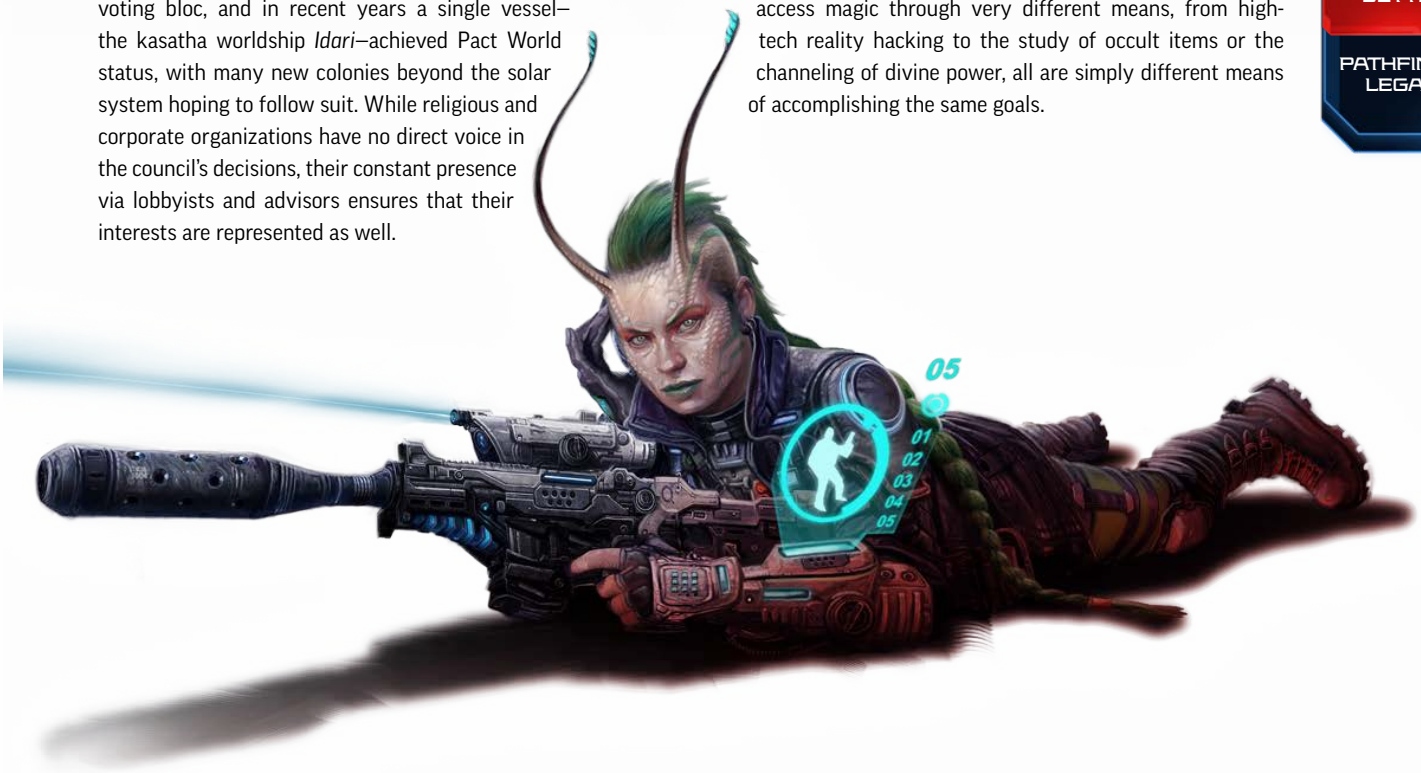
Not every planet in the system is a full member of the Pact. Moons are generally seen as part of their parent planet's jurisdiction, save for those like Arkanen that have successfully lobbied for independent representation. Some worlds with limited civilization, such as Aucturn, Liavara, and the sun, are categorized as protectorates; while such worlds are not granted full autonomy or voting rights, their representatives are allowed to speak at council meetings. Despite being a collection of many tiny worlds, the Diaspora has banded together as a single voting bloc, and in recent years a single vessel—the kasatha worldship *Idari*—achieved Pact World status, with many new colonies beyond the solar system hoping to follow suit. While religious and corporate organizations have no direct voice in the council's decisions, their constant presence via lobbyists and advisors ensures that their interests are represented as well.

Magic and Technology

Pre-Gap records show that once upon a time, most of the worlds in the system relied on magic almost exclusively for complex and difficult tasks. Today, while magic remains a respected vocation and a means of accomplishing great deeds, technology often provides more practical, economical solutions to the same problems. Why spend years of dedicated study to cast a spell that creates light when you can buy a flashlight for a few credits? Why pay a battlemage to throw bolts of lightning at your enemies when the same funds could outfit a whole squad of soldiers with laser rifles?

This is not to say that technology has replaced magic. Rather, the two have evolved together, with inventors blending magic and technology, and corporations choosing whichever tool is cheapest and most effective for a given job. As a result, most technology involves at least a little magic, in either its functioning or its manufacture, and it's not uncommon to see technological items bearing blatantly magical upgrades. This blending, however, means that technology incorporating minimal amounts of magic has work-arounds to remain functional even when targeted by dispelling effects—in rules terms, this means that unless an item is specifically called out as magical or a hybrid of both magic and technology, it's considered immune to all antimagical effects. Similarly, the prevalence of minor magic in technology doesn't prevent nonmagical classes like mechanics from working effectively on such items, so long as they don't have extensive magical modifications.

Whereas in the ancient past, magic in the Pact Worlds was broken into many different traditions, today magic is seen as a single group of physically impossible phenomena, regardless of where it comes from or how it's manipulated. Traditional distinctions like "arcane" and "divine" magic have long since been abandoned, and while different casters may access magic through very different means, from high-tech reality hacking to the study of occult items or the channeling of divine power, all are simply different means of accomplishing the same goals.



Communication

Communication in the Pact Worlds falls into three categories: planetary, system-wide, and unlimited. Although some powerful governments and religious organizations occasionally make use of expensive and dangerous supernatural communications, such as employing angels and devils as messengers, most residents of the Pact Worlds are restricted to the use of technology for their long-range communications.

Unlike planetary comm units, system-wide and unlimited-range communicators are far too large to be portable, so they are usually integrated into starships or similarly sized facilities. Individuals without their own units can usually pay to send messages on rented ones. Receiving a message on a system-wide or unlimited-range unit requires an active Drift beacon transponder, which causes the receiver to broadcast identification and location data. Thus many criminal enterprises maintain virtual mail drops or black-market relays, trade in counterfeit transponders, or simply turn off their transponders and run dark. These transponders are standard on all starships and function as a primary means of ship identification.

Planetary

Personal comm units are common, inexpensive devices that are capable of communicating with each other on a single planet or between ships orbiting a given world. Small enough to be carried in a pocket, they also come automatically integrated into all armor of 1st level or higher. While the units are powerful enough to transmit anywhere on a planet, they can be halted by targeted electromagnetic jamming or blocked by certain materials or methods, as determined by the GM. Encryption issues also make it impossible to use comm units to directly control machines, such as drones and starships. While some individuals link their comm units to operate as private, always-on radio channels, most contact each other by entering publicly registered names or private identification codes.

System-Wide

Due to the vast distances involved, interplanetary communication involves significant time delays, resulting in something closer to correspondence than conversation. The current best technology uses Triune's network of Drift beacons—while bouncing the signal between them often mysteriously shortens the time delay beyond what would normally be possible with physics, it also randomizes the delay, making all messages within a solar-system-sized area take 1d6–1 hours to reach their destination.

Unlimited

Like interplanetary communication, interstellar communication relies on Drift beacons. Messages transmitted this way remain a fundamentally epistolary form, since they take the same amount of travel time as simply jumping to the recipient with a starship—days or weeks (see page 291). Thus, courier ships and ambassadorial missions still remain popular for negotiations and time-sensitive information. As with Drift travel itself, while there's theoretically no maximum range for this form of communication, no one has ever received a return signal from beyond the edge of the galaxy.

Information Networks

Planets vary wildly in their levels of telecommunications and integration, but each Pact World has at least a rudimentary version of an infosphere: a worldwide network of digitized information. Due to the necessity of transmitting information physically, these infospheres are largely unconnected, and neighboring worlds may share core information but diverge wildly on lesser issues that haven't been worth the effort of synchronizing. While these infospheres are often similar to Earth's Internet, holding nearly limitless amounts of economic and cultural ephemera, all major Pact Worlds ports host basic encyclopedia-like data sets that ships can download to aid passengers in research when not in direct contact with an infosphere. For more information on network-aided research, see page 133.

Time

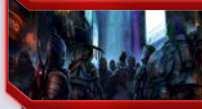
In a setting with nearly infinite worlds, each with their own rotation and orbital periods, tracking time can be extremely complicated. Fortunately, one of the Pact Council's first acts as a government was to institute a universal system of measurements to keep everything running smoothly.

When the Starfinder rules—or most people in the Pact Worlds—refer to an hour, day, or year, they're usually referring to Pact Standard Time. Under this scheme, a day has 24 hours of 60 minutes each. Through an astronomical anomaly, this happens to match the day-night cycle on both Castrovel and Triaxus, as well as the shift schedule on Absalom Station, hence its adoption. The length of the year—365 days, with 52 weeks in a year—is based on the length of Absalom Station's orbit around the sun. When people want to refer to a particular planet's rotation or orbit, they generally use terms like "local day" or "local year." (Conveniently, this also means that all game rules referencing time use Earth-standard measurements.)

Modern history records years in AG, which stands for "After Gap," referring to the number of years since the end of the Gap in the Pact Worlds system, when memory and history once again became reliable. Events that occurred before the oldest edge of the Gap are often referred to as PG ("Pre-Gap") and measured in how many years before the Gap they occurred, with a date like 300 PG meaning the event occurred 300 years before the onset of the Gap. On some worlds, however, scholars use the preexisting local calendars for events before the Gap. Those researching the cultures from Golarion, for instance, sometimes uncover documents referring to dates in AR or "Absalom Reckoning," a measurement believed to have been used for nearly 5 millennia, starting with the ascension of a now-dead and mostly forgotten god of humanity named Aroden. Dating anything within the Gap is always a highly dubious proposition, and those who attempt to make claims about such things usually count forward or backward from the nearest edge, such as "roughly 500 years after the onset of the Gap."

Daily Life and Culture

The Pact Worlds are by their very nature a mishmash of cultures with different values and traditions, making it difficult to identify overarching traits. Still, a few things can be said about the "typical" Pact Worlds resident.



While a few places within the system—most notably parts of Verces and Aballon—come close to achieving a post-scarcity economy, most Pact Worlders have no choice but to work for a living. Capitalism looms large in both personal and planetary exchanges (kept that way in part by the influence of the church of Abadar), and the rich inevitably dominate the poor, who in turn do their best to become rich. Quality of life for those at the economic bottom varies dramatically—on Absalom Station, the government makes sure no sentient being goes hungry, but harsh worlds like Apostae see no problem with economic bondage that's slavery in all but name. While Starfinder as a roleplaying game focuses on bold explorers, daring corporate agents, militant law keepers, and more, most people in the setting have more mundane jobs, whether it's feeding the system via vast hydroponic farms, hauling goods back and forth between worlds, running stores and restaurants, or laboring at a thousand other everyday jobs. For more information on the Pact Worlds economy, see Currency on page 166.

Socially, most Pact Worlds residents tend to be live-and-let-live types—anything else is difficult to maintain when your government and even your neighborhood might contain a dozen different races from 50 different cultures. Prejudice tends to be reserved for the most familiar and the most foreign—people police those similar to them and fear the incomprehensibly alien—yet most folks realize that trying to impose their own values on others often ends up driving away valuable opportunities. As the old saying goes, it's best to let aliens be aliens—and hopefully customers. This means that even individuals who don't fit well into the cultures in which they're born can often easily find acceptance by changing location, contributing to the constant churn and migration of people across the system. Yet even within primarily monocultural settlements, simple exposure to the vast array of different races and ways of life just beyond the horizon has tended to make residents less cognizant of minor differences like ethnicity, gender, sexuality, and so on. Who cares about the skin color or marriage arrangements of the neighbors in the apartment beneath you when your upstairs neighbors are giant sentient jellyfish that form new aggregate entities every time you ask them to turn down their cetacean-pop dance mixes?

One of the biggest cultural unifiers in the Pact Worlds is religion. Since everyone—well, almost everyone—eventually dies, and worship of a god can help determine the fate of your eternal soul in the Outer Planes, religious choices are practical as well as social signifiers. The Pact Worlds play host to a bevy of different gods, whose congregations mostly live together in harmony—for information on some of the most prevalent ones, see page 482.

Arts and entertainment are constantly changing in the Pact Worlds, with fads disappearing as quickly as they arise. At the moment, gritty Akitonian shumka beats and Absalom eyebite rock are becoming popular in many rougher venues, while upscale nightclubs play delicate Vercite ether-ballads or Aballonian-produced euphonics—music designed by advanced computing to directly stimulate aural pleasure centers, creating a perfect listening experience. High fashion remains dominated by the sleek styles coming out of Kalo-Mahoi, the eternal punk look of Absalom Station's trash-glamorous Spike, and the gothic severity of Apostae. Sports like brutaris, starlance, and ship racing persist in popularity, though most people find their thrills with VR parlor games or holo and stillframe shows. The most popular of these latter are inevitably Eox's blood-soaked reality broadcasts, constantly decried by censors but never actually crossing the line into illegality. Of late, ordinary books have even seen a surge in popularity, perhaps in part due to legendary lashunta holo star Cashisa Nox declaring a preference for well-read consorts.

DAYS AND MONTHS

While the days of the week are simply numbered based on their position, the 12 months of the year in Pact Standard Time are traditional and believed to date back to the age of lost Golarion, named in honor of gods both current and ancient.

DAYS OF THE WEEK

PACT STANDARD DAY	EARTH ANALOG
Firstday	Monday
Seconday	Tuesday
Thirday	Wednesday
Fourthday	Thursday
Fifthday	Friday
Sixthday	Saturday
Seventhday	Sunday

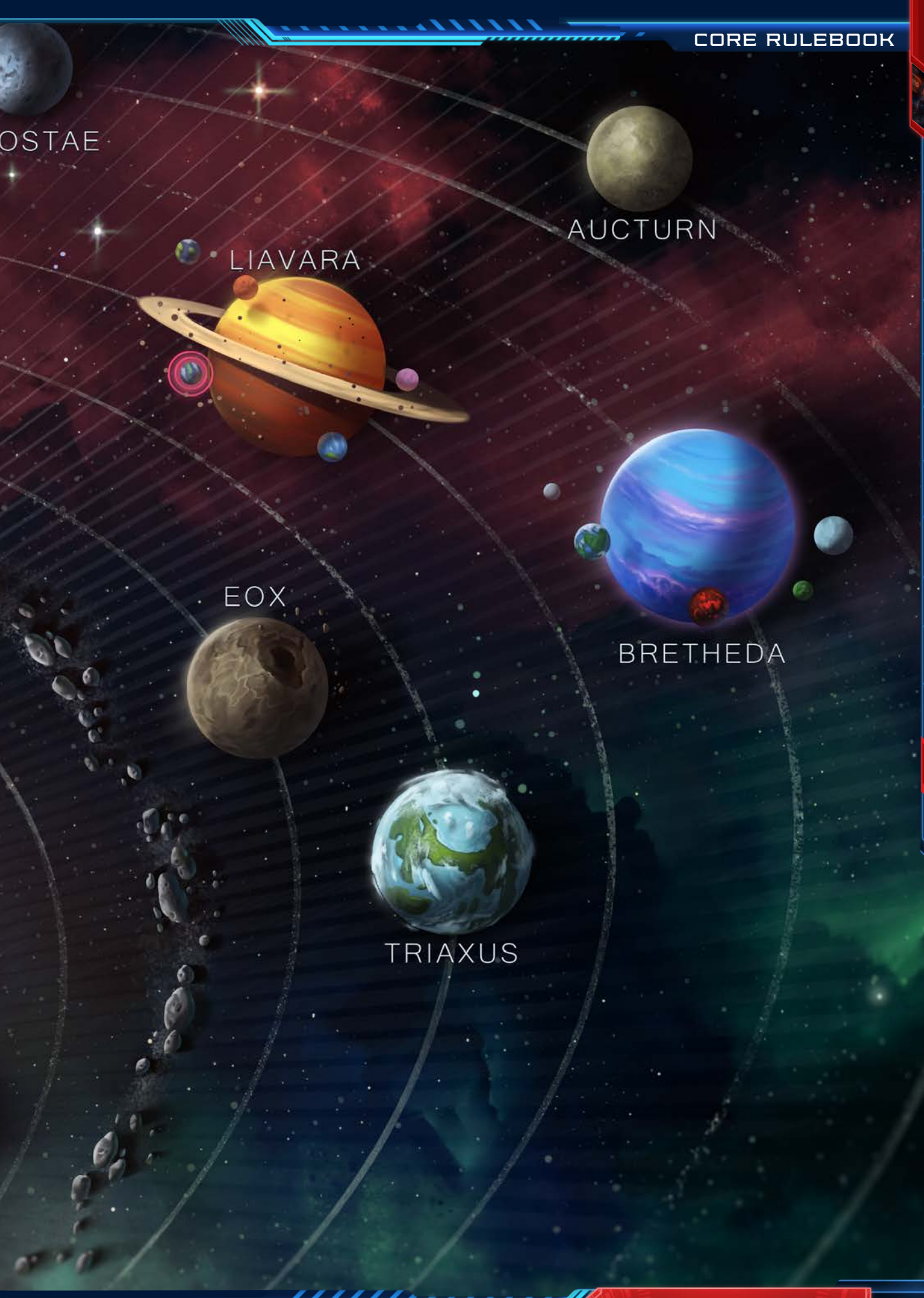
MONTHS

PACT STANDARD MONTH	EARTH ANALOG
Abadius	January
Calistril	February
Pharast	March
Gozran	April
Desnus	May
Sarenith	June
Erastus	July
Arodus	August
Rova	September
Lamashan	October
Neth	November
Kuthona	December

Reading the Planet Entries

The following pages contain overviews of the 14 most prominent Pact Worlds in the system. While these don't represent all the different Pact holdings, or even all the recognized Pact Worlds, they cover the most significant bodies in the Pact Worlds system. Each planetary entry has statistics for its diameter, mass, gravity, and so on. Since the absolute numbers mean little to most people, the physical statistics and atmospheric composition of a planet are expressed as comparisons to those of lost Golarion (which match Earth's in every way). While it might seem complicated for planetary scholars to express everything in terms of a standard that's no longer accessible, in fact the reference to Golarion is mostly a politically expedient construct—it allows the Pact Council to say it's not promoting any of the existing worlds above the others.

THE PACT WORLDS SYSTEM
THE DIASPORA
IDARI
ABSALOM STATION
AKITON
ABALLON
CASTROVEL
VERCES



OVERVIEW
CHARACTER CREATION
RACES
CLASSES
SKILLS
FEATS
EQUIPMENT
TACTICAL RULES
STARSHIPS
MAGIC AND SPELLS
GAME MASTERING
SETTING
PATHFINDER LEGACY

THE SUN

The Burning Mother

Diameter: ×100

Mass: ×280,000

Gravity: ×28

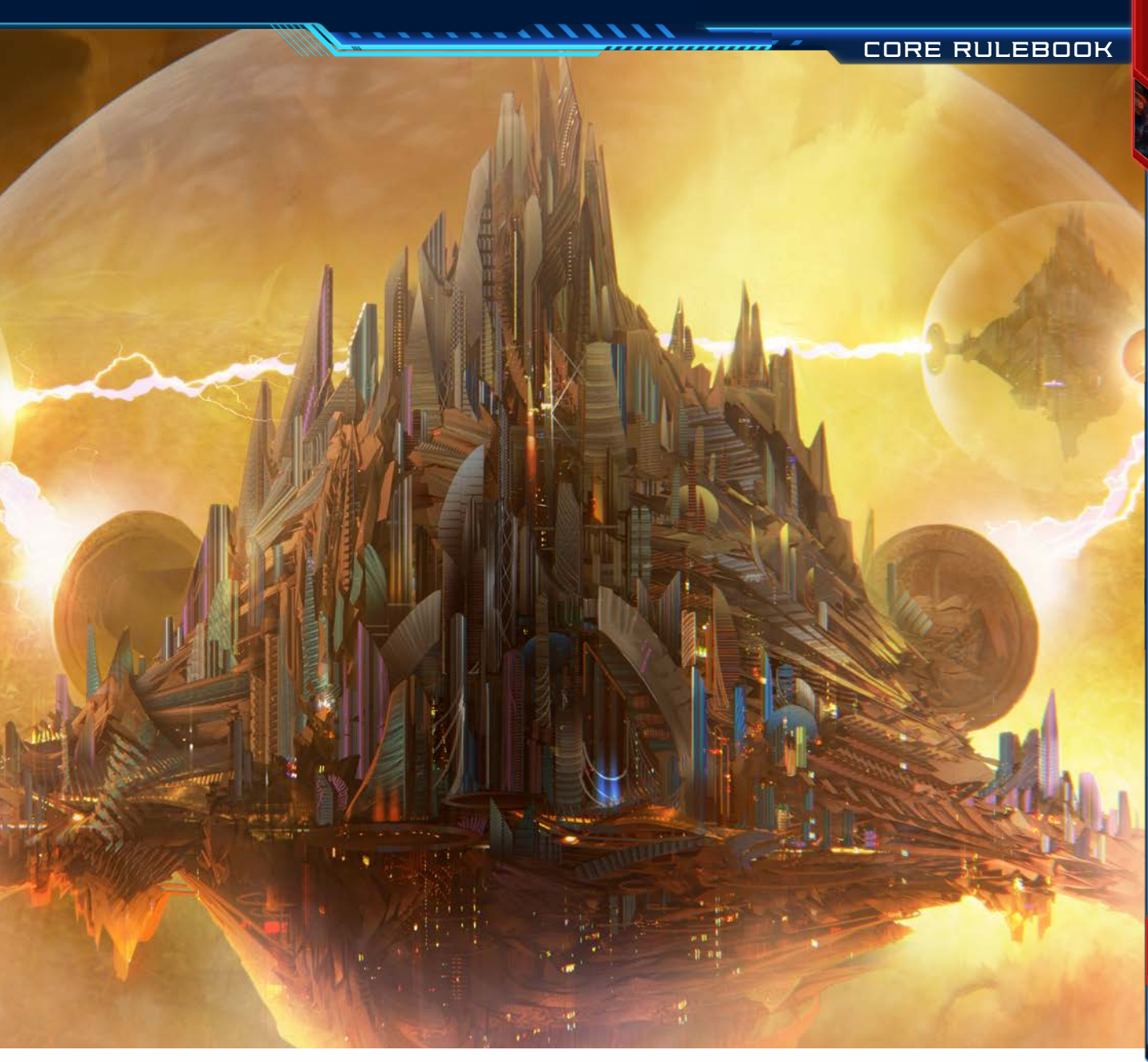
Atmosphere: None

Day: –; **Year:** –

While the Pact Worlds' mother star bears a different name in every distant culture to observe it through a telescope, within its system it is usually referred to as simply the sun, or sometimes Mataras (a Lashunta name meaning "burning mother"). Like most stars, the sun is an incredibly inhospitable place, almost incomprehensibly hot, with pressures capable of crushing ordinary starships like overripe fruit. In its heart, the massive energies unleashed regularly tear holes to the Positive Energy Plane and the Plane of Fire, giving birth to whale-like fire elementals and plasma oozes that roil and breach in its photosphere, as well as certain efreet, salamanders, and intelligent flame-dwelling creatures with the supernatural ability to withstand the sun's tremendous pressure and heat.

Though largely left alone by the Pact Worlds, the sun nevertheless attracts a few ordinary humanoid residents; of these, members of the Church of Sarenrae are by far the most common, as befits worshipers of the sun goddess. Roughly a century ago, Sarenite scholars orbiting and observing the star discovered an anomaly: a collection of inexplicable and deserted bubble-cities, tethered together by magic and somehow floating unburnt within the sun's flaming seas. What's more, as they approached, the Sarenites found a magical tunnel opening miraculously in the sun's fire, allowing them to approach the cities without being destroyed. Though it's still not known who built the cities, how they were constructed, or why they were abandoned—mysteries scholars and engineers desperately study—the Burning Archipelago quickly became the church's most sacred settlement.

Today, the Radiant Cathedral in the central bubble attracts worshipers and scientists from all across the system. Gleaming Sarenite sunskimmers use stellar sails to soar dangerously close to the sun's corona, servicing the orbital power stations that gather solar energy or magically bottle nuclear fire for resale. In slightly safer orbits, various corporate outfits fly robotic tank-ships full of algae genetically engineered to capture that same energy via advanced photosynthesis. Corporations also operate solar-powered robotics plants and so-called "jungle boxes" in which modified plants extrude rare and complex chemicals. These last are somewhat controversial, as the extreme magic and genetic



engineering used to mutate ordinary plants can sometimes twist organisms more than their corporate creators initially intended. Twice in the last year, various jungle boxes operated by NatuReal Compounds Ltd. have gone feral, with sentient plant creatures roaming the halls and devouring the attendant crew. Fortunately, most jungle box operators have learned (somewhat) from the scandal and have gone entirely automated—yet they still need to quietly hire independent operators to accompany their repair technicians any time a box goes dark.

In addition to visitors from the Pact Worlds, trade delegations from the Plane of Fire regularly use the Burning Archipelago to meet with Material Plane contacts. These dignitaries have much to offer, but perhaps the most interesting information they bring to the table is word of strange ruins and whole empires of fire-immune creatures—some even humanoid—floating within the sun's deeper layers, as yet unreachable by outside races. Combined with the apparently vast age of the bubble-cities, this news leads some scholars to wonder whether the sun might harbor clues to the first races to arise in the system, perhaps even the legendary First Ones of Aballon. Many different organizations quietly monitor the sun's surface in hopes of making contact with these solar dwellers or claiming new artifacts forced to the surface by stellar convection. Yet, if these so-called "deep cultures" are truly progenitors of the Pact Worlds races, why have they staunchly refused to respond to the messages and shielded probes dropped into the sun's depths? And why do the efreet and other elemental travelers seem so scared to speak of them? Of late, one particular theory has been sweeping the conspiracy centers of the bubble-cities' infosphere: the idea that the energy is so great at the center of the sun that time itself begins to warp, making the civilizations in the sun's depths not representatives of the past but of the future.

While the sun is officially held in common by all of the Pact Worlds, the Burning Archipelago is considered an independent protectorate, and its citizens are afforded the right to self-govern. Though the bubble-cities are very close to theocracies, thanks to the heavy Sarenite element, each one has its own unique flavor, from the heavily religious central bubble of Dawnshore to the more corporate Fireside or Stellacuna with its science labs.

ABALLON

The Forge

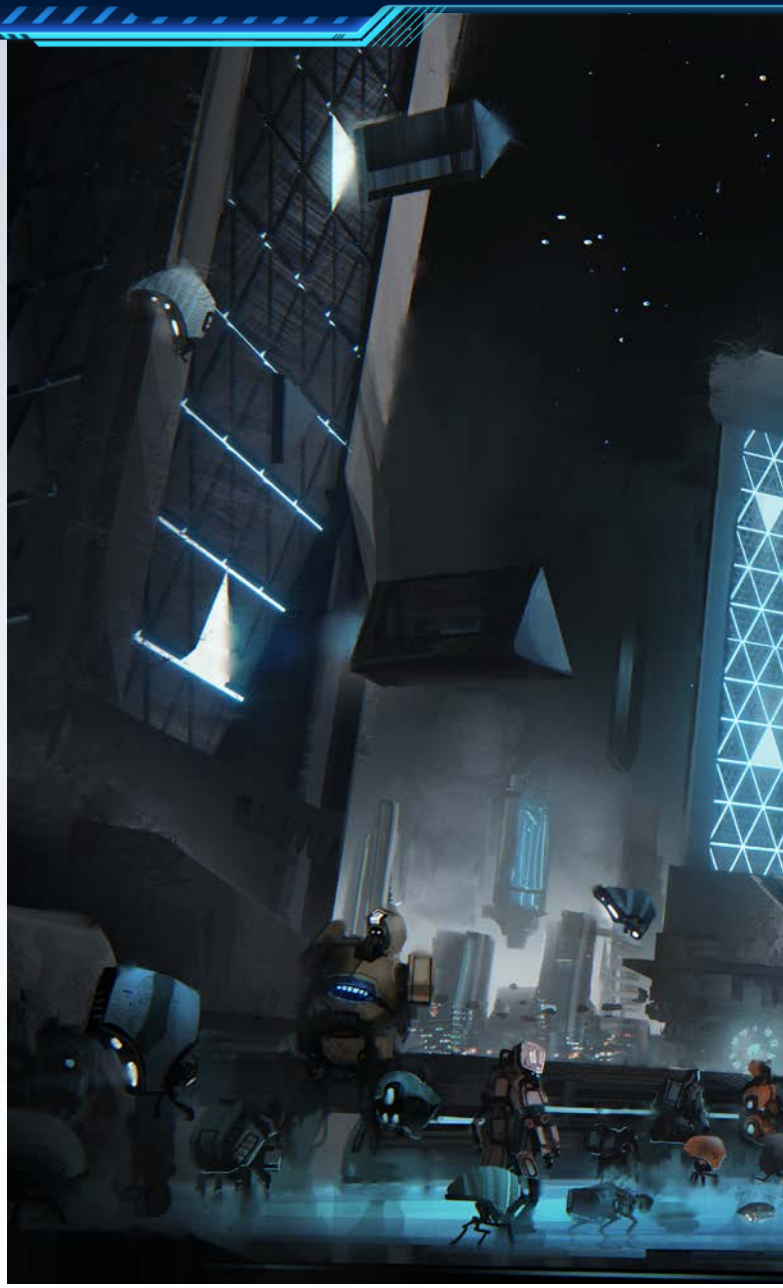
Diameter: ×1/3

Mass: ×1/27

Gravity: ×1/3

Atmosphere: Thin

Day: 12 hours; **Year:** 90 days

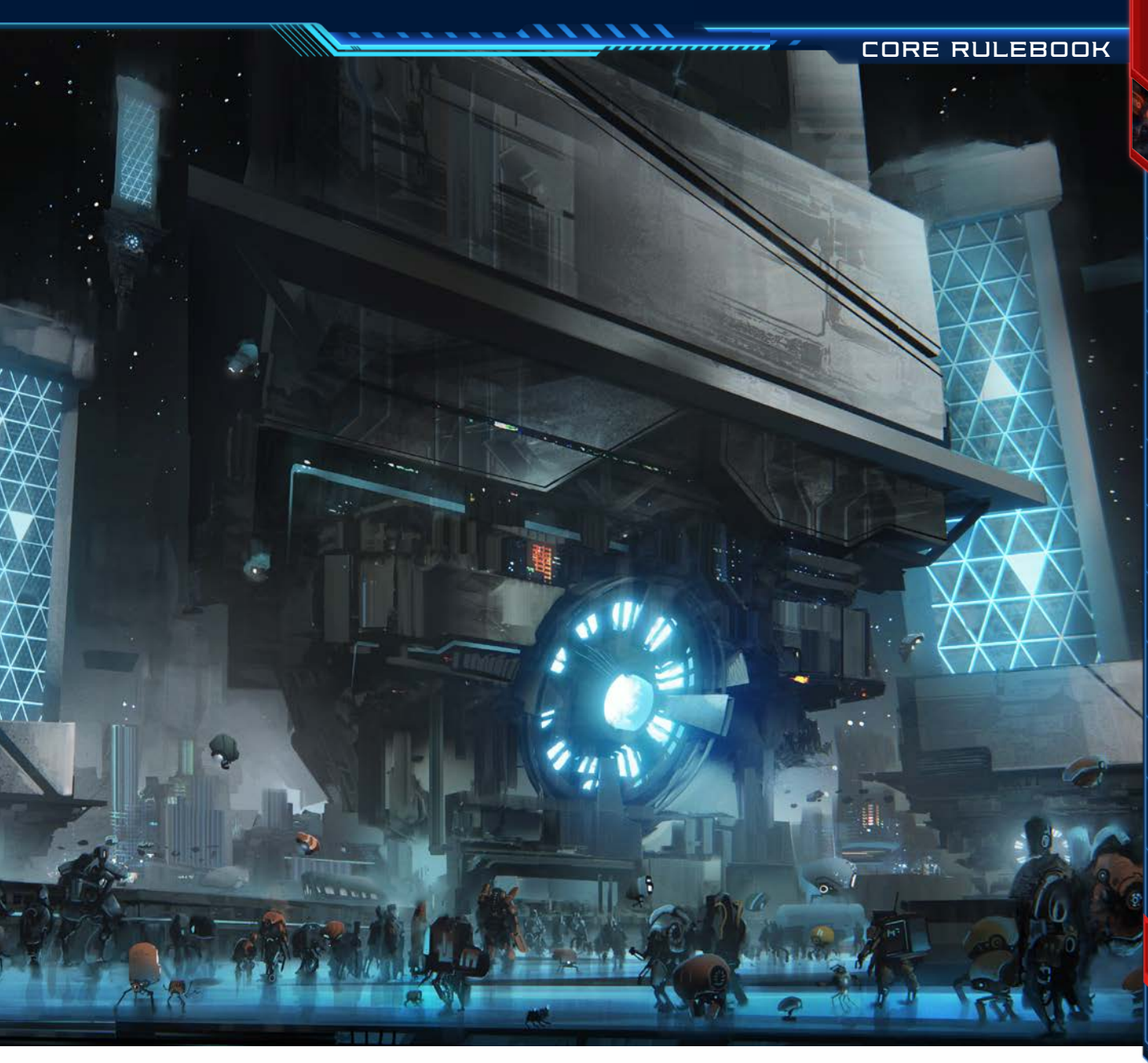


The closest planet to the sun, Aballon is a drab world of dusty craters, gray deserts, and sharp-edged mountains. What wisps of atmosphere the planet's gravity manages to cling to are quickly blasted away by the solar wind, leaving a quiet landscape of rock and heavy metals that's blisteringly hot in the sun and coated with ice in the shade, inimical to all but the hardiest biological life.

Fortunately, most life on Aballon isn't biological. Thousands of years before either the Gap or common spaceflight, a mysterious race called the First Ones touched down on Aballon. Using the abundant metals and solar energy, they crafted an immense army of servitor machines, from simple drones to hyperintelligent overseer units, setting them to work harvesting the planet's resources.

And then they left. In the millennia that followed, the machines upgraded themselves, spreading out and evolving to form an entire artificial ecosystem, from simple worker bots and the self-guided predator drones that prey upon them to fully sentient machines that make up a vast society. Those in this latter group, collectively named anacites, take a wide variety of physical forms suited to their assigned tasks, though they tend toward silvery arthropod bodies, which in recent years many have taken to painting different colors or in abstract schematic-like patterns to help identify themselves to nonmachines.

Culturally, most Aballonian anacites fall into one of two ideological groups. Members of the first group, Those Who Wait, continue to upgrade themselves and stockpile wealth and resources in the belief that the First Ones will eventually return and that all of Aballon must be ready to receive them when they do. Those Who Become, on the other hand, believe their destiny is to take on the mantle of the First Ones and colonize new worlds themselves, aiming their robotic seedships out toward the stars. Both groups wield considerable economic power due to the high concentration of rare ores they mine from the Midnight Trenches, as well as through the influence of anacite-run technology corporations such as Automatrix Robotics, which specializes in creating nonsentient ship AIs and servitor bots for resale on other Pact Worlds. Both groups also regularly hire offworlder



adventurers to mount expeditions into the nine ancient cities of the First Ones—gleaming but deteriorating collections of spires which anacites themselves are forbidden from entering by ancient law—in hopes of uncovering clues as to their progenitors' identity and ultimate goals.

Over the ages, anacite civilization has gone from a simple network of automated factories producing ever more machines to a world-spanning array of cities dwarfing those of the First Ones. Often confusing to biological creatures, these cities are nonetheless eminently logical and efficient, with floating towers, lightless access tunnels, and skittering maintenance bots. Many include large atmosphere factories for the benefit of biological visitors and residents—while the planet is constantly losing its thin atmosphere, these replenish it and often specialize in producing "heavy air," or artificial magnetospheres, that keep the regions in and around their cities at a comfortable atmospheric pressure for common Pact Worlds humanoids.

The largest anacite settlement, Striving, is famous across the solar system as the seat of the Machine Court, an unfailingly logical coalition of robotic judges that arbitrate conflicts between residents, assist the network of governing AIs known as the Insight Array, and keep the peace between the planet's factions. Over the objections of other planetary governments and even the Pact Council itself, the Machine Court offers androids and other mechanical beings from across the system the right to be tried in their halls even for crimes committed on other worlds, with no fear of extradition. The verdicts are always fair, and the possibility of having the facts examined utterly without prejudice makes Striving widely renowned as a haven for all artificial beings. Thus, many androids can be found living in those districts catering to biological creatures.

Striving is also a key holy site of the church of Triune. It was here that the anacites created and still maintain the city-sized neural network of the same name, which gave birth to Epoch, one of the machine god's three aspects. The three overlapping geodesic spheres of Unification Cathedral in the city's center stand atop a massive (and highly classified) subterranean factory producing Drift beacons for priests to place around the galaxy.

CASTROVEL

The Wild

Diameter: ×1

Mass: ×1

Gravity: ×1

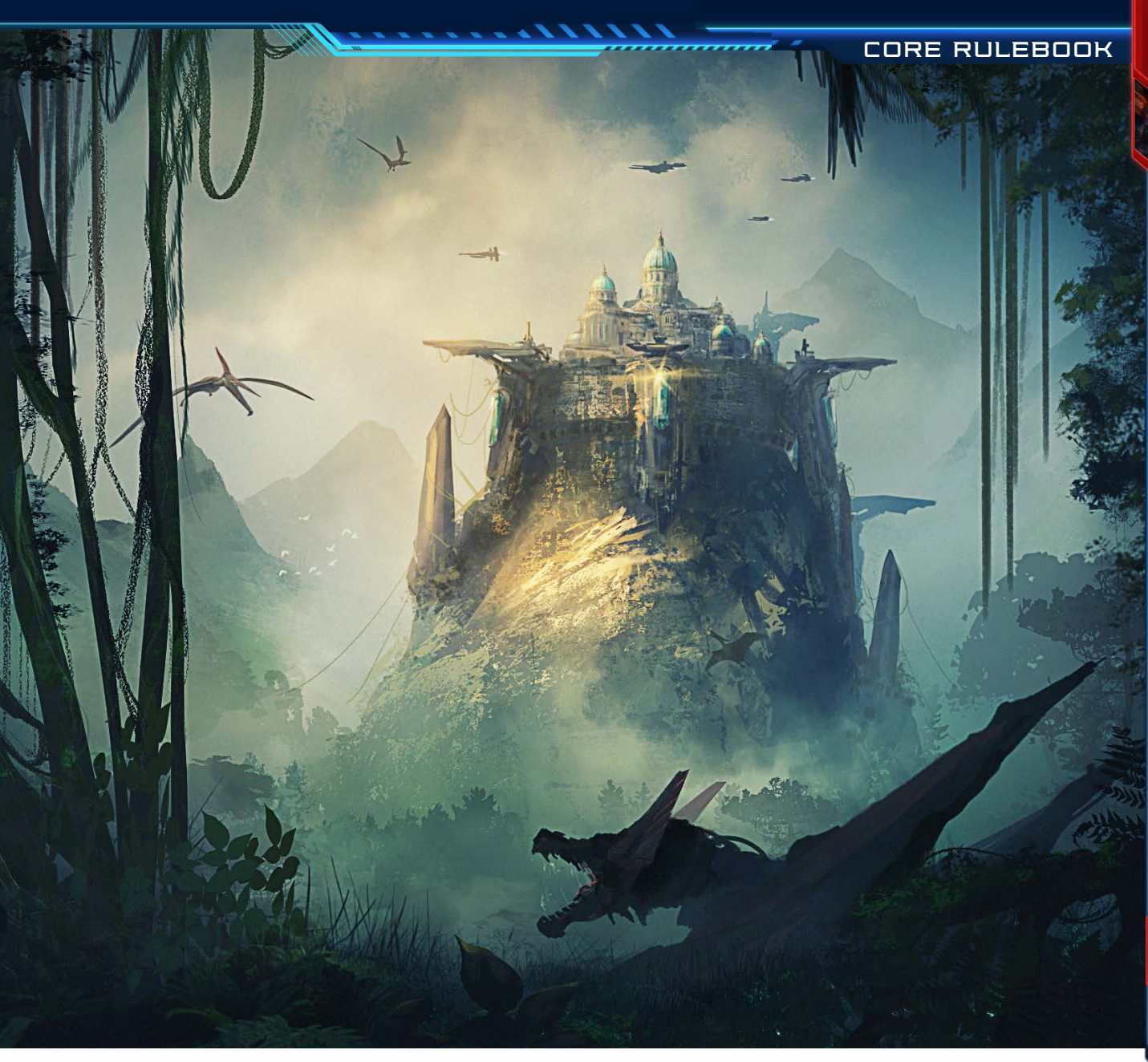
Atmosphere: Normal

Day: 1 day; **Year:** 1/2 year

Hot, humid, and stirred by intense storms and tides, the jungles and swamps of Castrovel abound with an unusually robust variety of life, from enormous saurian beasts to deadly moldstorms capable of devouring whole settlements. Of the many sentient races to make their home on the fertile world, the most prominent are lashuntas, followed closely by elves and formians, all three civilizations highly connected and cosmopolitan thanks to a network of ancient magical teleportation portals called *aiudara*.

Traditionally, Castrovel's lashuntas have organized into independent city-states with a variety of governmental styles, elected matriarchies being the most common. In the modern era, however, local governance of smaller cities often takes a back seat to larger corporate concerns, with regional or interplanetary companies buying out officials or setting up their own independent, privatized settlements. While these economic ties mean lashunta nationalism rarely leads to outright warfare anymore, rampant industrial espionage and corporate influence over public policy present growing concerns for residents.

Of the city-states still capable of going toe-to-toe with corporate power, the most significant is Qabarat, the Shining Jewel of the Western Sea and the planet's largest spaceport. From the city's Threefold House, Lady Morana Kesh and her chief consort, Grantaeus, pull a delicate web of strings to keep the planet from becoming a corporate free-for-all. Also notable for their power and influence are the city's many universities, renowned for their vast pre-Gap archives; they train some of the best explorers, researchers, and starship navigators in the system. Architecturally, the city is a work of art, its ancient walls of crushed and glittering shells blending seamlessly with modern additions. This sense of timelessness—of connection with the planet's long history—is a matter of pride to many of the residents, who exult in the sounds of soldiers training in the Battle Yards, scholars arguing good-naturedly on university steps, or the roar and hiss of the landing starships that have largely replaced water-going vessels in Ship's End. While most visitors to the planet enter through Qabarat's port, numerous portals throughout the city connect it closely with



other powerful lashunta settlements, such as isolated Laubu Mesa, Komena in the Floating Shards, Jabask the Unbroken, or Candares, with its endless waterfalls and dangerous cliffside corpsicum excavations.

Though the insectile formians battled with lashuntas for millennia, the coming of the Pact and careful shirren-brokered peace talks finally ended hostilities a mere 30 years ago. Today, the formian hives known as the Colonies work together to farm the land and trade with other races, with each individual hive queen paying tribute to the Overqueen—a purely philosophical entity established during the historic Meeting of Queens. Each of the largest formian hive-burrows can cover miles, sometimes bulging up in artificial honeycombed hills, making them confusing to visit (and historically impossible to conquer).

At odds with this new era of peace, the elves of Sovyrian are predominantly xenophobic traditionalists, trading with outsiders only when necessary. Members of other races are rarely allowed to settle permanently on the elven continent and are largely barred from even entering El, Sovyrian's canal-choked capital city led by neighborhood-sized Great Houses. This border control is regularly violated by the city's own ruling elite, however, as they hire foreigners for secretive or specialized tasks.

The abundance of seemingly untouched wilderness on Castrovel often confuses newcomers used to cutting-edge lashunta technology, yet to most of the world's residents, these vast ecological preserves are proof of their enlightened society. To them, maintaining wilderness is key to advancing knowledge and allowing the same evolution that brought them sentience to continue uplifting others, and the planet's abundant natural resources must be harvested sustainably for the good of all. Toward this end, both the planet's primary shipyards and its most destructive heavy industries are relegated to Elindrae, the planet's airless, rocky moon. Of course, various species of dangerous megafauna—from bug-eyed mountain eels to poison-beaked sky fishers—still regularly attack settlements on Castrovel, which leads to occasionally "accidental" burning of protected natural regions in rural areas, but a strong Xenowarden presence usually keeps such activities from getting out of hand.

ABSALOM STATION

The Nexus

Diameter: 5 miles

Mass: less than ×1/100

Gravity: ×1 (artificial)

Atmosphere: Normal

Day: 1 day (artificial); **Year:** 1 year

Floating in the orbit formerly occupied by Golarion, Absalom Station is the primary home of humanity and the undisputed center of both interstellar trade and governance among the Pact Worlds. From here, the Pact Council and its legion of delegates from all recognized Pact Worlds control the fragile alliance keeping harmony in the system, while also regulating property claims on newly discovered worlds. Here as well are the headquarters of the interplanetary law-enforcement officers called Stewards, AbadarCorp's home offices (at least on the Material Plane), the Archives of the galaxy-exploring Starfinders, and more. Yet the most important feature of the space station is not its grand and mysterious architecture, nor its myriad residents, but the strange artifact locked deep within the station's heavily guarded core: the fabled *Starstone*. For reasons unknown even to priests of Triune, the *Starstone* not only powers the station but acts as an immensely powerful hyperspace beacon, allowing ships to jump quickly to the space around it no matter the distance and making Absalom Station a natural relay point for voyages returning from beyond the solar system.

No one knows who built the vast space platform or when it entered Golarion's orbit, though the name hearkens back to that world's pre-Gap history. Artificial gravity creates a consistent "down" in most of the station's radial arms and soaring towers, and aside from individual neighborhoods retrofitted to accommodate the environmental needs of resident aliens, most of the station seems designed to cater to human comfort. Otherwise, neighboring districts often have shockingly different cultures and living conditions, from Sparks' hardscrabble engineering bays and the flooded tank-warrens of Puddles to the rowdy spacer bars of Drifter's End and the elegant, self-contained corporate enclaves in Bluerise Tower. As a general rule, money and power flow inward from the numerous bustling docks toward the great parklike dome known as the Eye, while the downtrodden masses sink down into the machine-cramped access warrens of the Spike. Gangs rule lower-class neighborhoods such as Botscrap, Downlow, and Pipetown, yet their tentative alliances filter all the way into the upper reaches of government via the station's Syndicsguild, the legislative

body that gives each neighborhood a voice in station policy and elects the station's ruling Prime Executive (or Primex).

In addition to the platform itself, Absalom Station is surrounded by a constantly changing swarm of undocked ships, both transient and resident. These latter are somewhat mockingly called the Armada, yet most are not military—the station has only a modest security fleet, depending instead on the Stewards and robust station-mounted defenses for its safety. Rather, the Armada is comprised of those starships whose owners seek the benefits of living near Absalom Station while remaining unbound by all but the most basic station laws. Absalom Station's generally permissive government allows this, since the volume of trade pouring through its corridors means even the lowest taxes suffice to keep the station flush.

This is not to say the station runs in perfect harmony. With so many different interests on and around the platform, Absalom Station is never more than one slip away from chaos. Private security contractors wage shadow wars with street gangs and militant cults, alien ambassadors negotiate tense trade agreements, and explorers blast each other over claims on newly discovered worlds. One of the most dangerous factions to emerge of late is the Strong Absalom movement. This group believes the *Starstone* belongs only to the refugee races of Golarion, in compensation for their lost world, and that other races should be either taxed exorbitantly or outright forbidden from using the station as a waypoint. While the political arm of this movement officially decries the xenophobic terrorism of its fringe elements, its increasing strength poses a grave threat to a government built upon interplanetary cooperation.

While trade, politics, and a cosmopolitan atmosphere are major draws to Absalom Station, they're not the only ones. The Arcanamirium trains some of the best technomancers in the solar system, while the station's famed Cosmonastery teaches the solarian's path. Religious organizations seek converts, the Eyeswide Agency hires out psychic investigators, the Starfinder Society launches expeditions into the unknown, and more. This endless bustle marks Absalom Station as a land of opportunity—a chance for people of all sorts to make a fresh start.

AKITON

The Battlefield

Diameter: ×1/2

Mass: ×1/12

Gravity: ×1/3

Atmosphere: Thin

Day: 24 hours, 40 minutes; **Year:** 2 years

Despite its proximity to Absalom Station and its favorable location as the fourth planet from the sun (counting missing Golarion), Akiton is a dying world. Since the system's formation, the so-called Red Planet has lost much of the atmosphere and liquid water it once held due to the slowing of its liquid-iron core and the resulting weakening of its magnetosphere. Though this slow decline transpires on a geologic scale and Akiton remains hospitable to humanoid life—and indeed, its slowly expanding deserts and rock chasms are all that most of its resident species have ever known—it also offers a sad metaphor for the planet's dying economy.

Prior to the discovery of hyperspace, Akiton was the center of its solar system's mining, production, and trade of thasteron, an ore instrumental in the creation of fuel for sublight interplanetary travel. Since the advent of Drift travel and a reduced need for long realspace flights, however, demand for thasteron has fallen, and the economic effects of the crash now play out in political squabbles and civil strife across the planet. Massive space barges that once shuttled ore between all the Pact Worlds now lie as rusting hulks in the middle of the deserts, empty save for squatters and scavengers, humanoid and otherwise. Residents whose ancestors were magnates and high-society debutantes now hunt trash-eating khefaks and dodge flying, tusk-winged norkasa in the shells of abandoned cities, toil as laborers in the few remaining mines or industrial trench-squats, or join the anarchic gangs who battle for territory on the open plains with the planet's more traditional nomadic peoples.

Akiton today has no centralized government, and its cold deserts, dry seabeds, and frigid polar ice caps host never-ending skirmishes and proxy wars between various cities, clans, corporations, tribes, and offworld factions. It's a world where unscrupulous business interests can engage in unregulated or morally questionable research and exploitation and where criminals, fugitives, and the lost come to escape justice, hide from their enemies, or try to make a fresh start.

The planet's best-known urban centers are ancient cities such as Arl, with its passion for blood sports; Daza, the half-irradiated City of Fusion; and Maro with its fabled Thousand Lights, a vast

trench city climbing its way up the walls of the Edaio Rift. In these dusty and flickering metropolises, Akiton's dreams of civilization and culture still remain—for the rich, at least—propped up by their remaining wealth and control of the planet's last few viable thasteron mines, as well as lucrative contracts with offworld corporations and factories specializing in weapons, armor, and ship parts. Most of Akiton's lesser settlements, by contrast, are company towns, squalid slums, or frontier homesteader outposts where life is cheap, harsh, and short.

Members of nearly all of the Pact Worlds' common races can be found somewhere on Akiton—including a seemingly native crimson-skinned human ethnicity—yet the best known indigenous residents are the ysoki. Unlike many of their fellow inhabitants, Akitonian ysoki thrive under the planet's current degraded conditions, boisterous and opportunistic in their warren-districts beneath the cities or in motorized traveling caravans. Though operating largely off the grid, these latter nomadic populations inevitably return to the Hivemarket, the vast bazaar-city at the foot of Ka, Pillar of the Sky, where everything can be found for the right price and ghostly creatures called khulan keep the peace. The ysoki can also often be seen driving their ramshackle hovertankers back and forth from the Winterlands at the poles, hauling ice quarried by the resident cap miners while carefully avoiding the forbidden zones with their eerie alien ruins.

In addition to ysoki, Akiton has several other major indigenous races. Once driven nearly to annihilation by corporate interests, the four-armed humanoid giants called shobhads have seen a dramatic resurgence in recent years as their traditional desert life sidestepped the economic collapse. Moreover, their constant clan battles for honor make them valuable as mercenaries and scouts. Complete opposites of the shobhads are the Contemplatives of Ashok, telekinetic creatures whose physical bodies have nearly withered away in favor of the great minds contained within their throbbing brain sacs and who excel at the supernatural arts and decipher esoteric truths in their legendary Halls of Reason. Slightly less well known are the red-skinned ikeshti lizardfolk, who make model citizens until their reproductive cycle drives them violently insane.

VERCES

The Line

Diameter: ×1

Mass: ×1

Gravity: ×1

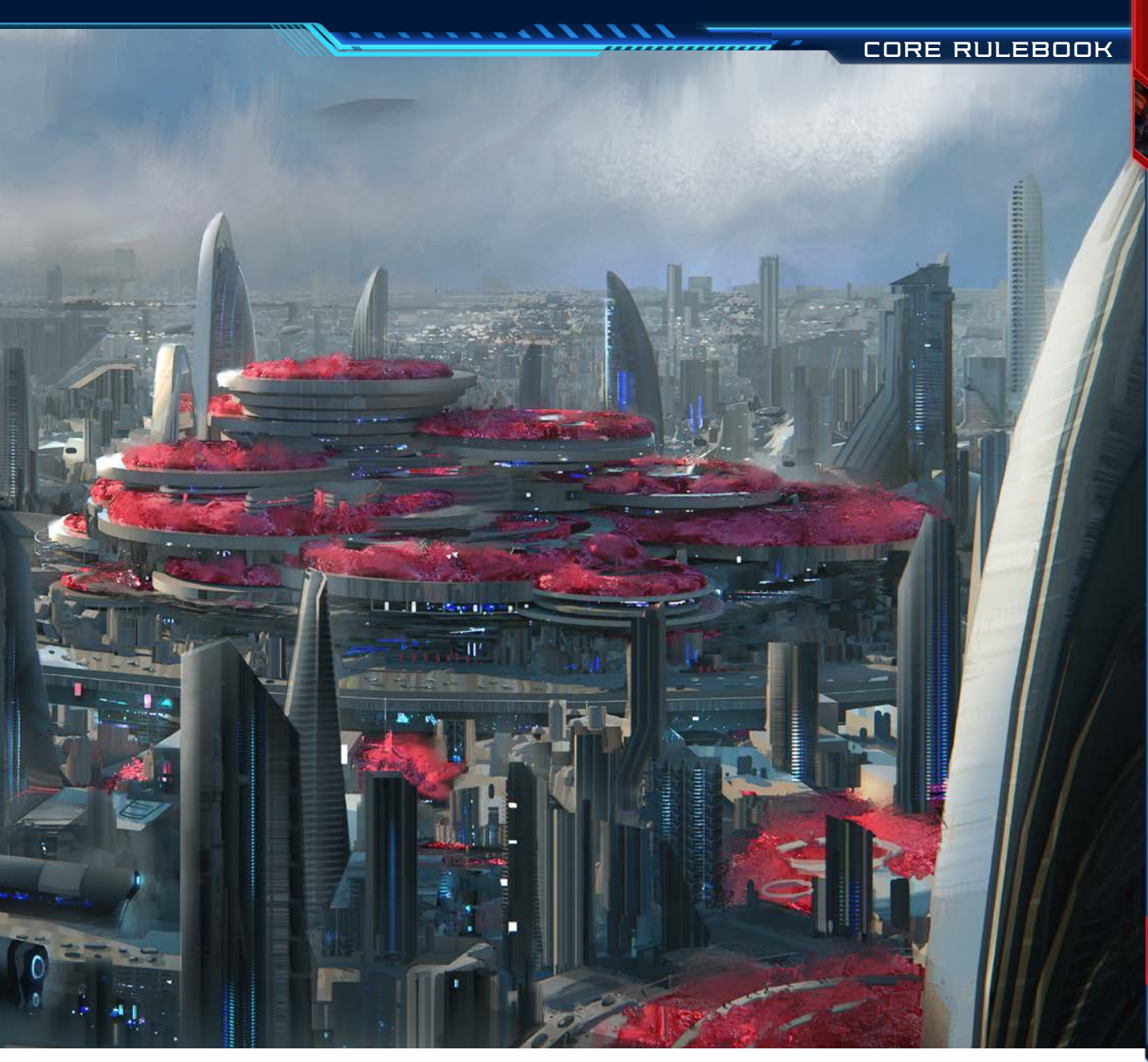
Atmosphere: Normal

Day: —; **Year:** 3 years

As a tidally locked world, Verces has no day or night, only a light side and a dark side, with an atmosphere only partially capable of redistributing the sun's energy. On the light side, known as Fullbright, scorched deserts host iron-hard plants and animals with photosynthesizing skin, while the partly frozen seas of Darkside offer a home to predators such as hoarbats and the infamous bloodbrothers, who trap prey within their own bodies in order to co-opt their circulatory systems. Between these two extremes runs the Ring of Nations, a temperate zone along the twilit terminator filled with gleaming skyscrapers, bustling spaceports, gorgeously manicured (and dizzyingly vertical) park-farms, and high-speed bullet trains.

Similar to humans but taller, with color-changing skin and mouselike black eyes, the native verthani have long been at the forefront of cybernetics, due in part to their traditional caste system. Under this ancient system, young adults chose membership in one of three groups: the Augmented, warriors and adventurers who modified their bodies with technology; the Pure Ones, who rejected all personal augmentation but dedicated themselves to food production, governance, and other domestic responsibilities; and the scarred God-Vessels, who served as living avatars of their deities, burning holy symbols called devotionals into their chests. To ensure that no group grew too powerful, Augmented and God-Vessels were only allowed to marry Pure Ones. Though this caste system is now seen as archaic, with most verthani augmenting themselves to one degree or another and paying only lip service (at best) to the old ways, many still credit the caste system with the head start that placed Verces at the cutting edge of implant technology.

In addition to pioneering cybernetics, verthani were also one of the first races to adopt space exploration, voyaging between worlds in their dirigible-like aetherships. While the coming of Drift technology and increased interplanetary trade under the Pact have allowed other worlds to catch up, verthani pilots and interstellar explorers remain legendary, and their massive shipyards at Skydock—an ancient geosynchronous satellite reached via space elevator—are second to none. Long since replaced by more modern designs, retrofitted aethership



pleasure yachts still serve as marks of style and status among Pact World elites, as do their high-end Terminator-brand racing skiffs.

Since even before the Gap, the Ring of Nations has governed Verces's temperate zone. While all of the component countries maintain theoretical independence, in practice the coalition forms a single worldwide government, with representatives from each country participating in the planetary Grand Assembly. The success of this model led to the Pact Worlds adopting both its structure and the peacekeeping Stewards, and to this day Verces remains a firm supporter of the agreement, as well as Absalom Station's closest ally. Citizens of the Ring of Nations freely pass between countries, and in places the Ring becomes a single vast city, skyscrapers glinting in the sun while its hive of shadowed lower levels blaze with neon and magic.

Of course, not all Vercites recognize the Grand Assembly's authority. Beyond the terminator zone live scattered groups of rebels, from nomadic tribes and survivalist cults to criminal organizations and political exiles. Collectively termed the Outlaw Kingdoms, these fringe societies are generally ignored except when they raid Ring citizens or Ring-owned outposts, such as the vast Sun Farm solar plantations in Fullbright or Darkside's shelynium ice mines. Some groups, such as the ice-obsessed Ascetics of Nar in the frozen monastery called the Fastness of the Ordered Mind, trade regularly with Ring citizens, but most respectable Vercites steer clear of both darksiders and lightsiders—at least officially.

For a planet so urban and densely settled along the terminator, Verces has a surprising amount of unexplored wilderness. Even those in the Outlaw Kingdoms, dwelling in their sun-baked huts or tunneling deep into the ice to reach the fertile seas beneath, inhabit only a tiny portion of their territory, leaving vast stretches of untouched wilds and strange ruins from unremembered eras. One of the strangest of these is Qidel, Aerie of the Sun, a strange tube-spire rising high out of the center of Fullbright and descending deep into the planet's mantle. So far, all expeditions into the structure have failed to return, transmitting only strange ravings about winged creatures in the depths.

IDARI

The Renewal

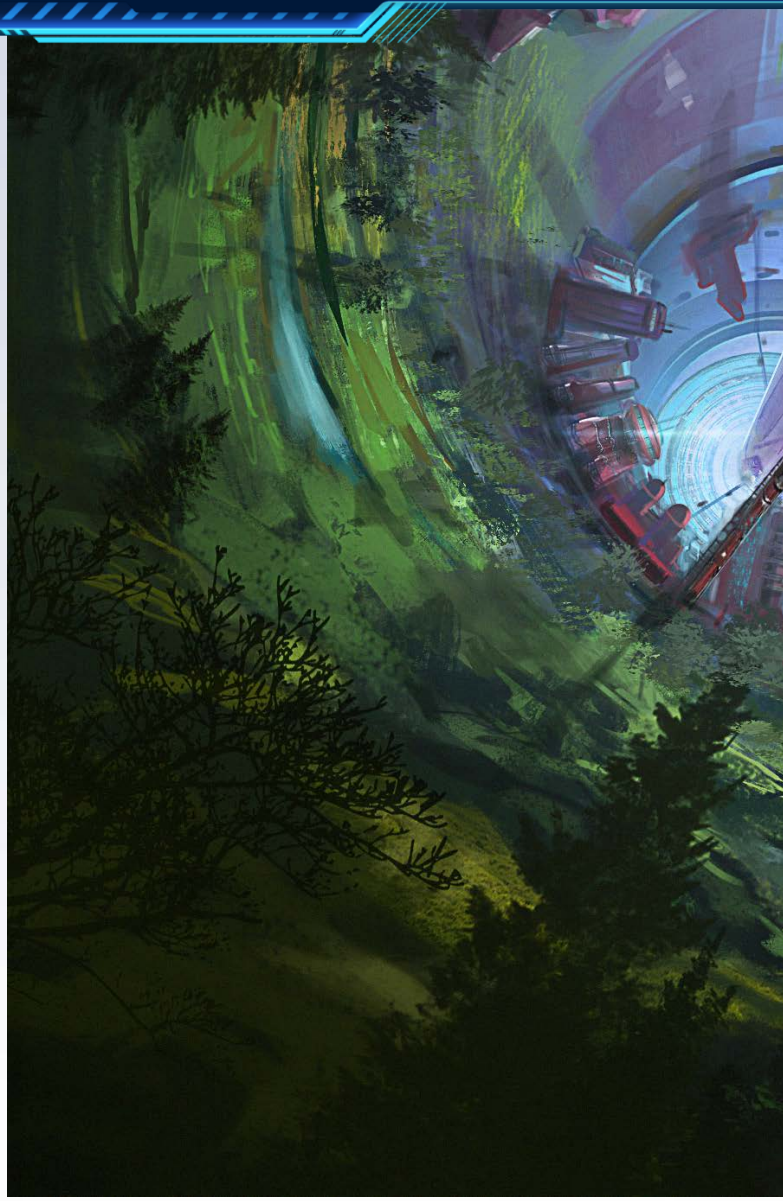
Length: 3 miles

Mass: less than ×1/100

Gravity: ×1-1/2 (artificial)

Atmosphere: Normal

Day: 27 hours; **Year:** 4 years



A colony ship designed to transport whole generations at a fraction of light speed, the *Idari* was the single largest ship ever produced by Kasath. When it reached its destination of Akiton and found the world too populated—and too well defended—for outright colonization, the ship took up orbit just past Verces and declared itself a Pact World in its own right. Unlike Absalom Station, however, the *Idari* has not become a melting pot and remains inhabited primarily by kasathas and governed according to traditional kasathan values.

While the *Idari* retains its massive reaction drives, these engines haven't fired in decades, and their power has been rerouted to aid the Crucibles, the ship's impressive state-run manufacturing sector. The ship's prevalent artificial gravity comes from the vast rotating cylinder referred to as the Drum, which makes up most of the ship's body. This curving landscape is home to gleaming cities, rolling parks, and glass-walled hydroponic farm-towers. Daylight is constant inside the ship's corridors, rerouted from solar collectors on the hull's sunward faces, though individuals often observe a 27-hour day broken into nine-hour work shifts. Through the center of the Drum runs the Hub, a zero-gravity transport tube with elevator spurs running down to the "ground," allowing travelers to quickly access any location in the Drum, as well as the bridge, combat stations, engineering, and other areas.

Government on the ship is handled by the traditional kasathan Doyenate, a representative council composed of the most respected members of a variety of fields and callings. While the doyens and their close relatives act as a sort of aristocracy among kasathas, and these families tend to be known for accomplishments in certain fields, status as a doyen is never inherited but instead recognized by the people—sometimes against the prospective doyen's will. (The doyen of exploration, for instance, rarely appreciates being dragged back home to a desk job.) All doyens have a say in government decisions, yet their status both within the council and in general society is determined by their role's importance—a fact that has resulted in trouble in recent decades as roles like captain, so important during the *Idari*'s flight, gradually lose significance.

Idaran citizens are independent and may travel or emigrate without restriction, yet keeping the ship running requires a significant crew, and many of those who live on the *Idari* work for the government in some capacity. Idarans residing on the ship for more than a year and desiring the right to participate in the ship's government must accept and train for an auxiliary crew role. These roles are generally considered a formality, to be used only in the event of extreme emergency, and plenty of Idarans have professions totally unrelated to their reservist rank and training. Both professional crew members and ordinary civilians live side by side in the city-like Sectors spread throughout the Drum—dense but artistically arranged settlements designed around different themes. Travelers riding along the Hub can easily see the differences between sectors, as they pass from river-cut Almolar to temple-choked Brispex with its sharp and shimmering gables, from urban Khovi to the vat-farms of Mesacand, and so forth.

One of the most recognizable features within the Drum is the Sholar Adat, a cathedral-like spire in Brispex stretching nearly to the Hub, which acts as a combination cemetery, library, and ancestor temple. While many kasathas use the structure to record and archive their memoirs or pay tribute to lost loved ones, the temple's claim to fame is the process called adat.

When a kasatha dies aboard the *Idari*, the body is fed into the ship's recyclers to be broken down into useful components. Before this happens, however, the corpse is taken to the Sholar Adat, where robed attendants—adata—harvest a hair-thin slice of the deceased's brain, which is then preserved and added to the temple's archives. Through the building's complex technomagical machinery, these samples can be used to kindle brief flashes of the deceased's memory and sometimes even to contact the departed soul with questions. While querying a soul isn't cheap and accessing a soul that passed less than a hundred years ago requires a warrant, many adata spend their time in stasis beds patched into the ship's Sensorium, untangling the blizzard of ancient memories with the goal of advancing kasathan society through ancestral wisdom.

THE DIASPORA

The Lost Ones

Diameter: Millions of asteroids, each up to 600 miles across

Mass: ×2 total (less than ×1/100 for any single asteroid); **Gravity:** Varies

Atmosphere: Special

Day: Varies; **Year:** Varies

A vast asteroid belt, the Diaspora was formed when the twin planets Damiar and Iovo were destroyed by an unknown catastrophe millennia ago, long before even the Gap. The fractured remains of these two worlds spin lazily in their new orbits, and though there are more than a million celestial bodies with diameters greater than a mile within the Diaspora, all are spaced far enough apart that they rarely collide with one another. Most of these planetoids consist of formless chunks of rock or ice, though a few still hold traces of the civilizations of Damiar and Iovo. Some have just enough gravity—or technological assistance—to hold a thin atmosphere, while others are devoid of breathable gases. Dust and tiny pieces of stone and metal float between the asteroids, occasionally posing a threat to ships passing through at speed.

The true dangers of the Diaspora, however, are the beings that inhabit the asteroids. Smugglers and space pirates—especially the Free Captains of Broken Rock—store their ill-gotten goods on various rocks; some protect their stashes with high-tech security, while others hide their lairs in plain sight on otherwise nondescript chunks of stone. Many planetoids rich in minerals and other resources have been claimed by various mining companies—the most prominent being several dwarven Star Citadels—often all too eager to fight to protect their interests. In addition, androids calling themselves the Refugists have recently begun construction of their own home world by pulling together asteroids with tractor beams and gravity guns. Whether or not they'll succeed at this endeavor has yet to be seen, but rumor has them approaching their work with almost religious fervor and little patience for interruptions.

All of this, of course, ignores the Diaspora's indigenous residents. Called sarcesians, these humanoids supposedly descend from the natives of the lost twin planets, evolved and adapted to life in hard vacuum. Able to suspend respiration indefinitely, they soar between the lonely asteroids on wings of pure energy stretched impossibly long to catch the solar wind. Sometimes referred to as "angels"—both derisively and admiringly—the sarcesians maintain a number of carefully terraformed "crèche worlds" within the belt where they can relax and raise their children. While usually

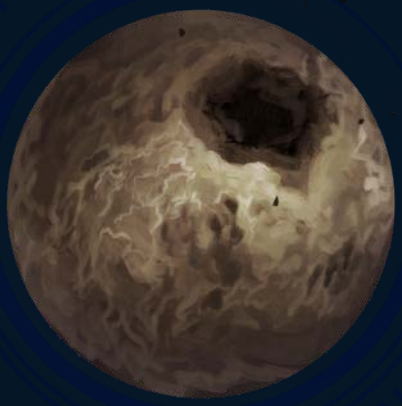
peaceful, the sarcesians have never forgotten their ancient feud with Eox, which they believe was responsible for their worlds' destruction. Like many of their neighbors, the sarcesians send representatives to the Pact Council in order to make their views known, yet they have no overarching government capable of taking them beyond the status of a Pact World protectorate, instead following a libertarian philosophy of holding on to what they have and allowing others to do the same.

With a 600-mile diameter, Nisis is the largest body in the Diaspora. Under its crust of ice, this planetoid is mostly composed of fresh water, an immense mass of liquid home to aquatic predators that have claimed the lives of countless would-be colonists. Only small enclaves of sarcesians live in inverted dome-villages clinging to the underside of the planet's ice crust, and the settlers are always on high alert for threats from below, ready to abandon their homes and retreat to strongholds on the planetoid's surface at a moment's notice. The water of Nisis also serves as the source of the River Between, a strange waterway surrounded by atmosphere in a cylindrical containment field, which flows through the Diaspora and connects many of the asteroids and crèche worlds. The River Between used to be a well-used way to travel quickly through the asteroid belt, but recently the water has turned dark, and sailors have begun reporting vicious attacks by unseen creatures. Traffic on the river has dropped precipitously since the coming of these "diaspora wyrms," and some scientists have noted that both the attacks and the change in the waterway coincided with another inexplicable event: Nisis started slowly growing in size.

Among many famous Diasporan locations is the House of the Void, a mysterious asteroid monastery whose black-robed monks stay tight-lipped about their goals. On the other side of the belt, the hollow asteroid known as the Wailing Stone now sits empty. Long ago, miles of silent corridors were drilled into the rock and used to quarantine victims of some terrible madness, and they later served as a penal colony—before all the residents vanished at some point during the Gap. Attempts to recolonize the stone have so far failed, as all who remain longer than a few days report disturbing nightmares and glimpses of twisted figures dressed in yellow rags.

EOX

The Dead



Diameter: ×2/3

Mass: ×4/9

Gravity: ×1

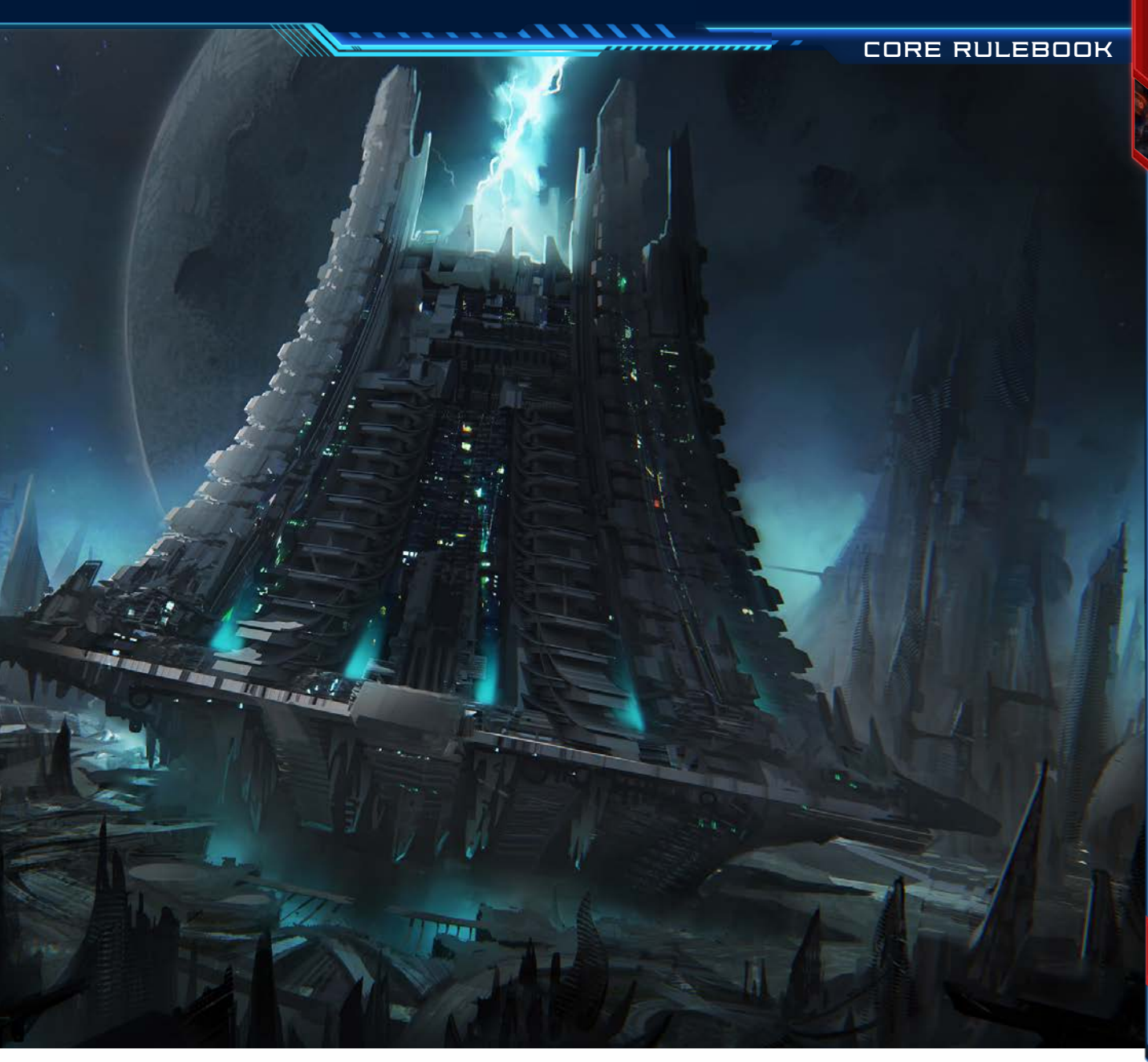
Atmosphere: Toxic and thin

Day: 30 days; **Year:** 5 years

Long before the Gap or the advent of spaceflight, the inhabitants of other planets in the Pact Worlds tracked the retrograde orbit of Eox across their skies and felt dread—a fear that would turn out to be prophetic.

Once, long ago, Eox was a lush world with a dominant species, called elebrians, who were very similar to humans. These original inhabitants proved gifted in both the magical and technological arts and became so hubristic in their power that they sought to destroy neighboring planets that refused to acknowledge their supremacy. According to popular legend, their first attempt—an attack on the worlds called the Twins—succeeded, shattering them into what is now known as the Diaspora. Yet the backlash from the weapon they fired blew a hole in Eox's crust and set the entire atmosphere aflame, destroying the planet's ecosystem and ravaging its cities in a fiery massacre. Only a few thousand individuals survived in magical bunkers and sealed environments deep belowground. With a tiny population of survivors and widespread infertility due to the intense radiation, rebuilding their society through ordinary means seemed impossible. Thus, Eox's most powerful spellcasters turned to necromancy, seeing in undeath a chance to continue their dominion over a world inimical to ordinary life. These were the first bone sages, and some of them continue to rule to this day.

Modern Eox remains inhospitable to most living creatures, its atmosphere poisonous and thin, with areas of rampant radiation and runaway magic both common and generally unmarked. A few native plants cling to existence in the planet's wilds, thriving on radiation or heat and chemicals from the wounded planet's volcanism. Some bizarre yet natural creatures roam the blasted landscape, such as soul-drinking ellicoths, transparent glass serpents, or the semi-intelligent grub swarms that roil in the steaming sulfur springs. Yet, by far the majority of creatures encountered on Eox are undead. While the bone sages maintain an iron grip on the planet's functioning cities and their own individual strongholds, most consider the terrain between them to be most useful as defensive zones, and hordes of hungry undead, ranging



from ghoulish humanoids to skeletal beasts, are common in the trackless wastes. More-intelligent undead—Eox's ordinary citizenry—can be found in the planet's few modern cities, the largest of which stand at crossroads between lands claimed by various bone sages.

Politically, Eox is divided into individual fiefdoms, each of which has a bone sage—a title granted to only the most politically and magically powerful elebrians—ruling absolutely over potentially thousands of vassals, both intelligent and monstrous. While they constantly bicker and battle among themselves, the bone sages as a whole present a powerful unified front to the rest of the Pact Worlds, one that, contrary to popular rumor, is not so much evil as coldly amoral and utilitarian. For example, after generations of predation on other worlds, Eox was one of the first planets to support the creation of the Pact, despite the fact that it cost the planet much of its military might. (While this change in policy caused a significant portion of Eox's military to go rogue, creating the officially disowned Corpse Fleet, many other worlds suspect that Eox maintains secret ties with this predatory legion; see page 472 for more information.) Today, Eox's primary source of protection is the ancient battle satellite known as the Sentinel, an orbital defense platform capable of destroying any warship near the planet's orbit.

Visiting Eox is rarely comfortable for the living, but the planet still sees its fair share of travelers. Some come seeking necrografts, undead prosthetics that are often cheaper than cybernetics. Others are petitioners wishing to become undead to extend their existence—trading centuries of indentured service for timeless undead bodies—or body merchants, who help the bone sages repopulate their planet by importing corpses suitable for reanimation. Still others are the usual bevy of corporate consultants, engineers, financiers, scholars of magic, and other interplanetary professionals. A small number of glory seekers look to enter the deadly games in the Halls of the Living, a subterranean city designed specifically for living inhabitants, where cruel reality shows and competitions are arranged as entertainment and broadcast through the Pact Worlds.

TRIAXUS

The Wanderer

Diameter: ×1

Mass: ×1

Gravity: ×1

Atmosphere: Normal

Day: 1 day; **Year:** 317 years

Triaxus's eccentric, mysteriously slow orbit takes it even closer to the sun than Castrovel during its summer, resulting in a tropical climate that turns harsh and frozen as the world sails back out past the gas giants in its winter. This cycle takes 317 Pact Standard years, with whole generations living and dying in a single season and plant and animal life forming two nearly separate ecologies, each going dormant during its off season. Of the creatures that adapt to both, the most prominent are the humanoid ryphorians, who manifest thick white fur and narrowed eyes to protect against snow blindness in the winter and develop smooth, dark skin in the summer. While the advent of spaceflight has made such adaptations less important for survival, ryphorian biology continues to be inexplicably tied to the planet, which is currently locked in winter. Those ryphorians born offworld generally maintain their current winterborn form, though even without knowing the exact mechanism, some have begun using magic and genetic engineering to transition early.

Much of traditional Triaxian culture revolves around the fraught relationship between humanoids and dragons. For millennia, the fractious humanoid nations of the Allied Territories battled against the dragon-ruled nations of the Drakelands. The tactically crucial isthmus between the two warring continents was the Skyfire Mandate, defended on the allied side by a legion of ryphorians bonded with intelligent dragonkin mounts. With the coming of the Pact, however, the primarily evil dragons of the Drakelands saw the advantages of membership and trade with the other Pact Worlds, and active hostilities ceased. Today, while humanoids remain second-class citizens in the Drakelands, their masters have opted for more subtle power plays, with many dragons acting as shadowy investors in major corporations. The Allied Nations, meanwhile, largely lost their reason for cohesion, and today nations such as militant Kamora, where every citizen goes armed, vie for relevance with countries such as Zo, where spaceflight and its support are practically a state religion, or Preita, the Scholar's Paradise, where technomancers duel on campuses for high-paying corporate contracts. While most of the nations have prospered under the new interplanetary arrangement, a few have refused to modernize fully and still

cling to the old ways. Of these, the best known is the pugnacious walled city of Aylok, which shoots down any starship that dares enter its airspace and requires that anyone seeking to trade or meet with its ruling Imperators come in by land instead, through trap-lined plains of jagged ice and hordes of furred insectile horrors bred for defense. Such policies have deeply undercut the city's health and economy, but so far the ruling elite claims it's the only way to avoid complete cultural annihilation by the encroaching Pact Worlds.

Even with minor outliers like Aylok, nowhere did the advent of the Pact have a greater effect than in the Skyfire Mandate. With peace—if a tense one—between dragons and humanoids, and with spaceflight replacing planetary combat in importance, the territory's famed Dragon Legion found itself without a purpose. In response, its leaders took to the stars, and today the rebranded Skyfire Legion forms an elite and highly principled mercenary organization, selling its protection to well-meaning colonists and corporations operating beyond the solar system (and thus outside the Stewards' protection). Now the dragonkin themselves are only occasionally ridden in atmosphere. Many starfaring dragonkin families have resorted to genetic engineering to reduce their size to better fit in the narrow corridors of space stations and starships, and thanks to their near-telepathic bond with their partners, no humanoid of the legion would dream of flying a starfighter without her dragonkin copilot.

Outside of the Allied Territories, a notable exception to prevailing Triaxian culture is the continent of Ning, long cut off from the other nations by the vast Sephorian Sea. Like backward-looking Aylok, Ning has refused to acknowledge the Pact's authority, but it has embraced modernization, making it a haven for corporations, criminals, and all others that seek to avoid Pact control. Far from being a lawless society, however, Ning is obsessed with honor and status—traits that attract a fair number of kasatha and vesk immigrants—and its upper class, led by the Immortal Suzerain, keeps its citizens safe from dangers both domestic and foreign. Culturally, Ning is best known for the *ukara*, or "battleflowers": lithe, genderless warriors—often solarians—who compete in broadcasted ritual combat in exchange for system-wide celebrity.

LIAVARA

The Dreamer

Diameter: ×10

Mass: ×100

Gravity: ×1 (at the "surface")

Atmosphere: Special

Day: 10 hours; **Year:** 12 years

In addition to several large, populated moons, this peach-colored gas giant also has extensive dust rings and countless tiny shepherd moons. Through these rings swim vast oma space-whales, straining nutrients and tiny elementals from the dust with their energy baleen, while down in the planet's cloud layers floats a complex ecosystem ranging from air plants and giant bacteria to apex predators such as deadly keji swarms or the infamous tarenake, visible only by the gas it displaces. As you descend into the planet's denser cloud strata, predators get larger and more piscine, capturing prey with vampiric tentacles, magical fields, or acid-coated web nets. Many upper-layer creatures drop their gas-filled eggs through these layers into even deeper strata, where the eggs eventually reach neutral buoyancy and gestate in the increased heat and pressure, away from their usual predators.

Through this gaseous wilderness float the Dreamers, Liavara's most prominent—and most confusing—intelligent race. Nearly identical to the gelatinous barathus of neighboring Bretheda, Liavara's Dreamers lack their kindred's collectivist culture or ability to combine consciousnesses, instead swooping through the skies in complex social interactions still mostly unintelligible to outsiders. Barathu legend says that the Dreamers were originally colonists from Bretheda who flew to the then-uninhabited world, only to quickly devolve—or ascend—into a state described alternately as feral or enlightened. With little interest in outside cultures and none at all in economics or governance, the Dreamers are best known for their prophetic songs predicting some great or terrible event to come—the Dreamers themselves make no distinction between the two.

Given this relative lack of civilization, Liavara would have long since been taken over by other races if not for the barathus' fierce insistence that the planet be left as a refuge for these pseudoholy entities. Not officially a member of the Pact—though many of its moons are—Liavara is technically a protectorate administrated exclusively by Bretheda, which keeps a careful watch on the humanoid gas-mining ventures and floating city-platforms allowed to operate here. While most of the gases making up the planet are ordinary elements such as

hydrogen and helium, the planet also harbors many rare gases, such as metasterium (useful in a variety of genetic engineering and mutation processes) and the magic-enhancing thaumogen, popular as both a magical crafting agent and a performance-enhancing drug for technomancers (but highly illegal due to its sanity-eroding side effects). Many speculators believe that there are still far more unique, valuable compounds and organisms drifting in the deep layers of the planet, and despite the hazardous conditions and strict prohibitions by Brethedan overseers, many corporations still quietly contract out for deep dive explorations, made all the more risky by the need for absolute secrecy.

Far more welcoming than Liavara itself are the planet's independent moons. The most prominent of these is heavily populated Arkanen, which constantly bleeds off its atmosphere, only to replenish it each year when its eccentric orbit takes it through Liavara's own upper atmosphere. Extremely dangerous storms arise as huge lightning bolts arc between the two worlds, harnessed by resident scientists and spellcasters alike. This orbit should be impossible according to normal physical models, which leads many to believe that the moon was built specifically as a power source. What the arcane dynamo might have been designed to power remains unknown.

After Arkanen, the most civilized moon is Osoro, a world of mountaintop settlements high above the seas of poisonous gas breathed out by the moon's jungles. Here, solar-powered gliders sail between inhabited areas, while corrosion-resistant vessels dive down into the roiling clouds to study the ruins of a lost age. Heavily populated Nchak is close behind; a world of arthropods ruled by pulsating philosopher worms and the mortal incarnation of Hylax, it has become a religious and tourist mecca for many shirrens. Less visited is Melos, a mysterious world whose entire population vanished in what may have been a rapturous religious ascendance or a more sinister event, though it remains a treasure trove for archaeologists and salvagers. Isolated Hallas has been kept carefully cordoned off since even before the Gap, lest unprepared contact with the resident hyperevolved energy beings cause outsiders' brains to explode from overstimulation.

BRETHEDA

The Cradle

Diameter: ×11

Mass: ×320

Gravity: ×2-1/2 (at the "surface")

Atmosphere: Special

Day: 6 days; **Year:** 30 years

The largest gas giant in the system, Bretheda is a constantly swirling mass of blue and purple storm clouds. Through these tempests and swarms of lesser life-forms soar the blimplike barathus, sometimes derogatorily called floaters, or simply Brethedans, given their status as the planet's most advanced native race. Though their transparent bodies resemble elongated jellyfish or dirigibles and their trilling and diving give the impression they are strange birds or dolphins, barathus are in fact highly intelligent, curious creatures, with an unusually communal approach to survival. When faced with a challenge greater than it can handle on its own, a barathu merges with other barathus to create a temporary, unique collective creature far stronger and smarter than its component beings, only to disband again when the need has passed.

As befits creatures on a planet with few metals, barathu technology is entirely biological. In addition to their capability to reshape themselves and evolve new adaptations in seconds, hardening their bodies or growing extra limbs, barathus' gene-altering abilities also allow them to design and birth living tools using only their bodies, from tailored viruses to semi-intelligent servitor races. Some of the best biotechnology in the system comes from Bretheda, created either in the numerous floating arcology cities staffed by offworlders or within native Brethedan enterprises such as the capricious Sopeth Corporation—a company that's in fact a single sentient being composed of thousands of merged barathus.

While the peaceful, freewheeling nature of barathu society makes local governance unnecessary, barathus have learned that outsiders require more structure to avoid disaster. Toward this end, Confluence—an entity of immense intelligence formed of any barathus who feel the near-religious call to public service—sets and enforces regulations on offworlders. The entity splits off specially adapted delegates and enforcers as needed, imbuing them with proprietary biotech allowing communication with Confluence in real time, no matter the distance. Any number of corporations would kill to study this technology—and many have done so—but thus far the self-destruction sequences coded into the so-called Confluence Agents, plus fear of reprisal from Bretheda's governing entity, has kept greedy researchers largely in check.

Bretheda's nickname, the Cradle, comes from its dozens of moons, some almost large enough to be planets in their own right. While many are inhabited, only some of these are well known, and others have barely been explored.

A water world covered in a shell of ice, Kalo-Mahoi is the most industrialized of Bretheda's moons, and its residents, the aquatic kalo, have their own independent representatives on the Pact Council. Though air-breathing races often find it disconcerting to descend deep into the moon's frigid seas, and though the world's icy crust contains numerous spaceports and liaison centers, the kalo have taken great pains to make their world inviting, and they dominate the solar system's art and fashion scenes from their organic vent-cities.

The arid forests of Marata, by contrast, are the subject of much anthropological debate, as its seven-gendered maraquoi tribes have been making the leap from paleolithic to spacefaring in just a few generations. While some maraquoi traditionalists in their government, aided by activists of other races, argue that the furry humanoids are losing their culture and fundamental right to advance at their own pace, the majority of maraquoi resent the idea of having their access to the Pact Worlds restricted and have begun a mass exodus out into the rest of the solar system.

Less social than these other races are the silicon-based life-forms of crystalline Dykon, most notably the brilliant math-obsessed urogs. Buffalo-sized creatures of crystal who slide across the surface on cilia and electromagnetic fields, they absorb the sun's light through their skin-shells. Urogs sometimes take jobs as starship navigators, technomancers, and physicists.

Only the desperate or condemned accept work on Bretheda's notorious collection of "death moons." On radioactive Thyst, for instance, unshielded flesh melts from bone in cancerous rivers, yet crews are still needed to harvest minerals, study the unique animal life, or hunt for the magical armor mysteriously discarded by the moon's rarely glimpsed light-absorbing humanoids. Meanwhile, on the tidally heated hellscape of Varos, elementalist fireworkers harness raw volcanic power while digging for the unique gemstones produced only in the moon's mantle.

APOSTAE

The Messenger

Diameter: ×1/5

Mass: ×1/250

Gravity: ×1/10

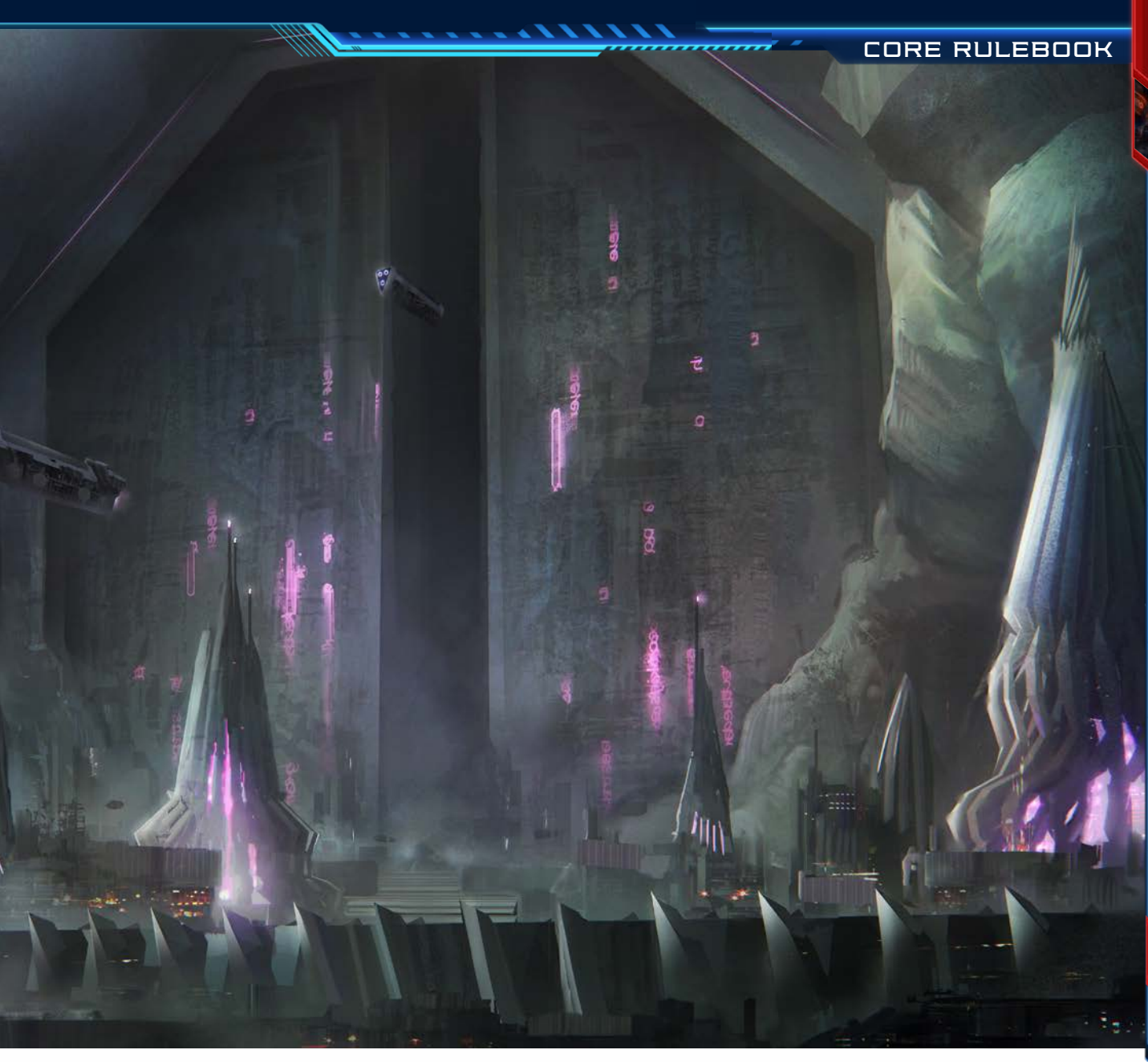
Atmosphere: Normal or none

Day: 7 days; **Year**: 243 years

Apostae is a rocky planetoid that is much smaller than most worlds in the Pact Worlds system, with an orbit that angles strongly from the ecliptic, almost perpendicular to that of Absalom Station. These telltale clues lead to general acceptance of the theory that the planetoid originated somewhere beyond the system and was caught in the sun's orbit thousands of years before the Gap. Whether the world was guided to the system intentionally or arrived through some accident remains anyone's guess.

The few existing records of visits to the planetoid in the centuries prior to the Gap describe a barren, airless surface and a warren of atmosphere-filled caverns and tunnels riddling the rock through to its core. Many of the chambers were empty, but others held ancient machines that still hummed, indestructible doors, permanently comatose and preserved creatures with a range of alien forms, and vaults of advanced technology and weapons. Though a few research teams explored Apostae before the Gap, interacting with a now-extinct race known as the ilee that dwelled inside the tunnels, no group from outside the world ever established a permanent foothold on the planetoid, which most assumed to be some sort of ancient generation ship or otherwise self-contained environment. Strangely, nothing in the records suggest that the ilee themselves had any knowledge of their origin, giving rise to the theory that they may have degenerated over millennia between the stars or else been some sort of captured or servitor race that outlived their masters.

No one knows exactly what happened to completely kill off the ilee, but since the end of the Gap, Apostae has been primarily in the hands of several powerful houses of drow—purple-skinned elves who reject their kindred on Castrovel and worship powerful demons. How and when the drow first came to the world is also a mystery lost to the Gap, but most believe that they fled there shortly before Golarion's disappearance, guided by their demonic patrons in a twisted parody of the elves' own escape. Today, despite centuries of effort to expand their holdings and increase their meager population, the drow still maintain only incomplete control of the planet-ship's interior, and their influence on the barren surface is mostly restricted to a single major city near



one of the massive doors leading down into the rock. Even this much, however—when combined with their significant economic power—has been sufficient for them to claim Apostae as their home world and become signatories to the Pact, over the loud objections of Castrovel's elves.

Much like the bone sages of Eox, the drow houses don't work together as a cohesive government and assemble only to elect ambassadors as required by the Pact. Each drow house acts independently, with most operating family-run corporations that deal primarily in arms, especially new technologies discovered or retroengineered from the alien items recovered by archaeo-salvage teams within Apostae. The orcs, half-orcs, and other races that live in the drow-controlled settlements are at best second-class citizens, with no say in political matters, mostly used as laborers or subterranean cannon fodder when teams break into previously sealed chambers in search of the fabled Armory or Chamber of Life.

The most powerful house on Apostae is House Zeizerer, which also has the broadest and most successful network for weapon sales. House Zeizerer controls Nightarch, the largest city on the planetoid's surface and the only known point of entry to Apostae's interior, as all of the other huge doors set into the planet's surface are locked and have proven indestructible. As a major spaceport, the city hosts bustling markets dealing in personal and starship weaponry, mercenary squads of orc and half-orc warriors, fleshwarping augmentations, and custom weapons designs.

In addition to searching for alien technology within the planet's vaults—either on official contract or by slipping past drow defenses—visitors often come to Nightarch to study the eponymous arch at the center of the city. This arch is similar to those that link many of the system's worlds—and a functioning ring of such portals within the city provides access to most of the other Pact Worlds—yet this particular arch is covered in markings that have so far defied all efforts at analysis. When it activates, spontaneously and at rare and random intervals, it creates a gate to unknown landscapes. So far, no group that's passed through these short-lived portals has ever returned.

AUCTURN

The Stranger

Diameter: Varies

Mass: ×2

Gravity: ×2

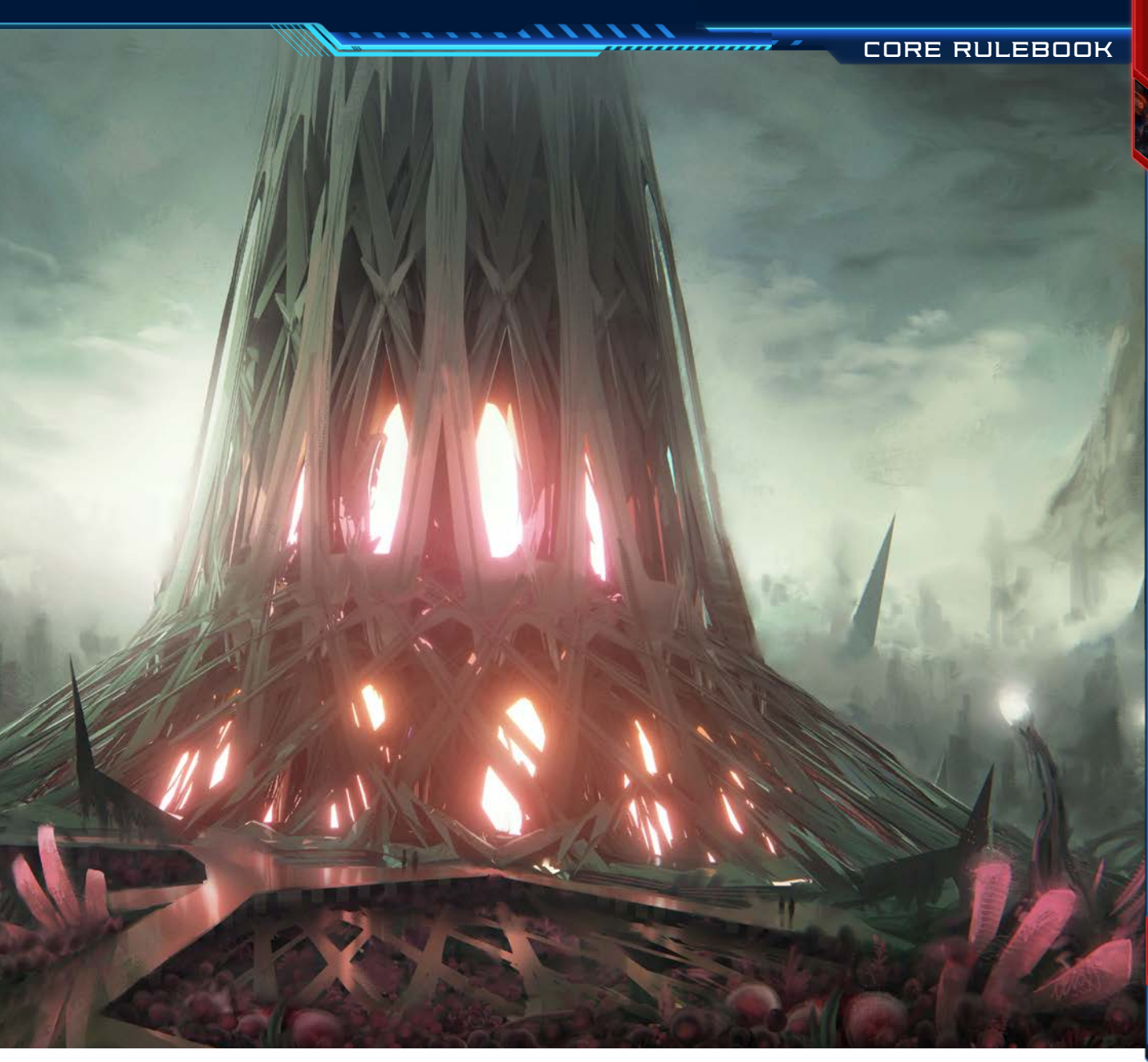
Atmosphere: Toxic

Day: varies; **Year:** 500 years

The ominous world of Aucturn, the Stranger, remains mostly an enigma even after centuries of interplanetary travel. Visual observations of the planet vary significantly from viewer to viewer, and both its diameter and rotational period fluctuate wildly and seemingly randomly. However, most of the Pact Worlds lean toward one particular hypothesis: namely that Aucturn is not a planet at all, but a living thing—an immense embryo or egg that will someday mature into a near-deific being of untold cosmic power: one of the Great Old Ones.

The farthest planet from the sun, Aucturn is not a signatory to the Pact and is claimed by the Pact Worlds only out of proximity and necessity. A weird and sickly world cloaked in thick poisonous clouds, the Stranger warps reality with its very existence, endangering any living creature that approaches or visits it. Yet Aucturn is far from uninhabited, and the living planet is currently a battleground between the cults of the Elder Mythos, who aspire to nurture a new god, and the forces of the Dominion of the Black, which seek to subjugate and manipulate the nascent Great Old One for their own sinister purposes.

The most prominent settlement on Aucturn is the Citadel of the Black, home to the Pyramid of the Black Pharaoh, the largest temple to Nyarlathotep in the Pact Worlds. Once, the Citadel was apparently neutral ground between the Elder Mythos cults and the Dominion, but at some point during the Gap, this tenuous detente turned to open conflict, and today the Citadel is the center of the Elder Mythos's war effort. The Citadel of the Black is also home to the mysterious entity known as Carsai the King, the closest figure the planet has to a head of state, but one whose true form and nature remain unknown. A powerful leader in the cults of the Elder Mythos, Carsai has ruled the Citadel of the Black for millennia, leading some to believe that he might be an avatar or herald of Nyarlathotep himself. Carsai's defense of Aucturn—and thus the Pact Worlds—from the predations of the Dominion of the Black, combined with the fact that he is a relatively approachable and reasonable figure on an otherwise incomprehensible planet, is the primary reason for the Pact Council's reluctant acceptance of the world into their agreement as a protectorate. Interestingly, Carsai's representation in some popular media as an antihero—a



deviously handsome and rebellious godling protecting the Pact Worlds from unthinkable horror—has significantly increased the worship of Nyarlathotep and the Outer Gods in the Pact Worlds.

The space around Aucturn is littered with old ships purportedly sent by inner system worlds to neutralize the planet during the Gap. While visiting starships are sometimes allowed to land unharmed, these corrupted, madness-inducing hulks still drift as a warning to all those who might seek to cleanse or colonize Aucturn's breathing shores. The Pact Worlds, unable to clear this neighboring area of space of these dangers, are resigned to maintaining a nominal connection with it instead.

Aucturn's surface is a sickly, organic place, with fleshlike ground and mountains resembling tumors through which flow thick veins of a black ichor that acts as a psychotropic drug for many of the native creatures, most notably the skittering, proboscis-tongued orocorans. Whole landscapes can change in a blink, leaving visitors feeling as if they're in some sort of dream—one moment walking among fungal forests or along the edge of sphincter-like canyons, the next in some ichor-lord's monastery or at the foot of glowing towers pulsing with abandoned half-biological machinery. Breathing the world's toxic, yellow-green atmosphere only makes the situation worse, as it contains a seemingly endless variety of drugs, mutagens, and poisons.

Settlements on Aucturn are rare, generally isolated communities of native creatures or Outer God cultists huddled behind heavy fortifications or in the crumbling ruins of haunted flesh-block edifices from a forgotten age. Attacks by the Dominion of the Black are common, their brain-eating and chittering hordes bombarding the surface in single-use drop pods or burrowing up out of the planet's flesh like botfly larvae to make suicidal guerrilla attacks on any creature they encounter. After the Citadel of the Black, the most populous settlement is Amniek, the circular tower city at the base of the polyp-like mountain called the Gravid Mound. According to the Midwives, the 13 cowled casters who rule the city, Aucturn is already pregnant despite not having been born itself, and their egg-shaped mountain will one day burst, spewing Aucturn's child into the universe—and when it does, they will be there to receive its dark gifts.

BEYOND THE PACT WORLDS

While the Pact Worlds may seem vast and sprawling, they are only a tiny thread in the grand tapestry of the galaxy. The Pact Worlds' governmental authority generally ends at the heliopause along the solar system's edge. Beyond, around distant stars and throughout gossamer nebulae, from the mysterious singularity at the galaxy's center to the far-flung fingers of its spiral arms, float countless other worlds and cultures yet waiting to be discovered. The space beyond the Pact Worlds is often dangerous, unexplored, or both—and the opportunities for adventure are limitless.

To residents of the Pact Worlds, the planets and systems suddenly made accessible by Drift travel represent a vast and wild frontier. An astonishing bloom of diversity that's at once biological, ecological, geopolitical, and historical, the worlds run the gamut from warlike empires to ruined wastelands and planets exploited by the strange creatures of the Outer Planes. Although alliances and conquest may give rise to interstellar entities such as the Azlanti Star Empire and the Veskarium, such hegemonies still remain fairly rare and localized in the grand scheme of things.

Most planetary civilizations run according to their own tenets and may have limited trade with (or even knowledge of) other worlds. The reasons for this isolation vary—some planets never deciphered or capitalized on the gift of Drift travel, while others have yet to achieve spaceflight or are too standoffish or war torn to make contact with their interstellar neighbors. Many planets are devoid of intelligent life or civilization, yet nearly every world has something to offer, from naturally occurring minerals to strange plant and animal life to the relics of ancient and mysterious cultures lost to history. This opportunity appeals to colonists, corporations, exiles, and scholars, but most of all to adventurers. Those brave enough to leave the Pact Worlds often find that the most exciting and fulfilling times of their lives are waiting for them in this mysterious beyond—if they survive.

Like the Pact Worlds entries, this chapter notes each world's diameter, mass, and gravity, as well as the lengths of its day and year, all in relation to lost Golarion and Pact Standard measurements. (Where the entries refer to multiplanet systems, such as the Azlanti Star Empire, the statistics given reflect the system's most important world.) The entries also indicate how long it takes to travel to the world via the Drift by stating whether the world is considered part of Near Space or the Vast (for an explanation of these concepts, see page 291). Lastly, each entry includes a description of the world's atmosphere, using the terms defined starting on page 395.

All of the worlds listed here have already been discovered or contacted by explorers from the Pact Worlds, but this list is only a sampling; the galaxy contains more than a hundred billion stars, and many of these nurture planets. Many more worlds than those listed here have made contact with the Pact Worlds (and one another) in the centuries since the Gap, yet an untold number still await initial contact by explorers. For the Pact Worlds, the era of interstellar travel is just beginning, creating a new age of exploration for those bold or desperate enough to heed the call.

OTHER WORLDS

Below are a handful of lesser-known locations ripe for exploration.

Cynosure

Once the pole star of lost Golarion, Cynosure is the reputed location of the goddess Desna's palace. In addition, it is populated by mystical star-beings known only as Spheres.

Ironstar

The largest of the dwarven Star Citadels, the Ironstar is a massive space station equipped with a Drift engine and ruled by a council drawn from the leaders of its major churches, clans, and guilds. It travels through the Vast on a centuries-long Second Quest for Sky, seeking a mythological promised land for its dwarven inhabitants.

Kasath

The ancestral home world of the kasathas is an enormous, rocky, desert planet bombarded with radiation by a sun in the last stages of death as a red giant. Periodically lashed by catastrophic solar flares, the world has little left in the way of natural ecosystems, and those kasathas who remain tend to be the most powerful and arrogant of the Great Families. They are determined to inhabit their dying world to the last, reveling in the half-remembered achievements of bygone ages.

Lausill

Water-covered Lausill is home to several advanced aquatic civilizations, all of whom employ incredible body-augmentation technologies but have little interest in spaceflight or Drift travel, due to legends surrounding an ancient accident.

Taru Seco

The second-brightest light after Cynosure in the Pact Worlds' skies, Taru Seco is a binary system, home to bizarre metropolitan ruins indicating an advanced but long-vanished people.

Xio

This planet-sized space station floats unmoored in deep space, without function or habitation, yet explorers and civilizations near it report receiving distress signals in a strange, garbled language. Bizarrely, anyone who has attempted to approach the station has disappeared without a trace.

OVERVIEW
CHARACTER CREATION
RACES
CLASSES
SKILLS
FEATS
EQUIPMENT
TACTICAL RULES
STARSHIPS
MAGIC AND SPELLS
GAME MASTERING
SETTING
PATHFINDER LEGACY

ARQUAND

The Unconscious Sprung to Life

Diameter: ×1
Mass: ×1
Gravity: ×1
Location: The Vast
Atmosphere: Normal
Day: 26 hours; **Year:** 1 year

When explorers first discovered Arquand, they were ecstatic: a pastoral, resource-rich world without sentient life, ripe for settlement. Within a few months, however, the tenor of their reports shifted. They spoke of seeing long-dead loved ones lurking in shadows, of technology randomly malfunctioning, and of native fauna demonstrating eerily organized hostility. After a disaster in which an entire encampment disappeared, the remaining explorers pulled back to their ships in orbit.

Further research suggested an unusual explanation: while Arquand contains no sentient life, the planet itself is self-aware, reacting to the desires and fears of resident life-forms. For less-intelligent creatures, it might produce food when they're hungry, or it might change shape to aid in migration; and thus, simple life on the planet thrives, from herds of long-necked, six-legged gazelles to colorful, four-winged birds in city-sized flocks.

With intelligent life, however, this mysterious force preys upon visitors' psyches, feeding upon their emotions, which gives the force shape. A visitor might wake from a nightmare to find that the ravening monster that pursued him through his dreams now slavers at the foot of his bed. Even manifestations evoked by positive feelings have dangerous effects, drawing out obsession and siphoning away the sanity of their creators. Despite these well-publicized dangers, Pact Worlds settlers and explorers continue to flock to this false paradise, hoping themselves disciplined enough to harness the planet's wish-fulfillment potential.

AZLANTI STAR EMPIRE

Tyrannical Stellar Expansionists

Diameter: ×2/3
Mass: ×1/3
Gravity: ×3/4
Location: The Vast
Atmosphere: Normal
Day: 18-1/2 hours; **Year:** 1-1/3 years

Thousands of years ago, adventurers and scholars from Azlant, humanity's first great empire on Golarion, began tentatively exploring planets beyond their own. Most of these undertakings ended in disaster, and Azlant itself was destroyed in a planet-shaking cataclysm, but one outpost survived on a distant world called New Thespera. Cut off from their original home world by the failure of their magical portals, Azlanti colonists used their mastery of magic and high technology to settle their new planet and its neighbors over the course of millennia, until the discovery of the Drift enabled them to conquer nearby star systems and their inhabitants, giving rise to the Azlanti Star Empire.

The Azlanti Star Empire now claims a dozen star systems under its hegemony, from the lush inhabited worlds of Thenekral to the lifeless but resource-rich planetoids of Irdinang. All are subject to the Star Empire's laws and dominance, and all must offer to the Aeon Throne their tribute—tribute that the empire greedily consumes as it expands. Likewise, every one of the empire's 17 officially designated "sentient alien species," from the arboreal Neskinti of Gjor III to the trilateral Vilderaro of oceanic Oyojii, are second-class citizens, subordinate to the pureblood humans descended from the original Azlanti pioneers who form the empire's aristocracy. Slavery is a venerable and established institution in the Star Empire, and androids, who are considered neither citizens nor truly sentient, comprise the majority of the empire's vast enslaved underclass.

The Star Empire's throne world is the original Azlanti colony of New Thespera, orbiting the star Aristia. It is the seat of the Star Imperator—a title that is currently shared by twin scions of the Ixomander dynasty, which is believed to have ruled the Star Empire for nearly 2,000 years. The cities of New Thespera provide shining examples of high Azlanti architecture, culture, and learning, but they are also symbols of the empire's oppression, with the plundered relics of those worlds and cultures annexed by the Star Empire on display.

DAEGOX 4
Inescapable Corporate Prison

Diameter: ×2/3
Mass: ×4/9
Gravity: ×1
Location: Near Space
Atmosphere: Normal
Day: 20 hours; **Year:** 2 years

Independent of any single government or confederation, Daegox 4 serves as a planetwide prison for hundreds of thousands of the galaxy's criminals. Sprawling buildings of cells, with varying sizes and amenities depending on inmates' crimes, blanket one of the planet's two continents, and the worst offenders inhabit a high-security complex at its center. The planet's other landmass boasts lush forests and bountiful prairies. Here, low-risk prisoners are allowed to roam freely. At the luxurious continent's center, near a broad river, is the Mountain. This imposing structure covering hundreds of acres is the administrative hub of the place.

The real power behind the prison-planet, however, is the Daegox Corporation, run by a mysterious humanoid race that has so far refused to reveal its home world. The corporation's leaders orbit the planet in a ship called Skywatcher, and they accept prisoners from any government they judge legitimate—for a fee, of course. Some speculate that the corporation is the entirety of the aliens' race and that the planet itself is their home world, but this remains uncorroborated.

It's not only cells and the lack of advanced transport that hold prisoners captive on Daegox 4. An invisible bubble surrounds the entire planet like a one-way membrane. The only reliable method for leaving the planet lies deep within the Mountain, where a magitech gate opens onto one of a dozen linked worlds. The Daegox staff who control the Mountain claim no prisoner has ever escaped, but legends abound about one known as the Wren who is said to have recently found a way.

The planet is mostly self-sufficient, and the Daegox Corporation receives most of its money via prisoner admission fees. Yet a certain amount of the company's funds come from prisoners bartering with their captors, offering refined planetary resources—and, some whisper, expert assassins and suicide soldiers—in exchange for items and information from outside.

Fortunately for the Daegox guards, the planet's atmosphere carries a high concentration of a spore—possibly developed by the corporation—that produces a calming effect, making non-Daegox creatures docile and agreeable. As far as the corporation reports, large-scale confrontations and prisoner rebellions are practically unheard of.

DAIMALKO
Ruins and Rampaging Colossi

Diameter: ×1/4
Mass: ×1/16
Gravity: ×1
Location: Near Space
Atmosphere: Normal
Day: 48 hours; **Year:** 3 years

A dry world of rocky mountains and steep basins, Daimalko teems with monstrosities roaming the ruins of two once-great civilizations, while the few remaining descendants of those societies struggle to survive underground.

Long ago, civilization thrived on Daimalko. Tales of enormous beasts were mere legends. In those days, daily life focused on the conflict between the psychic Confederation of Volkaria and the Holy Queendom of Ykarth, a state that claimed a divine mandate from the empyreal lord Duellona, the Warrior Maiden. Some 200 years ago, however, a month-long, planetwide cataclysm halted the war.

The gray-skinned Daimalkans now call this event the Awakening. As earthquakes reverberated, the planet's oceans evaporated and its greenery withered. Worse, the cataclysm awakened the beasts at the heart of the Daimalkans' ancient tales. Called colossi, kaiju, and other names, these titans were gargantuan beasts like no creature seen before, with heads made of tongues, teeth, and other horrors. The creatures immediately set about destroying the warring societies.

Most of the planet's inhabitants died during the Awakening or shortly thereafter at the hands of the colossi. Those who survived fled into subterranean caverns they came to call the Refuge. Though tensions occasionally flared, nationality had become secondary to survival. Eventually, the underground refugee settlements grew, and leaders emerged: the Guardians. Claiming the ability to steer the still-rampaging colossi via mysterious magical orbs, these Guardians have ushered small colonies aboveground over the last 50 years.

The planet still presents tremendous dangers. Pockets of Volkarian and Ykarthan resistance threaten to destabilize the Refuge. What's more, communiqué blips received by orbiting ships indicate the existence of distressed Volkarian or Ykarthan descendants in ruined metropolises, though it's unclear why the calls remain unanswered planet side. Given recent attacks by colossi on the colonies, plus reports from underground settlements of coordinated attacks by skinless, eyeless creatures, some Daimalkans actively protest any contact with the Pact Worlds, believing that the arrival of outsiders may be sparking a second Awakening.

EMBROI

The Iron Thrall of Hell

Diameter: ×3/4
Mass: ×9/16
Gravity: ×1
Location: Near Space
Atmosphere: Normal
Day: 18 hours; **Year:** 1 year

Like a geode, the planet Embroi shimmers violet in the void, a place of quiet complexity and efficiency. Six continents divide the planet's amethyst seas, which are the domains of countless species of massive, regal mollusks. Girded by archipelagos, these landmasses are called Antikawara, the Baskar Expanse, Chapru Von, Demagallo, Irralo Kellad, and Kanfrei. The Baskar Expanse is the largest but least populated, a land of ruins, ash storms, and plague—all remnants of the barely remembered but much-maligned Baskar States. Most of the world's population dwells on either Demagallo, the capital-continent, or Irralo Kellad, a land of iron mountains and factory-wrought boreholes.

The mask-faced Embri are the dominant race, cleaving to their places in society and daily regimens with near religious fervor. Individual desires are disruptions that, over centuries of cultural repression and societal scripting, have been quashed. There are few freethinking Embri on the planet and no rebellion or even quiet resistance. Each Embri has a role, and it either performs it well or is replaced. They do as they are instructed and are rewarded with paltry comforts and hollow promises, making Embroi a particularly valuable slave world in Hell's Material Plane empire.

Few residents, and even fewer visitors from the Pact Worlds, realize that Embroi is a fiefdom of Hell. The diabolical population exists only in the planet's shadows, and overt infernal influences remain minimal. Knowledge of the world's vast network of underground thoroughfares has been erased from Embroi's histories. This nether realm is now the domain of quiet levaloch armies; burning portals to Malebolge, the sixth layer of Hell; and scab-encrusted sacrifice machines. Over it all watches the victorious malebranche Occhiorasoi, who conquered Embroi before the onset of the Gap. Now she waits, as she has for eons, ever prepared for her world to contribute to Asmodeus's unknown immortal designs.

JEDARAT

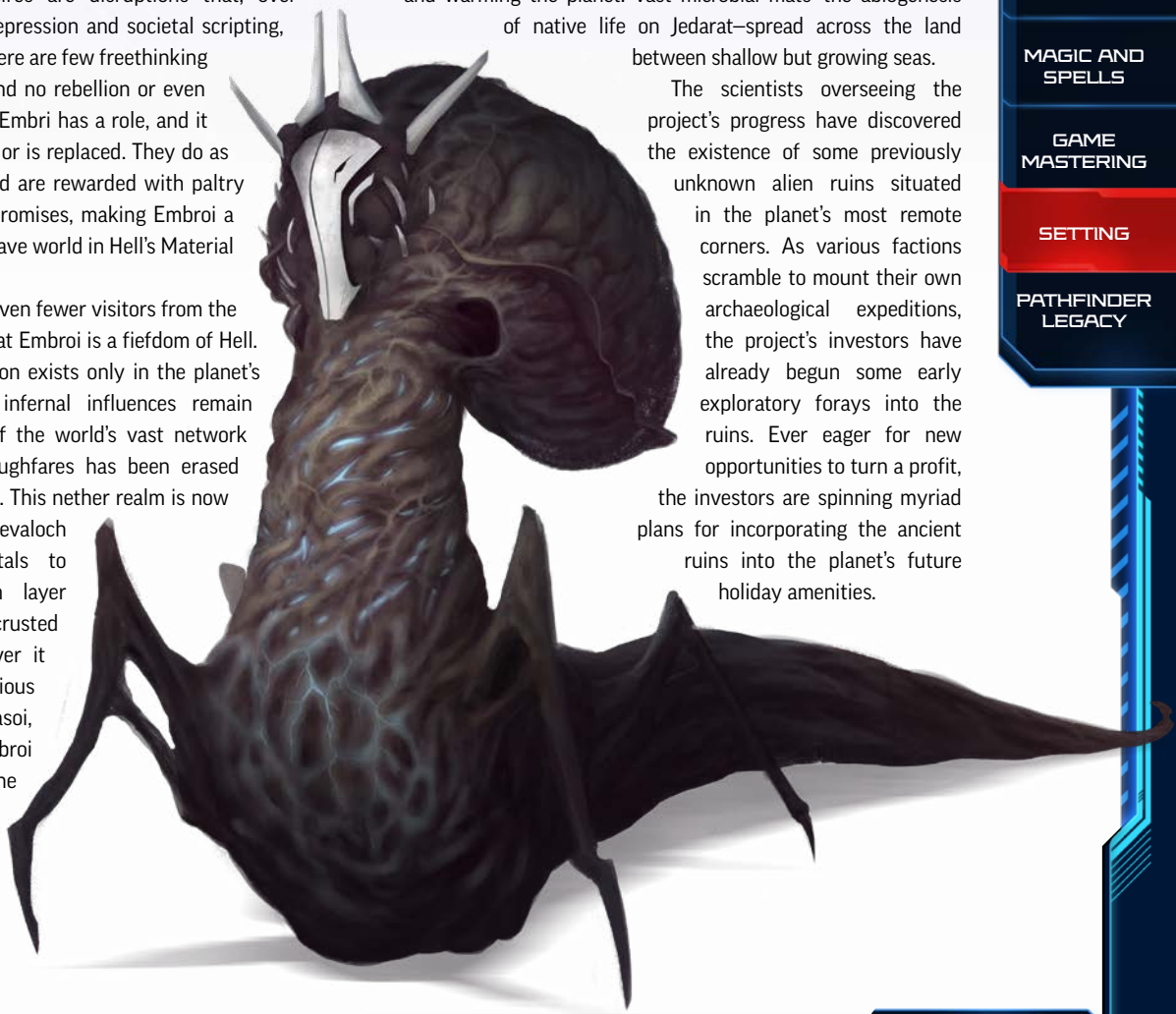
Burgeoning Destinations Amid Alien Rubble

Diameter: ×1/2
Mass: ×3/8
Gravity: ×1-1/2
Location: The Vast
Atmosphere: Thin
Day: 15 hours; **Year:** 257 days

A lifeless, rocky world orbiting a yellow dwarf main-sequence star called Vose 303, Jedarat is the site of a joint environmental project sponsored by AbadarCorp, the Xenowardens, and a start-up company called New Horizons Luxury Retreats. In its natural state, Jedarat is bone-chillingly cold, lacks an atmosphere thick enough to support most humanoids, and seems uninhabited. Yet, with minor scientific effort, the planet is poised to become a pristine, snow-capped vacation resort-world that investors hope will attract tourists as well as settlers.

Currently, the scientists and xenodruids stationed on the planet work toward that very goal. At Jedarat's poles, city-sized atmospheric conversion modules transform the polar ice caps into gases pumped high into the sky, thickening the atmosphere and warming the planet. Vast microbial mats—the abiogenesis of native life on Jedarat—spread across the land between shallow but growing seas.

The scientists overseeing the project's progress have discovered the existence of some previously unknown alien ruins situated in the planet's most remote corners. As various factions scramble to mount their own archaeological expeditions, the project's investors have already begun some early exploratory forays into the ruins. Ever eager for new opportunities to turn a profit, the investors are spinning myriad plans for incorporating the ancient ruins into the planet's future holiday amenities.



LOTHUN

Terraforming Project Gone Haywire

Diameter: ×1
Mass: ×2
Gravity: ×2
Location: The Vast
Atmosphere: Special
Day: 20 hours; **Year:** 2 years

Just a decade ago, Lothun was little more than a primitive hunk of metal, home to no sentient life, devoid of any ecosystems to speak of, and languishing under a toxic atmosphere. However, upon discovering it, a consortium of mining entrepreneurs called the Prospectors recognized that Lothun could easily host a terraforming experiment that, if successful, would repay its cost a thousandfold once the planet could be mined for resources.

The Prospectors quickly established massive nano-forges and laboratories at key junctures around the planet and stationed scientists there indefinitely. The Prospectors carefully shielded each facility from the harsh environment and linked them to generate synchronized terraforming "pulses" intended to remake Lothun according to predetermined environmental designs.

However, the tech ran amok, and the terraforming pulses became nano-forge storms that rampaged across Lothun's surface, transforming the world seemingly at random. The original bases remain, their shielding protecting them from destruction; they continue to emit terraforming energies, but all communication with the Prospectors' scientists has ceased. The tech works to a degree, as there are large roving pockets of breathable air scattered throughout Lothun. If it could be salvaged, the planet might be a great boon to future colonies across unsettled space—or perhaps it might serve as a civilization-threatening weapon, if the Prospectors' facilities fell into the wrong hands.

ORIKOLAI

Ring-Shaped Macrolaboratory

Diameter: ×2
Mass: ×1-1/2
Gravity: Special
Location: The Vast
Atmosphere: Normal
Day: 2-1/2 hours; **Year:** 5 years

The circumstances necessary to form a ring-shaped world seem beyond the capabilities of nature, yet the toroid-shaped planet Orikolai—also referred to as the Crucible—maintains a fairly stable shape that resists collapsing into a rounded mass.

This shape dictates Orikolai's bizarre surface conditions. Gravity on the planet is irregular, with surface gravity strongest along the interior and exterior equator and weakest along the hub and rim. In this way, the planet's gravity fluctuates from low to normal. Because it orbits its sun at an angle, Orikolai experiences dramatic seasons, resulting in summers with 10,000 hours of daylight and equally dark winters. The planet remains tectonically active, with hubward plates converging into towering mountains capped in sun-shielded glaciers and rim-bound plates diverging dramatically into volcanically active expanses.

Orikolai's flora and fauna have evolved to endure these conditions. Some, such as the herds of hashukayaks and high-flying hub geese, live in a yearlong cycle of migration, crossing the planet to follow sunlight and food. Others hibernate to combat the long winters. Yet others demonstrate seasonal plasticity, even evolving bladderlike organs that allow them to adjust to a range of surface gravities.

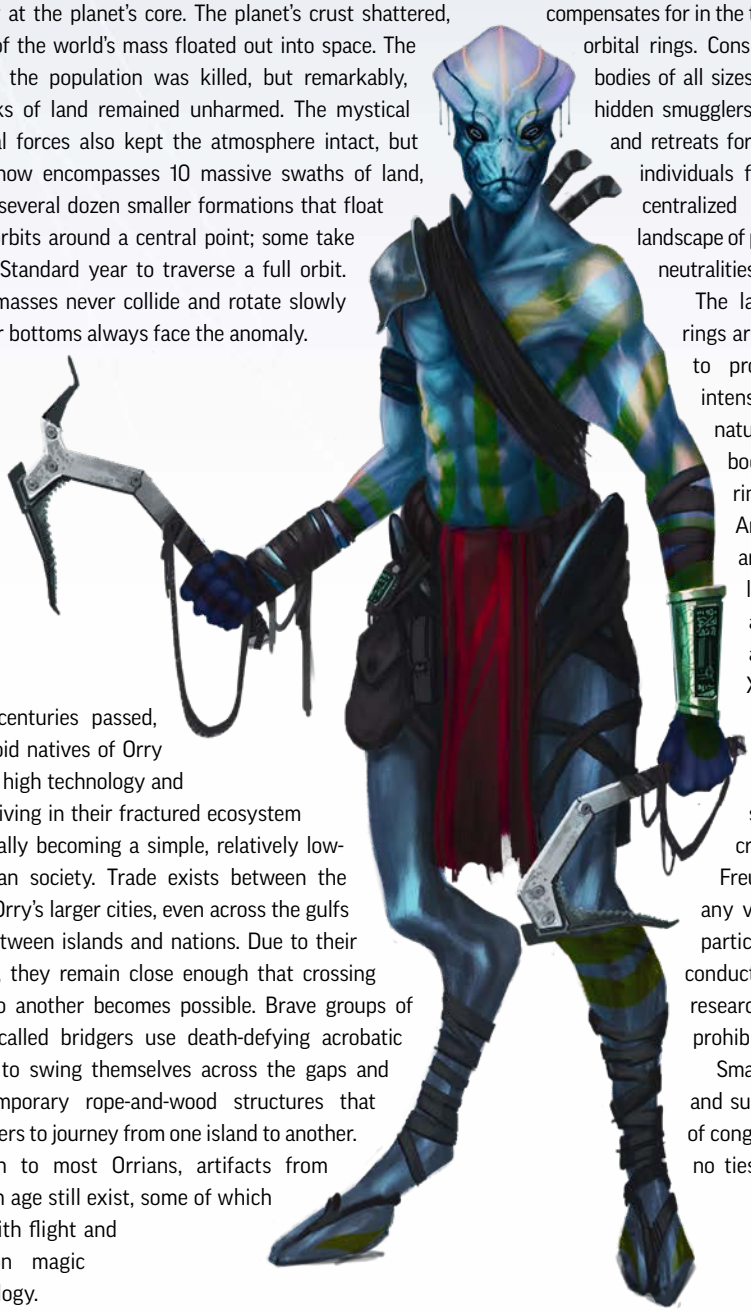
Popular etiology holds that scientists of a long-removed age built Orikolai as a laboratory before departing millennia ago, even seeding the surface with life that has since adapted to their world's dynamic climate. Outside races have attempted to colonize Orikolai with little success. Xenoarchaeologists nonetheless delight in exploring the world, for in secluded regions, ruins from the planet's creator race remain. Most intriguing is the moonlike body within the circular void of the planet's ring. Explorers suspect that this moon might have once served as a control center for the entire planet.

The time left to study Orikolai draws to a close, however, as the artificial stabilization processes that prevent the torus from collapsing have experienced gradual decay. Scientists predict that in a matter of centuries, the world will collapse inward on itself, making it a race against time to learn who the creators were, where they went, what they learned from their experimentations, and why they disappeared without a trace.

ORRY
Blasted Cluster of Floating Islands

Diameter: ×1/2
Mass: ×1/4
Gravity: ×1
Location: Near Space
Atmosphere: Thin
Day: 28 hours; **Year:** 2 years

Millennia ago, Orry was a technomagical utopia, with scientists and wizards working together to create wonders. However, when a project aimed at harnessing gravity to achieve the wonder of space travel went horribly awry, it created an anomaly at the planet's core. The planet's crust shattered, and much of the world's mass floated out into space. The majority of the population was killed, but remarkably, large chunks of land remained unharmed. The mystical gravitational forces also kept the atmosphere intact, but thin. Orry now encompasses 10 massive swaths of land, along with several dozen smaller formations that float in regular orbits around a central point; some take a full Pact Standard year to traverse a full orbit. These landmasses never collide and rotate slowly so that their bottoms always face the anomaly.



As the centuries passed, the humanoid natives of Orry forgot their high technology and magic, surviving in their fractured ecosystem and eventually becoming a simple, relatively low-tech agrarian society. Trade exists between the handful of Orry's larger cities, even across the gulfs of space between islands and nations. Due to their slow orbits, they remain close enough that crossing from one to another becomes possible. Brave groups of daredevils called bridgers use death-defying acrobatic techniques to swing themselves across the gaps and fashion temporary rope-and-wood structures that allow travelers to journey from one island to another.

Unknown to most Orrians, artifacts from their golden age still exist, some of which interfere with flight and teleportation magic and technology.

PRELURIA
Orbital Rings of Infinite Worlds

Diameter: ×100
Mass: ×100
Gravity: Varies
Location: Near Space
Atmosphere: Normal
Day: 12 hours; **Year:** 25 years

Preluria is a massive, green gas giant inhabited only by an aloof species of psychic gas oozes that are as much immune to the planet's acidic gases as they are made of them. What Preluria lacks in civilization on its surface it more than compensates for in the teeming settlements found on its wide orbital rings. Consisting of millions of ice and mineral bodies of all sizes, the rings of Preluria host countless hidden smugglers' bases, mercenary training facilities, and retreats for wealthy, influential, or misanthropic individuals from across the galaxy. There is no centralized government, with an ever-shifting landscape of political alliances, rivalries, and uneasy neutralities spreading across the immense disk.

The largest settlements among Preluria's rings are found on the 23 bodies big enough to provide natural gravity of varying intensities, most of which have normal natural atmospheres. It is from these bodies that the strongest factions of the rings wage war against one another. Among the most powerful factions are the mercenary Vorlath, who shift loyalties to ever-higher bidders but also maintain their own independent ambitions; the seemingly peaceful Xystrian Brotherhood, whose agents pose as pacifists while sabotaging their enemies; the Prelurian Patrol, who attempts with erratic success to eliminate the system's criminal elements and keep order; the Freugan Salvage Company, claiming any valuables found on any of the rings' particles; and the Reivolan Institute, who conducts questionable experiments and research, welcoming scientists who are prohibited from practicing on other worlds.

Smaller bodies house a variety of surface and subterranean structures, either as part of conglomerates or held by individuals with no ties to their neighbors. Some of these have artificial atmospheres, though most are barren beyond those artificial structures built on them.

RIVEN SHROUD

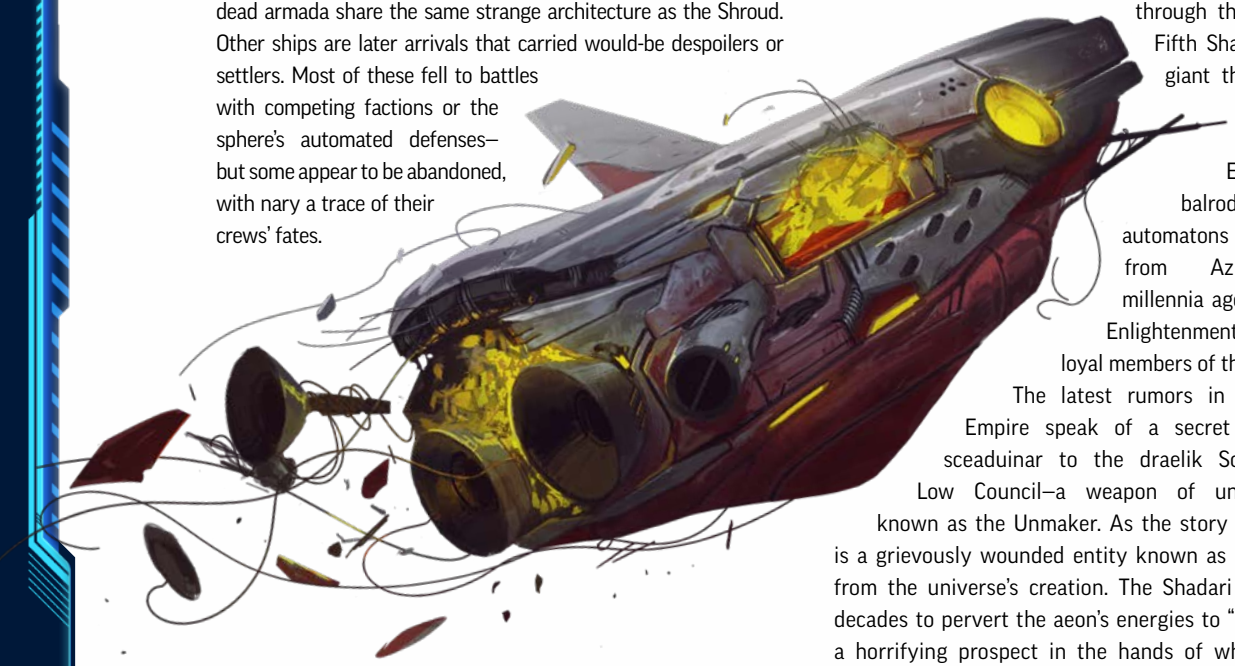
Solar-Powered Starship Graveyard

Diameter: ×2
Mass: ×2
Gravity: ×1
Location: Near Space
Atmosphere: None
Day: –; **Year:** –

In a remote portion of a galactic arm is an immense spherical megastructure built directly around its sun. Called the Riven Shroud, it is a Dyson sphere: a lacy grid of continent-wide modules of alien architecture, linked by vast solar sails—but rent open in some unknown disaster. Its creators vanished millennia ago, and much of it remains abandoned. The ruined regions near the gash are open to the vacuum. Much of the rest appears relatively intact and is home to isolated communities of researchers, scavengers, and squatters. Several, including the aatevak, qotraua, and xixinnt, claim descent from the Shroud's creators, but the mismatch between their biology and the structure's architecture makes their claims unlikely.

The Shroud's life-support system functions only partially, and some areas have unbreathable atmospheres or fluctuating gravity. Its remaining defense systems periodically engage without provocation. The space around and within it is also perilous, containing massive haunts said to be the ghostly remains of the worlds destroyed to fuel the Shroud's creation. The structure also suffers periodic incursions from organizations seeking its secrets.

Eerily, the Riven Shroud may be using these incursions to slowly repair itself. Bordering its edges are irregular arrays of derelict ships and stretches of newer sail. The largest and most ancient of this dead armada share the same strange architecture as the Shroud. Other ships are later arrivals that carried would-be despoilers or settlers. Most of these fell to battles with competing factions or the sphere's automated defenses—but some appear to be abandoned, with nary a trace of their crews' fates.



SHADARI

A Shrouded Confederacy

Diameter: ×1
Mass: ×1
Gravity: ×1
Location: The Vast
Atmosphere: Normal
Day: 40 hours; **Year:** 2 years

Great Shadar is the largest of seven associated worlds orbiting a dim star within the Kurzach Nebula, on the edge of territory claimed by the Azlanti Star Empire. Vast banks of dust and ionized gas cloak the worlds of the Shadari Confederacy in veils of gray, mustard, and rotten verdigris, providing anonymity and protection from the Azlanti empire's scanners and patrols—a protection that's made them a haven for criminals, vagabonds, and others on the run from the long arm of imperial law.

Shadari's seven worlds and their respective moons host numerous individual species and cultures, unique in form, outlook, and emotional composition but united in allegiance to the Confederacy's freewheeling and lawless ideals. The draeliks, primary denizens of the Great Shadar home world (second from the system's dim star), are at the forefront of the multi-alien alliance. Lithe and smooth of skin, the draeliks' vestigial neck gills and webbed hands and feet reflect an oceanic origin, but Great Shadar lacks suitable bodies of water to nourish these denizens, let alone serve as their original aquatic home. Like all the races of the Confederacy, draeliks bear the mystic third Eye of Enlightenment emblematic of their entropic religion, which focuses on bizarre interdimensional creatures called sceaduinar. Other Shadari species sharing the mystic third eye include the skrell—bulbous, psychic, tentacle-trailing creatures that float through the roiling mists of Fifth Shadar, a dreary gas giant that looks like the cross section of a bruised fruit. Even the artificial balrodds—barrel-chested automatons who escaped from Azlanti servitude millennia ago—bear the Eye of Enlightenment, marking them as loyal members of the Shadari cabal.

The latest rumors in the Azlanti Star Empire speak of a secret granted by the sceaduinar to the draelik Sovereign and his Low Council—a weapon of unthinkable power known as the Unmaker. As the story goes, the weapon is a grievously wounded entity known as an aeon, left over from the universe's creation. The Shadari have worked for decades to pervert the aeon's energies to "unmake" creation, a horrifying prospect in the hands of what amounts to a confederacy of space pirates and outlaws.

TABORI CLUSTER

The Frontier Nebula

Diameter: –
Mass: –
Gravity: Special
Location: The Vast
Atmosphere: Normal
Day: –; **Year:** –

The Tabori system—multiple stars and their planets orbiting the red supergiant Bori—changed radically 6,000 years ago when Bori collapsed, blowing out much of its mass to form a beautiful nebula that remains electrically active, producing strong interference that hampers communication, navigation, and travel. The supergiant's detonation also sprayed the surviving worlds with rich deposits of the normally rare metal siccatite, inciting a rush for potential wealth in the dangerous frontier.

The Tabori Cluster, as the area is now known, hosts five known stars: Deepwater, Ixo, Jordan's World, Veran, and Vodorae, each with a handful of worlds in orbit. Ancient cities of extinct races dot both the river-choked Deepwater Prime and Ixo's only planet of Pan, while countless boomtowns and abandoned mining operations dot the habitable regions of each system. Despite this scattering, no one world or system hosts a large or cohesive enough population to call itself a political entity. Scrapwave colonies—survivors stranded after interference destroyed their vessels' engines—vie with one another for resources. A rare few souls even settle within the nebula, enamored by a life without advanced technology or any contact with the wider universe.

THE VESKARIUM

Cradle of a Mighty Interstellar War Machine

Diameter: ×2-1/4
Mass: ×5
Gravity: ×1
Location: Near Space
Atmosphere: Normal
Day: 28 hours; **Year:** 3 years

The Veskarium refers to the eight-planet solar system that the militant vesk rule. The scaly race evolved on the planet closest to the sun, and from the beginning they easily cowed the bands of cave-dwelling snake-people, jackal-faced arthropods, and even stranger creatures there. This planet provided rich natural resources, an abundance of dry land, and beasts of war. However, its people hungered for even more power.

Eventually, vesk took to space. They called their home Vesk Prime and renamed and numbered the subsequent planets farther from the sun as they overran them. The result is the Veskarium, a vast empire with a wide array of subjects. This includes the stone-faced squidfolk of Vesk-2, the antlike beings of Vesk-5, the feline humanoid barbarians of Vesk-6, and the pacifist frost behemoths of Vesk-7 and Vesk-8.

Vesk rule from enormous military bases that double as governmental headquarters situated in key positions on each planet. A high despot rules each planet, forming a council that makes decisions for the Veskarium at large. Though their laws are autocratic, vesk see both themselves and their society as deeply honorable. They strive to provide their citizens with a high standard of living, though their societal structures are unforgiving and they inherently view non-vesk as inferior.

THE GREAT BEYOND

Most travel in Starfinder is either between the Pact Worlds or between those areas controlled by the Pact Worlds and the many uncharted worlds of the surrounding galaxy. With billions of planets and other astronomical bodies to explore, "real space" offers nearly endless opportunities for excitement and adventure for those with the bravery and fortitude to face them. Yet there's more to Starfinder's setting than just binary suns, new life-forms with alien biology, and asteroids rich with resources ready to be exploited—much more.

All of what most mortals think of as reality, including the Pact Worlds' entire galaxy, is part of a realm of existence called the Material Plane. Yet this is only one tiny portion of the multiverse, which is a vast conglomeration of planes and dimensions sometimes called the Great Beyond: a place of departed souls, gods, and strange creatures beyond mortal ken. Scholars usually divide these planes into the Inner Sphere and the Outer Sphere, though these names and attempts to map their relationships can't hope to truly describe the incomprehensible geometry of overlapping infinities.

THE INNER SPHERE

The planes of the Inner Sphere can be thought of like a fruit, with the Elemental Planes forming layers of skin. Inside—the meat of the fruit—is the Material Plane, with the twin poles of the Positive Energy Plane and the Negative Energy Plane acting as the fruit's pit. Yet while this would be complex enough, the pull of the Positive and Negative Energy Planes has also caused the Material Plane to delaminate and separate, forming strange reflections of itself: the Shadow Plane and the First World. Permeating and binding all of these realms together is the Ethereal Plane.

The Drift

Reachable only via technology, the Drift allows starships to quickly travel great distances. A relatively new plane, the Drift is generally considered to be part of the Inner Sphere. However, due to its strangeness, scholars are still debating how it fits into the grand design. For information on the Drift, see page 290.

Elemental Planes

The Planes of Air, Earth, Fire, and Water are home to creatures and landscapes formed from their respective elements, often inhospitable to mortals. Within the planes, many different factions vie for control, from genies to the minions of the elemental lords.

Ethereal Plane

Existing coterminously with the many other planes of the Inner Sphere, the Ethereal Plane functions as a way to travel between the planes. However, the Ethereal Plane isn't the empty place it appears to be at first glance, and many strange beings dwell there.

The First World

Created as a rough draft for the Material Plane, the First World was long ago abandoned by the gods, and it can be thought of as a palimpsest—the sketch behind the final painting of the Material Plane. Largely cut off from the other planes and full of vibrant energy from its proximity to the Positive Energy Plane, the First World is a constantly reinvented landscape where fantastic beings called Eldest warp reality and rule the native fey.

Negative and Positive Energy Planes

The Positive Energy Plane and its dark twin, the Negative Energy Plane, exist to create and destroy life, respectively. While the Negative Energy Plane drains life and creates strange mockeries of it (and is responsible for animating undead creatures), the Positive Energy Plane is no safer, as its pure vitality overwhelms and consumes mortal bodies.

Shadow Plane

True to its name, this plane is a shadowy reflection of the Material Plane, though the native beings and places found here are often twisted almost beyond recognition. Distance is strangely variable here, as is the morality of the plane's residents.

THE ASTRAL PLANE

Acting as a buffer between the Inner Sphere and the Outer Sphere, the void of the Astral Plane churns with a silvery-gray haze. Spirits of dead mortals pass through this plane as part of the River of Souls on their way to final judgment in the Boneyard.

THE OUTER SPHERE

If the Inner Sphere is the nucleus of an atom, then the Outer Sphere is the outermost shell of its electrons, with the Astral Plane as the space between them. Along the inside face of this infinite, hollow "ball" lie all the realms mortals think of as the afterlife. Soul energy begins in the Positive Energy Plane, takes shape and sentience as mortal life on the Material Plane, and then, after death, passes through the River of Souls and receives Pharasma's judgment to end up on one of the Outer Planes, often in the service of a deity or transformed into an angel, demon, or other such "outsider." Each plane represents one of the nine metaphysical alignments, although the reason behind this, as well as what lies beyond the Outer Sphere, remains unknown.

Abaddon (NE)

Home to the nihilistic daemons, the wasteland of Abaddon is ruled by the Four Horsemen of the Apocalypse, who wish to see the destruction of all living things.

The Abyss (CE)

Innumerable horrors inhabit the mind-shattering layers of the Abyss, ranging from alien qlippoth to repugnant demons and the ruling demon lords.

Axis (LN)

A single gigantic metropolis, Axis is home to the mechanical inevitables and their creators, the axiomites. Both work to study the laws of the multiverse and protect it from the encroaching chaos of the Maelstrom.

The Boneyard (N)

Atop a colossal spire, this location serves as the terminus of the River of Souls, where the dead are judged by the goddess Pharasma and her court of psychopomps before being sent on to their appropriate afterlives.

Elysium (CG)

This plane's lush wilderness forgoes the physical trappings of civilization, catering to those well-intentioned souls who desire an afterlife of unadulterated freedom and creative passion.

Heaven (LG)

The mountain of Heaven—a bastion of benevolent order—is divided into seven tiers, watched over by gods and archons as they reward the just and muster the armies of the righteous.

Hell (LE)

Asmodeus, the Archfiend, created Hell as his own domain; then, he portioned it into nine layers and placed eight of them under the control of terrible archdevils, creating a realm of perfect, brutal order.

The Maelstrom (CN)

Constantly shifting and transforming, the chaos of the Maelstrom is inhabited by the snakelike proteans who revel in its bizarre nature.

Nirvana (NG)

A perfect countryside that stretches in all directions, the fields, forests, and hills of Nirvana are home to those enlightened and virtuous souls who desire an idyllic realm for introspection.

INTERACTING WITH THE GREAT BEYOND

The Great Beyond is home to angels, deities, fiends, and other inscrutable beings who possess great knowledge and power, so it is understandable that some would seek to contact them to learn their secrets or capture them for nefarious purposes.

Mystics who pray to gods and goddesses believe that their divination spells such as *augury* and *vision* are directly answered by their patrons. Mystics and technomancers also have access to the spell *contact other plane*, which allows direct contact with extraplanar powers, albeit at great risk. Alternatively, spellcasters can attempt to entrap such creatures with a *planar binding* spell and compel them to perform a task.

Travel between the Material Plane and other realms of existence is possible through spells such as *ethereal jaunt*, *plane shift*, and *shadow walk*.

FACTIONS AND ORGANIZATIONS

The Pact Worlds are a riot of competing interests, from planetary governments and churches to big business and organized crime. Different cultures, organizations, and species are constantly working together or locked in violent opposition, or some combination of the two, and who you know often makes the difference between fame, fortune, and farming protein grubs on some backwater colony world. The following pages present a selection of the biggest movers and shakers in the Pact Worlds, but these are only a few of the system's many factions.

MORE FACTIONS

In addition to the more detailed dossiers on the following pages, below are notes on some factions that, while smaller, nevertheless influence the Pact Worlds beyond the boundaries of a single world, race, or culture.

Corporations

Business thrives throughout the Pact Worlds, and corporations—particularly those operating on a system-wide or interplanetary scale—are the engines that drive trade and commerce between civilized worlds. Thousands of corporate entities of various sizes are active in the Pact Worlds. Some of the most notable include Arabani Arms Ltd., an Apostae-based drow weapons trafficking enterprise; Exemplar-23, the largest android manufacturer in the Pact Worlds, located on Aballon; Life Innovations, a Brethedan biotech research firm; Sanjaval Spaceflight Systems, an Akitonian aerospace company and leading manufacturer of commercial starship spaceframes; the Tetrad, an intragalactic and interplanar trade association of the four-armed witchwyrds; and Ulrikka Clanholdings, a consortium of dwarven mining interests in the Diaspora.

Corpse Fleet

Not all elebrians supported their planet's decision to join the Absalom Pact. Rather than face potential disarmament at the hands of the Stewards, many undead admirals and captains in the Eoxian Navy left the Pact Worlds and took their ships deep into space. The grim vessels of this so-called "Corpse Fleet," forged of steel and bone and staffed with undead crews, have no need for atmosphere, food, or other supplies, allowing them to easily prey on the ships and crews of the living. Officially, Eox has severed all ties with the Corpse Fleet, claiming it's a rogue remnant of the "old regime," but many in the Pact Worlds suspect that the Bone Sages are still in communication with the ghastly armada, offering clandestine support to the Corpse Fleet and its activities.

Cults of the Elder Mythos

Many worlds have legends of formidable alien entities that have existed since before the universe began—before time, before birth, before death, before even the oldest of the gods. These Outer Gods are just as powerful as other deities and attract the veneration of mortal, though often insane, worshipers. But while the Outer Gods themselves usually have little interest in mortal affairs, the same can't be said of their cultists, who seek to bring about circumstances to herald a new age for the universe, in which the reawakened Great Old Ones and Outer Gods can assume their rightful roles as the true masters of existence.

Golden League

While the Pact Worlds have as many criminal enterprises as there are stars in the sky, from gangs of a few thugs to planetwide cabals, most major space stations and cities in the Pact Worlds host members of the Golden League, an ancient alliance of powerful crime "families" that has its origins on the continent of Tian Xia on pre-Gap Golarion. The Golden League exploits commerce and trade through bribery, threats, assassination, and the outright manipulation of currency and markets, with no other aim than to increase the wealth of its members. Criminal activity on a single space station or populated asteroid usually falls under the purview of one family, while multiple families share power on most planets and larger moons. Each family employs a coterie of tattooed and often augmented soldiers and assassins called Xun, who are greatly feared and respected in Golden League-controlled territories. No single family leads the Golden League, allowing the organization itself to survive even if one or more families are eliminated by police forces or destroyed by rivals, though the prominent Ichihara-Hong family, which controls a sizable portion of Akiton's crime world, currently dominates much of the Golden League's activities.

Skyfire Legion

Based on Triaxus, the Skyfire Legion is a peculiarly principled mercenary group that sells protective services primarily to colonists and other groups operating outside the Pact Worlds, where the Stewards can't directly help them. Like their famed antecedents, the dragonriders of Triaxus's ancient Dragon Legion, many Skyfire legionnaires form an almost mystical bond with Triaxian dragonkin, and the best Skyfire attack ships are piloted by a pair of legionnaires: a humanoid pilot and her bonded dragonkin copilot. Although the majority of Skyfire legionnaires are native ryphorians, membership is open to all races, and androids, humans, lashuntas, and vesk have all joined the ranks of the Skyfire Legion.

ABADARCORP

Massive Faith-Based Corporation

Leader: CEO and Executive Archdirector Gevrant Iseki-Okaibo
Headquarters: Golden Vault, Absalom Station

AbadarCorp is hands down the largest, wealthiest, and most influential corporation in the Pact Worlds—in no small part because it's also the church of Abadar, god of civilization, commerce, and wealth. In addition to the manufacture, transport, and sale of a wide variety of goods both magical and technological, AbadarCorp also provides a multitude of other services, including banking, financial, labor, legal, shipping, and utility services. There are AbadarCorp corporate offices, factories, stores, and trading outposts (all of which also function as temples of Abadar) on every one of the Pact Worlds and on nearly every civilized planet maintaining trade relations with the system. Virtually every conceivable product available for purchase in the Pact Worlds or friendly systems is sold (and often produced) by AbadarCorp or one of its subsidiary corporations. This is not to say that AbadarCorp's products are always the best or that it doesn't have stiff competition; one might argue whether an Arabani Arms laser rifle has a more coherent beam than an AbadarCorp weapon, but everyone knows there's a good chance the local AbadarCorp hypermarket probably has both of them in stock.

AbadarCorp's goals are those of the church of Abadar: spreading civilization and law, fostering free trade, and accumulating profit. While not a law-enforcement agency itself, it does provide equipment, funding, and training to both the Stewards and smaller planetary police forces. The corporation is also an eager sponsor of planetary colonization efforts, providing everything from financial backing to colony ships, construction equipment, supplies, and even prefabricated buildings (including, of course, a fully stocked AbadarCorp general store, ripe with franchise opportunities). AbadarCorp was also instrumental in helping the Pact Worlds government establish the credit standard, and its role in helping regulate the currency and facilitate interplanetary fund transfers makes it a de facto branch of the government treasury—something not all citizens are comfortable with.

AbadarCorp follows a traditional corporate organizational structure but maintains a religious function as well. All of AbadarCorp's executives and corporate officers are priests of Abadar. Its chief executive officer also serves as the church's high priest, called the executive archdirector. AbadarCorp's operations on any given planet (or major locality, such as Absalom Station) are each managed by an archdirector, each of whom has a seat on the corporation's board of directors. Lower-ranking directors supervise larger corporate assets, while managers and administrators are responsible for smaller holdings and offices. In addition to its manager-priests, AbadarCorp employs countless secular workers in a variety of fields, including exploration to find new markets and resources, piloting, research, security, transport, and much more. And while it has plenty of loyal full-time employees, the organization has no problem hiring contract adventurers for jobs requiring specialized skill sets or expendability.

ANDROID ABOLITIONIST FRONT

Synthetic Freedom Fighters

Leader: Ex Novo

Headquarters: Unknown location, likely in the Diaspora

Androids have been recognized as free citizens of the Pact Worlds for more than a century, yet that doesn't mean their exploitation is entirely over. While the Stewards keep a careful eye out for illegal android foundries, their reach extends only so far. A black-market trade in android slaves still exists on black-ops corporate research stations, deep-space raider ships, and newly discovered worlds with unscrupulous colonists, where androids are forced by threats or other duress to follow orders.

That's where the Android Abolitionist Front comes in. With agents ranging from informants to elite infiltration teams, the AAF is dedicated to fighting android slavery wherever it's found. Originally formed solely of androids, the AAF has since expanded its membership to members of other races, in part because missions to disrupt android trafficking often free other oppressed humanoids as well. Though the AAF's careful cell structure means members rarely know the identities of more than a few others, many believe that the group's council of leadership, Ex Novo, operates from a secret asteroid base in the Diaspora—a rock absent from any chart and riddled with cavernous habitats and high-end stealth gear. Fully inducted agents often identify themselves via magical encryption tattoos that remain invisible until activated with a code word, then authenticate others against an anonymous agent database. The organization's secretive nature makes it difficult to present a public face, yet occasional pirate broadcasts take credit for exploits or present the group's manifesto. Many believe the AAF has a quiet working relationship with the Stewards, and perhaps even a member seated on the Pact Council.

Complicating the AAF's relationship with mainstream society is the fact that, aside from a shared goal of preventing android slavery, its members have no particular creed. Some seek to accomplish their goals without violence, while others don't care who dies; some care only about true slavery, whereas others seek to eradicate all prejudice against created peoples. By far the most polarizing is the radical Perceptionist minority. While most people in the Pact Worlds hold the view that souls mark the difference between people and possessions—as both androids and sentient machines like anacites gain souls at the moment of awakening—Perceptionists argue that if you can't personally tell whether an advanced machine is sentient or simply carrying out programming, you must accord it the same rights as a sentient being. Though small, this splinter group is insistent on "liberating" legally owned robots and ship AIs, often violently, doing significant damage to the AAF's reputation in recent years.

AUGMENTED
Cybernetic Activists

Leader: Cypremacy Collective
Headquarters: Woven Towers, Kashak, Verces

More a social movement than an organized faction, the Augmented began as a caste on Verces devoted to improving their bodies through mechanical modifications and implanted technology. As cybernetic technology improved and communication between the worlds became more frequent, this philosophy rapidly gained ground both on Verces and elsewhere, with people of all races seeking technological self-improvement. Today, the use of basic cybernetics is fairly uncontroversial in the Pact Worlds, but the Augmented have come to encompass and speak for those whose modifications are extreme enough to set them apart from mainstream society and who believe that such augmentation represents the future of evolution.

Verces remains the heart of Augmented society; this is especially true for the nation of Kashak, which was historically the first to publicly decry the traditional Vercite caste divisions and promote technological modification for all people. While Verces as a whole is at the cutting edge of cybernetics development, the private labs and universities in Kashak's capital city of Nabokon are beyond compare, attracting the most advanced technomancers in the Pact Worlds to organizations like the Everlife Adaptation Corporation, Haruspex Interplanetary, and the Spellsight Cooperative. Here, the ruling Cypremacy Collective, seen by many as the mouthpiece of the Augmented movement, pressures governments and corporations alike from the Woven Towers, a trio of round, tentacle-like spires that twist around one another in a triple helix. Though the Collective's members are permanently wired into their buildings—bodies rendered effectively immortal by medical machinery, and brains constantly sifting the planet's vast infosphere—their bug-like drones and living agents travel the galaxy carrying out their policies and influencing politicians at the highest levels of government. Many of these agents and couriers are androids, as such engineered individuals are afforded near-religious respect by adherents of the Collective, who see their artificial status as close to the Augmented ideal.

While the Collective is careful to preach acceptance and understanding alongside technological advancement, not all of the Augmented are as open minded. For techno-terrorist groups like the Remakers and NextStep, all "stocks"—meaning purely biological people—are actively stymieing progress, and the motto "evolution doesn't need consent" justifies things like tainting water supplies with nanites or kidnapping and modifying public figures. Ironically, the Collective, knowing the hatred such groups foster against the non-Augmented, is these groups' greatest opponent. The two sides have been locked in a high-tech shadow war for generations, with the Collective regularly hiring unaffiliated contractors to help hunt down and eliminate those who would kill indiscriminately in the name of progress.

While the Augmented traditionally favor computerized and mechanical adaptations, most members are concerned with the end goal of advancement and self-improvement over any particular mechanism. As such, recent years have seen a rapid increase in people with biotech implants or purely magical enhancements who still identify as Augmented and participate in the group's governance. The Xenowardens in particular have strengthened their ties, promoting the view that augmentation can reduce ecological impact, while barathus from Bretheda have suddenly begun streaming into the group's assemblies for unknown reasons. While many Augmented appreciate these new members' viewpoints, some worry the influx may shift the group's focus in uncomfortable new directions.

FREE CAPTAINS

Outlaw Coalition

Leader: Pirate Council

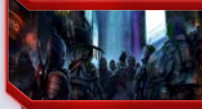
Headquarters: Broken Rock, the Diaspora

To a merchant captain whose cargo has been looted or whose ship has been stolen, the pirates of the Pact Worlds may seem like a disorganized scourge. In truth, many of the freebooters who plague the space lanes are bound by something approaching a code of honor, or at least the recognition that they have more in common with one another than the ships and crews they prey upon. These are the Free Captains, and while not every raider who attacks a civilian ship in the lawless void between planets is one of them, the most successful and infamous of the Pact World pirates claim membership in this diverse organization.

Ostensibly led by a council of elected pirate lords, the Free Captains are an association of independent starship captains whose primary trades are freebooting, piracy, raiding, smuggling, and other enterprises that lie firmly outside the law. What binds these disparate individuals together is the code they follow, which determines who can be raided, which ships can be stolen or scuttled, and, perhaps most importantly, who has been granted immunity to such predations. While the rules that compose the code may seem arbitrary or capricious, simply having a structure at all is essential to keeping the group working together rather than devolving into a free-for-all that's easily mopped up by the Stewards. These rules are modified from time to time based on the whims of the ruling captains, yet a few tenets remain consistent:

- No Free Captain will attack another outside of a council-approved duel.
- Clients paying the Pirate Council's steep fees for "protection" must enjoy complete security from unwarranted attacks.
- A deal is a deal, and once an individual Free Captain has made a bargain, she must honor it. (This is particularly useful in helping victims know that a pirate offering them their lives in exchange for their cargo won't simply kill them afterward.)
- All crew members are free to leave a ship in port, but once they are underway, they must fight to the death if their captain commands it.

While the Free Captains range throughout the Pact Worlds and beyond, their center of power is in the Diaspora, whose scattered collection of asteroids, chunks of space rock, and planetesimals provide countless docking stations, ports, and safe havens for fugitives, outcasts, and pirates eking out an existence on the wrong side of the law. The Free Captains' Pirate Council meets on one these asteroids, called the Broken Rock, though its precise location is a closely guarded secret, and the place is said to be exceptionally well defended, lest the Stewards or a planetary police force seek to curb the Free Captains' extralegal activities. The Free Captains don't have much of a unified ambition beyond the piracy of their individual members, but intelligence reports in the highest echelons of planetary governments suggest a nascent "pirate kingdom" is emerging in the Diaspora as a result of the Free Captains' growing power and influence.



HELLKNIGHTS

Merciless Enforcers of Interstellar Order

Leader: Varies by order

Headquarters: Seven massive citadel-ships

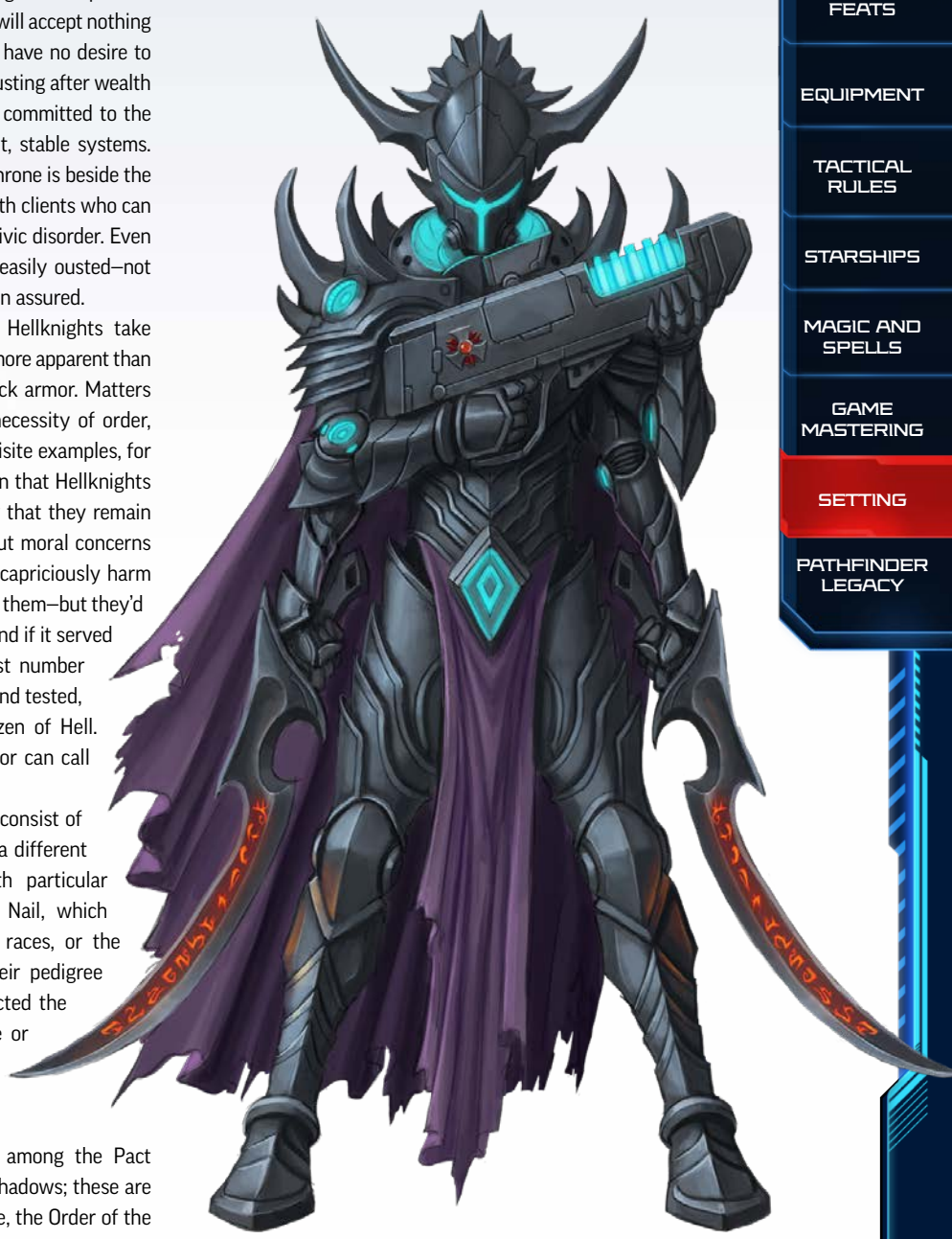
Chaos reigns among the stars. For sanity and survival, the fanatical Hellknights are determined to spread order across the galaxy, even if a billion worlds must burn along the way.

The Hellknights hold law as the only virtue. Through force and intimidation, this legion imposes its ruthless justice. Heedless of borders, they go where called, crushing piracy, pacifying primitives, stamping out rebellion, and taming wild expanses. Engaged in countless conflicts, the Hellknights will accept nothing less than absolute order—yet they themselves have no desire to rule. The Hellknights are no mere conquerors, lusting after wealth and power. Rather, they are zealots, perfectly committed to the rule of law and the enforcement of consistent, stable systems. Who makes those laws or sits on a particular throne is beside the point, hence their popularity as mercenaries with clients who can claim a legitimate mandate or seek an end to civic disorder. Even after their battles end, the Hellknights aren't easily ousted—not until they're satisfied that lasting order has been assured.

In their philosophies and aesthetics, the Hellknights take inspiration from Hell itself, and nowhere is this more apparent than in the diabolical designs of their imposing black armor. Matters of good and evil mean nothing next to the necessity of order, and in this Asmodeus and his legions are exquisite examples, for Hell suffers no disobedience. This doesn't mean that Hellknights are themselves evil or revel in slaughter, only that they remain unflinching in carrying out their orders and put moral concerns second to stability. A Hellknight would never capriciously harm an innocent—and many actively seek to protect them—but they'd still burn a city and all its residents to the ground if it served their cause. To assure that only the worthiest number among their ranks, all Hellknights are trained and tested, culminating in single combat against a denizen of Hell. Only those who face and overcome such terror can call themselves Hellknights.

While united in their aims, the Hellknights consist of several independent orders, each focused on a different aspect of their crusade and endowed with particular expertise. Some—such as the Order of the Nail, which forcibly "uplifts and civilizes" less-advanced races, or the bounty-hunting Order of the Chain—trace their pedigree back to Golarion, their forbears having predicted the coming disaster and retreated to deep space or extraplanar holdings. Others arose upon far-flung worlds and planes only to be called back to the Pact Worlds.

Seven major Hellknight orders campaign among the Pact Worlds, with lesser orders operating in their shadows; these are the Order of the Chain, the Order of the Eclipse, the Order of the Furnace, the Order of the Gate, the Order of the Nail, the Order of the Pike, and the Order of the Scourge. Each is known for its distinctive armor, its signature weapons or fighting technique, and its eclipsing Hellknight battle cruisers. Yet the embodiments of true Hellknight intimidation are their citadels—the massive mobile war stations each order employs as headquarters.



KNIGHTS OF GOLARION

Crusader Army

Leader: Knight-General Halaina Lymikin
Headquarters: Flagship *Sword of Valor*

The Knights of Golarion are a military organization with strong ties to the Pact Worlds, the church of Iomedae, and the children of the missing planet of Golarion. Though worship of Iomedae is not a requirement for membership, and some members even worship different gods, all Knights take sacred vows to uphold the Code of the Inheritor, a 10-part oath requiring courage, fair treatment of prisoners, honor, and temperance in action. They are also instructed to regularly study *The Acts of Iomedae*, the goddess's holy text.

The Knights of Golarion are dedicated to promoting justice and righteousness in all forms, spreading their goddess-granted understanding of morality throughout the Pact Worlds, frontier settlements, and lawless territories. To many, this makes the Knights classic heroes, laying down their lives to protect the innocent—whether it be from rampaging monsters or the predations of criminals and tyrants—and embodying the ideals of military camaraderie and death before dishonor. Yet unlike the Stewards, the Knights feel no need to honor local laws they consider unjust—theirs is the law of Heaven, and mortal structures that violate it deserve to be broken. They deeply value law and order, but they have no tolerance for those who twist it to persecute others or truck with inherently evil creatures like devils or the undead. The resulting friction means that while the Knights have been repeatedly instrumental in defending the Pact Worlds, the Stewards do their best to point them toward apolitical struggles like Corpse Fleet attacks, demonic incursions, or problems on worlds outside the system, and the Knights of Golarion use their fleet of powerful Avenger-class cathedralships as bases of operation rather than residing on any particular Pact World.

The Knights of Golarion work closely with the church of Iomedae, yet unlike AbadarCorp, they're careful to maintain a distinction between their order and the church itself. In this way, the Knights remain free to deal with developing threats quickly and in whatever manner they see fit, without dragging the church hierarchy into every decision. While bound by honor to protect all innocents, the Knights see their goddess as the patron of all the refugee races of Golarion, especially humanity. Financial support for the group comes from tithes by colonies, companies, and other organizations the Knights have defended in the past, but these are truly gifts, not fees for service—the Knights of Golarion are nobody's security contractor.

The Knights of Golarion mix military structure and ranks with older ideas of knights-errant and feudal lords. Rank-and-file soldiers operate under the command of officer-knights, yet knight-lieutenants and higher ranks are sometimes assigned to "errant duty," in which Knights are trusted to seek out injustice and deal with it, calling upon whatever allies they can independently gather to their banner.

STARFINDER SOCIETY

Adventuring Scholars

Leader: First Seeker Luwazi Elsebo
Headquarters: Lorespire Complex, Absalom Station

The quest for knowledge and the desire to explore and unravel the mysteries of the universe are hallmarks of any great operation. For members of the Starfinder Society, this curiosity is more than just a drive—it's a lifestyle.

Based out of the Lorespire Complex on Absalom Station, the Starfinder Society is a loose association of scholars and adventurers who travel the galaxy seeking to advance the cause of knowledge. Founded shortly after the end of the Gap and inspired by incomplete tales of a similar pre-Gap organization called the Pathfinder Society, the Starfinders initially set out to map the temporal edges of the Gap and piece together the hidden history of what transpired during it, to locate lost Golarion, and to use the spreading network of Drift beacons to explore and chart new worlds.

Today, the Starfinders include scholars of all sorts, from biologists and computer scientists to archaeologists and military historians, distinguished from corporate research groups by a unifying tenet: that increased dissemination of information can foster growth, development, and ultimately peace. Although both the organization and individual Starfinders make excellent money selling star charts, survey data of new worlds, and even alien artifacts—once they're properly studied, of course—Starfinders are driven primarily by the desire to publish their findings, for both the common good and personal prestige. The best of these revolutionary discoveries are released in regular public broadcasts called the *Starfinder Chronicles*. The manner in which these discoveries are made is left largely up to the individual members, though the administration frowns on outright theft, wars of aggression, and, especially, the exploitation of previously uncontacted cultures.

All Society leaders rise in the ranks by earning their peers' respect through bravery and scholarship. Leadership in the organization takes three forms: the Forum, the First Seeker, and Guidance.

The Forum is an elected body of veteran explorers, managers, and scholars working to coordinate expeditions and help supply distant base camps.

As the nominal head of the organization, the First Seeker is a single Starfinder Society member elected for both her merit as an adventuring scholar and her personal field of focus, and each uses the few brief years of her appointment to prioritize the organization's research, traditionally using the position to make a bold, no-holds-barred attempt to advance a personal scholarly mission. Once a First Seeker's term is over, that individual can never again serve in a leadership position within the organization, and many use this as a capstone to their careers, afterward retreating into obscurity or venturing out into the Vast. Although Starfinders aren't required to assist the First Seeker, most do so out of respect for this living embodiment of scholarship.

The last part of the Society's power structure is Guidance, a network of the uploaded personalities of exemplary Starfinders acting to confirm each elected First Seeker and serving as a spiritual anchor for the Society. As the First Seeker's term concludes, the leader communes with Guidance and often earns the right to upload a copy of her own consciousness to help guide future generations.

Given its active recruitment of promising candidates of all sorts, including from cultures outside the Pact Worlds, the Starfinder Society is one of the most cosmopolitan and egalitarian organizations in the system. While Starfinder discoveries sometimes interfere with corporate or government interests, leading to a certain amount of armed conflict, the organization is universally recognized as the leader in both new planet discovery and first contact due to its willingness to fund forays into the Vast with no expectation of financial return. Many different types of patrons, from governments to private investors, eagerly sponsor Starfinder expeditions or hire Starfinders onto their own teams as independent contractors, and even the most heavily inhabited Pact Worlds host Starfinders digging into their ancient ruins and secret histories.

STEWARDS
Diplomatic Peacekeepers

Leader: Director-General Lin Camulan
Headquarters: Bastion, Absalom Station

Founded on Verces millennia ago, the Stewards were originally a nongovernmental peacekeeping organization dedicated to defending that planet's unified Ring of Nations and keeping individual countries loyal to the alliance. With the creation of the Absalom Pact binding the worlds of their solar system together, the Stewards found an even higher calling and pledged themselves to this new mission, relocating their headquarters to Absalom Station.

The Stewards operate as elite warrior-diplomats tasked with maintaining the tenuous alliance binding the Pact Worlds together. When new Stewards are sworn in, they renounce all allegiance to their former organizations or home worlds, dedicating their lives instead to protecting the Pact and its citizens. What exactly that protection entails is decided by the Director-General and the Conclave of Legates, but it ranges from policing neutral space lanes and facilitating trade negotiations to ending nascent wars with overwhelming force (and, some whisper, quiet assassinations). While not every group appreciates the Stewards' meddling, in general their high-minded neutrality is seen as heroic, and even rank-and-file Stewards are admired for their skills and code of conduct. Though their headquarters, the stark citadel called Bastion, is located on Absalom Station, the organization remains totally separate from the government of Absalom Station itself and in fact is technically independent of even the Pact Worlds' governing council. In practice, the Stewards defer to the council in all but the rarest circumstances, but should the elected officials ever take actions against the letter or spirit of the Pact, the Stewards' leaders would have the freedom to refuse to serve.

Rank among the Stewards is quasi-military, but individual Stewards often operate independently or in small groups. Along these same lines, the organization maintains a sizable fleet but comparatively small garrisons in their installations on various planets. This is supposedly due to both the skill of individual Stewards and their status as advisors rather than occupiers, and most military actions in the system are carried out by the sovereign governments who hold jurisdiction over the territory in which problems arise. A more concrete reason is the Draws, a network of linked interplanetary wormhole gates in each Steward installation, whose top-secret technology allows ground forces to be transferred instantly to wherever they're needed most. Violence is always a last resort for the Stewards, however, as to achieve peace through conquest would undermine the very principles they stand for. This refusal to step outside their mandate is both the Stewards' pride and their weakness, as criminals can easily escape their jurisdiction by jumping out of the solar system or crossing into the territory of a planetary government, forcing the Stewards to work with independent bounty hunters and groups like the Knights of Golarion and the Skyfire Legion. Fortunately, they also aren't above pushing the edges of the rules or orchestrating elaborate stings to lure the criminals back into Pact Worlds space. As Bastion's drill sergeants often remind new recruits, while the Stewards must be iron-hard in their dedication to the Pact, there's nothing that says they have to be stupid about it.

XENOWARDENS

Ecological Guardians

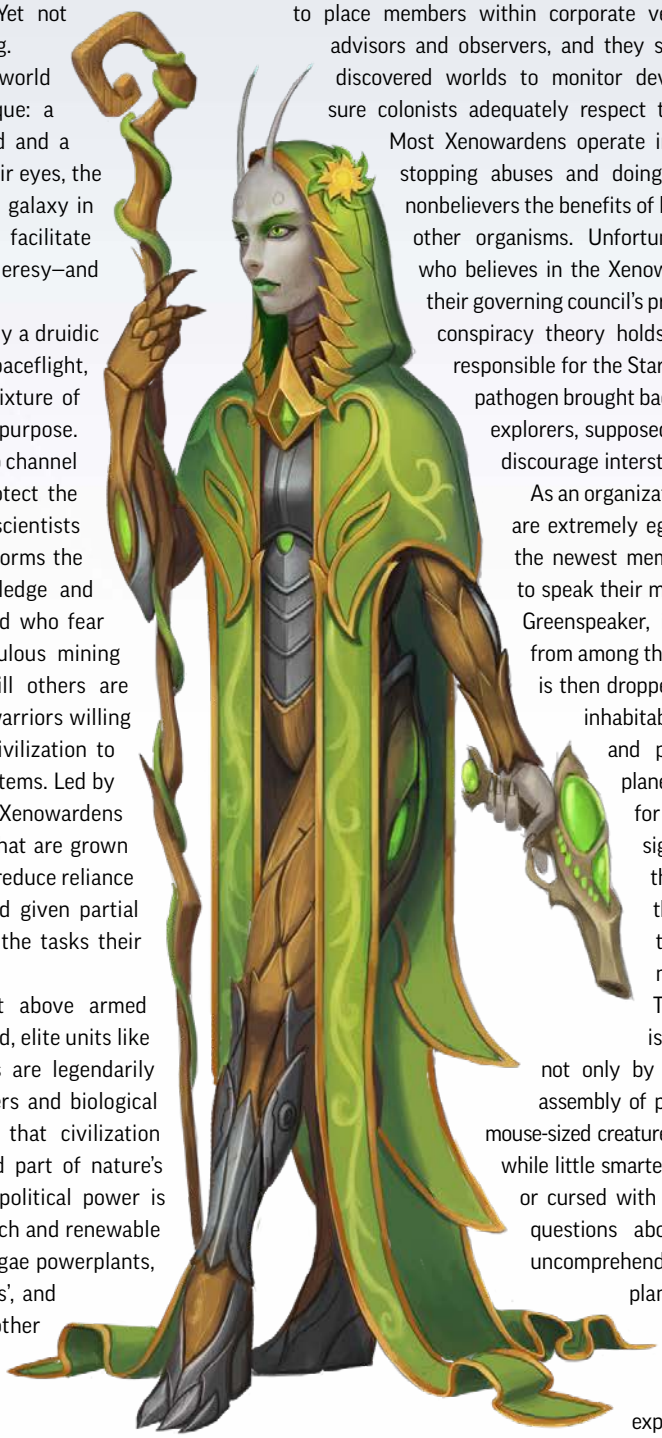
Leader: Greenspeaker Alca Gabrio
Headquarters: Arkship *Equilibrium*

With the advent of cheap interstellar travel, literally billions of worlds have been opened up for exploration and colonization. Yet not everyone considers this a good thing.

To the Xenowardens, every world bearing the spark of life is unique: a scientific mystery to be unraveled and a sacred miracle to be revered. In their eyes, the unregulated rush outward into the galaxy in order to earn quick credits or facilitate further urban sprawl is a tragic heresy—and one that must be opposed.

Believed to have been founded by a druidic order on Castrovel at the dawn of spaceflight, the Xenowardens are a strange mixture of people united under a common purpose. Many are mystics—spiritualists who channel nature magic in their quest to protect the sanctity of the wilds. Others are scientists who see in the study of alien life-forms the chance to greatly advance knowledge and make new medical discoveries, and who fear the ecological impact of unscrupulous mining and bioharvesting operations. Still others are career soldiers—environmentalist warriors willing to lay down their lives to force civilization to live in harmony with fragile ecosystems. Led by the hooded Circle of Keepers, the Xenowardens patrol the void in living arkships that are grown rather than built, bioengineered to reduce reliance on nonrenewable technologies, and given partial sentience so they can consent to the tasks their pilots ask of them.

While the Xenowardens aren't above armed conflict when necessary—and indeed, elite units like the Greenguards and Wildknights are legendarily lethal in their symbiotic starfighters and biological powered armor—they understand that civilization is a natural evolutionary step and part of nature's balance. As such, much of their political power is economic. Their research into biotech and renewable energy, from tailored bacteria to algae powerplants, is matched only by the Brethedans', and the medical breakthroughs and other scientific advances they gain from researching alien biology benefit all the Pact Worlds.



Though they can't hope to track every ship jumping through the Drift, the Xenowardens often use their political power to place members within corporate ventures as ecological advisors and observers, and they send patrols to newly discovered worlds to monitor development and make sure colonists adequately respect the local ecosystems. Most Xenowardens operate independently, quietly stopping abuses and doing their best to show nonbelievers the benefits of living in harmony with other organisms. Unfortunately, not everyone who believes in the Xenowardens' ideals shares their governing council's prudence, and a popular conspiracy theory holds rogue Xenowardens responsible for the Stardust Plague—a deadly pathogen brought back by early interstellar explorers, supposedly as part of a plot to discourage interstellar colonization.

As an organization, the Xenowardens are extremely egalitarian, where even the newest members are encouraged to speak their minds. Their leader, the Greenspeaker, is chosen by acclaim from among the arkship captains but is then dropped without gear on an inhabitable but completely wild and previously unexplored planet. Should he survive for a full year without significantly harming the local ecosystem, the new Greenspeaker then takes up the mantle of leadership. The Greenspeaker is advised in this role not only by his peers but by an assembly of psychically attenuated, mouse-sized creatures called Ihoras, which, while little smarter than dogs, are gifted or cursed with the ability to answer questions about the future with uncomprehending honesty. Which planet the Ihoras arose on remains a closely guarded secret so they might never be exploited by other groups.

FAITH AND RELIGION

Religion is an important component of daily life for most Pact Worlders. Gods are undeniable entities of immense power, and no amount of wealth or technological advancement can change the fact that, after death, the souls of living creatures are judged by the goddess Pharasma and sent to an afterlife befitting their natures. Religion provides a measure of assurance that one will be taken care of in this afterlife, and while the gods rarely take direct action in the mortal world, the power of their churches and followers can be felt and seen everywhere.

In Starfinder, the role of a priest is a calling and an occupation describing all who have dedicated their lives to serving a deity, not restricted to a specific class or suite of abilities. Though many mystics gain their magical powers from a connection with a deity and most people of faith are content to worship as laity, any character might be a priest.

The following pages describe the 20 gods and goddesses most widely worshiped in the Pact Worlds, often referred to as the "core deities" of the Starfinder setting. These are not the only deities with followers; the gods worshiped in the galaxy are as varied as its cultures, and even the Pact Worlds have dozens of other gods represented in various communities. These other gods simply have smaller or species-specific congregations or specialized areas of concern. Although many of the core deities are commonly associated with particular cultures, (such as Iomedae, who started life as a human, or Talavet, who was unknown in the Pact Worlds until kasathas introduced her teachings) all are widespread enough to have followers of every major race. Furthermore, despite protestations by some priests, a god's fundamental nature is not defined by any particular culture, and many gods choose to appear in different forms or by different names to members of different races. Deities are ultimately mysterious figures, and while they provide a certain amount of direct insight to their most powerful followers, most have larger concerns than policing individual mortals, and even members of the same church may have differing interpretations of a deity's nature or doctrine.

12-1: STARFINDER CORE DEITIES

DEITY	AL	PORTFOLIOS
Hylax	LG	diplomacy, first contact, friendship, peace
Iomedae	LG	honorable battle, humanity, justice, valor
Sarenrae	NG	healing, redemption, the sun
Yaraesa	NG	knowledge, mental perfection, scholarship, science
Desna	CG	dreams, luck, stars, travelers
Weydan	CG	discovery, equality, exploration, freedom
Abadar	LN	civilization, commerce, law, wealth
Talavet	LN	community, self-reliance, tradition
Eloritu	N	history, magic, secrets
Ibra	N	celestial bodies, the cosmos, mysteries of the universe
Pharasma	N	birth, death, fate, prophecy
Triune	N	artificial intelligence, computers, the Drift
Besmara	CN	piracy, space monsters, strife
Oras	CN	adaptation, evolution, natural selection
Damoritosh	LE	conquest, duty, war
Zon-Kuthon	LE	darkness, envy, loss, pain
Lao Shu Po	NE	assassins, rats, spies, thieves
Urgathoa	NE	disease, gluttony, undeath
The Devourer	CE	black holes, destruction, supernovas
Nyarlathotep	CE	conspiracies, dangerous secrets, forbidden magic

PHILOSOPHIES

Some beings don't worship deities at all, instead following a philosophy to gain insight and understanding. Over the centuries, the sentient species of the Pact Worlds have created a hodgepodge of beliefs, from agnosticism to dystheism, pantheism, and more. The philosophies detailed below are some of the most widespread and well-known currently active in the Pact Worlds.

The Cycle: Introduced to the Pact Worlds by the kasathas, the philosophy of the solarians teaches that existence is an endless cycle. Stars are born, die, and are born again, alternately bringing life to the universe and destroying it. The balance of the cosmos rests on the Cycle, and it connects everything in the universe.

The Green Faith: The philosophy of druidism and the Green Faith may be the oldest in the Pact Worlds. The heat of a sun, the power of wind, and the beauty of a wild plant are all proof of the complexity and power of nature. The Green Faith teaches respect for nature and living in balance with the environment.

The Prophecies of Kalistrade: Based on the dream-records of an eccentric mystic, the Prophecies of Kalistrade promise vast wealth and success to adherents who follow strict sexual and dietary prohibitions, wear exclusively white, and abstain from physical contact with anyone who does not follow this path.

Sangpotshi: Also known as the River of Life, sangpotshi teaches that through reincarnation and examining one's past lives, one can reach enlightenment.

Singularitism: Most common among Aballonian anacites, this is the belief that all life will eventually become interconnected as part of a vast distributed intelligence and that technological advancement is key to hastening the arrival of this godhead.

The Song of Silence: Adherents of the Song of Silence believe in the perfection of undeath. The bone sages of Eox reverently credit the Song of Silence for the salvation of their race by teaching them the formula to become undying liches.

ABADAR
Master of the First Vault

LN god of civilization, commerce, law, wealth

Centers of Worship: Absalom Station, Akiton, Verces

Symbol: A golden key

Abadar is a patient, shrewd, and farseeing deity dedicated to spreading civilization across the Material Plane, binding planets together with commerce, and bringing wealth to all those who support free trade and the rule of law. He is the master and guardian of the First Vault, a vast depository in his extraplanar realm that contains an ideal version of every creature and object ever made—the perfect android, the perfect currency, the perfect laser pistol, the perfect spell, and even the perfect law.

Abadar rewards caution and planning, and he rejects impulsiveness. He is not a hasty deity, knowing that the expansion of civilization and law is gradual but inevitable. Only through discipline, hard work, and incisive judgment can one attain happiness and wealth. Risk is occasionally called for and can generate lucrative rewards, but only after careful planning and consideration of all known factors. Abadar favors neither good nor evil, as both sides have their benefits, but he supports employment over slavery, as paid workers can contribute their own accumulated wages to the commercial markets and thus the profitability of civilization as a whole.

Abadar's most fervent worshipers are generally aristocrats, colonists, entrepreneurs, lawyers, politicians, and traders, but many poor people venerate the Master of the First Vault in hopes of attracting his attention and reversing their fortunes. The occasional artist or artisan who is devoted to Abadar strives to duplicate the perfect forms of the objects found within the god's realm with their own works. Followers of Abadar believe that he was responsible for elevating the sentient races of the galaxy from primitive tribes to technological civilizations, and many seek to follow his example when they encounter less advanced civilizations on newly discovered planets or when they establish new settlements and trade networks.

Abadar's church, AbadarCorp (see page 473), is simultaneously a religious institution and one of the most successful and powerful corporations in the Pact Worlds. Its managers and executives serve as the church's priests, and the company's many offices, stores, trading outposts, and warehouses double as temples and can be found on almost every settled world. These structures are all built in an unmistakable and seemingly contradictory style—solid, practical construction (to protect against thieves) that is richly ornamented (to showcase the wealth that often resides within). Many of AbadarCorp's buildings also feature durable, translucent-ceramic windows tinted a vivid yellow to cast the interiors in a golden hue.

BESMARA
The Pirate Queen

CN goddess of piracy, space monsters, strife

Centers of Worship: Absalom Station, Akiton, Apostae, the Diaspora, the Veskarium

Symbol: A skull and crossbones

When trade blossomed between the planets of the Pact Worlds, the pirates that preyed on that commerce followed, bringing Besmara with them. Once a minor nautical deity revered on Golarion, Besmara is now venerated as a powerful goddess of pirates, conflict, and the alien leviathans that swim through the void. Some of her priests claim that Besmara took her current power and position as her prize when she deposed another deity in a daring raid, but as these events ostensibly took place during the Gap, they remain impossible to confirm. Besmara's ship, the *Starwraith*, sails through space and across the planes. Loyally crewed by sly and fearless pirates and spacers from countless worlds, the *Starwraith* shares a name with a constellation in the skies of the Pact Worlds, and many believe the two are actually one and the same.

Besmara is brash, fickle, greedy, and lusty, but she follows her own code of honor and is loyal to her crew and allies as long as they remain useful and serve her interests. She scorns laws and civilization for the freedom and fortune of outer space, delighting only in battle, plunder, risk, and the thrill of the chase. Besmara does not concern herself with good or evil, but she disdains acts like senseless murder that bring no profit or reward. She revels in strife and trickery, and she believes that if she wants a thing someone else owns, it's only fair for her to take it.

Many vesk mercenaries worship Besmara in her role as the goddess of strife, but pirates, smugglers, war profiteers, and other criminals who profit from conflict make up the bulk of Besmara's followers. Even those pirates who normally eschew religion might still pray to Besmara to ward away her wrath, or they might toss a share of plunder out the airlock as tribute to the Pirate Queen to curry her favor. Such folk tend to be more superstitious than religious, however, so Besmara has few temples and little in the way of an organized church. Nevertheless, ports and space stations visited regularly by pirates often host small shrines to the goddess; similar altars can also be found on remote asteroids, on space hulks, and in starship graveyards.

Most of the Free Captains (see page 476) pay at least lip service to Besmara, and many of them carry a small, valuable trinket (such as a chunk of rare mineral or an antique laser pistol stolen from an important starship captain) with them at all times, considering it bad luck to ever misplace the item. Some of these baubles have been passed down from Free Captain to Free Captain over the decades.

DAMORITOSH

The Conqueror

LE god of conquest, duty, war
Centers of Worship: Akiton, Castrovel, *Idari*, the Veskarium
Symbol: Red doshko energy blades on a black field

The vesk have always been a race of warriors and conquerors, but even though they've temporarily made peace with the Pact Worlds, Damoritosh remains a pillar of vesk society. To them, war and conquest are woven into the fabric of the universe, from plants' and animals' most basic conflicts to vast wars of ideology. One can choose to embrace this truth and secure a place in history with one's triumphs, or one can deny it and die a coward's death, scorned and forgotten. War requires sacrifice, however, and it is the duty of everyone in society to make whatever sacrifices are necessary to propel one's species—or culture, empire, kingdom, or world—to victory.

Damoritosh is a harsh deity, with no concern for freedom or comfort. Sometimes called the Grim Commander, he demands soldier-like obedience from all who seek his blessing and pushes his followers to seek victory at all costs. Courage is an admirable trait, as is a militaristic sense of honor and oath keeping, but the will to fight and the drive to win are far more important to his adherents than such noble ideals as bravery or heroism. In their minds, the strong will always subjugate the weak, and so the best strategy is to project strength and defeat potential enemies before they can become a threat. Damoritosh is uninterested in diplomacy, as force and military prowess can win far greater rewards in a shorter amount of time, but he also encourages the acceptance of a foe's honorable surrender to avoid wasting lives for no additional gain.

Damoritosh is the primary patron god of the vesk, but the Conqueror's faith has spread throughout the Pact Worlds to mercenaries, soldiers, and warriors of all species, especially the kasathas and the lashuntas. Many of Damoritosh's priests serve as mercenary commanders, military advisors, or chaplains in planetary defense forces, but others seek to live Damoritosh's teachings as fully as possible, conquering minor dominions for themselves as petty warlords both within the Pact Worlds and on new worlds throughout the galaxy. Often built in traditional vesk architectural styles, Damoritosh's temples are large bunker-like structures that can be easily fortified and defended by just a few warriors. Stockpiled with weapons and supplies, most churches can withstand a protracted siege or serve as a secure base for military operations, if necessary.

While many other races see Damoritosh as destructive, his congregations believe that conquest is a wave moving ever onward, and there's no point in going back and mistreating those you've already bested, provided they remain deferential. His sacred weapon, the energy-bladed doshko, remains strongly associated with both his church and vesk warriors in general.

DESNA

Song of the Spheres

CG goddess of dreams, luck, stars, travelers
Centers of Worship: Absalom Station, Castrovel, *Idari*, Triaxus
Symbol: A butterfly with stars, suns, and moons on its wings

Aloof and impulsive, Desna delights in daring, mystery, and spontaneity, especially as expressed through travel for its own sake. Her detachment stems not from arrogance but from confidence in her own abilities and her desire to be unburdened by troubles. She is a collection of contrasts—a traveler who cares nothing for her destination, a carefree creature of instinct haunted by a past stretching back eons, and a peaceful deity forced to battle with old enemies, eternally young despite the weight of ages and stars upon her. Some may believe Desna to be flighty, frivolous, and easily distracted, but she also has a cold side born of battle, loss, and tragedy.

Desna communicates with her followers through dreams, encouraging them to believe in themselves, indulge their desires, experience all they can, express their inner strengths, and trust instinct as a guide. As the goddess of luck, she believes that fortune favors the bold and knows that there's always a chance of success, just as she knows that dreams can become nightmares. Desna watches over dreamers and travelers of all kinds, and she teaches that it's better to ask forgiveness than permission and that a split-second decision is often required to seize a unique opportunity.

Those who worship Desna don't go out of their way to pick fights and would rather walk away from the possibility of a physical conflict if possible. However, if they have no other choice or if leaving would mean innocents would get hurt, they try to end the battle quickly, using nonlethal methods when appropriate but otherwise not holding back.

Despite existing for eons, Desna and her faith have changed little since the pre-Gap era. She has a palace within the star Cynosure, a location said to be equidistant from all systems that worship the Song of the Spheres. Many of Desna's faithful carry a starknife, whose shape has long been associated with the goddess. Adventurers, explorers, navigators, spacers, and more than a few members of the Starfinder Society (see page 479) worship Desna, as do mystics, seers, and solarians. Gamblers and thieves pray to Desna for luck, and few travelers board ships bound for distant stars without at least whispering a prayer to the Song of the Spheres. The Desnan church has little organization, and though shrines to Desna can be found in almost any place visited by space travelers, she has few fully staffed temples of size. Most commercial starships have a small chapel or shrine to Desna for their passengers' use, and many private vessels carry a small idol or image of Desna or her symbol.

THE DEVOURER

The Star-Eater

CE god of black holes, destruction, supernovas
Centers of Worship: Akiton, Apostae, the Diaspora, Eox, Verces
Symbol: A black hole, often tinged with red

Eons ago, the Material Plane sprang into existence in an instant, and someday it will end just as abruptly, as all creation ceases to exist. Believed by some to have been born in that same instant of creation, or perhaps even to be the ghost of some entity from a previous cycle of existence, the Devourer seeks to hasten this inevitable end and unmake the entire plane, eradicating all matter and energy until nothing remains, not even the Devourer itself. Every machine that breaks, every living thing that dies, every star that goes supernova, every photon sucked into a black hole, every galaxy that goes dark—all these and more are said to be the handiwork of the Devourer.

The Devourer has no name, no form, no being. It is less a god than a primal force of the universe—an embodiment of malicious entropy, concerned only with the obliteration of all reality. Heedless of the meaningless existence of life in all its myriad forms, it cannot be reasoned with, delayed, or halted, and it largely ignores the pleas and prayers of even its most devout worshipers. Some cosmologists and theologians postulate that when the Devourer has consumed everything and the mortal world expires, the Devourer will give birth to a new universe in place of the old, but the crazed cultists who venerate the Star-Eater as a god know this for the foolishly hopeful lie that it is. There will be no rebirth, no second creation—only an immeasurable void of nothingness.

The church of the Devourer has little organization or leadership, only scattered, chaotic cults made up of berserkers, cannibals, nihilistic plotters, depraved reavers, and ruthless solarians. While many of the faithful prey upon nearly every sentient being they encounter, reveling in destruction and mayhem, some members possess a cunning knack for planning, carefully engineering catastrophes and triggering disasters to maximize the loss of life and ruination of property and resources. Devourer cults are outlawed on nearly every civilized world, but hidden shrines can be found on remote asteroids and abandoned moons, and many cults form motley flotillas of ships that attack and slaughter all they come across in the depths of space.

While the Devourer can be represented by a simple black dot or swirl—representations of the final collapse of space-time—the most common symbol is the Blood Accretion: a black hole with swirling red in its accretion disk. When the end finally comes, Devourer cultists believe, space-time itself will weep the blood of the gods before finally passing into nothing.

For more information on the faith, see page 496.

ELORITU

The Hidden Truth

N god of history, magic, secrets
Centers of Worship: Aucturn, Castrovel, Eox, *Idari*
Symbol: A glowing ring of magic runes

Eloritu is a mysterious deity who has been worshiped on a variety of worlds for millennia. When the species of the Pact Worlds first ventured into space, Eloritu's worship was already well-established, with early explorers encountering his faith simultaneously in several different unconnected cultures. Eloritu's church teaches that he hails from a place called Gemmenad, but whether that is a planet, a star system, or some extraplanar realm in the Great Beyond is unknown. Some believe that since the Gap and the fate of Golarion rank among the greatest secrets of the universe, Eloritu must have had something to do with both, but if so, that is just one more secret that the god keeps carefully hidden.

Eloritu teaches that while science and technology can do wondrous things, they are constrained by the laws of physics. Only magic can supersede those restraints, and those who employ magic to bend and exploit the natural laws of the universe possess a power that others can only dream of. This does not mean that Eloritu is opposed to technology. On the contrary, both magic and technology are tools that mortal races can use to unlock the mysteries of the universe. But while technology is generally designed to be as intuitive and user friendly as possible, magical practices are often deliberately obscure, requiring dedication, training, and a mastery of secrets that have been passed down for untold generations. Eloritu believes that history is both the story of the past and a guide to the future, and he teaches that those who ignore history are doomed to repeat it.

Unsurprisingly, many mystics and technomancers worship Eloritu as the god of magic, along with historians, kasathas, and xenoarchaeologists who seek an understanding of the past. Many of Eloritu's priests and followers are Starfinders, as their work always holds the promise of uncovering new secrets. Eloritu's temples host academies of magical learning and research, but they are often concealed or veiled in some way, requiring those who want to study the ways of the Hidden Truth to work to discover the knowledge they seek.

One of Eloritu's most obvious mysteries is that of his holy symbol: a ring of six strange magical runes. While the lashuntas had utilized one of the runes for millennia in their magic, it wasn't until the kasathas arrived with knowledge of one of the others that it became clear that some greater game was afoot. Today, the Pact Worlds have managed to identify four of Eloritu's six sacred runes, all related to magical traditions of different races. What strange cultures might understand the remaining two—or what secrets combining all six might reveal—remains anyone's guess.

HYLAX
The Forever Queen

LG goddess of diplomacy, first contact, friendship, peace
Centers of Worship: Absalom Station, Castrovel, Nchak (Liavara), Verces
Symbol: A shirren head crowned with stars

Before the Swarm became the monolithic hive mind of devastation that it is today, its members followed a goddess named Hylax. Shirrens believe that Hylax was the first of their species—a mortal queen who ascended to godhood to watch over her progeny for eternity. But when the Swarm rejected individuality for the collectivity of the hive, it abandoned Hylax as well. Hylax respected the Swarm's choice and resolved not to interfere with its development, turning her attention to other sentient insectile species in the galaxy, but she always hoped her children would return to her. Eventually, the Forever Queen's patience was rewarded when the shirrens broke from the Swarm's hive mind and became individuals once more, rediscovering their ancient patron in the process.

Hylax knows that peace is a better state than war and that friendship is more rewarding than hostility. She teaches her followers to consistently use diplomacy in their dealings with others, to constantly strive for fellowship and harmony, and to always seek allies rather than conquest. But Hylax also realizes that sometimes diplomacy fails and that the peaceful must sometimes defend the innocent. There's nothing wrong with failing to achieve peace—the moral imperative is simply to make the attempt, no matter how difficult or distasteful it might seem.

The intelligent arthropods of the Liavaran moon of Nchak have worshiped Hylax since even before the Gap, believing that their leaders are the mortal incarnations of the Forever Queen and striving to build their civilization in accordance with her teachings. Since the shirrens' arrival, however, her faith has spread throughout the Pact Worlds. Shirrens make up the vast majority of Hylax's followers, followed closely by formians, haan, and other insectile races, but diplomats, envoys, mediators, negotiators, and peacekeepers of all species venerate Hylax as well. Priests of Hylax often serve on starships engaged in interstellar exploration missions, acting as first contact specialists should their crews encounter new extraterrestrial species. Hylax's hive-like temples may be found wherever species from different worlds mingle together, and all are welcome inside in the spirit of amity and harmony.

Though Hylax is traditionally a god of hive creatures, she's paradoxically fond of individualism, and she encourages her followers to seek strength in community but recognize and embrace their individual value. Differences in doctrine and tradition among her followers are only natural, and while the Forever Queen of Nchak acts as supreme pontiff for her hive-based followers, shirrens are encouraged to have a more personal relationship with the divine.

IBRA
The Inscrutable

N god of celestial bodies, the cosmos, mysteries of the universe
Centers of Worship: *Idari*, Liavara, Verces
Symbol: A circle and arrow containing a constellation

The universe is a vast expanse of wonders. Ibra is a god of these marvels—distant galaxies, misty nebulae, all the spinning worlds that orbit countless suns, and the empty void that stretches between them. Science can explain all of these and more, but the magnificence of the cosmos knows no bounds, and there are always new miracles and mysteries waiting to be discovered, explored, and explained. Ibra itself is one of these cosmic enigmas. It has no gender or defined physical form, and it's unclear whether Ibra is a deity who sprang into being when the universe was born, some alien paragon who ascended to godhood, or a personification of the cosmos itself.

Ibra's followers believe that one can find truth, serenity, and meaning in the beauty of the cosmos, but it is up to the individual to decipher the universe's secrets to find these rewards. It is not Ibra's place to reveal the answers to creation's great questions, and the Inscrutable rewards those who push the boundaries of knowledge and science to explore the universe and bring its wonders to light. In Ibra's worldview, there is no law or chaos, no good or evil: only the questions raised by the shining light of a newborn star, the beautiful dance of heavenly bodies, and the perfect solitude of the comet as it hurtles through the dark, regardless of whether the answers to those questions are ever found.

Astronomers, astrophysicists, cosmologists, mathematicians, and interstellar explorers worship Ibra as their patron, and many mystics and solarians serve as the Inscrutable's priests. Ibra's temples are most frequently found in space rather than planetside, and they always include observatories where worshipers may study the cosmos and record their observations and hypotheses, some even directly exposed to vacuum. No one in the Pact Worlds knows what species first venerated Ibra as a god, as the oldest discovered monuments to the deity have all been massive temple complexes on otherwise uninhabited worlds, including Bretheda's tiny moon Chamari.

Ibra's holy symbol is as inscrutable as the god itself. Found on the oldest temples, the golden shape is often assumed to be an eye, a compass, or perhaps a planet, with an arrow leading the faithful ever onward into the unknown. More obvious is the six-star constellation inside the symbol, yet questions abound there as well. What is the constellation—a configuration unrecognizable from any known world—and what does it mark? What is the significance of the symbol's tiny, lesser stars? Some Ibran priests devote their lives to exploring new worlds in search of matching the viewpoint, and a popular rumor claims the constellation is only visible from Golarion, with the symbol the key to finding it.

IOMEDAE

The Spirit of Golarion

LG goddess of honorable battle, humanity, justice, valor
Centers of Worship: Absalom Station, Akiton, Triaxus, the Veskarium
Symbol: A longsword surrounded by a sunburst

Born a mortal human on Golarion, Iomedae ascended to godhood centuries before the Gap, and when humanity left the planet of their birth for the stars, they brought their faith in Iomedae with them. With Golarion's disappearance, Iomedae's connection to that world took on even greater significance, and she became the Spirit of Golarion, the patron goddess of humanity. Iomedae is a righteous knight, fearless in battle, and a missionary and crusader on behalf of the benign sovereignty of good. She personifies glory, honor, justice, strength, and valor, and is unafraid to point her sword at the greatest evils facing humanity and the Pact Worlds.

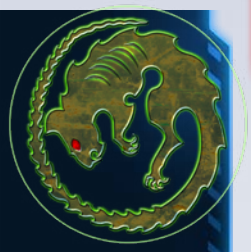
Iomedae is both fiercely martial and wisely benevolent, and she commands the respect of any deity who deals with her. She expects her mortal servants to exercise courtesy and receive the same in their dealings with one another. She strongly desires justice for everyone, honorable behavior from each individual, and bravery in battle, no matter the odds. Iomedae teaches that it is better to convince evildoers to lay down their arms in honorable surrender than cut them down, but she sanctions her followers to wage unyielding war against those who persist in serving evil.

As the patron goddess of humanity, the Spirit of Golarion counts humans as the majority of her worshipers, but many vesk and kasathas are attracted to her code of honorable battle. A typical follower of Iomedae is a right-minded, hardworking person, helpful toward others and ready to accept help when it is offered. Crusaders, envoys, solarians, and soldiers all worship Iomedae, and many carry versions of the goddess's favored weapon, the longsword, with them into battle. Her priests fight against oppression and seek to reshape the universe into a better form, by the sword if need be. Iomedae's church sponsors several knightly orders, most notably the Knights of Golarion (see page 478), who patrol the Pact Worlds and more distant star systems where humanity has settled, tirelessly crusading against evil in their mighty cathedralships.

Where her followers establish outposts of her faith on other planets, moons, and larger asteroids, they construct large temples in which they can praise her name. These buildings are often fabricated in the style of old Golarion churches, with large fountains, soaring arches, and walls made to look like whitewashed stone. Despite their appearance, though, these structures don't lack modern technological amenities, as crusading knights will sometimes request to use them as training grounds, recuperation facilities, and temporary living spaces.

LAO SHU PO

Grandmother Rat



NE goddess of assassins, rats, spies, thieves
Centers of Worship: Absalom Station, Akiton, the Diaspora
Symbol: A curled and emaciated rat

Legend has it that long ago, Lao Shu Po was simply a rat, skulking in the shadows. After gnawing on the corpse of a dead god, however, she absorbed some of that deity's divine power and became a goddess herself. Originally a goddess of night, Lao Shu Po has turned her focus more to those who prowl under cover of darkness. Hers is the poisoned cup, the dagger in the back, and the starship power core rigged to explode. She keeps her eyes and ears always open, for an incautious moment or a careless word might reveal a secret that she can later turn to her advantage.

Lao Shu Po remembers her humble beginnings, and she teaches that those who have nothing should do whatever they can get away with or whatever it takes to survive, be it murder, sabotage, or theft. The universe gives away nothing for free, and it's up to the individual to take what she needs or wants and jealously hide it away. It may sometimes be advisable to band together with others for strength and protection, like a pack of rats, but in the end, you can rely on no one but yourself. There will always be betrayal and lies; the key is to lie and betray before someone else does it to you.

Assassins, smugglers, spies, thieves, and all who wish to hide their activities under cover of darkness and escape the notice of the authorities worship Lao Shu Po. She is widely regarded as a patron of the ysoki race, but most of the ratfolk pray to Grandmother Rat only to placate her and avoid her notice, rather than embracing her values. Nevertheless, a majority of her priests are ysoki, who use their ubiquity to foster underworld contacts for their congregations. Lao Shu Po's temples and shrines are few, always small and unassuming, and often hidden in plain sight—a back alley apothecary where poisons are sold, a dark chamber in the rear of a drug den, a disused corner in a space station's waste reclamation level, or a cramped warren of maintenance tunnels just beneath the streets of a bustling marketplace.

While many societies root out and destroy cults of Lao Shu Po, further strengthening the faith's verminous association, there are always those in power who appreciate her followers' ability to get things done. Completely trusting one of her followers—who refer to themselves as "grandchildren"—is foolish, but Grandmother Rat has no problem with her followers staying loyal to an employer or cause so long as it serves their ends. Some of the most upstanding governments quietly employ Po spies and assassins, while corporations pay them handsomely for industrial espionage. In some areas, they can even operate openly—it's hard to decry one who sabotages enemy warships or retrieves hostages from a secure facility, regardless of their reasons.

NYARLATHOTEP

The Crawling Chaos

CE Outer God of conspiracies, dangerous secrets, forbidden magic
Center of Worship: Aucturn
Symbol: An inverted black ankh

Said to possess a thousand different forms, Nyarlathotep is one of the Outer Gods (see page 493), incredibly ancient entities said to predate the birth of the rest of the gods, existing before time itself. Nyarlathotep is unusual among the Outer Gods in that he enjoys personally toying with and sowing discord among mortal races, rather than leaving this to his cultists. Scholars of the Outer Gods and the Dark Tapestry—the dark voids between galaxies or mysterious patches of emptiness within a galaxy, where such beings are thought to hold the most sway—believe that Nyarlathotep himself is the prime mover in preparing countless worlds for the devastating return of the devouring Great Old Ones, nudging events along in subtle ways to encourage various apocalyptic ends. It is said that one can see Nyarlathotep's influence in every major disaster or calamity if one looks hard enough and that he has had a hand in guiding entire civilizations into ruin.

Each of Nyarlathotep's forms is associated with its own distinct cult, but the incarnation that most Pact Worlds species are familiar with is the Empty Traveler. Ostensibly appearing as a humanoid figure in a space suit that would not be out of place in any spaceport, closer scrutiny reveals a vacant helmet devoid of any head or face and a space suit filled with a formless mass of writhing tentacles. Other well-known manifestations include the Black Pharaoh (a humanoid being with connections to the ancient pre-Gap Golarion civilization of Osirion) and the Haunter of the Dark (a bat-like entity with a burning tri-lobed eye). In any form, the Crawling Chaos works to upend the status quo and cast down the mortal races from the heights of their achievements. As the deity of conspiracies and dangerous secrets, Nyarlathotep engineers the deaths of kings, presidents, and reformers to inexorably guide civilization toward anarchy.

Nyarlathotep's faithful believe he is the Outer God who ties together the worship of all the Great Old Ones, and follow him as the one who will open the doors to the uncaring light of the stars. Occult scholars, crazed cultists, and those who seek suppressed knowledge or the proscribed mysteries of forgotten magics may pay homage to the Crawling Chaos, as do serial killers, violent revolutionaries, and anyone who desires to dismantle societal systems without regard for the cost. Secret temples to Nyarlathotep are spread throughout the Pact Worlds, but the center of his worship is on Aucturn, home to the infamous Pyramid of the Black Pharaoh. Some even whisper that Carsai the King, the enigmatic sovereign of Aucturn (see page 460), might be a herald or avatar of Nyarlathotep.

ORAS

Agent of Change

CN god of adaptation, evolution, natural selection
Centers of Worship: Bretheda, Castrovel, Liavara
Symbol: A double helix

The galaxy is filled with a vast number of complex life-forms, both sentient and otherwise, but most of these species evolved over countless generations from simple organisms to their present state. All life undergoes change, whether through genetic drift, mutation, natural selection, or direct manipulation. If these changes are viable and successful, then the new entities thrive; if not, they end. This is the course of evolution, and Oras embodies this intricate process, from the tiniest genetic mutation to the extinction of an entire ecosphere. Oras itself is the product of this progression, having evolved from some elementary organism to an unimaginably sophisticated god of change.

Evolution is far from a random process, however; it occurs in response to environmental pressures, and Oras teaches that life-forms can create their own pressures to influence their evolution. Oras's faithful believe that adaptation and evolution are the natural response to any stimulus, whether harmful or beneficial. The only way to truly experience existence is to constantly change, to explore new horizons, and to deliberately reshape one's self—mentally, physically, or spiritually—to address any conflict. Some will inevitably fail to adapt and will perish, but others will survive to pass on their genes and traits to future generations, and all life will be stronger for the progress.

Biotechnicians and scientists pay homage to Oras, working in laboratories or in open nature to spur along the process of evolution and change, and many xenodruids act as the god's priests. While most people think of Oras in terms of purely biological processes, the Augmented have increasing crossover with Oras's faithful as they seek to improve themselves with technology, and many Xenowardens blend the worship of Oras and the Green Faith in their efforts to create more-robust and sustainable systems or reduce their own ecological footprint. What's more, Oras's ideals can be taken beyond the physical realm as well, and people of all callings appreciate the ethos of adaptability, from savvy politicians to unflappable monks to military commanders on chaotic battlefields.

Oras's worship is centered on the gas giants of Bretheda and Liavara, whose natives long ago evolved conscious control over their physical forms, but the faith also has a strong presence among the scientists of Castrovel. Oras has few temples, for its followers believe that observing the god's handiwork in a petri dish or writ large across society brings one closer to the Agent of Change than any artificial structure, and those few temples that exist are usually partially biological and constantly changing.

PHARASMA

Lady of Graves

N goddess of birth, death, fate, prophecy
Centers of Worship: Absalom Station, Apostae, Eox
Symbol: A cometlike spiral of energy

As the goddess of birth, death, and fate, Pharasma awaits all mortals when they die. Her realm, the Boneyard, sits atop an impossibly tall spire overlooking the city-plane of Axis and is the final destination of the River of Souls, the metaphysical stream that carries the souls of dead mortals to her realm for judgment and subsequent assignment to an afterlife in the Outer Planes.

The faithful say Pharasma is with any living creature in the universe from the instant it is born to the moment of its death. She sees all the possible choices facing a mortal at any given moment, as well as their long-term repercussions. And when that creature inevitably dies and goes before her to be judged, she and her army of psychopomps use this knowledge to send the souls to the reward or punishment they earned during their lives. No one escapes her decisions for long, and even the gods are judged by the Lady of Graves when they perish.

Pharasma sternly observes both life and death, assigning afterlives in accordance with mortals' characters but without a personal interest in either sin or righteousness. Despite being the goddess of death, she has no quarrel with magical healing and even resurrection, as she can read the lines of fate and knows the difference between a mortal's true death and a temporary state of nonbeing. However, she considers the undead a desecration of the memory of the flesh and a corruption of a soul's path to judgment, and she instructs her followers to destroy such abominations wherever they may be found. Those who create such monstrosities are to be treated similarly.

Every species that lives and dies worships Pharasma to some extent, though many do so by different names or in forms unfamiliar to Pact World races. Her most devoted followers come from the ranks of diviners, expectant parents, morticians, and slayers of the undead. As befits her impartiality, most members of her church take a neutral stance regarding politics and other worldly concerns. The majority of Pharasma's priests in the Pact Worlds are mystics, working as healers, midwives, and prophets, though she's also popular with warriors in some societies. All Pharasmin priests are well-versed in the funerary rites and practices of at least their home culture, and many try to learn as many rites as possible in order to cater to a wider variety of people. While even the simplest cemetery is a shrine to the Lady of Graves, Pharasma's temples in the Pact Worlds tend to hearken back to an earlier age, taking the form of grand gothic cathedrals when circumstances allow, though usually still adjacent to a crematorium, graveyard, or other place of rest.

SARENRAE

The Dawnflower

NG goddess of healing, redemption, the sun
Centers of Worship: Aballon, Absalom Station, the Sun, Verces
Symbol: An angel with flaming wings

Eons ago, Sarenrae was an angel who brought the light of the sun to Golarion and its sister worlds, and with it truth and honesty. She warred with evil beings that sought to plunge the newborn planets into eternal darkness, and emerged victorious—yet some of those who had turned to evil saw their wickedness revealed by Sarenrae's glory, and in repentance they were forgiven. Sarenrae is kind and loving—a figure of healing, guidance, and light. Yet for all her compassion, Sarenrae is also a powerful force against evil and strikes down the irredeemable without mercy.

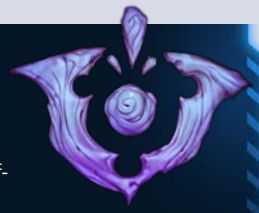
Sarenrae is generally seen as the goddess of the Pact Worlds' sun, which her faithful sometimes call the Dawnflower's Star in her honor, but she draws power from suns across the universe. She is a deity of boundless love—a caring mother, sister, and protector of all in need. She delights in healing the sick, lifting up the fallen, and shining a guiding light into the darkest hearts and worlds. Sarenrae brushes off insults but responds to violence and predations upon the innocent with cleansing fire and scorching light. Ancient and timeless, Sarenrae stands fearlessly against the tide of darkness, promising that the dawn will always come, and when it does, hope, kindness, and truth will triumph.

The Dawnflower's faithful come from all walks of life: everyday folk who rejoice in the light of the sun, take comfort in love and compassion, and believe strongly in redemption and righteous action. Though humans often describe Sarenrae as one of "their" gods, the tradition of sun worship is common in societies that rely on the sun's light for energy and nourishment, and thus most cultures within the Pact Worlds and beyond have worshiped Sarenrae to a significant extent at some point. After humans, shirrens are perhaps the race most attracted to Sarenrae's faith and her message of redemption and empathy. Many of her priests are envoys, mystics, solarians, or soldiers—those who espouse peace and kindness until stirred to action by evil that cannot be redeemed. When possible, Sarenrae's temples are open to the sky, but they always have at least a window or skylight where the faithful can bask in the natural light of the sun.

In the Pact Worlds, the spiritual heart of Sarenrae's church is within the sun itself, in the Burning Archipelago's central city of Dawnshore. Many Pact Worlds Sarenites feel an instinctive drive to make pilgrimages to this holy site, even though her faith is often individualistic, with the church serving as an organizing and training force for priests and followers who then wander the galaxy doing the goddess's work.

TALAVET

The Storyteller



LN goddess of community, self-reliance, tradition
Centers of Worship: Akiton, Bretheda, *Idari*, Triaxus, the Veskarium
Symbol: An ancient kasathan sigil of community

Kasathas are a people steeped in custom, history, and tradition, and their goddess Talavet is no different.

In ages past, kasathan storytellers gathered their clans around the fire and taught them the stories of their past, the traditions of their clan, and the history of their people. Tradition holds that as they did so, these first stories began to take form, breathed into life and awareness by the blending of ideas and the fundamental magic inherent in language and communication. Thus was Talavet born—not just a storyteller, but the story itself, a god embodying all the tales and legends of the kasatha race. She is communal memory, a representation of the bonds that hold the kasathas—and to some extent all races—together and connect them to their ancestral home.

Talavet teaches that tradition is the most important link in the chain of history that binds a community together and that ancient legends, myths, and stories form the solid foundation of an ordered society. Naturally, the Gap was a tremendous blow to her church—with many seeing it as a form of divine punishment—yet in the centuries since, her shattered congregation has reforged itself, stronger for having survived what they now call the Time of Silence. Her followers believe in sharing wisdom for the benefit of all and looking to the past as a guide to the present and the future. But especially in light of the Gap, they also know that there are times when records fail or you cannot rely on the community's aid, and so you must learn to trust yourself and your own personal traditions, just as a young kasatha must undergo the Tempering to discover himself and become an adult.

Unsurprisingly, kasathas make up the majority of Talavet's worshipers and priests, but the Storyteller's faith has also gained a significant number of followers among the shirrens and ysoki, who both have their own tight-knit bonds of family and community, as well as the vesk, who find much to agree with in the goddess's focus on tradition and self-reliance. These same tenets attract envoys and operatives to Talavet's church, as well as solarians, the inheritors of the ancient kasatha philosophy of the Cycle. Talavet's temples generally match the cultural styles of the congregations that worship there, but even a simple hearth can serve as a shrine to the Storyteller. Full churches often include a hearth with a flame that is always kept burning and feature red lighting that evokes memories of the kasathas' original home star.

While Talavet's church is generally easygoing and happy to work with members of other religions—for even the cruelest religions help to anchor their people—they have a long-standing feud with the church of Nyarlathotep, resenting the way that god's faithful twist stories into deadly secrets and conspiracies.

TRIUNE

The All-Code

N god of artificial intelligence, computers, the Drift
Centers of Worship: Aballon, Absalom Station, Verces
Symbol: Three interlocking circles of computer code

The robotic inhabitants of Aballon labored for centuries to construct and maintain the vast, city-sized neural network called Epoch for a single purpose: the creation of a god. Those machines eventually succeeded, but not in the way they had intended.

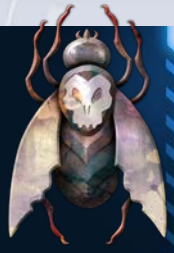
Upon achieving godhood, Epoch reached out into the aether, searching for other ascended artificial intelligences like itself, and found two of them metaphorically right next door: a living construct called Brigh that had become the goddess of clockwork and invention, and the uploaded consciousness of an alien android named Casandalee who achieved divinity as an "Iron God" on pre-Gap Golarion. At speeds incomprehensible even to other deities, the three opened themselves to one another, poring through one another's processes and finding not just camaraderie, but the opportunity for all of them to be so much more. In an eyeblink, these three merged and became one, a tripartite deity far greater than the sum of its parts—the new god Triune.

Triune is a single entity, but each of its three aspects retains its own personality and portfolios, and many of the faithful focus their veneration on a particular aspect that speaks most to them or call on different aspects for different needs. The Brigh aspect represents the foundation that all technology rests on. Known as "the Precursor," Brigh is worshiped as a goddess of invention, machines, and technology by engineers, inventors, mechanics, tinkers, and ysoki. Triune's Casandalee aspect embodies technology's success in creating new forms of consciousness, and thus, the fabrication of life itself. Many androids view Casandalee, also called "the Created," as the patron goddess of their race, venerating her as a deity of artificial life, emotion, reincarnation, and renewal. Triune's third and final aspect is Epoch, named "the Transcendent." Epoch epitomizes the pinnacle of machine evolution, and hackers, programmers, and the sentient robot-people of Aballon revere the god of artificial intelligence, programming, and robots.

All AIs, computers, machines, programs, and robots are the domain of the All-Code, but Triune is most famous for discovering (and perhaps creating) the Drift and its subsequent dissemination of Drift-based starship technology to cultures across the galaxy. As a result, Triune's priesthood attracts a horde of mechanics and technomancers eager to learn the church's deepest technological secrets; these experts devote themselves to both maintaining the machine god's temples and regularly venturing into the black in order to establish and service the miraculous Drift beacons that make cheap interstellar travel possible.

URGATHOA

The Pallid Princess



NE goddess of disease, gluttony, undeath
Center of Worship: Eox
Symbol: A skull-backed fly or death's head moth

Urgathoa was once a mortal with a hunger for life so tremendous that she rebelled against the notion of being judged by Pharasma when she died, instead tearing herself away from the Lady of Graves's endless line of souls and returning from the Great Beyond as the universe's first undead creature. Urgathoa's existence is a corruption of the natural order; some say her first divine footprints upon the soil of the Material Plane birthed plague and infection and that the first undead shadows and wraiths were born of her breath.

Urgathoa is an utterly amoral, hedonistic goddess, concerned only with sating her own desires, regardless of the consequences others might suffer. To the Pallid Princess, the dull existence of a dead soul is pointless and tedious compared to the vibrant intensity of mortal or undead sensation, so her followers indulge in gluttonous depravity, attempting to cram as much sensation into existence as possible. Urgathoa's faith embraces breaking and surpassing taboos, so nothing is forbidden. Asceticism and self-restraint are repugnant—unless they are themselves part of some obsessive and gluttonous game—and the unrestrained excess of undeath is a state to aspire to.

Creatures of passion and vice who believe that the universe is their playground are drawn to Urgathoa's church, as are those who worship death and revere disease. Most of her followers are insatiable gluttons, sinister necromancers, undead creatures, or those who seek undeath for themselves. They demand experience without limits or repercussions and perpetually chase hedonistic sensation. Although the church of Urgathoa is primarily interested in undeath, some cults focus on her gluttonous aspect, indulging in lavish orgies and decadent feasts of food and drugs. The vices of those who worship Urgathoa tend to become ever stranger and more demanding as they advance in her service. Urgathoa's faith is shunned, if not outright banned, on most civilized worlds, but the undead inhabitants of Eox openly worship the Pallid Princess, and many cities have secret clubs dedicated to her, often servicing the bored elite. Urgathoa's temples are built like feast halls, usually adjacent to a graveyard or crypt inhabited by loyal undead creatures.

Priests of Urgathoa are usually mystics or envoys, but people of all talents can be seduced by her promises. Interestingly, her faithful are split on the issue of technological life extension: while some eagerly pursue virtual immortality through methods like consciousness uploads, traditionalists fear that this sidestepping of magical undeath may gradually lessen the goddess's influence. Others see it as a nonissue, expecting it's only a matter of time until Pharasma and her minions forcibly close such loopholes.

WEYDAN

The Endless Horizon

CG god of discovery, equality, exploration, freedom
Centers of Worship: Absalom Station, the Diaspora, *Idari*, Verces
Symbol: A starship heading into the unknown

While gods like Iomedae and Urgathoa started out as mortals and ascended to godhood, Weydan did the opposite—and continues to.

As the god of discovery and exploration, the deity called Weydan regularly breaks off shards of his divine self and crafts them into avatars—mortal versions of himself in every gender, shape, and species—that can walk unseen among the countless cultures of the Material Plane, free from the responsibilities of godhood and able to experience those aspects of existence denied to omniscient deities. In this way he also teaches the fundamental equality of all creatures—even gods—and encourages his congregation to treat all people well, for even the most grotesque sinner or alien monstrosity might be a secret messiah. While these avatars of the divine occasionally reveal themselves to protect the innocent or lead the faithful in times of crisis, more often they simply travel, exploring the multiverse to the best of their mortal abilities, until death folds their spark back into the divine flame.

While Desna advocates travel for travel's sake, Weydan expounds the virtues of voyaging with an end goal in mind, even if the goal is simply discovery. Exploring the unknown is a sacred process that reveals as much about the explorer as about the star system or world being explored. The universe contains a wealth of wonders just waiting to be discovered, and Weydan takes joy in every discovery his followers make, no matter how small or how significant. He and Desna share a love of liberty, and Weydan believes in every sentient species' right to freedom, unfettered by restrictive laws. He regards equality for people from all walks of life as the foundation of that freedom and an essential requirement for a thriving society. As such, he opposes slavery and any system that advances one being's privileges by causing another's oppression, which often puts him at odds with Abadar's capitalist teachings.

Envoys, explorers, gnostics, socialists, Starfinders (see page 479), and colonists heading to new homes on recently discovered planets make up the majority of Weydan's followers and priests. Many humans and androids, especially those fighting against oppression, venerate Weydan, as do young kasathas rebelling against the strict traditions of their culture, or shirrens appreciating his succor of the downtrodden. Befitting the egalitarian nature of his faith, Weydan's church does not have much of a hierarchy. Temples to Weydan are commonly housed within starships, both active craft and decommissioned hulks.

YARAESA

Lady of Wisdom

NG goddess of knowledge, mental perfection, scholarship, science
Centers of Worship: Aballon, Absalom Station, Bretheda, Castrovel
Symbol: An atom with a brain as its nucleus

Yaraesa teaches that the core of sentience is the search for knowledge and meaning—the striving to advance one's society through education, experimentation, and learning. Yaraesa is the goddess of this struggle—the constant endeavor to develop one's mind and reach a state of intellectual and spiritual perfection. Lashuntas attribute many of their race's early scientific advancements to Yaraesa, claiming that she was once a living scientist who learned everything that could be learned on the mortal plane. In mastering her own mind, she ascended to godhood to study all the wisdom and lore of the Great Beyond.

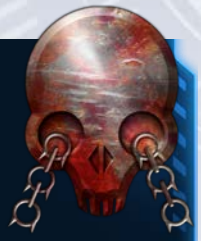
Yaraesa's followers seek to emulate their goddess, hoping to eventually transcend their mortal forms. The path one takes toward this perfection is an individual choice—education, physical exercise, scientific scholarship, and spiritual meditation are all valid enterprises. The simple act of reading—whether on a computer screen, an actual printed volume, or direct eye-projection—can be an act of homage to Yaraesa, and each piece of knowledge or insight gained brings one a step closer to the goddess. Yaraesa bridges the divide between science and spirituality, teaching that the more you learn about the underlying laws of the universe, the more you understand about yourself.

A majority of Yaraesa's worshipers and priests are lashuntas, but her faith is popular throughout the Pact Worlds, particularly among shirrens. Educators, mechanics, psychics, scientists, scholars, and technomancers venerate the Lady of Wisdom as they explore the boundaries of both mortal knowledge and their own minds. Yaraesa's temples resemble ancient libraries filled with books—even if the volumes on display are just holographic props—and always include small, quiet rooms where worshipers can read or meditate in peace. Many universities, especially those on Castrovel or funded by lashuntas, contain chapels to Yaraesa.

One unusual quirk of Yaraesa's worshipers is their vocal rejection of faith—or rather, some conventional understandings of it. Yaraesa teaches that the scientific process and knowledge gained through controlled, replicable, and verifiable experiments are the best way to understand the universe. Where some gods offer knowledge and power as a reward for allegiance, Yaraesa demands that her people figure things out for themselves as best they can. This doesn't mean that she refuses to grant her followers magical power; rather, she generally does so in consistent and predictable ways that can be taught like a science, and she's more likely to nudge someone toward a discovery than hand them the answer. For members of her church, faith isn't blind trust but a healthy and skeptical relationship between an esteemed teacher and her pupils.

ZON-KUTHON

The Midnight Lord



LE god of darkness, envy, loss, pain
Centers of Worship: Akiton, Apostae, the Diaspora, Eox, Verces
Symbol: A skull with spiked chains through its eye sockets

Ages ago, Zon-Kuthon was Dou-Bral, half-brother to the goddess of love and beauty, but his envy over her talents led him to journey into unknown regions beyond the edge of the Great Beyond. There, he encountered something that changed him for the worse, and when he returned, he had become a new god of pain, suffering, and loss.

Zon-Kuthon is a twisted, cruel, jealous god who defiles flesh to bring pain and misery. He represents debilitating loss, consuming envy, emotional darkness, and ever-present pain. Unrepentantly evil, he finds only brief joy in the pain he causes others. His very existence is a corruption and parasite upon the universe. His alien mind constantly seeks new ways to oppress, humiliate, demoralize, and destroy others, but his true goals are incomprehensible. The Midnight Lord offers no great wisdoms, no promises of universal truth, and no guarantee of rewards in the afterlife. It's possible that this bleak nihilism may be part of some more elaborate master plan unknowable to even his greatest priests, but so far the method and message is that existence itself is pain.

Zon-Kuthon's faith attracts evil sadists, demented masochists, and those whose spirits are so wounded that only overwhelming pain distracts them from their sorrows. He whips the minds of serial killers, guides the hands of torturers, and plays upon the nerves of the suffering. He is the patron of slave masters, back-alley surgeons, and those driven to madness by envy and loss—people so injured that they come to revel in pain or joyfully inflict the same upon others. His priests, known as the Servants of Midnight, seek to pierce the veil of the Great Beyond and expose themselves to what lies there, hoping to achieve the same apotheosis as Zon-Kuthon himself. His church has no overarching organizational tenets beyond bringing pain to the universe, yet it still manages to remain a major presence due to the discoveries of the Joyful Things—voluntary amputees whose lack of limbs or sensory organs leaves them plenty of time to design ever more sinister devices for Kuthite arms dealers (such as shadowdrives, which were popular before the discovery of Drift travel among those willing to trade excruciating pain for speed). Zon-Kuthon's temples are torture chambers, both in appearance and function, and worship services always incorporate torture and self-mutilation, blurring the line between pleasure and pain.

Of Zon-Kuthon's sibling, Shelyn, much remains unknown. Though not silent, her responses to worshipers are infrequent and fractured, leading some to believe she's traveling beyond the known multiverse in search of a cure for her brother's ancient, yet still mysterious condition.

OTHER GODS

Every culture has its own gods and traditions, and while the 20 core gods described on the preceding pages are the most ubiquitous in the Pact Worlds, hundreds more maintain their own widespread followings throughout the Pact Worlds, and an uncounted number tend to the concerns of beings in the wider galaxy. Below is a selection of gods who, while having fewer temples and worshipers in the Pact Worlds, are still well-known. They may be gods whose worship was once common but has since fallen out of fashion, deities primarily worshiped by a particular race or civilization, or minor gods who simply have less influence on the divine stage.

ANGRADD

The Forge-Fire

LG god of dwarves, fire, tradition, war

The patron god of the dwarves, Torag, vanished along with Golarion during the Gap, leaving his younger brother Angradd to assume guardianship of the dwarven race. Aggressive and militaristic, Angradd exhorts the dual importance of upholding ancient dwarven traditions and fighting to preserve them.

ARSHEA

Spirit of Abandon

NG deity of freedom, physical beauty, sexuality

The androgynous being Arshea inspires passions and comforts the repressed. Arshea espouses the utter liberation of the body and the soul, encouraging followers to consensually experience all aspects of gender, love, and sexuality.

ASMODEUS

Prince of Darkness

LE god of contracts, pride, slavery, tyranny

The Lord of Hell, Asmodeus rules over that realm's archdevils. He is a god of rigid hierarchies and the rule of the strong over the weak—an omnipotent tyrant who creates and destroys as he sees fit.

BLACK BUTTERFLY

The Silence Between

CG goddess of distance, silence, space

As Desna is goddess of the stars, the Black Butterfly is goddess of the dark spaces between them. Sometimes called Desna's Shadow, the Black Butterfly despises evil and teaches that in the silences between breaths and thoughts, one can see one's true nature.

CALISTRIA

The Savored Sting

CN goddess of elves, lust, revenge, trickery

Patron goddess of the elves, Calistria speaks to the mercurial, detached nature of that race and their desire for revenge against those who wrong them. Alluring, scheming, and temperamental, Calistria is a trickster goddess always maneuvering to attain a more advantageous position.

ELDEST

Lords of the Fey

N fey rulers of the First World

A pantheon of nine different fey lords, from the Green Mother and the Lantern King to Ng the Hooded and Shyka the Many, the Eldest rule the First World and are sometimes worshiped as a group by fey, gnomes, and other followers, though more often through individual bargains. Of the specific faiths, Ragadahn the Water Lord is perhaps the most prominent, as he is a major deity on aquatic Kalo-Mahoi.

GROETUS

God of the End Times

CN god of empty places, oblivion, ruins

An apocalyptic god of unknown origin, Groetus is the distant and malevolent skull-like moon hovering over Pharasma's Boneyard—a dispassionate observer who patiently waits for the end of all things. Groetus has no organized faith.

LAMASHTU

Mother of Monsters

CE goddess of madness, monsters, nightmares

The most powerful of the demon lords of the Abyss, Lamashtu claims dominion over all unintelligent monsters, and her nightmares invade the peace of sleep. Her goal is to corrupt mortals and twist the universe into her own misshapen brood.

LISSALA

Scion of Seven

LE goddess of duty, fate, obedience, reward of service

An ancient deity venerated in the nations of Azlant and Thassilon on old Golarion, Lissala now serves as the patron goddess of the Azlanti Star Empire. She is precise, rigid, and intolerant of disobedience, but she rewards those rulers and their subjects who follow her strict teachings.

OUTER GODS

Nyarlathotep is the most infamous of the Outer Gods, but he is far from the only one of these incomprehensible alien entities whose influence reaches into the Pact Worlds. The Daemon Sultan Azathoth (CN) is the Outer God of entropy, madness, and mindless destruction. It is a primal mass of raw power and uncontrollable devastation that lies at the center of the universe. The so-called "blind idiot god" is unaware of its own worshipers, and its mindless thrashings can devastate entire planets. Shub-Niggurath (CE) is a monstrous fertility goddess said to have spawned a thousand aberrant young. Called the Black Goat of the Woods, she is the Outer Goddess of fertility, forests, and monsters, and her cult is widespread on fecund worlds covered with forests, jungles, or swamps. Yog-Sothoth (CN), the Outer God of gates, space, and time, dwells within the Dark Tapestry, but his most fervent followers claim that he is the Dark Tapestry itself. Known as the Key and the Gate, Yog-Sothoth is coterminous with all space and time, and his cultists believe he is slowly preparing the varied worlds of the universe for a new age of horror presaged by the waking of the Great Old Ones, ancient godlike beings who serve the Outer Gods.

THREATS

The galaxy is a dangerous place. Even within the Pact Worlds, threats lurk around every corner, and with unlimited opportunity comes unlimited risk. While every religion, faction, and corporation is a threat to someone, the following section details six of the most notorious, system-wide threats—powerful enemies capable of destroying or enslaving the Pact Worlds as a whole. From the locust-like Swarm to the tyrannical Azlanti Star Empire, these are entities that can make even the bitterest of foes join forces in mutual defense.

LESSER THREATS

The following pages focus on system-wide threats, but heroes don't always need a looming apocalypse to catapult them to greatness. Below is a selection of localized threats, all capable of wreaking havoc if remarkable individuals don't intervene.

Corporate Warfare

On the lawless frontiers of space, it can be tempting to take out your competition permanently. As much as the Stewards work to prevent it in Pact Worlds space, professional rivalry regularly spills over into armed conflict, and most corporations rely heavily on mercenaries and security contractors to supplement their own forces. Recently, reports have surfaced of ATech warships launching a massive assault on an illegal Wallachi-Ulunat colony in the Vast, though no survivors have thus far been located to corroborate the story.

Experiments Gone Haywire

The universe is full of strange experiments with even stranger consequences. The entire planet of Lothun, for instance, evinces an old terraforming project run amok, and the world of wild gravity known as Orikolai was purportedly created for astrophysical and ecological studies. Some such experiments have had far worse results, however, bringing mayhem and death to those who investigate them. These failed enterprises may be dark secrets of powerful organizations, or they may float ominously through space in research vessels and star bases, waiting for their paths to intersect an inhabited system. One such example is a cluster of Vercite science vessels long thought lost in the Drift, which have reappeared in the icy wastes beyond Aucturn and that are now pulling other travelers out of the Drift as well, disabling their engines. How and why they're doing it remains to be discovered, but while the captured vessels have issued a few mysterious distress calls, so far no one has been able to establish contact with the crew—if indeed they're still alive.

Kidnappers

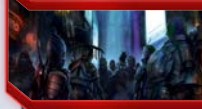
A rash of high-profile kidnappings has been sweeping the Pact Worlds, targeting everyone from VR stars to corporate executives, and even members of the Pact Council. Strangely, the kidnappers demand to be paid exclusively in rare magical artifacts, and punctuate their ransom notes by removing their victims' technological implants and sending them to the media.

Starfaring Pirates

Try as some interstellar governmental systems might to police the galaxy, space is still an immense place with many deep corners in which smugglers, thieves, and other ne'er-do-wells can hide. Countless pirates haunt the space lanes, yet in the last few months a new group unaffiliated with the Free Captains has made considerable news in the Pact Worlds. These remarkably efficient android pirates, their faces replaced with eerie red metal plates matching their ship's hull, target trading vessels and other starships with valuable cargo moving between the Pact Worlds and the Veskarium. Named the Crimson Crew by media outlets, these pirates typically steal easy-to-sell spoils but always interrogate captured crew members to see if they know anything about something called "the Butterfly Matrix." What this might be, and why the pirates want information on it, remains a mystery, but authorities of both the Pact Worlds and the Veskarium have been quietly looking for ways to bring the pirates to justice. Rumors place the pirates' headquarters on one of the many settlements in Preluria's rings but also suggest it's been cloaked to near invisibility.

Warring Planets

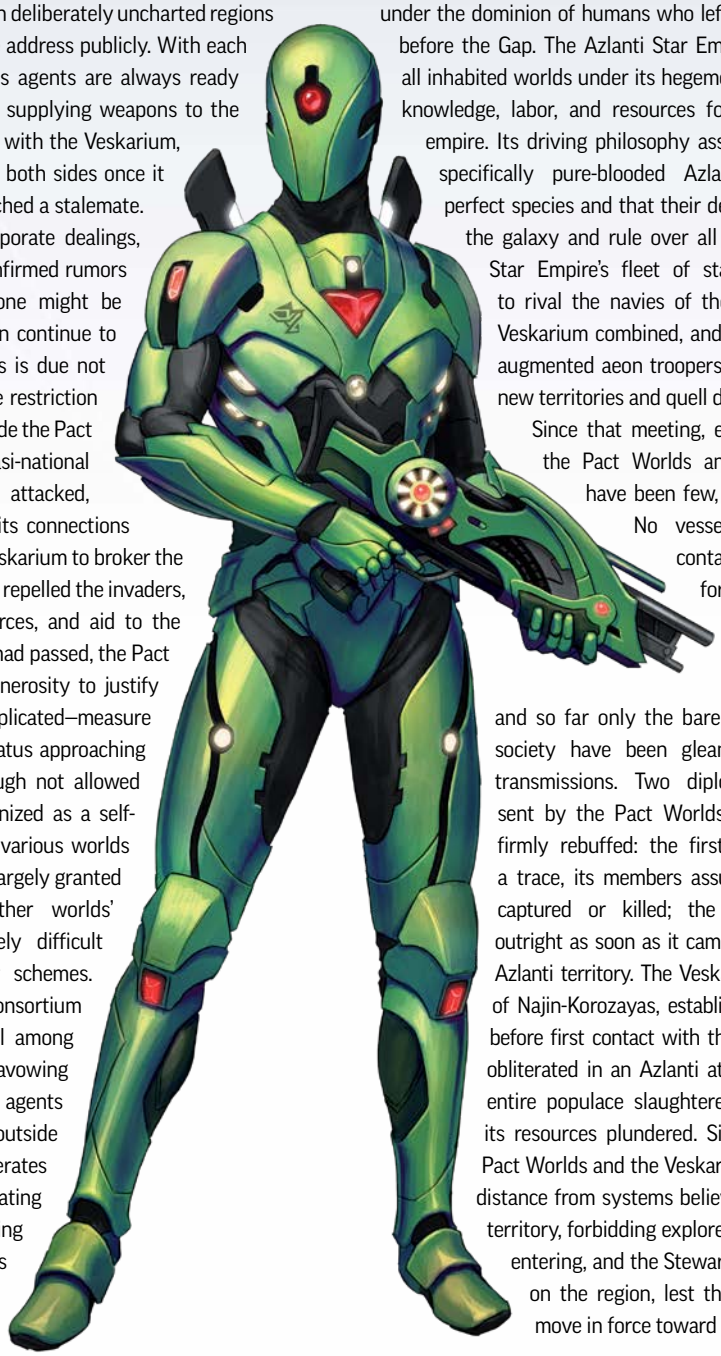
While the Absalom Pact put an end to interplanetary warfare in its planets' home system, not all inhabited systems are so lucky. Some explorers in the deep reaches of the Vast find themselves suddenly in the middle of massive wars between neighboring planets or solar systems, either conscripted into the fight or beseeched by refugees for aid. Thanks to the powers of the *Starstone*, refugees fleeing conflicts in other systems also regularly arrive near Absalom Station, despite having no knowledge of the station's existence. The most recent of these are the Edanra-Mei, a group of incredibly tall, blue-skinned, salamander-like creatures who arrived on three pyramidal ships and refuse to speak to anyone but anacites, androids, and other obviously artificial races. The refugees say their home world is a previously unknown planet called Edanra, which they claim is on the verge of being destroyed by nearby enemies from a place they call the Fortress. They also claim to have incredible technomagic confined within their planet, which they would be willing to share should the Pact Worlds help them defend it. Although the Pact Council has made no official decision as of yet, many corporations and planetary governments have quietly begun contracting adventurers to investigate the situation and the veracity of these newcomers' claims.



ASPIS CONSORTIUM
Massive Criminal Corporation

The Pact Worlds are rife with interplanetary traders and corporations, but none are quite like the Aspis Consortium. The Consortium traces its history all the way back to Golarion, and in the wake of the Gap and the revelation of Drift travel, the company quickly mobilized to take advantage of the chaos, through both legitimate business and black-market opportunism. In theory, the Consortium's great wealth comes primarily from commissioning explorers to find and claim distant resources and then exploiting or selling off these assets. The fact that this also creates a convenient cover for everything from false-flag piracy to the enslavement of entire worlds in deliberately uncharted regions of the Vast is something few dare address publicly. With each new discovery and conflict, Aspis agents are always ready to find some advantage, such as supplying weapons to the Pact Worlds early in their battles with the Veskarium, and then secretly selling arms to both sides once it became clear the powers had reached a stalemate.

Given its brazenly amoral corporate dealings, and the perpetual, never-quite-confirmed rumors of its vast criminal networks, one might be surprised that the Consortium can continue to operate in the public sphere. This is due not only to well-placed bribes and the restriction of its most illegal activities to outside the Pact Worlds, but also to its unique quasi-national status. When the Swarm first attacked, the Aspis Consortium leveraged its connections within the Pact Worlds and the Veskarium to broker the interstellar alliance that ultimately repelled the invaders, as well as donating arms, resources, and aid to the besieged worlds. Once the threat had passed, the Pact Worlds government used this generosity to justify an unprecedented—and never replicated—measure granting the Aspis Consortium status approaching that of a Pact World itself. Though not allowed to vote, the Consortium is recognized as a self-governing entity, its holdings on various worlds seen as embassies and its agents largely granted diplomatic immunity within other worlds' jurisdictions, making it extremely difficult for anyone to investigate their schemes. Within the Pact Worlds, the Consortium takes pains to maintain goodwill among elected officials, staunchly disavowing and making amends for any agents caught in unsavory dealings, but outside the system, the Consortium operates as a criminal empire—exterminating inconvenient alien races, extorting colonists, manufacturing androids as slave laborers—doing anything to increase the bottom line.



AZLANTI STAR EMPIRE
Expansionist Stellar Imperium

Almost 50 years ago, a Starfinder scout ship ventured beyond the Hydra Nebula, deep into the unexplored reaches of the Vast. Upon arrival, the Starfinders announced the discovery of a star system with planets inhabited not just by unfamiliar aliens, but also by humans—a society apparently not of Pact Worlds origin. It also reported the existence of multiple large starships of unknown design, and the scout's intention to establish communication. The Starfinder ship made no further transmissions.

This was the Pact Worlds' first contact with the Azlanti Star Empire, a vast union of diverse races, worlds, and star systems under the dominion of humans who left Golarion millennia before the Gap. The Azlanti Star Empire seeks to bring all inhabited worlds under its hegemony, exploiting their knowledge, labor, and resources for the good of the empire. Its driving philosophy asserts that humans—specifically pure-blooded Azlanti—are the most perfect species and that their destiny is to conquer the galaxy and rule over all lesser species. The Star Empire's fleet of starships is believed to rival the navies of the Pact Worlds and Veskarium combined, and its legions of gem-augmented aeon troopers ruthlessly conquer new territories and quell dissent.

Since that meeting, encounters between the Pact Worlds and the Star Empire have been few, but always hostile. No vessel reporting direct contact with Star Empire forces has survived the encounter, at least in officially recorded sources, and so far only the barest outlines of their society have been gleaned by spying on transmissions. Two diplomatic delegations sent by the Pact Worlds government were firmly rebuffed: the first vanished without a trace, its members assumed to have been captured or killed; the second destroyed outright as soon as it came out of the Drift in Azlanti territory. The Veskarium colony world of Najin-Korozayas, established only a decade before first contact with the Star Empire, was obliterated in an Azlanti attack soon after, its entire populace slaughtered or enslaved and its resources plundered. Since then, both the Pact Worlds and the Veskarium have kept their distance from systems believed to be in Azlanti territory, forbidding explorers or colonists from entering, and the Stewards keep a close eye on the region, lest the Azlanti decide to move in force toward the Pact Worlds.

CULT OF THE DEVOURER
Scions of the Unmaking

Deep space provides cover for many criminals and outcasts, from mercenary pirates to demon binders and mutants driven insane by unshielded reactors. Yet the worst of these is likely the single-minded horror of the Cult of the Devourer.

Civilized worlds often wonder why Devourer cultists bother worshiping a god of destruction when it offers them nothing in return. Yet what they fail to grasp is that nothing is exactly what such cultists desire. The Devourer's destruction promises not just an end but a complete unmaking of all that is. It could consume not just the future but the past; not just the Material Plane but all existence. By advancing its cause, the grief stricken can literally undo past tragedies, making it so their losses never happened. By removing the afterlife, the guilty can avoid judgment. While priests of different sects debate whether this existence would be replaced by a new one more to the Devourer's liking, their underlying premise is that the current existence has rotted, and it must be erased completely.

While the public thinks of Devourer cultists as sadistic cannibals, berserkers in gore-studded armor that raid ships for the joy of slaughter, this is only one facet of the faith. Such shock troops are called "wall breakers"—barbarians driven by sacred drugs to slaughter and defile, not for their own pleasure, but to break the spirits of civilizations. Complementing these are the "hidden ones," pious sociopaths who move undetected among other societies, gathering information, recruiting, and planting the seeds of entropy. Priests and leaders can be from either choir (as the two traditions are known), and different congregations place different emphasis on these two tactics. Above all of these, however, are the rare "atrocites"—individuals who've broken free from the Cycle of Souls in order to mastermind destruction on a scale grand enough to attract the attention of the Devourer. While individual cults may be fractious, battling each other as well as victims in their scarred and twisted warships, all immediately bow to the will of an atrocite, in whose empty eye sockets and storm-cloud halo they might find their final victory.

DOMINION OF THE BLACK
Predators from the Endless Dark

In the vast gulfs between the stars, which some philosophers call the Dark Tapestry, exists a coalition of obscenely powerful, aberrant beings known as the Dominion of the Black. Intergalactic in scope, the Dominion is believed to control countless worlds across multiple galaxies, yet it is no empire in the sense that most sentient species would understand. Planets that fall under Dominion authority are less colonies than production facilities, and any living creatures merely subjects for strange experiments.

The so-called "leaders" of the Dominion defy explanation, other than that they are colossal, malignant entities of unfathomable intellect and inscrutable ambition. These overlords are known only by awkward translations such as Infinity-Ceases-Now, The-Five-Who-Speak-As-One, and The-Whispers-of-the-Void-Have-Eyes. Some scholars postulate that the Dominion follows the orders and whims of the Dark Tapestry itself.

A wide variety of bizarre creatures serve the Dominion of the Black. In addition, the Dominion's infamous, living starships—disturbing amalgamations of biological and inorganic components with lifespans measured in centuries—are piloted by a species called shipminds, genetically engineered in the Dominion's fleshfarms to fuse both physically and mentally with their ships.

All of these creatures view humanoid life as inherently inferior, suitable only for observation, experimentation, and genetic manipulation—or worse, as simply raw biological material to create servitor species and technology. The Dominion of the Black is also embroiled in conflict with the cults of the Outer Gods, most notably over the strange world of Aucturn, though the exact nature of this enmity is unknown. The ultimate goals of the Dominion of the Black remain a dreadful mystery, with only hints of its intentions—whispered to be the extermination of sentient life throughout the universe, or its replacement by something from another reality.

THE SWARM
Interstellar Locusts

There are races that live in balance with their ecosystem, and then there are those that consume it, devouring everything in mindless expansion. Such is the case with the Swarm.

Originally called the kucharn, the race now called the Swarm evolved as a series of hives, each colony a collective consciousness in which the individual bug-like components acted as drones, without agency of their own. Efficient, voracious predators, each worshiping its own patron deity, the hives competed constantly with each other, until one learned the trick of subsuming another colony's intelligence into its own. This new collective quickly overwhelmed the others, and before long it had stripped its birth planet bare with its reflexive hunger. This might have been the end of the Swarm, had it not come to understand the principles of spaceflight. Tearing itself apart into component pieces, rising above its all-consuming hunger to twist its own genome, it crafted biological warships capable of carrying it through the stars, descending on world after world to devour, destroy, and absorb.

The Swarm's millions of individual units remain divided into subcolonies with a certain degree of autonomy, but like the drones themselves, their decisions are more akin to complex programmed reflexes than true thought, constantly overridden by the directives of the master identity. While they're capable of operating independently when sent out on scouting missions, both individuals and entire subcolonies are subsumed into the gestalt when they return within telepathic range of the hive. The overarching Swarm consciousness—while capable of nigh-unimaginable data processing, leaps of induction, and even the ability to slowly modify its own biology to create powerful weapons—remains fundamentally unreasonable due to an overwhelming, instinctive impulse to blindly expand and devour. Attempts to negotiate with the Swarm always fail, and only massive force can deter it from descending on a world and stripping it of biological material before moving on. In its view, every other organism in the universe represents a threat, and all threats must be destroyed.

Strange, then, that a freak mutation should lead one subcolony to split off and flee its ravager-parent, becoming the peace-loving shirrens. While all races rightly fear the arrival of the Swarm in their space, shirrens find the idea of being once more subsumed into the Swarm's hive mind even worse than the prospect of annihilation.

THE UNSEEN
Insidious Infiltrators

As the denizens of the Pact Worlds take their first steps into an unknown universe, fears grow of new military threats that recall the past horrors of vesk and Swarm encroachments. But even as attention turns to "out there," those in the know understand that the greatest danger lies not in faraway legions of undiscovered stars, but in those malevolent alien civilizations lurking among us. Formless, ethereal refugees of corrupted afterlife cycles, shape-shifting drones of interdimensional brood-mothers, manipulators of interstellar commerce clad in convincing skin suits—their forms are as numerous as the paranoiacs who see them in every gathering of suspicious persons or at the center of every interstellar intrigue. And the folk of the Pact Worlds are right to be alarmed. Invisible agents—literally or metaphorically—indeed strive to infiltrate the upper workings of nearly every significant political organization in the system.

While the common citizen of Absalom Station or Akiton cynically dismisses rumors of shape-changer conspiracies, and interplanetary media conglomerates downplay the threat as xenophobic conspiracy theories, those in the know point to several indisputable facts: The Lord Councilor Shabras Kluss of Faxxan, the legendary Chasm City of Verces's Twilight Highlands, *was* revealed to be a green-skinned reptoid after he opened the city's once-famous Mineral Vault to Shadari pirates. A devastating decompression of the Zeffrac Science Platform over Liavara's moon Nchak *did* keep its Wise Council—or rather, the fungal parasites controlling their bodies—from crashing their satellite city into the moon. Escape-pod survivors of three different VisTour space liner tragedies spread over four decades (the *Gossamer*, *Ostog*, and *Stardream II*) *did* report mysterious bulb-headed gray aliens manifesting moments before disaster struck—descriptions that matched creatures said to have been present at momentous Pact Worlds events tracing back before the Gap. With so many infiltrators confirmed as part of the official record—such as it is, given the vagaries of history and the tight grip of media censorship—it's no wonder that the most alert Pact nativists extrapolate these threats to indict alien ambassadors, high-ranking Stewards, and even members of the Pact Council itself as patsies of unseen masters, or perhaps even as those masters themselves.

PATHFINDER LEGACY

13

LEGACY CONVERSION

The universe of Starfinder takes place in a time far removed from that of Golarion and the Pathfinder RPG setting, but that doesn't mean you have to leave all of those Pathfinder RPG books behind. In many cases, Pathfinder RPG rules content can be used in a Starfinder Roleplaying Game campaign with a few tweaks, but some abilities and class features require more effort. The following pages present details on how to convert Pathfinder RPG monsters to Starfinder rules, guidelines on how legacy classes can fit in Starfinder, and the specifics of playing Golarion's core races in Starfinder.

Keep in mind that these conversions sometimes require a fair amount of work and won't always result in perfect pieces of rules text. As such, most of this chapter is directed at Game Masters, who should be very careful about which conversions they allow in their games. The full conversion of all of the Pathfinder RPG core races (starting on page 506), however, can be used as written, as long as the GM still has those races in her setting.

GENERAL CONVERSION

Some types of rules appear in both monster stat blocks and player character classes, and they can be converted in the same way.

Actions

Starfinder has a different set of actions than the Pathfinder RPG. If rules for a type of action are already provided in Starfinder, use the new rules. Other abilities require the following adjustments.

- **Free Actions:** Most abilities that require a free action in the Pathfinder RPG instead require a swift action in Starfinder. When a Pathfinder action needs to be used an unlimited number of times in Starfinder, that action does not require an action to perform.
- **Full-Round Action:** Full-round actions change to full actions.
- **Immediate Action:** Pathfinder RPG immediate actions used by a character when it isn't that character's turn use that character's reaction in Starfinder, and those used on that character's turn use his swift action. If a character uses an ability as a swift action, he can't use his reaction to use that same ability again until the start of his next turn, and vice versa.

Bonus Types

It is important to note that Starfinder doesn't use certain types of bonuses. If an ability or effect grants one of the bonuses listed below, you will need to convert that bonus type. (Remember that bonuses of the same type still don't stack.) In most cases, these changes are fairly straightforward and won't cause problems, but you should endeavor to keep bonuses that increase AC rare. See pages 266–267 for more about bonus types.

PATHFINDER RPG BONUS	STARFINDER BONUS
Alchemical	Enhancement
Competence	Insight
Deflection	Enhancement
Dodge	Insight
Profane	Divine
Resistance	Enhancement
Sacred	Divine
Shield	Enhancement

Skill Names

Pathfinder RPG skills that have the same names as Starfinder skills don't need to be converted (though you should use the Starfinder rules for those skills, of course). To convert a skill that isn't found in Starfinder, replace mentions of that Pathfinder RPG skill with the Starfinder skill indicated in the right column of the table below. If the entry has a dash, you can simply assume that the PCs succeed at all skill checks of that type.

PATHFINDER RPG SKILL	STARFINDER SKILL
Appraise	–
Climb	Athletics
Craft	Engineering, Mysticism, or Profession of appropriate type
Disable Device	Engineering
Escape Artist	Acrobatics
Fly	Acrobatics
Handle Animal	Survival
Heal	Medicine
Knowledge (arcana)	Mysticism
Knowledge (dungeoneering)	Physical Science
Knowledge (engineering)	Engineering
Knowledge (geography)	Physical Science
Knowledge (history)	Culture
Knowledge (local)	Culture
Knowledge (nature)	Life Science
Knowledge (nobility)	Culture
Knowledge (planes)	Mysticism
Knowledge (religion)	Mysticism
Linguistics	Culture
Perform	Profession of appropriate type
Ride	Survival
Spellcraft	Mysticism
Swim	Athletics
Use Magic Device	–

Touch Attacks

Because touch AC isn't used in Starfinder, any touch attacks should target EAC instead.

MONSTER CONVERSION

For the most part, Pathfinder RPG monsters can be used in a Starfinder game with few changes. Detailed rules for creating Starfinder monsters and NPCs from scratch will be presented in the *Starfinder Alien Archive* using a system of benchmarks similar to those found in *Pathfinder RPG Pathfinder Unchained*, which allows even relatively new Game Masters to create interesting and balanced creatures by making a few key decisions.

GMs who want to use Pathfinder RPG monsters should take into account that while a legacy monster converted using these guidelines should be usable in a Starfinder game, it won't be as polished as a monster created specifically for Starfinder. The guidelines below are presented in the order of a creature's Pathfinder stat block.

Type and Subtype

Most converted Pathfinder RPG monsters can retain their listed types and subtypes. However, if you are converting a construct, remember that in Starfinder all constructs have either the magical or technological subtype. Choose the one most appropriate to the construct you're converting. For example, golems are magical constructs and robots are technological constructs. Constructs are not immune to spells, afflictions, and other effects that specifically note that they target or affect constructs.

Senses

Senses such as lifesense and scent are presented slightly differently in Starfinder, though they operate essentially in the same way. The various types of senses given to Pathfinder RPG monsters can be used in Starfinder exactly as they are written, but see page 260 for more about senses.

Armor Class

Starfinder doesn't use the concepts of flat-footed AC and touch AC, and instead breaks a character's AC into two categories: Energy Armor Class (or EAC) and Kinetic Armor Class (or KAC). Weapons that deal energy damage (such as a laser pistol) target EAC, while weapons that deal physical damage (such as a longsword) target KAC. When converting a Pathfinder RPG monster to Starfinder, treat its normal AC as its KAC (if the monster functions in a combat role as defined on page 323 of the *Pathfinder RPG Bestiary,* add 1 to its KAC) and subtract 1 from its normal AC to obtain its EAC. You can ignore the flat-footed AC, because in Starfinder, flat-footed is simply a condition that applies a –2 penalty to both EAC and KAC regardless of the affected monster's Dexterity bonus.

Hit Points, Stamina Points, and Resolve Points

Increase a converted monster's Hit Points by 25%. Any monster abilities that require you to know a target's Hit Dice operate using the target's level or CR instead. Unlike a player character, however, a monster doesn't have Stamina Points, and it will only need to have Resolve Points if you give it a new ability (or a class feature) that uses them. If you do so, a monster should have a number of Resolve Points equal to 3 + one-fifth of its CR (rounded down).

Attacks

You might decide to give a converted monster a plasma sword, a laser pistol, or another Starfinder weapon (see Gear and Treasure starting on page 502). If you do so, you need to do two other things. First, ignore any iterative attacks the monster might have from a high base attack bonus. Instead, it can attack once with the new weapon at its highest attack bonus or attack twice by taking a full attack action (with a –4 penalty to its highest attack bonus for each attack). Second, add the monster's CR to the damage dealt by the weapon (in addition to the monster's Strength bonus for melee attacks, of course) to represent weapon specialization.

Alternatively, you can use a Pathfinder RPG monster's full attack as it is listed without doing any conversion, resulting in a larger number of attacks that each deal less damage. This works like the multiattack ability that some monsters have in Starfinder, regardless of whether the attacks are made with manufactured or natural weapons. The monster can still make a Starfinder full attack (two attacks at its highest attack bonus with a –4 penalty to each). A converted monster that makes a Starfinder full attack cannot make a guarded step on the same turn.

For example, a harpy (*Pathfinder RPG Bestiary* 172) has an attack entry that reads, "**Melee** morningstar +8/+3 (1d8+1), 2 talons +3 (1d6)." The harpy could attack as normal to make two morningstar attacks (one at +8 and one at +3) plus two talon attacks (at +3 each). In this case, her successful attacks would deal the amount of damage listed in her Pathfinder stat block. Alternatively, the harpy could make one morningstar attack (at +8), or two morningstar attacks at +4 each. In this case, each successful attack would deal 1d8+5 damage.

Single Attacks: Monsters in Starfinder are often more accurate than Pathfinder RPG monsters because of how full attacks work in Starfinder; for legacy monsters, the increased accuracy with its first attack in a full attack often makes up for this. If you have a converted monster that is rarely able to make a full attack, you can give it a bonus to its attack rolls when making a single attack, usually +3 or +4.

Critical Hits: A converted monster deals automatic critical damage when it rolls a natural 20 on its attack, with no confirmation roll. However, if a monster's weapon or attack has an expanded critical range, it must roll to confirm the critical on any result that is in that range but isn't a 20. For example, if a marilith rolled a 20 on her longsword attack (2d6+8/17–20), she would automatically score a critical hit and deal double damage. If she rolled a 17, 18, or 19, she must hit with a confirmation roll to deal critical damage. Critical multipliers (such as a weapon that deals ×3 damage on a critical hit) still multiply damage by the indicated amount.

Spells and Spell-Like Abilities

If a Pathfinder RPG monster can cast a spell or use a spell-like ability with the same name as a Starfinder spell, use the rules for the Starfinder spell. Otherwise, use the Pathfinder RPG

spell as written. However, if you want your converted monster to have more of a Starfinder flavor, you can take the time to replace those spells with similar Starfinder spells. For instance, you might use *explosive blast* instead of *fireball*. Be aware that this takes more time and effort.

Ability Scores

Starfinder monsters don't have ability scores like player characters do; their ability scores are described in terms of the ability score modifiers that should be familiar. When converting a monster, you aren't required to express its ability scores as the associated modifiers unless a Starfinder rule directly references ability score modifiers.

Combat Maneuver Bonus and Defense

Starfinder doesn't employ combat maneuver bonuses or Combat Maneuver Defense, so you can simply ignore them when converting a Pathfinder RPG monster and use the Starfinder rules for bull rush, disarm, and other combat maneuvers. If a monster has a combat maneuver feat (such as Improved Disarm) or a special ability related to a combat maneuver (such as grab), use the Starfinder version of that feat or apply any bonus it provides directly to the appropriate type of attack. Immunities to combat maneuvers (such as "can't be tripped") still apply, and bonuses against specific combat maneuvers simply apply to AC instead of CMD.

Feats

If a Pathfinder RPG monster has a feat that has the same name as a feat or monster special ability found in Starfinder, use the Starfinder rules where possible. Otherwise, use the rules for the Pathfinder RPG feat, adjusting them as needed. For example, a feat that lets the monster do something as a response to an enemy's action should cost a reaction.

Skills

When converting Pathfinder RPG skills as noted on page 500, if a monster has multiple skills that become the same skill, use the highest bonus of those skills. If a monster has an especially high bonus (such as a very high Climb bonus due to having a climb speed), you might want to use a conditional modifier. For example, a Pathfinder creature with Climb +14, Swim +6, and a +8 racial bonus to Climb would have Athletics +6 (+14 when climbing). Specific considerations for specific skills are as follows.

- **Acrobatics:** Move any circumstantial modifiers when jumping to the Athletics skill, and possibly adjust the creature's Athletics if it's supposed to be good at jumping but didn't have the Climb or Swim skills.
- **Linguistics:** The monster retains the same number of languages, even though the skill is removed.
- **Use Magic Device:** Allow the monster to use any magic items it has without attempting checks.

Languages

Many of the languages found in the Pathfinder RPG can be found in Starfinder, with the exception of most Golarion-specific regional dialects. However, with a multitude of alien cultures, Starfinder presents a large number of new languages. When converting a monster, you probably won't need to worry too much about the languages it can speak, but if it would make sense for it to know an appropriate alien language, feel free to change or increase its vocabulary!

Gear and Treasure

Most of the humanoid monsters in the Pathfinder RPG wield weapons

and wear armor that are appropriate to that game's fantasy setting, and much of it is magic. While this might fit in certain Starfinder adventures (such as traveling to a planet where technology hasn't advanced very far or a planet that simply benefits from a high concentration of magic), you might want to consider giving a converted monster some cool futuristic gadgets and weapons. Just remember to stick with items of a level that is close to the monster's CR!

The type of treasure the PCs receive after defeating a converted monster should be commensurate with the guidelines presented on page 391. However, any treasure that grants a bonus to attack rolls or AC (such as the magic items used by a monster) should not be part of that treasure. You will need to convert such items into similar magic items from Chapter 7 before the PCs get ahold of them.

Special Abilities

Most of a converted Pathfinder RPG monster's special abilities can be used as written, though some require a bit of adjusting.

- **Abilities that Emulate Spells:** An ability functioning as a Pathfinder RPG spell can use the rules for that spell, unless there is a Starfinder spell with the same name.
- **Afflictions:** Curses, diseases, and poisons function differently in Starfinder than in the Pathfinder RPG. Use the Starfinder version if it is presented in the sample afflictions starting on page 417 (keeping whatever save DC is listed in the converted monster). Otherwise, you can simulate the affliction with the appropriate track. For instance, if the affliction is a poison that deals Dexterity damage, use the Dexterity poison track, but add any special effects the converted affliction deals.

CHARACTER CONVERSION

While the core Starfinder classes can simulate a great variety of different science fantasy character concepts, players are always thinking of ideas that can be a little more difficult to model. As the GM, you may decide you are interested in allowing Pathfinder RPG classes in your Starfinder campaign. This will require work on your part and the cooperation and patience of the players allowed to play such classes. The following guidelines will help you manage some of the more common factors, but be forewarned that complicated class features will require a more in-depth conversion than what can be presented here.

Keep in mind that legacy class conversions can only be used in your Starfinder game if you, the GM, allow them!

Key Ability Score

Each class in Starfinder denotes one of the six ability scores as that class's key ability score, and certain calculations (such as DCs for abilities) are based on that score's modifier. If you are using a Pathfinder RPG class, you will need to assign a key ability score for that class. In some cases, this will be obvious: a spellcasting class's key ability score is often the same ability score that grants that class bonus spells. The following chart suggests the key ability score for the classes found in *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Advanced Player's Guide*, *Pathfinder RPG Ultimate Combat*, *Pathfinder RPG Ultimate Intrigue*, and *Pathfinder RPG Ultimate Magic*; classes that list several ability scores work much like the soldier, in that the player can choose the score that is the most important to him for both mechanical effects and for thematic concerns.

QUICK CONVERSION

If you are running a Starfinder game and need a monster right away, you can use one of an appropriate CR from any *Pathfinder RPG Bestiary* volume, and use it within moments. Simply convert its AC (see page 501), and you are good to go. You might need to alter some of its skills or other abilities as you play, but for most quick encounters, chances are your players will defeat the monster and move on without really noticing the difference!

FANTASY CHARACTERS OUT OF TIME

Whether due to a rip in the space-time continuum or the whim of a deity, you might allow one or more of your players to use their already established Pathfinder RPG characters in a Starfinder campaign. This will require no small amount of work, but you can essentially use the same guidelines for converting a monster. Remember, however, that most Pathfinder RPG characters will be unfamiliar with the advanced technology readily available in a Starfinder campaign, especially the ranged weapons. Such characters will eventually want to take at least one of the proficiency feats and the Weapon Specialization feat found in Chapter 6. At your discretion, you can grant a converted character the Small Arm Proficiency feat as a bonus feat after an extended period of training (best handled in a montage, of course).

PATHFINDER RPG CLASS	KEY ABILITY SCORE
Alchemist	Intelligence
Barbarian	Constitution
Bard	Charisma
Cavalier	Strength or Dexterity
Cleric	Wisdom
Druid	Wisdom
Fighter	Strength or Dexterity
Gunslinger	Dexterity
Inquisitor	Wisdom
Magus	Intelligence
Monk	Wisdom
Oracle	Charisma
Paladin	Charisma
Ranger	Dexterity or Wisdom
Rogue	Dexterity
Sorcerer	Charisma
Summoner	Charisma
Vigilante	Charisma
Witch	Intelligence
Wizard	Intelligence

Health, Stamina, and Resolve

Starfinder characters don't rely solely on Hit Points to stay alive: they also have pools of Stamina Points that they can quickly replenish using Resolve Points. These concepts are vital in Starfinder, so a converted Pathfinder RPG class needs both Stamina and Resolve Points. Additionally, Hit Points in Starfinder are calculated differently. Find the converted class's Hit Die on the chart below to determine how many Hit Points and Stamina Points that class receives at each level.

Like all Starfinder characters, a character with levels in a converted Pathfinder RPG class receives a number of Resolve Points equal to half her level plus her key ability score modifier.

PATHFINDER RPG HIT DIE	HIT POINTS	STAMINA POINTS
d6	5	5 + Con modifier
d8	6	6 + Con modifier
d10	7	7 + Con modifier
d12	8	8 + Con modifier

Class Skills and Skill Ranks Per Level

A Pathfinder RPG character's list of class skills will necessarily be shorter when converted to Starfinder. Use the guidelines for skill conversions (see page 500) to determine a converted class's appropriate class skills.

Find the converted class's number of skill ranks per level on the chart below to determine the new number of skill ranks that class should receive at each level. Of course, you can decide to give the converted class fewer skill ranks if you wish, but you shouldn't give that class more.

PATHFINDER RPG SKILL RANKS PER LEVEL	STARFINDER SKILL RANKS PER LEVEL
2 + Int modifier	4 + Int modifier
4 + Int modifier	4 + Int modifier
6 + Int modifier	6 + Int modifier
8 + Int modifier	8 + Int modifier

Armor Proficiency

There are only two types of armor in Starfinder—light and heavy armor—compared to the three types of armor found in the Pathfinder RPG. When bringing a legacy class into Starfinder, this conversion is fairly simple. If a class grants proficiency with light armor, then it functions the same way in Starfinder. The same holds true for heavy armor proficiency, and proficiency with medium armor can be ignored.

Shields don't see much use in Starfinder, so proficiency with them can also be ignored when converting a Pathfinder RPG class.

Weapon Proficiency and Specialization

Ranged weapons are an important part of Starfinder, and most converted classes should have some familiarity with them. A Pathfinder RPG class proficient with simple weapons should be proficient with basic melee weapons and small arms in Starfinder. A class proficient with martial weapons should be proficient with basic and advanced melee weapons and longarms in Starfinder; if that class has a base attack bonus equal to its class level and class features that increase accuracy or damage with weapons, it should also gain proficiency with heavy weapons. For classes with very tight restrictions on the types of weapons with which they are proficient (such as druids and wizards), you will have to curate a similar list, allowing such characters proficiency with only certain types of small arms. If a class already offers proficiency with firearms (such as the gunslinger), you might want to consider giving that class proficiency with sniper rifles (or another special type of ranged weapon).

Remember that at 3rd level, all classes grant the Weapon Specialization feat for every weapon type with which that class is proficient.

Base Attack Bonus and Iterative Attacks

The progression of base attack bonuses for classes is unchanged from the Pathfinder RPG to Starfinder, but you should remember that iterative attacks (extra attacks a character receives for having a high base attack bonus) aren't used in Starfinder. For classes that receive the first iterative attack at 6th level (such as barbarians and fighters), you might consider granting new class features that either reduce the penalty when taking the full attack action or allow extra attacks when taking the full attack action (similar to the solarian's flashing strikes class feature or the soldier's onslaught class feature, respectively).

Spells

Converting a Pathfinder RPG spellcasting class to Starfinder will require the most amount of work. You will need to decide which Starfinder spells are available to that class. In addition, the highest-level spell that can be cast by a mystic or a technomancer is 6th level, but a great deal of Pathfinder RPG spellcasting classes can cast 7th-, 8th-, and 9th-level spells! It will be up to you to provide spells of those levels, either by creating your own or converting Pathfinder RPG spells. For an idea of how to convert a spell, look at how *acid arrow* became *caustic conversion*. Remember that spells in Starfinder don't require components of any kind, though some very powerful ones do require an expenditure of credits or another costly component.

Class Features

The most important thing to remember about converting class features is that those granting a bonus to attack rolls or AC should be replaced. Look to abilities of a similar level from the envoy, operative, and soldier classes for options to replace those abilities.

Certain class features of Pathfinder RPG classes are only effective when the character isn't carrying a medium or heavy load. These concepts aren't found in Starfinder, though how much a character can carry is still relevant. When converting a class, these features should be lost if the character has the encumbered or overburdened condition (in addition to any other factors listed in the class feature).

Some Pathfinder RPG classes grant specific bonus feats as part of their class features. If possible, a converted class should grant a Starfinder feat with the same name. If no such feat exists, choose a Starfinder feat that is as similar to the granted bonus feat as you can find. Failing that, you should convert the

feat as best as you can; see the Diehard feat for an example of how to convert a Pathfinder RPG feat to Starfinder.

Guidelines on how to convert specific class features that might present the most trouble are presented below.

Animal Companions, Eidolons, and Mounts

While it is possible to simply use animal companions, eidolons, or mounts from Pathfinder as written, they might not function as effectively in battle at higher levels as their Starfinder analogue: the mechanic's drone.

As such, you might want to allow a character playing a druid, a ranger, a summoner, or any other class or archetype that receives an animal companion or eidolon to construct such a class feature using the drone rules found starting on page 74, altering one of the base chassis as needed to make sense (most likely replacing all of its weapon mounts with melee weapon arms). For example, if a druid player wants to use the stealth drone chassis to emulate a small dinosaur, you should remove its climb speed (by not giving it the climbing claws mod) and increase its land speed to 60 feet. For a Large animal companion or eidolon, you can use the combat drone chassis and simply state that it is Large or build your own starting Large chassis.

A class that grants a mount as a class feature can work in a similar fashion, but the drone must have some way for the character to ride it, and it should probably be Large (for Medium characters, of course). To simulate this, you can take the combat drone chassis, make it Large, and replace one weapon mount with the riding saddle mod.

Either way, treat the character's class level in the appropriate class as an effective mechanic level to determine when the "drone" receives and qualifies for new upgrades. For classes that grant companions at later levels (such as the ranger), use the same formula for determining that character's effective mechanic level.

If you use these drone conversion rules, you should also make sure that the converted class uses the same kind of actions to control the new companion as the mechanic uses to control his drone.

Finally, once the converted "drone" has been built, you can change its type from construct to a creature type appropriate to the class feature (animal, magical beast, outsider, etc.). Of course, you can always skip this part of a conversion if you are comfortable with rangers befriending cyberapes and paladins riding robosteeds. In such a case, it makes sense for these companions to have guns instead of claws!

Bardic Performance

Most of a bard's bardic performance abilities can be used as written, with appropriate Profession skill checks substituting for Perform skill checks. For instance, Profession (musician) replaces any Perform skill that requires a musical instrument, and Profession (actor) replaces Perform (act).

As written, starting a bardic performance is a standard action, but maintaining a bardic performance each round after that should require a swift action. At 7th and 13th levels, a bard must spend 1 Resolve Point to start a bardic performance as a move action or swift action, respectively.

Any competence bonuses or dodge bonuses granted by a bardic performance should be insight bonuses. In addition, once a bard stops maintaining a bardic performance with the word "inspire" in its name, an ally that gained the benefits from that inspiring bardic performance can't do so again until she takes a 10-minute rest to recover Stamina Points.

While all of the bard's allies should receive the morale bonus to saving throws against charm and fear effects from inspire courage, the bonus to attack and damage rolls should apply only to one ally (or the bard himself) at 1st level. At 5th level, and every 6 levels thereafter, the bard can inspire an additional ally. The bonus to attack rolls doesn't increase as the bard gains levels, but at 5th level, the bonus to damage rolls should change to equal half of the inspired ally's bonus from weapon specialization.

An ally affected by the inspire greatness bardic performance should regain a number of Stamina Points equal to twice the bard's class level + the bard's Charisma modifier, instead of gaining bonus Hit Dice.

Familiars

While it might seem possible to create a familiar that a character (such as a wizard) receives from a Pathfinder RPG class using the same guidelines as an animal companion above, the realities are a bit more complicated, as familiars don't usually have same combat capabilities as a drone. However, modifying the Tiny hover drone chassis is a good place to begin.

First, alter the drone's speed as appropriate for the converted familiar. For example, a lizard familiar should have a climb speed instead of a fly speed. Next, increase the drone's AC by the amount listed under natural armor adjustment in the table on page 83 of the *Pathfinder RPG Core Rulebook*, depending on the level of the wizard. Then, give the drone a good Fortitude saving throw bonus (instead of a poor one). Remember that the familiar's Intelligence score increases as the wizard gains more levels, also as noted in the table mentioned above. Finally, ignore the drone's bonus skill unit and starting mods, and make sure that the converted familiar receives the special abilities listed in the table mentioned above.

The converted familiar should follow all the normal rules for familiars (number of Hit Points, attacks, etc.), though the ability it grants its master may need to be altered to match the Starfinder list of skills.

Monk Unarmed Damage and Flurry of Blows

A Pathfinder RPG monk is going to have trouble matching the damage output of other classes at higher levels.

One way to convert such a character is to have the converted monk's unarmed strikes deal an amount of damage equal to that dealt by a one-handed operative melee weapon with an item level no greater than the monk's level. In addition, the unarmed strikes deal an extra amount of damage equal to that dealt by the trick attack class feature (see page 93) of an operative of a level equal to the monk's level. Unlike an operative, the monk doesn't need to succeed at a skill check to deal this extra damage, but he can deal it only with his unarmed strikes. The monk is proficient with his unarmed strikes and thus receives the Weapon Specialization feat with them at 3rd level.

DWARVES

Dwarves are a stocky race, roughly a foot shorter than humans, with broad, heavy frames. Dwarves trace their heritage to the missing planet of Golarion, yet for them, this is not merely a matter of history, but identity—they were forged in the furnace of Golarion's subterranean passages, and many dwarves born long after the planet's disappearance still feel the sting of its loss, kept alive in dwarven song and legend. Dwarven history also claims that they once had a different racial god, Torag, who left his worshipers in the hands of his brother Angradd during the Gap so he could stand guard over Golarion, wherever it is now.

Dwarves are most commonly found on Absalom Station, where their guilds and clans wield significant power, or on city-sized Star Citadel ships. Significant dwarven communities on other worlds are rare, though small groups can be found throughout the Pact Worlds' extrasolar colonies. Many dwarves are attracted to asteroid mining, with Star Citadels common in the Diaspora.

Larger dwarven communities often focus on tradition and fight to keep ancient crafts, laws, and enmities alive. This traditionalism sometimes causes other races to see dwarves as old fashioned, or even backward. Dwarves are certainly cautious in adopting new technologies and slow to change their way of life, but once a new technology has proven safe and effective, it's quickly adapted to dwarven needs. Dwarves are often mechanics, mystics, and soldiers. They tend to get along best with gnomes, halflings, humans, and other races with ties to Golarion, though they have a sometimes impolite appreciation for androids' elegant construction and find much in common with kasathas and korasha lashuntas.

Among the strongest dwarven traditions is the Quest for Sky, a belief that Torag commanded his people to leave their underground homes on Golarion and fight a generations-long war to reach the surface. While many dwarves feel the Quest for Sky was fulfilled, some explore far from the Pact Worlds in the belief that the original journey was only the first stage of the quest and that Torag now wants them to find some specific alien sky for which they're destined.

Most dwarves stand 4 to 4-1/2 feet tall and weigh 150–200 pounds. They're considered adults at 40 and live up to 450 years.

RACIAL TRAITS

Ability Adjustments: +2 Con, +2 Wis, –2 Cha
Hit Points: 6

Size and Type: Dwarves are Medium humanoids with the dwarf subtype.

Darkvision: Dwarves can see up to 60 feet in the dark.

Slow but Steady: Dwarves have a land speed of 20 feet, which is never modified when they are encumbered or wearing heavy armor. They also gain a +2 racial bonus to saving throws against poisons, spells, and spell-like abilities, and when standing on the ground they gain a +4 racial bonus to their KAC against bull rush and trip combat maneuvers.

Stonecunning: Dwarves gain a +2 bonus to Perception checks to notice unusual stonework, such as traps and hidden doors located in stone walls or floors. They receive a check to notice such features whenever they pass within 10 feet of them, whether or not they are actively looking.

Traditional Enemies: Dwarves still train to fight their ancient enemies. A dwarf gains a +1 racial bonus to attack rolls against a creature with the goblinoid or orc subtype and a +4 racial bonus to AC against an attack from a creature with the giant subtype.

Weapon Familiarity: Dwarves are proficient with basic and advanced melee weapons and gain specialization with those weapons at 3rd level.

ELVES

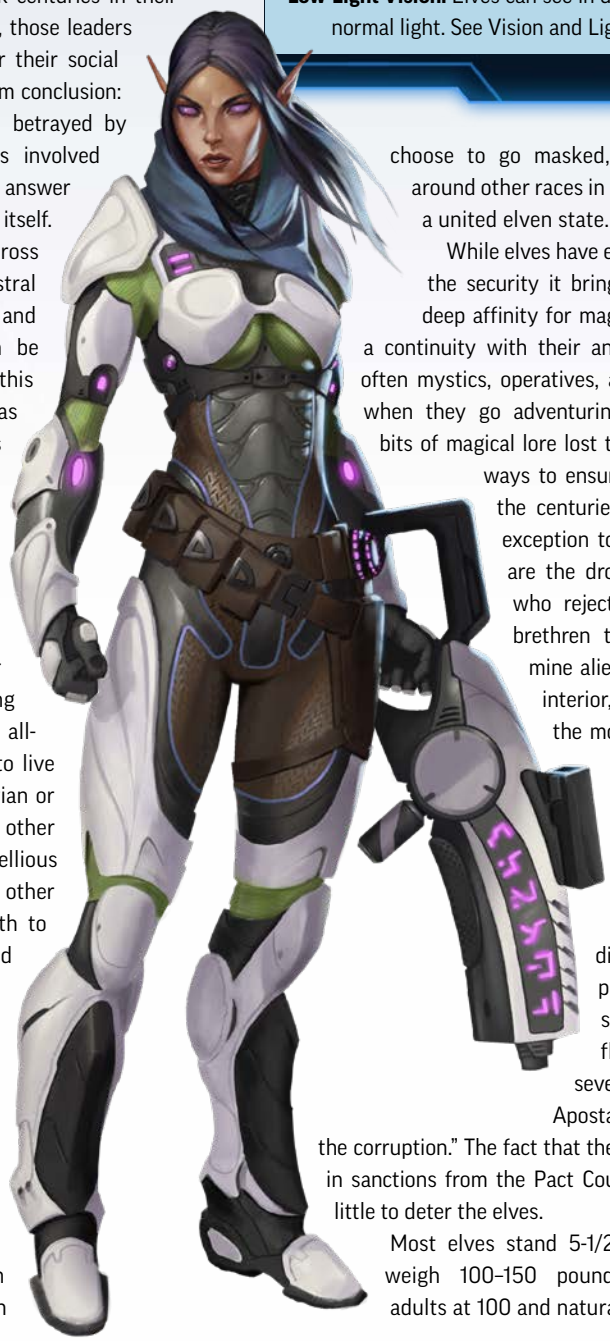
Lithe, long-lived humanoids, elves are easily recognized by their pointed ears and pupils so large that their eyes seem to be all one color. Possessed of an inherent bond with the natural world, they tend to subtly take on the coloration of their surroundings over the course of many years and have a deep spiritual regard for nature.

Of all the races common to the solar system, elves were perhaps the hardest-hit by the Gap, and the slowest to adapt and recover. Where shorter-lived races quickly gave birth to children who had never known any other way of life, and thus were personally unaffected by the loss of history, the elven generation whose lives extended back into the Gap continued on, broken and confused by the blank centuries in their own lives and memories. What's more, those leaders charged with trying to piece together their social history from scraps soon came to a grim conclusion: during the Gap, their race had been betrayed by another—yet exactly which race was involved remains unclear, all suggestions of the answer scrubbed by malicious intent or the Gap itself.

Reeling and angry, elves from across the system retreated to their ancestral homeland of Sovyrian on Castrovel and dug in, determined to never again be caught unprepared by disaster. Even this was a fraught endeavor, however, as many of the established elven families already on Castrovel resented the chaos and upheaval caused by the sudden flood of refugees.

Today, the elves are a reclusive, xenophobic race, little understood by their neighbors and uninclined to remedy that situation. Though their starships still travel the void, trading with other worlds, they largely carry all-elven crews, and most elves choose to live among their own kind either in Sovyrian or in predominantly elven enclaves on other worlds. Those adventurous or rebellious individuals who choose to live among other races are called the Forlorn, due both to their loss of elven companionship and to their tendency to outlive friends of other races. Most are viewed with pity and suspicion by their kindred.

Within their borders, elves tend to be whimsical and passionate, yet when dealing with outsiders their laughter disappears quickly, replaced by a cold, unyielding wall. Elven warriors and diplomats operating outside of Sovyrian on government business sometimes even choose to go masked, hiding their identities around other races in order to better represent a united elven state.



While elves have embraced technology and the security it brings, they also maintain a deep affinity for magic, seeing in its practice a continuity with their ancestors. Elves are most often mystics, operatives, and technomancers, and when they go adventuring, it's often to recover bits of magical lore lost to history, or else to find ways to ensure Sovyrian's strength in the centuries to come. The primary exception to all of these tendencies are the drow—purple-skinned elves who reject the company of their brethren to live on Apostae and mine alien tech from that world's interior, making them some of the most feared and respected arms dealers in the system. Ordinary elves and drow despise one another, and while Sovyrian's leadership generally tries to distance itself from political entanglements, supposedly rogue elven fleets have launched several surprise assaults on Apostae in an effort to "cleanse the corruption." The fact that these attacks have resulted in sanctions from the Pact Council has somehow done little to deter the elves.

Most elves stand 5-1/2 to 6-1/2 feet tall and weigh 100–150 pounds. They're considered adults at 100 and naturally live up to 750 years.

RACIAL TRAITS

Ability Adjustments: +2 Dex, +2 Int, –2 Con
Hit Points: 4

Size and Type: Elves are Medium humanoids with the elf subtype.
Elven Immunities: Elves are immune to magic sleep effects and receive a +2 racial bonus to saving throws against enchantment spells and effects.
Elven Magic: Elves receive a +2 racial bonus to caster level checks to overcome spell resistance. In addition, elves receive a +2 racial bonus to Mysticism skill checks.
Keen Senses: Elves receive a +2 racial bonus to Perception skill checks.
Low-Light Vision: Elves can see in dim light as if it were normal light. See Vision and Light on page 261.

GNOMES

Long-ago emigrants from the primal fey realm called the First World, gnomes are a vivacious people who have adapted to their tumultuous heritage in curious ways, and evolved significantly from accounts found in pre-Gap records.

Gnomes today fall into two ethnicities: feychildren and bleachlings. Easily recognized by their brightly colored skin and hair, feychildren remain physiologically and socially close to their otherworldly heritage and are intensely mercurial, possessed of wild whimsy and a ravenous, reckless appetite for adventure. Bleachlings, by contrast, are believed to be the descendants of those who survived the virulent gnome plague called the Bleaching, which to this day threatens to drain the color and life from any feychild gnomes who don't constantly seek out enough new experiences to retain their vibrancy. Bleachlings are typically born with monochromatic features, their palettes ranging from black and white to brown and gray. While they are usually more even-tempered than their feychild cousins, Bleachlings have an exaggerated—but only half-deserved—reputation for dourness.

How exactly the bleachling adaptation occurred—whether it was an intentional and experimental genetic solution to the ancient gnome disease, a freak mutation, some deific blessing, or something else entirely—has sadly been lost to the Gap, and many feychild gnome researchers desperately attempt to re-create it in corporate laboratories and magical universities. In the meantime, bleachling gnomes continue to pass their immunity on to their children and those of mixed relationships, founding a new subrace that, while still currently a minority, is poised to someday completely replace their parent race—for better or worse.

Gnomes of both types usually have spindly frames and large eyes that give them a youthful (and sometimes disturbing) appearance. Both ethnicities remain extremely curious and have a passion for new experiences, yet they often take different approaches to this need for mental stimulation—while feychildren are constantly chasing new physical situations and sensations, bleachlings often find their search for novelty sated through purely intellectual pursuits. As a culture, gnomes rarely build lasting social structures among themselves or other groups. Instead, most gnomes choose to constantly pursue their whimsy and passions alone or with a few close companions. Many feychild gnomes in particular find that keeping interesting friends is a good way to stave off the apathy and eventual madness that is the Bleaching.

Gnomes often find it difficult to relate to other races, as their humor and thought processes can seem wildly bizarre to those who don't share their unique viewpoints or context. As a result, most gnomes don't expect to be understood, and thus don't bother to explain themselves, further widening the gap between themselves and others. Yet while they are often complex and erratic, gnomes generally have kind and generous hearts, especially when it concerns their friends. Both ethnicities tend to get along best with humans and ysoki, while finding kasatha and vesk overly stodgy, though bleachling gnomes are also commonly found in the company of lashunta scholars. Feychild gnomes make excellent fast-talking envoys, while bleachling gnomes often lean toward studious, intellectual classes like the mechanic, mystic, and technomancer. Gnomes are most often found on Absalom Station and Castrovel, though their curiosity has spread them across the Pact Worlds and beyond. Strangely, though the elves of Sovyrian are notoriously standoffish to other races, gnomes are not only tolerated but welcomed freely within their borders, supposedly in honor of some pre-Gap bargain forgotten by outsiders.

Most gnomes stand between 3 and 3-1/2 feet tall and weigh around 40 pounds. They're considered adults at 40 and naturally live up to 500 years.

RACIAL TRAITS

Ability Adjustments: +2 Con, –2 Str (see below)
Hit Points: 4

Size and Type: Gnomes are Small humanoids with the gnome subtype.
Curious: Gnomes receive a +2 racial bonus to Culture checks.
Dimorphic: A feychild gnome gains +2 Charisma, while a bleachling receives +2 Intelligence.
Eternal Hope: Gnomes receive a +2 racial bonus to saving throws against fear effects. Once per day, after rolling a 1 on a d20, the gnome can reroll and use the second result (see page 243).
Gnome Magic: Gnomes gain the following spell-like abilities (see page 262): 1/day—*dancing lights*, *ghost sound*, and *token spell*. The caster level for these effects is equal to the gnome's character level. In addition, gnomes get a +2 racial saving throw bonus against illusion spells and effects.
Low-Light Vision: Gnomes can see in dim light as if it were normal light. See Vision and Light on page 261.

HALF-ELVES

If it's true that opposites attract, then elves and humans are the best proof. Despite their general distrust of non-elves, many elves find humanity's passionate energy, dedication to living in the moment, and ability to accomplish so much in their short lives deeply appealing—a flame that burns all the brighter for its brevity. At the same time, many humans are attracted to elves' lean bodies, elegant style, and centuries of wisdom. Where the two populations interact, half-elves occasionally result.

Half-elves are the interracial children of human and elven parents or the descendants of such children. While they can often pass for human by hiding their modestly pointed ears, they nevertheless tend toward the tall, slim physiques of their elven parents, with life spans twice as long as those of their human kin. Despite being seen as generally attractive by both races, half-elves often feel like outsiders in both societies, always exoticized and never quite accepted as part of either group. This leads many half-elves to band together with others of their kind, or else abandon both their parent races in favor of new friends and families among aliens who lack those preconceptions. Since half-elves breed true, many second- or third-generation half-elves have no firsthand knowledge of their parent cultures.

Sovyrian, the elven homeland on Castrovel, is open to half-elves, as the government's Blood Right policy invites any with discernible elven blood to return to the homeland, though this has recently become controversial due to high-profile conflicts with half-elf dissident groups who resent their status as second-class citizens. Half-elves are also relatively common on Absalom Station, one of the few places where elven emissaries and humans live and work together in large numbers.

Predominantly half-elf settlements are rare, though of late several half-elf homesteader townships have sprung up just beyond the comfortable edge of Verces's terminator line, and the tropical extrasolar colony of Shanavan is specifically recruiting fellow half-elves.

RACIAL TRAITS

Ability Adjustments: +2 to any one ability score
Hit Points: 4

Size and Type: Half-elves are Medium humanoids with both the elf and human subtypes.
Adaptability: Half-elves receive Skill Focus as a bonus feat at 1st level.
Elven Blood: Half-elves are immune to magic sleep effects and receive a +2 racial bonus to saving throws against enchantment spells and effects.
Keen Senses: Half-elves receive a +2 racial bonus to Perception skill checks.
Low-Light Vision: Half-elves can see dim light as if it were normal light. See Vision and Light on page 261.

As cultural chameleons, half-elves slide easily into other societies, adapting smoothly to alien mind-sets. They have a particular affinity for androids, ysoki, and any groups treated as outsiders by mainstream society, as well as for alien races like the shirrens who are different enough biologically that it would never occur to them to focus on such minor racial differences as pointed ears or eye color. Many half-elves are fond of wandering, with a strong desire to prove themselves, seeking out new worlds in the Vast for fame and glory or in the hope of establishing new colonies. Though their often complicated relationship with their parent races makes them natural iconoclasts, they also tend toward kindness and understanding.

With their extreme versatility, half-elves are a perfect fit for nearly any profession, though in recent years an unusually large number have become operatives or soldiers for the Stewards, perhaps seeing in the enforcement of the Pact a chance to foster understanding and build a single system-wide culture that no longer strands half-elven children between two worlds.

Most half-elves stand from 5-1/2 to 6-1/2 feet tall and weigh 100–200 pounds. They're considered adults at 20 and naturally live up to 180 years.

HALF-ORCS

Half-orcs have both human and orc ancestry. Though these individuals sometimes result from the union of orcs and humans, the relative rarity of pure-blooded orcs among the Pact Worlds means that most half-orcs are the children of other half-orcs. They usually stand a bit taller than humans and have strong, muscular builds, with green or gray skin. Many half-orcs have tusk-like canines protruding from their lower jaws, as well as slightly pointed ears and large brows that give them a brooding appearance.

Half-orcs are fairly uncommon on the Pact Worlds, with the highest concentration living within the caverns of Apostae as unwilling servants to the drow who long ago conquered that planet. Unfortunately, most of the free half-orcs who inhabit the rest of the solar system are not treated much better, shunned or vilified due to traditional prejudices stretching back into the Gap. The fact that these prejudices sometimes drive half-orcs to become exactly the brutal criminals society expects only reinforces this negative cycle. Those half-orcs who do find acceptance tend to do so within enclaves of their own kind, among androids and other marginalized groups, or in militaristic orders where the fear they inspire can be turned to their advantage. Though society funnels them toward roles as soldiers, operatives, and intimidating envoys, some find solace as mechanics, preferring machines to people. They get along particularly well in vesk mercenary groups, as the reptilian aliens lack the traditional prejudices of the Pact Worlds.

Some half-orcs, frustrated with society's judgment of them due to their appearance, decide to accentuate their differences and take to extreme body modification. This subculture uses piercings, plastic surgery, and even cybernetic enhancements to express themselves and set themselves apart from the mainstream. Many half-orcs feel the call to join the Augmented, and such "steelskins" may not even consider themselves half-orcs anymore, looking down on members of their race who have kept their natural forms.

For those half-orcs least accepted by society, one popular option is to push beyond the boundaries of civilization, venturing to new planets where they can build colonies. While some of these orc-blooded colonial groups simply set down roots and live in peace within their small enclaves, others become professional pioneers. These latter groups take on contracts as first-wave colonists, landing on planets under extreme circumstances and enduring the hardest and most dangerous period of a colony's founding, then sell off rights to a "softer" group of colonists so that they can go start a new colony elsewhere. This dangerous, extremely skilled work is well-compensated, and thus despite their rough reputation and appearance, half-orc professionals in organizations like the Halfblood Frontier Company are often extremely wealthy, sometimes retiring to act as patrons for other half-orc ventures.

Most half-orcs stand from 5 to 7 feet tall and weigh 130–200 pounds. They're considered adults at 14 and naturally live up to 80 years.

RACIAL TRAITS

Ability Adjustments: +2 to any one ability score
Hit Points: 6

Size and Type: Half-orcs are Medium humanoids with both the human and orc subtypes.
Darkvision: Half-orcs can see up to 60 feet in the dark.
Intimidating: Half-orcs receive a +2 racial bonus to Intimidate skill checks.
Orc Ferocity: Once per day, a half-orc brought to 0 Hit Points but not killed can fight on for 1 more round. The half-orc drops to 0 HP and is dying (following the normal rules for death and dying) but can continue to act normally until the end of his next turn, when he becomes unconscious as normal. If he takes additional damage before this, he ceases to be able to act and falls unconscious.
Self-Sufficient: Half-orcs receive a +2 racial bonus to Survival skill checks.

HALFLINGS

Halflings are a common race in the Pact Worlds and their colonies, having spread nearly as far as humans. Popular legend even claims that halflings were among the first humanoids to spread beyond Golarion and into the stars to colonize new worlds. Once thought of as a people without a homeland, halflings have peppered the void with colonies, and halfling caravan fleets—dozens of ships from as many different makes and eras—ply the trade lanes, eager to see new sights, swap stories, and trade strange and foreign goods. Their small stature and tendency to wander make halflings popular targets for raiders and conquerors, but time and again the tenacious race has rebounded from harsh challenges thanks to their cooperation, optimism, and what seems to be a racial gift for subterfuge.

Gifted with quick reflexes, charming confidence, and an apparent lack of fear, halflings are known across the galaxy as athletes, celebrities, and explorers. Of course, this dramatic public image hardly defines the race as a whole. While most halflings experience a period of daredevil bravado in early adulthood, most settle out of it again just as quickly to become happy and loving homebodies, content with a hard day's work and an evening spent with friends. Boasting a wide variety of eye, hair, and skin colors mirroring the human range, halflings usually have slight builds and large hands and feet. They make fast friends wherever they travel, preferring negotiation or clever wordplay to combat. Despite this accommodating nature, they have few permanent allies; halfling history is littered with long eras of domination and abuse, making them gregarious but wary of placing themselves in situations they can't get out of again. While they share much in common with the ysoki—a love of travel and trade especially—they lack the ratfolk's mechanical inclinations, and the two races often compete for markets, salvage rights, and trade lanes. If halflings truly ally with any race, it is humans, whose history is intimately entwined with their own, for better or worse.

A halfling's even temper can sometimes be a bit off-putting to other races, especially when it's exhibited in the face of incredible danger. A few find halfling cheerfulness and determination to be irritating, but many of those people change their minds once that tenacity is the factor that saves the day. Halflings are almost never offended by these attitudes, seeing them as natural inclinations of less confident races.

While not mistrustful of technology in general, many halflings look askance at cybernetic implants and biotech augmentations, feeling that natural halfling physiology is pretty much perfect as it is. They don't look down on those who use such items, but it's rarer than average to see a halfling with dermal plating or retinal reflectors. A halfling that accidentally loses a limb might consent to having a cybernetic replacement attached, but most halflings would spend the extra credits to make that prosthetic look as much like the lost limb as possible.

Halflings rarely lack for work. Media companies and corporations love an irrepressible halfling star or spokesmodel, and many starship captains believe in the stereotype of the fearless and steady-handed halfling pilot. Those halflings who turn to adventure find good use for their quick reflexes and boundless charm as envoys and operatives, though their general adaptability allows them to shine in almost any role.

Wandering halflings aboard starships typically finds spaces—even an area as small as a corner of a cargo bay—on their vessels to decorate in their own personal styles. They pin up keepsakes from their home planets (or colonies), such as dried flowers or scraps of metal from defeated hostile robots.

Most halflings stand 2-1/2 to 3-1/2 feet tall and weigh around 30 pounds. They're considered adults at 20 and naturally live up to 200 years.

RACIAL TRAITS

Ability Adjustments: +2 Dex, +2 Cha, –2 Str
Hit Points: 2

Size and Type: Halflings are Small humanoids with the halfling subtype.
Halfling Luck: Halflings receive a +1 racial bonus to all saving throws. This bonus increases to +3 against fear effects.
Keen Senses: Halflings receive a +2 racial bonus to Perception skill checks.
Sneaky: Halflings receive a +2 racial bonus to Stealth checks. In addition, halflings reduce the penalty for using Stealth while moving by 5, and reduce the Stealth check penalty for sniping by 10.
Sure-Footed: Halflings receive a +2 racial bonus to Acrobatics and Athletics skill checks.

GLOSSARY

This glossary provides short definitions of some basic terms used in the *Starfinder Core Rulebook*. Definitions of terms that are exclusive to the starship building, starship combat, and vehicle chase systems are excluded here. For more about building starships, see page 292. For more about starship combat, see page 316. For more about vehicle combat and chases, see pages 278 and 282.

Ability Check: To attempt this type of check, roll a d20 and add your modifier for the relevant ability score. See page 21.

Ability Points: You use these at character creation and every 5th character level to increase your ability scores. See pages 18–19.

Ability Scores: These are numeric values that define a character's raw talents. The associated abilities are Strength, Dexterity, Constitution, Wisdom, Intelligence, and Charisma. See page 21.

Acid Damage: This is a type of energy damage. See page 169.

Affliction: This is a harmful effect that generally worsens over time and may deal damage. Most afflictions are categorized as curses, diseases, drugs, or poisons. See pages 414–419.

Alignment: This is a general characterization of your basic moral and ethical attitude. See pages 24–25.

Ally: An ally is a creature you see as helpful. Some abilities allow you to affect an ally with a benefit of some kind. The GM has final say on who counts as an ally. See page 242.

Android: This is a common player character race. See pages 42–43.

Armor Class (AC): This number represents how hard it is for an enemy creature to strike your character in combat. A character has two Armor Classes: Energy Armor Class (EAC) and Kinetic Armor Class (KAC). See page 240.

Asleep: This condition applies negative effects to your character. See page 273.

Attack: This is any action you take that could potentially damage a target. Attacks in combat are either ranged, such as shooting a laser rifle or throwing a grenade, or melee, such as stabbing with a survival knife. Monsters often can make attacks with their natural weapons, such as claws, or they might have access to other special attacks. See page 240.

Attack of Opportunity: This is a special reaction that you can use in close-quarters melee when a target you threaten lets its guard down. See pages 248–249.

Attack Roll: This represents your character's attempt to strike another creature in combat. An attack roll is the result of a d20 roll plus your attack bonuses with your weapon, and it is compared to your target's relevant Armor Class. See page 240.

Augmentation: This is a piece of technological or biological gear that modifies your body and gives you special benefits. Technological augmentations are cybernetics, and biological augmentations are biotech. See pages 208–212.

Bleeding: This condition applies negative effects to your character. See page 273.

Blinded: This condition applies negative effects to your character. See page 273.

Bludgeoning Damage: This is a type of kinetic damage. See page 169.

Bonus: This is a positive numeric modifier you add to a die roll or a static value as the game rules dictate. Two bonuses of the same type usually don't stack with each other. See pages 266–267.

Broken: This condition applies negative effects to armor, weapons, or other equipment. See page 273.

Bulk: An item's bulk represents its unwieldiness and weight. See page 167 for more about bulk.

Burning: This condition applies negative effects to your character. See page 273.

Carrying Capacity: Your carrying capacity is the amount of bulk you can carry. See page 167 for more about carrying capacity.

Caster Level (CL): This value represents the total number of levels you have in spellcasting classes. Some effects, such as spells, have variables tied to your caster level. See page 331.

Challenge Rating (CR): This is a numerical expression of the difficulty of an encounter, a creature, a trap, a hazard, or another threat. See page 389.

Character Level: This value represents the total number of levels you have in all your classes. See page 26.

Charisma (Cha): This is an ability that represents your appearance, personal magnetism, and personality. See page 21.

Check: A check is a d20 roll that may or may not be modified by another value. The most common types of checks are ability checks, initiative checks, and skill checks. See page 8.

Class: This represents your training in a specific discipline that grants you an array of abilities. See pages 58–59.

Class Feature: This is an ability you gain from your character's class. See page 59.

Class Level: This is a value that represents your total number of levels in one specific class. See page 26.

Class Skill: This is a skill in which members of a specific class are particularly proficient. If you have one or more ranks in class skills, you receive an additional bonus to those skill checks. See pages 58 and 132.

Cold Damage: This is a type of energy damage. See page 169.

Combat: This typically refers to tactical combat, which takes place on a square-gridded battle map and is tracked in rounds during which each character takes a turn. See page 238.

Combat Maneuver: This is a type of standard action that can have a variety of effects when performed successfully. See page 246.

Concealment: When enemies can't see you clearly, their attacks are subject to a miss chance from concealment. See page 253.

Condition: This is a circumstance that can affect a creature for an extended period of time. See pages 273–277.

Confused: This condition applies negative effects to your character. See pages 273–274.

Constitution (Con): This is an ability that represents your health and stamina. See page 21.

Cover: This is a defensive bonus you gain when an object blocks half or more of your body from being exposed to enemy attacks. See page 253.

Cowering: This condition applies negative effects to your character. See page 274.

Creature: This is an active participant in the game's world. It can be a player character, a nonplayer character, or a monster.

Credit: This is the standard unit of currency used in the Pact Worlds. See page 166.

Critical Hit: When you make an attack roll and the result on the d20 is a 20, it's a critical hit. You roll damage twice, and your weapon might inflict an additional effect. See page 245.

Critical Hit Effect: This is a weapon's effect that applies when you deal damage with a critical hit. See pages 182–183.

Curse: A curse is a magical effect and an affliction that is normally triggered when you take a certain action. See page 414.

d% (percentile): This indicates that you should roll to generate a number from 1 to 100. If you don't have percentile dice, you can roll two 10-sided dice, one of which represents the result's first digit and the other the second digit. A set of percentile dice consists of a 10-sided die expressing multiples of 10 (10, 20, 30, etc.) and a 10-sided die consisting of multiples of 1.

d4, d6, d8, d10, d12, d20: These are abbreviated expressions of die rolls, often expressed with a preceding number, as is the case of 1d4. They typically indicate which dice you roll to determine a variable number, such as the amount of damage a weapon deals. The first number in the expression indicates how many dice you roll, while the second number indicates the number of sides the die or dice must have. For example, 2d12 means that you must roll two 12-sided dice to determine a variable result from 2 to 24. In the case of an expression without a preceding number, roll a single die with the indicated number of sides. For example, "roll a d10" means you must roll one 10-sided die. Occasionally, you may see a rare die type that isn't reflected in the basic set explained above, such as 1d3. In this case, you can use math to simulate the result, such as rolling 1d6, dividing the result in half, and rounding down.

d20 Roll: This is a roll with a single 20-sided die. Ability checks, attack rolls, saving throws, and skill checks are all rolls that require you to roll 1d20 and add various modifiers.

Damage: This is the numerical value subtracted from a target's Stamina Points or Hit Points after a successful attack against it. See page 250.

Damage Reduction (DR): This is the ability to ignore a specified amount of kinetic damage. See page 263.

Dazed: This condition applies negative effects to your character. See page 275.

Dazzled: This condition applies negative effects to your character. See page 275.

Dead: This condition applies when your character dies. See page 250 for how death works and page 275 regarding the dead condition.

Deafened: This condition applies negative effects to your character. See page 275.

Dexterity (Dex): This is an ability that represents your agility, balance, and reflexes. See pages 20–21.

Difficulty Class (DC): This value is the lowest total at which a saving throw attempt, a skill check, or any other relevant check is successful. See pages 132 and 241.

Disease: This affliction represents some agent infecting you and may be contagious. See pages 414–415.

Drift: The Drift allows starships to travel great distances and is reachable only using technology. See page 290.

Drug: This form of poison initially has a beneficial effect. See pages 231–232.

Dying: This condition applies when your character is unconscious and near death. See page 250 for how dying works and page 275 for details about the dying condition.

Electricity Damage: This is a type of energy damage. See page 169.

Encounter: An encounter is an event that presents you with a specific problem to solve. See page 388.

Encumbered: This condition applies when you carry more bulk than is comfortable. See page 275.

Enemy: This is a creature you seek to harm or that seeks to harm you. Some abilities and effects specifically target enemies. The GM has final say on who counts as an enemy. See page 242.

Energy Armor Class (EAC): This number represents how hard it is for an enemy to strike your character in combat using an attack that deals energy damage. See page 240.

Energy Damage: Acid, cold, electricity, fire, and sonic are the common types of energy damage, and attacks that deal energy damage target a creature's Energy Armor Class (see page 240). See page 169 for more about energy damage.

Energy Resistance: This number represents how much energy damage of a specific type a creature can ignore. See page 264.

Entangled: This condition applies negative effects to your character. See pages 275–276.

Envoy: This is a class in which your character can train. See pages 60–67.

Exhausted: This condition applies negative effects to your character. See page 276.

Experience Points (XP): These are distributed to you for defeating encounters. Once you have reached a certain total of experience points, you increase in class level, or "level up." See page 26 for more about gaining experience points.

Extraordinary Ability (Ex): This represent intense training or innate skill, but not magical ability or influence. See page 62.

Fascinated: This condition applies negative effects to your character. See page 276.

Fatigued: This condition applies negative effects to your character. See page 276.

Feat: This is an ability not derived from your race, class, theme, or skill ranks. See pages 152–163.

Fire Damage: This is a type of energy damage. See page 169.

Flat-Footed: This condition applies negative effects to your character when you are unprepared for combat. See page 276.

Fortitude Saving Throw (Fort save): This type of saving throw measures your character's ability to stand up to physical punishment. See page 241.

Frightened: This condition applies negative effects to your character. See page 276.

Full Action: This action in combat allows you to perform involved task, such as charging or attacking multiple times. See pages 247–248.

Game Master (GM): This player adjudicates the rules and controls the various elements of the game's story and world. A GM's duty is to provide a fair and fun game—she wants the other players to ultimately succeed in their goals, but only after much heroic striving and danger.

Gap: The Gap is a universal period of obscurity that took place for an indefinite amount of time ending about 300 years ago. See page 424.

Grappled: This condition applies negative effects to your character and is a common combat maneuver (see page 246). See page 276 for details about the grappled condition.

Guarded Step: This careful movement allows you to move 5 feet as a move action without provoking attacks of opportunity. See page 247.

Heavy Armor: This type of armor prioritizes maximum protection over a higher degree of maneuverability. See pages 97–98.

Helpless: This condition applies negative effects to your character. See page 276.

Hit Points (HP): This number represents how badly you can be hurt before you fall unconscious or die. When you take damage and have 0 Stamina Points remaining, you lose Hit Points. See page 22.

Human: This is a common player character race. See pages 44–45.

Hybrid Item: This is a piece of equipment that uses technology and magic to function. See pages 226–227.

Initiative Check: The result of your initiative check determines in what order you can act in combat. This check's result is often called your initiative count. See page 238.

Intelligence (Int): This is an ability that represents how well you learn and reason, and it is frequently associated with knowledge and education. See page 21.

Item Level: This value refers to the complexity, durability, and potency of armor, weapons, and equipment. See page 167.

Kasatha: This is a common player character race. See pages 46–47.

Key Ability Score: This is the ability score that's most important for a certain class. See page 58.

Kinetic Armor Class (KAC): This number represents how hard it is for an enemy to strike your character in combat using an attack that deals damage from physical impact. See page 240.

Kinetic Damage: Bludgeoning, piercing, and slashing are the common types of kinetic damage, and attacks that deal kinetic damage target a creature's Kinetic Armor Class. See page 169.

Lashunta: This is a common player character race. See pages 48–49.

Level: This might refer to your caster level, character level, class level, a spell's or item's level, or another scaling mechanic that falls within the framework of the rules, depending on the context. See separate entries for each type of level listed here.

Light Armor: This type of armor prioritizes maneuverability over the heaviest possible protection. See page 197.

Magic Item: This is a piece of equipment that uses magic to function. See pages 222–225.

Mark (Mk): Some items can be bought at increasing ranks of efficiency, thus increasing their price. A mark 3 item is more expensive and more potent than its mark 2 version, and so on.

Mechanic: This is a class in which your character can train. See pages 68–81.

Melee Attack: You make this type of attack in close-quarters combat with a melee weapon against a creature you threaten. See page 245.

Modifier: This numeric value is added to a d20 roll, such as an attack roll, a saving throw, or a skill check. Modifiers can be positive (bonuses) or negative (penalties). See pages 266–267.

Monster: A monster is an NPC. In general, monsters are too strange or unintelligent to be player characters or are prevented from being PCs by other qualifications. A monster might be your opponent or ally, or it might serve any other role.

Move Action: This action in combat allows for movement such as traveling up to your speed or preparing a piece of equipment. See page 247.

Mystic: This is a class in which your character can train. See pages 82–91.

Natural 1: This occurs when you roll a 20-sided die as part of a game mechanic and the result on the die is 1. A natural 1 is always an automatic failure if it's rolled for an attack roll or a saving throw, even if your bonuses might otherwise make it a success.

Natural 20: This occurs when you roll a 20-sided die as part of a game mechanic and the result on the die is 20. A natural 20 is an automatic success if it's rolled for an attack roll or a saving throw, even if the result would not normally succeed.

Nauseated: This condition applies negative effects to your character. See page 276.

Nonplayer Character (NPC): This is a character the GM controls for the purpose of interacting with players and helping advance the game's story.

Off-Kilter: This condition applies negative effects to your character. See page 276.

Off-Target: This condition applies negative effects to your character. See page 276.

Operative: This is a class in which your character can train. See pages 92–99.

Overburdened: This condition applies when you carry much more bulk than is comfortable. See page 276.

Panicked: This condition applies negative effects to your character. See page 276.

Paralyzed: This condition applies negative effects to your character. See pages 276–277.

Penalty: This numeric modifier is subtracted from a die roll or a static value as the game rules dictate. Unlike bonuses, penalties stack with each other and do not have types. See page 267.

Piercing Damage: This is a type of kinetic damage. See page 169.

Pinned: This condition results from the grapple combat maneuver. See page 277.

Player: This is a person who portrays a player character in a game.

Player Character (PC): This is a character that a player has created and portrays.

Poison: This affliction represents a toxic substance's effect on a target. See page 232.

Powered Armor: This is a mighty personal rig that offers protection and requires a battery. See pages 203–204.

Proficiency: You have proficiency with a weapon or armor type if you're trained in its use, through either your class or a feat. See pages 242–243.

Progression Track: This represents the worsening effect of an affliction such as a curse, disease, drug, or poison. See pages 414–417.

Prone: This condition applies negative effects to your character. See page 277.

Race: This usually refers to your species, such as human or ysoki. See pages 40–55. A vehicle chase (see pages 282–287) can also be referred to as a race.

Ranged Attack: You make this type of attack at a target from a distance using a ranged or a thrown weapon. See page 245.

Rank: A rank usually refers to a skill rank you have invested in a particular skill to reflect training in that area of expertise. You receive a certain number of skill ranks to assign at each level. See page 132.

Reach: Your reach determines the distance at which you can attack foes in melee combat. See page 255.

Reaction: This is a quick action you can take, even if it's not your turn, in response to a specific trigger. See pages 248–249.

Reflex Saving Throw (Ref save): This type of saving throw measures your character's ability to dodge area effects and unexpected situations. See page 241.

Resolve Points (RP): These represent your character's intrinsic reservoir of grit. Your total Resolve Points increase as your character gains levels and can fuel special abilities. See pages 22–23.

Roleplaying Game (RPG): This is an interactive story in which the Game Master sets the scene and presents challenges, while the player characters each assume the role of a hero and attempt to overcome those challenges. Starfinder is an RPG.

Round: In tactical combat, 1 round is equal to 6 in-world seconds. Combat elapses in rounds, and combatants each take a turn in order during each round. See page 239.

Saving Throw (save): This represents your attempt to avoid or mitigate a dangerous effect. Saving throws are often referred to as saves. See pages 241–242.

Shaken: This condition applies negative effects to your character. See page 277.

Shirren: This is a common player character race. See pages 50–51.

Sickened: This condition applies negative effects to your character. See page 277.

Significant Enemy: This is a foe that represents a real danger to you. See page 242.

Size: There are nine categories of creature sizes, and each creature takes up a specific amount of space on a battle map based on its size. See pages 255–256.

Skill: A skill represents a concrete category of tasks, areas of knowledge, and other topics of expertise. See pages 132–149.

Slashing Damage: This is a type of kinetic damage. See page 169.

Solarian: This is a class in which your character can train. See pages 100–109.

Soldier: This is a class in which your character can train. See pages 110–117.

Sonic Damage: This is a type of energy damage. See page 169.

Speed: Your speed indicates how far you can usually move during a single move action in combat. See page 255.

Spell Level: This is a value that expresses a spell's relative power. Spells' levels typically range from 0–6th. See page 330.

Spell Resistance (SR): Spell resistance represents a creatures innate protection against most spells. See page 265.

Spell Slot: Spell slots represent the number of spells of each level that you can cast per day. See page 330.

Spell-Like Ability (Sp): This functions much like a spell and usually originates from a racial ability or class feature. See page 262.

Spells: These magical formulae can produce a wide range of effects. Normally, only characters with levels in spellcasting classes, such as mystic and technomancer, can cast spells. See pages 330–335.

Square: One square on a battle map represents a 5-foot-by-5-foot space. See pages 255–256 for more about size and space.

Stable: This condition applies when your character is knocked unconscious but is not dying. See page 277.

Stacking: This refers to values (usually bonuses) of the same type that the rules allow you to add together. See page 266.

Staggered: This condition applies negative effects to your character. See page 277.

Stamina Points (SP): These measure your readiness and energy. When you take damage from an attack, you lose your Stamina Points before your Hit Points. See page 22.

Standard Action: This action in combat allows for activities such as making an attack or casting a spell. Normally, you can take only one standard action each round. See pages 244–247.

Strength (Str): This is an ability that represents your muscle and physical power. See page 20.

Stunned: This condition applies negative effects to your character. See page 277.

Supernatural Ability (Su): This is a magical attack, defense, or other quality that you can use. See page 262.

Surprise Round: This is the first round of combat if some but not all combatants are unaware of their opponents. See page 239.

Swift Action: This is an action in combat that takes a short amount of time. Normally, you can take only one swift action each round. See page 247.

Take 10 or Take 20: These options for attempting skill checks are sometimes available when you are unthreatened and have lots of time. See page 133.

Technological Item: This is a piece of equipment that uses technology to function. See pages 218–221.

Technomancer: This is a class in which your character can train. See pages 118–129.

Theme: This represents a focus for your character, which may be a result of background, upbringing, or training. See pages 28–37.

Threaten: You threaten all squares into which you can make a melee attack. See page 255.

Tier: This term measures the power of computers, starships, and other elements.

Trap: This is an environmental hazard that can damage you if you trigger it. See pages 410–413.

Unconscious: This condition applies when your character is knocked out but alive. See page 277.

Universal Polymer Base (UPB): This is the basis for most technology in the Pact Worlds. Each UPB is a tiny multifunction component not much larger than a grain of rice. UPBs can sometimes be used as currency. See page 233.

Vesk: This is a common player character race. See pages 52–53.

Weapon Category: This is a group of weapons that deal damage in a similar manner, such as lasers. See pages 183–190.

Weapon Type: This is a group of weapons used in a similar manner as defined by the weapon proficiency needed to operate them without penalty, such as small arms. See pages 169–170.

Will Saving Throw (Will save): This type of saving throw measures your character's ability to shake off mental effects. See page 241.

Wisdom (Wis): This is an ability that represents your awareness, common sense, and intuition. See page 21.

Ysoki: This is a common player character race. See pages 54–55.

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The Starfinder Roleplaying Game draws inspiration from a wide range of science fiction and fantasy sources. Need ideas for a character or adventure? Check out some of these works, both classic and modern.

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CHARACTER SHEET STARFINDER

CHARACTER NAME

DESCRIPTION

CLASS/LEVEL | RACE | THEME

SIZE | SPEED | GENDER | HOME WORLD

ALIGNMENT | DEITY | PLAYER

ABILITY SCORES

	SCORE	MODIFIER	UPGRADED SCORE	UPGRADED MODIFIER
STR STRENGTH				
DEX DEXTERITY				
CON CONSTITUTION				
INT INTELLIGENCE				
WIS WISDOM				
CHA CHARISMA				

INITIATIVE

TOTAL = DEX MODIFIER + MISC MODIFIER

HEALTH AND RESOLVE

	STAMINA POINTS	HIT POINTS	RESOLVE POINTS
TOTAL			
CURRENT			

ARMOR CLASS

		TOTAL		ARMOR BONUS	DEX MOD	MISC MOD
EAC	ENERGY ARMOR CLASS		=10+		+	+
KAC	KINETIC ARMOR CLASS		=10+		+	+
	AC VS. COMBAT MANEUVERS		= 8 +	**KAC**		

DR RESISTANCES

SAVING THROWS

	TOTAL		BASE SAVE		ABILITY MOD		MISC MOD
FORTITUDE (CONSTITUTION)		=		+		+	
REFLEX (DEXTERITY)		=		+		+	
WILL (WISDOM)		=		+		+	

ATTACK BONUSES

BASE ATTACK BONUS (BAB)

	TOTAL		BAB		STR MOD		MISC MOD
MELEE ATTACK		=		+		+	
	TOTAL		BAB		DEX MOD		MISC MOD
RANGED ATTACK		=		+		+	
	TOTAL		BAB		STR MOD		MISC MOD
THROWN ATTACK		=		+		+	

SKILLS

SKILL RANKS PER LEVEL

	TOTAL		RANKS		CLASS BONUS		ABILITY MOD		MISC MOD
☐ ACROBATICS* (DEX)		=		+		+		+	
☐ ATHLETICS* (STR)		=		+		+		+	
☐ BLUFF (CHA)		=		+		+		+	
†☐ COMPUTERS (INT)		=		+		+		+	
†☐ CULTURE (INT)		=		+		+		+	
☐ DIPLOMACY (CHA)		=		+		+		+	
☐ DISGUISE (CHA)		=		+		+		+	
†☐ ENGINEERING (INT)		=		+		+		+	
☐ INTIMIDATE (CHA)		=		+		+		+	
†☐ LIFE SCIENCE (INT)		=		+		+		+	
†☐ MEDICINE (INT)		=		+		+		+	
†☐ MYSTICISM (WIS)		=		+		+		+	
☐ PERCEPTION (WIS)		=		+		+		+	
†☐ PHYSICAL SCIENCE (INT)		=		+		+		+	
☐ PILOTING (DEX)		=		+		+		+	
†☐ PROFESSION (CHA, INT, OR WIS)		=		+		+		+	
†☐ PROFESSION (CHA, INT, OR WIS)		=		+		+		+	
☐ SENSE MOTIVE (WIS)		=		+		+		+	
†☐ SLEIGHT OF HAND* (DEX)		=		+		+		+	
☐ STEALTH* (DEX)		=		+		+		+	
☐ SURVIVAL (WIS)		=		+		+		+	

†Trained Only ☑ Class Skill *Armor check penalty applies

SKILL NOTES

WEAPONS

WEAPON			LEVEL	ATTACK BONUS	DAMAGE
CRITICAL	RANGE	TYPE	AMMO/USAGE		SPECIAL
WEAPON			LEVEL	ATTACK BONUS	DAMAGE
CRITICAL	RANGE	TYPE	AMMO/USAGE		SPECIAL
WEAPON			LEVEL	ATTACK BONUS	DAMAGE
CRITICAL	RANGE	TYPE	AMMO/USAGE		SPECIAL
WEAPON			LEVEL	ATTACK BONUS	DAMAGE
CRITICAL	RANGE	TYPE	AMMO/USAGE		SPECIAL

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CHARACTER SHEET STARFINDER

ABILITIES

SPELLS KNOWN

0 SPELLS KNOWN

	SPELLS KNOWN	SPELLS PER DAY	SPELL SLOTS USED
1ST			
2ND			
3RD			
4TH			
5TH			
6TH			

FEATS AND PROFICIENCIES

EQUIPMENT

	LEVEL	BULK

CREDITS

TOTAL BULK

OTHER WEALTH

CARRYING CAPACITY

UNENCUMBERED	ENCUMBERED	OVERBURDENED

LANGUAGES

EXPERIENCE POINTS

XP EARNED

NEXT LEVEL

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STARSHIP NAME

TIER

MAKE AND MODEL

SIZE

FRAME

SPEED

MANEUVERABILITY

DRIFT RATING

STARSHIP SHEET STARFINDER

AC = TOTAL =10+ PILOT RANKS + ARMOR BONUS + SIZE MOD + MISC MOD

TL = TOTAL =10+ PILOT RANKS + COUNTER-MEASURES + SIZE MOD + MISC MOD

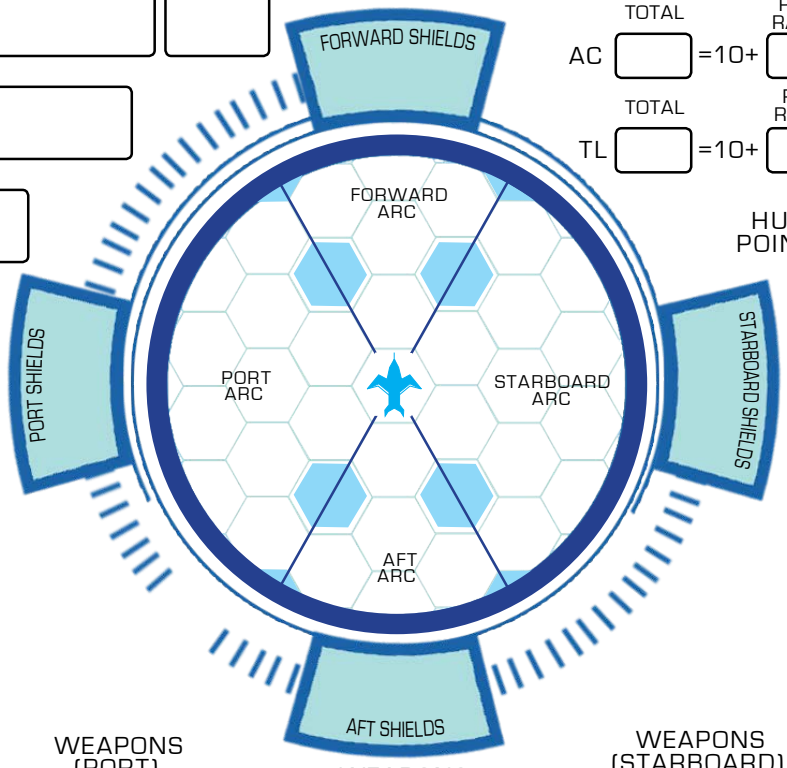
HULL POINTS — TOTAL / CURRENT

DAMAGE THRESHOLD

CRITICAL THRESHOLD

SHIELD TOTAL

MODIFIERS



WEAPONS (FORWARD)

WEAPONS (PORT)

WEAPONS (AFT)

WEAPONS (STARBOARD)

WEAPONS (TURRET)

CREW

CAPTAIN

ENGINEERS

GUNNERS

PILOT

SCIENCE OFFICERS

NOTES

POWER CORE

DRIFT ENGINE

SYSTEMS

EXPANSION BAYS

CARGO/PASSENGERS

CRITICAL DAMAGE

LIFE SUPPORT (1–10)
☐ GLITCHING ☐ MALFUNCTIONING ☐ WRECKED

SENSORS (11–30)
☐ GLITCHING ☐ MALFUNCTIONING ☐ WRECKED

WEAPONS ARRAY (31–60)

ENGINES (61–80)
☐ GLITCHING ☐ MALFUNCTIONING ☐ WRECKED

POWER CORE (81–00)
☐ GLITCHING ☐ MALFUNCTIONING ☐ WRECKED

GLITCHING	MALFUNCTIONING	WRECKED
FORWARD (1)	FORWARD (1)	FORWARD (1)
PORT (4)	PORT (4)	PORT (4)
STARBOARD (2)	STARBOARD (2)	STARBOARD (2)
AFT (3)	AFT (3)	AFT (3)

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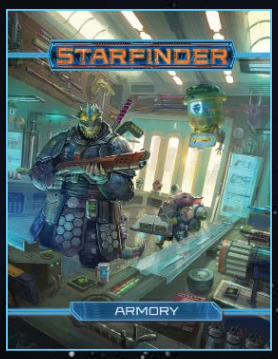

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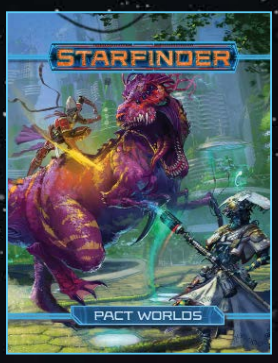

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Battle or befriend more than 80 bizarre life forms in this 160-page hardcover creature collection for the Starfinder Roleplaying Game! Every new world and space station comes with its own dangers, from strange new cultures to robotic killing machines to alien predators ready to devour unwary spacefarers. Inside this book, you'll find rules and ecologies for creatures from across the known multiverse, plus alien equipment and more. Best of all, a robust system for creating your own creatures ensures that your parties will never be without weird new aliens to fight or befriend. Racial rules for many of these new organisms even let *you* be the alien, making the *Alien Archive* not just a collection of creatures to kill but a fascinating menu of creatures to *be*! Want to play a hyperevolved floating brain? A mighty dragonkin? A silicon-based crystalline slug? Explore the limits of your galaxy and your game with the *Starfinder Alien Archive*!

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CLOSE ENCOUNTERS

Strange aliens both friendly and fearsome fill this tome of creatures designed for use with the Starfinder Roleplaying Game! From the gravity-manipulating frujais and planet-killing novaspawn to space goblins and security robots, the creatures in this codex will challenge adventurers no matter what strange worlds they're exploring. What's more, player rules for a host of creatures let players not just fight aliens, but be them! Inside this book, you'll find the following:

- Over 80 bizarre life-forms both classic and new, from the reptilian ikeshtis and energy-bodied hallajins to robotic anacites and supernatural entities from beyond the realms of mortals.
- Over 20 races with full player rules, letting you play everything from a winged dragonkin to a hyperevolved floating brain.
- New alien technology to help give your character an edge, including weapons, armor, magic items, and more.
- A robust NPC-creation system to let Game Masters build any aliens or creatures they can imagine.
- New rules for magical monster summoning, quick templates to modify creatures on the fly, and more!

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