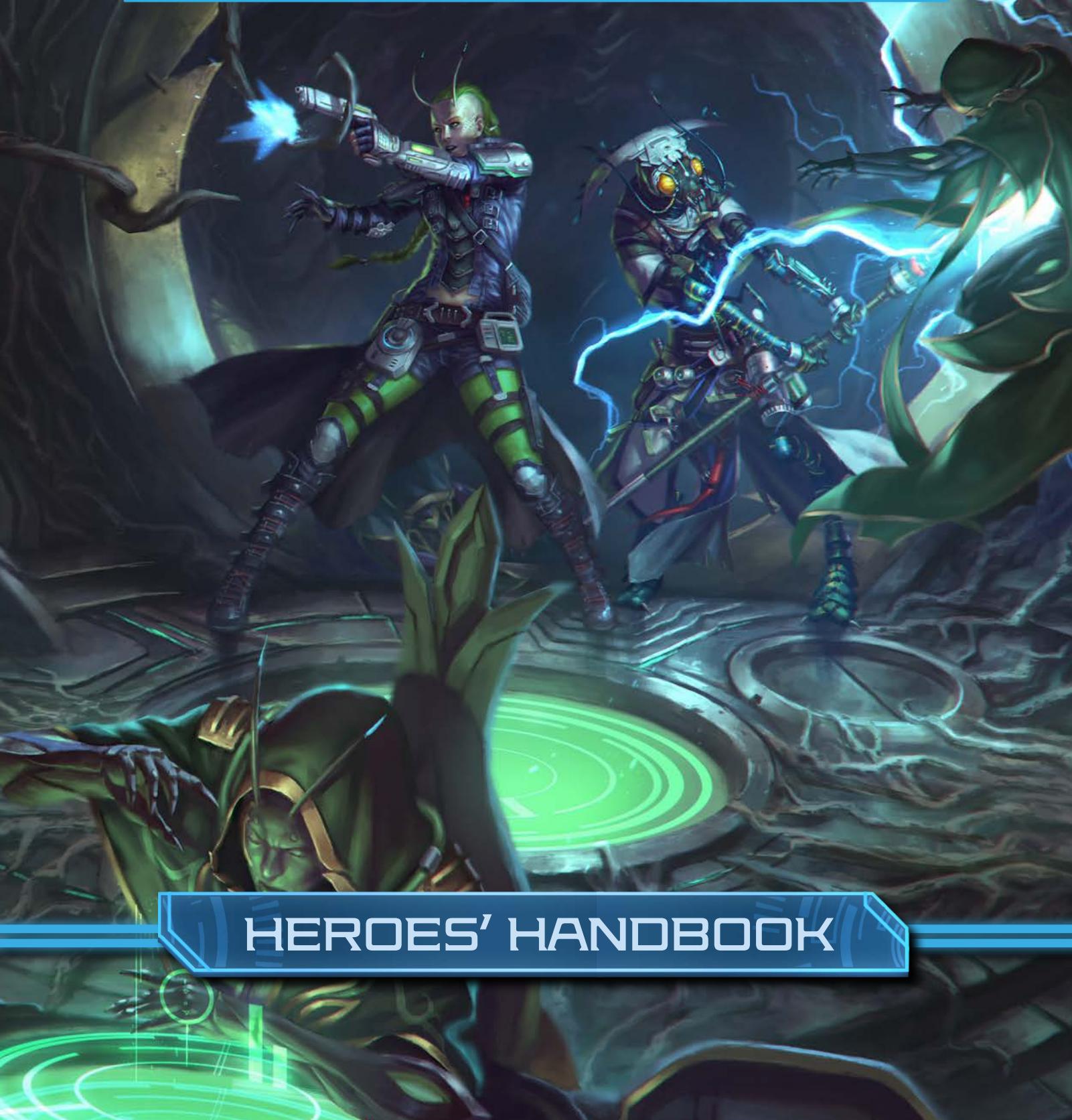


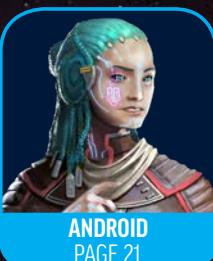
STARFINDER



HEROES' HANDBOOK

HOW TO CREATE A CHARACTER

1 CHOOSE YOUR RACE



ANDROID
PAGE 21



HUMAN
PAGE 21



LASHUNTA
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SHIRREN
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VESK
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YSOKI
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2 CHOOSE YOUR THEME



BOUNTY HUNTER
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ICON
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MERCENARY
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OUTLAW
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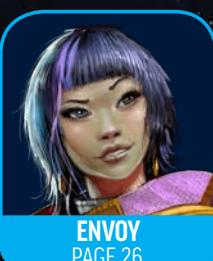


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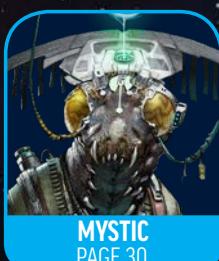
3 CHOOSE YOUR CLASS



ENVY
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MECHANIC
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MYSTIC
PAGE 30



OPERATIVE
PAGE 36



SOLDIER
PAGE 38



TECHNOMANCER
PAGE 40

4 GENERATE YOUR ABILITY SCORES

Choose an array of ability scores (or roll for them) to reflect your character's strengths and abilities (page 15).

5 RECORD YOUR ABILITY MODIFIERS

Use the table on page 16 to determine your character's ability modifiers, which will affect many of her abilities.

6 ADD UP YOUR RESOLVE POINTS

Add 1 to your character's key ability score modifier to determine your character's total number of Resolve Points (page 16).

7 CHOOSE YOUR ALIGNMENT

Use the descriptions of alignments on page 16 to choose one that indicates your character's general morals and attitude.

8 CHOOSE YOUR SKILLS

Choose one skill (or two, if you're human!) to be your trained skill. See pages 46–47 for more about skills and how to use them.

9 CHOOSE YOUR FEATS

Choose a feat (or two, if you're human!) to represent your character's special talents or tricks. See page 52 for more about feats.

10 CHOOSE YOUR EQUIPMENT

To be a proper adventurer, you need the right gear. You start out with 1,000 credits to buy equipment for your character. See page 56 for more about equipment.

11 FINISHING TOUCHES

Now all that's left is to finish off a few details, including giving your character a name and description! Turn to page 17 for more about the final steps of making a character.

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The Starfinder Roleplaying Game rules can be found online for free as part of the Starfinder Reference Document at [sfrd.info](#).

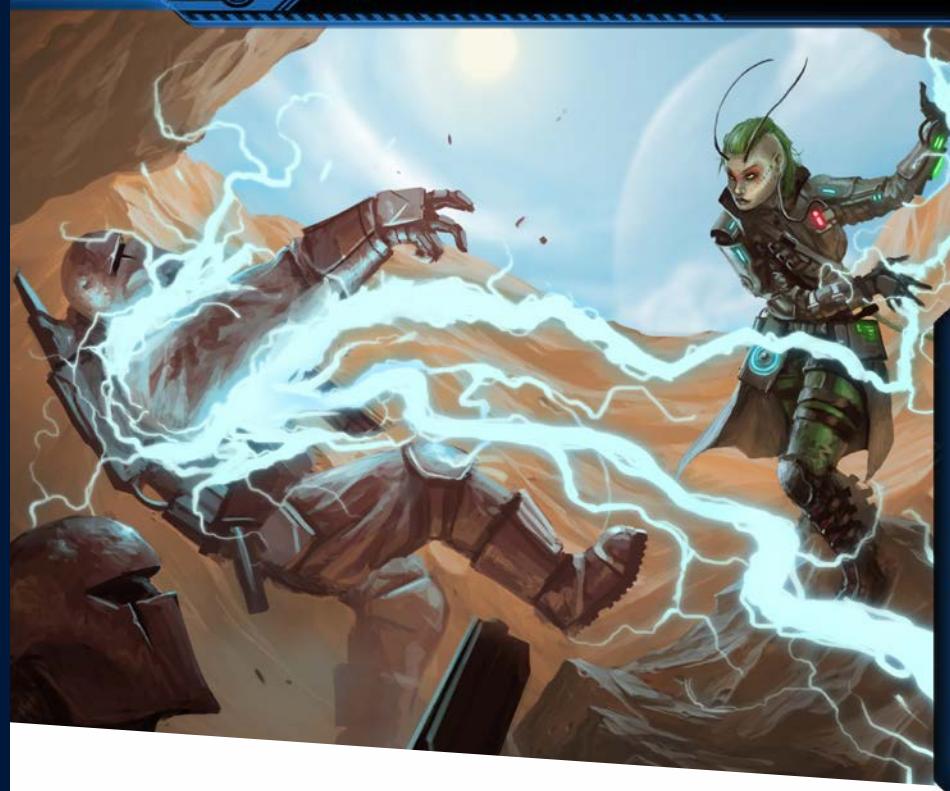
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HEROES' HANDBOOK

This book is for players who want to learn the Starfinder Beginner Box game. Game Masters should be familiar with this book and the Game Master's Guide.

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SOLO ADVENTURE

SCOUNDRELS IN THE SPIKE

The following pages contain a short quest that you can play by yourself. You don't need to know the rules of the game just yet—this adventure will teach you some of them. If you want to skip this quest and head straight into making a character, go to page 14. Otherwise, read on!

To play, you need a piece of scratch paper, a pencil, and the dice that came with this *Beginner Box*. To begin, read **Entry #1** and follow its instructions. Most entries will tell you to go to another entry or give you several choices. Only read entries that you are instructed to read. Your choices will determine whether the character you play lives or dies during the course of this science fantasy adventure. Choose wisely!

DICE YOU NEED



d4



d6



d8



d20

1 You are a hardy soldier from Absalom Station, a huge space station that is the undisputed hub of trade and governance among the allied planets known as the Pact Worlds. Your family hails from a place called Downlow, a working-class neighborhood in the Spike that extends below the station's radial plane. Life in the Spike is hardscrabble. Gangs pull the strings behind everything from neon-lit credit lenders to seemingly reputable shops. You've always dreamed of leading a life of adventure, however, and you're a mean shot with your semi-auto pistol. You've sought out the Starfinder Society for a chance at gainful employment that might take you across the solar system or even beyond.

From headquarters in the nearby Lorespire Complex, these adventurers and scholars eagerly accepted you into their ranks. Your first assignment has just pinged into your datapad from the office of First Seeker Luwazi Elsebo, the Society's leader. She wants you to venture into an abandoned maintenance corridor in the Spike, not far from your home turf, to investigate reports of prowling dangers. Station technicians need to access the corridor to conduct repairs, but they can't risk falling through broken grates or being attacked by lurking pests, and so the maintenance contractor has asked the Starfinders for help.



Excitement fills you, since this is your chance to prove yourself to the Starfinder Society. Plus, if you can thwart any threats in the corridors, the Society will reward you with 250 credits (the standard unit of digital currency in the Pact Worlds), and you're cleared to keep any useful items you find along the way. You holster your semi-auto pistol, sheathe your tactical baton, smooth your second skin armor, and head toward the coordinates on your datapad. Soon, you're outside the flickering corridors of the maintenance halls!

To gather up your courage and head down the halls, go to **Entry #2**.

2

Before you stretches an eerily empty chamber made of rusty metal. Cardboard boxes filled with smashed electronic parts line the room's walls, and from the ceiling hang clumps of wires, a few of them dripping colorful fluids.

It's clear this place is in dire need of repair, and it's likely the ways forward aren't safe! You pull your flashlight from your pack and then sweep its light across the corridor.

The flashlight illuminates two hallways trailing away from the main room: one heading to the north, and another leading to the east. So far, there's no sign of trouble, but you know it's always best to be prepared. You draw your semi-auto pistol from its holster, fix your flashlight under its barrel, and cautiously advance.

- To head down the hallway to the north, go to **Entry #3**.
- To head down the hallway to the east, go to **Entry #7**.

3

- If this is your first time here, continue reading.
- If you've explored here before, go to **Entry #12**.

As your eyes adjust to the illuminated gloom, you see movement in this chamber behind a particularly bulky box full of broken digital signboards. From behind the box springs a nasty creature—a space goblin, short and green, with teeth like razors set into its oblong head. The goblin is holding a dented pistol held together with tacky putty and string. It cackles with glee as it levels its weapon straight at you!

You are now in **combat**. You know the goblin means to kill you and that you must defeat it before you can continue through the corridors. Both you and the goblin take turns shooting at one another. Make attacks by rolling a 20-sided die (or **d20** for short) and adding your **attack bonus** (see below). If the total is equal to or greater than the goblin's **Armor Class** (or **AC** for short), then the attack is a hit and deals **damage**. Each time you hit, you determine damage by rolling the number of dice listed for the weapon you're using, and you subtract that amount from the goblin's **Hit Points** (or **HP**). To beat the goblin, you must reduce its Hit Points to 0. The goblin will make attacks the same way against your AC, reducing your Hit Points when it hits.

Your Attack Bonus	+4
Semi-Auto Pistol Damage	1d4
Your AC	15
Your Hit Points	14
Space Goblin's Attack Bonus	+3
Junklaser Damage	1d4
Space Goblin's AC	12
Space Goblin's Hit Points	5

Combat occurs in **rounds**. In each round, both you and the space goblin get to make one attack. You go first in each round. Roll a **d20** and add your attack bonus (+4) to the result. If the total is equal to or greater than the goblin's **AC** (12), you hit! Roll 1d4 to see how much damage you dealt the goblin. (Write its new Hit Point total on your scratch paper.) Then the goblin shoots you. Roll a **d20** for the goblin and add its attack bonus (+3) to the result. If the total is equal to or greater than your **AC** (15), the goblin hits you and you take 1d4 damage. (After each attack, note how many Hit Points you have left.) Continue attacking each other until either you or the goblin is at 0 Hit Points.

- If the space goblin's Hit Point total is 0, you have defeated the goblin. Go to **Entry #11**.
- If your Hit Point total is 0, you have been defeated. Go to **Entry #10**.

4

As you emerge into the maintenance corridor's next chamber, a sickly yellow glow hits your peripheral vision. In the corner, some sort of control hub stretches from the floor to the ceiling, covered in display screens and complicated

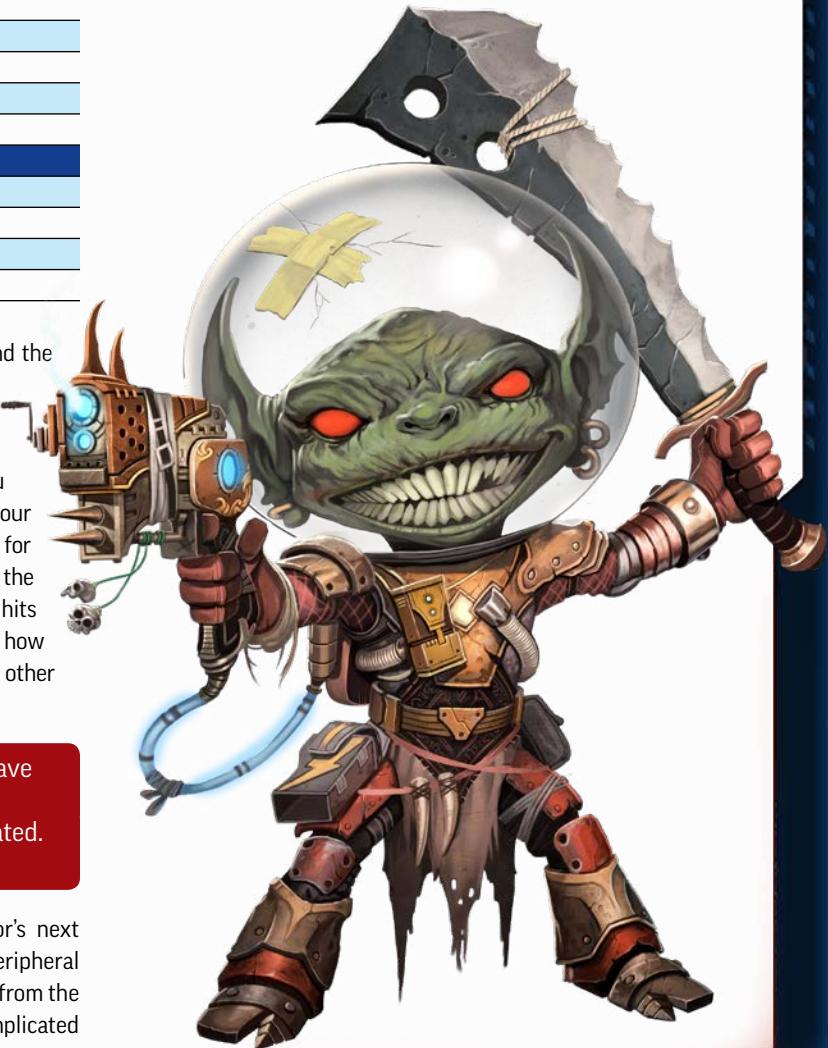
control panels. The control hub is badly malfunctioning, if the jaundiced miasma hanging about it like heavy fog is any indication—another sign the corridor's systems are long overdue for repairs.

As you stare at the control hub, a sinking thought dawns on you. This isn't just any electrical malfunction. The control hub must be leaking dangerous radiation that could, at worst, lay you low for an entire day. The radiation field is small, however, and beyond it you see a hallway that curves deeper into the corridor, as well as a hallway that exits to the east. You could easily try to skirt the radiation to move on.

- If you choose to enter the radiation field and examine the control hub, go to **Entry #13**.
- If you choose to skirt the radiation field, you can move deeper into the corridor. Go to **Entry #6** to enter the curved hallway. Go to **Entry #5** to enter the eastern hallway.
- To go back toward the beginning of the corridor, go to **Entry #3**.

5

- If you this is the first time you've been here, read on.
- If you've explored here before, go to **Entry #18**.



Your senses are on high alert the moment you step into this chamber filled with decommissioned hover chairs and dented terminal desks. A banging sound echoes from behind a rusty wall panel. Suddenly, the panel bursts open, and a filthy, snarling space goblin rushes right at you, waving its battered baton menacingly!

You are now in **combat**. Each round, you and the goblin each get to make one attack. You go first in each round. If this is your first combat of this adventure, go to **Entry #3** for a more detailed explanation of combat rounds and attacking.

This goblin is attacking you with a melee weapon: a tactical baton, which is like a fancy club. You can shoot the goblin with your semi-auto pistol, like normal, or if you want to get in the goblin's face in hand-to-hand combat, you can draw your own tactical baton before you take your turn. However, you can attack with only one weapon each round.

Your Attack Bonus	+4
Semi-Auto Pistol Damage	1d4
Tactical Baton Damage	1d4+2
Your AC	15
Your Hit Points	14
Space Goblin's Attack Bonus	+1
Tactical Baton Damage	1d4
Space Goblin's AC	12
Space Goblin's Hit Points	5

When you make an attack, roll a d20 and add your attack bonus (+4). If the total is equal to or greater than the goblin's AC (12), you hit and deal the damage listed for the weapon you used. After each of your attacks, the goblin attacks you. Roll a d20 for the goblin and add its attack bonus (+1) to the result. If the result is equal to or greater than your AC (15), the goblin hits you and you take 1d4 damage. Continue alternating attacks until either you or the goblin is reduced to 0 Hit Points.

Remember that if you were **hampered** by the radiation in the adjacent chamber, you take a -2 penalty to all of your attack rolls, saving throws, and skill checks. Note that you enter this battle with the same number of Hit Points you had left after any other encounters (but you might also have a *healing serum*, if you haven't used it yet).

- If the space goblin's Hit Point total is 0, you have defeated the goblin. Go to **Entry #14**.
- If your Hit Point total is 0, you have been defeated. Go to **Entry #10**.

- 6** • If you this is the first time you've been here, read on.
• If you've explored here before, go to **Entry #22**.

You slowly make your way into this wide, surprisingly tidy storage room. The outdated computer terminals here are in various states of disassembly, but all are stacked neatly in piles that almost resemble a structure—and soon you see why.

Charging from out behind the tallest stacks is a greasy man, his microcord vest jagged and torn.

The man's features twist in rage as he shouts, "You're not a repair crew! Get out of here before you ruin my plan!" He levels his pistol right at you!

You are now in **combat**. Each round, you and this gang tough each get to make one attack. You go first in each round. If this is your first combat of this adventure, go to **Entry #3** for a more detailed explanation of combat rounds and attacking.

Your Attack Bonus	+4
Semi-Auto Pistol Damage	1d4
Your AC	15
Your Hit Points	14
Gang Tough's Attack Bonus	+3
Gang Tough's Semi-Auto Pistol Damage	1d4
Gang Tough's AC	12
Gang Tough's Hit Points	10

When you make an attack, roll a d20 and add your attack bonus (+4). If the total is equal to or greater than the gang tough's AC (12), you hit and deal 1d4 damage to the tough. After each of your attacks, the gang tough attacks you. Roll a d20 for the gang tough and add his attack bonus (+3) to the result. If the total is equal to or greater than your AC (15), the gang tough hits you and you take 1d4 damage. Continue alternating attacks until either you or the gang tough is reduced to 0 Hit Points.

Remember that if you were **hampered** by the radiation in a previous chamber, you take a -2 penalty to all of your attack rolls, saving throws, and skill checks. Note that you enter this battle with the same number of Hit Points you had left after any other encounters (but you might also have a *healing serum*, if you haven't used it yet).

- If the gang tough's Hit Point total is 0, you have defeated him. Go to **Entry #15**.
- If your Hit Point total is 0, you have been defeated. Go to **Entry #10**.

- 7** • If you this is the first time you've been here, read on.
• If you've explored here before, go to **Entry #19**.

You pick your way carefully across this area's uneven metal floor tiles. The lights are flickering badly, and you lose count of the number of wire bundles that hang naked from the ceiling. You have a bad feeling about this place as you stop to look for threats.

To uncover this room's mystery, you need to attempt a **skill check**. Each character in the game has several skills, representing that character's training and talents. This skill check uses a skill called **Perception**, which allows you to notice things that are hidden. To attempt a skill check, roll a d20 and add your skill bonus. In this case, your Perception skill bonus is +5.



- If your total Perception skill check is 12 or higher, go to **Entry #8**.
- If your total skill check is less than 12, go to **Entry #17**.

8 Scanning the rusty floor, you see an obvious hazard: a trapdoor covering a pit in the floor! Whether it's an intentional trap set by the threats that lurk here or a mere hazard of the dilapidated chamber is anyone's guess.

Regardless, you easily sidestep the hazard—and are faced with a hallway that stretches to the north before you.

- To move north through the hallway, go to **Entry #9**.
- To move back toward the corridor's entrance, go to **Entry #2**.

- If this is your first time here, continue reading.
- If you've explored here before, go to **Entry #20**.

There's something odd about this small, closet-like chamber. Soon, you realize why: a "scratch-scratch-scratching" noise issues from underneath a dented old comms desk in the corner.

A furry purple creature with wide eyes pokes its head out from the gloom. "Psst!" the creature says. "You! Gun toter! Come here—I can help!"

- To approach the creature and listen, go to **Entry #16**.
- To ignore the creature and move on, go to **Entry #21**.

10 You have succumbed to your wounds. As the world slowly fades to black, your last thought is of your friends and family in Downlow. You hope that your hero's death will make them proud.

Although your character has died, the Starfinder Society still needs help. You can start over by turning to **Entry #1** and beginning from scratch. Your Hit Points are fully restored, but anything you found is lost. Everything in the maintenance corridors is reset and must be discovered and overcome again.

When you are ready to try again, go to **Entry #1**.

11 With a final deft maneuver, your semi-auto pistol sends a bullet right into the space goblin's heart. The goblin's cackle turns into a shocked wheeze as the creature slumps against the corridor wall, dead. Rummaging through its tattered stationwear pockets, you find a small aluminum vial with a gel-cap pill etched on its cap. This must be a *healing serum*!

Any damage the goblin dealt to you remains. Make sure to note your current Hit Point total on your scratch paper. You can drink the *healing serum* at any time during this adventure to regain 8 Hit Points. Note that you cannot exceed your maximum

number of Hit Points (14 in this case). If you use this serum during combat, however, you must drink it instead of taking an attack. This means the monster will get to attack you twice in a row. Write “healing serum +8 HP” on your scratch paper and cross it out when you use it. You can drink the serum only once, and then it’s gone.

Looking around, you see that there is a short hallway leading deeper into the maintenance corridor.

- To make your way deeper into the corridor, go to **Entry #4**.
- To go south and explore the corridor’s eastern wing, go to **Entry #2**.
- If you’ve defeated both space goblins and the gang tough and you wish to complete this adventure, go to **Entry #23**.

12 With broken digital signboards and various piles of electronic components scattered everywhere, this corridor is still a mess from your scrap with the space goblin. A thorough sweep of your flashlight reveals no further threats here. It’s safe to move on.



- To move down the corridor to the north, go to **Entry #4**.
- To go to the beginning of the corridor to explore its eastern wing, go to **Entry #2**.

13 Squinting against the yellow glow of radiation, you slink up to the control hub. It takes only a few seconds to realize its systems are damaged—you can’t even tell what the hub once controlled or where those systems are based.

Suddenly, a wave of nausea strikes and your balance wavers. The radiation has started to affect you, and you might pay a terrible price!

You have encountered a **hazard**. Since you’ve stepped and lingered in an area of radiation—caused, in this case, by a malfunctioning piece of technology—you now suffer the negative bodily effects it causes. You take 2d4 damage. (Note your new current number of Hit Points on your scratch paper).

Additionally, you must try to resist the radiation’s further effects. This attempt is represented by a **saving throw**. To attempt a saving throw against radiation, roll a d20 and add 3. If your total is greater than or equal to the **Difficulty Class** (or **DC**) of the hazard, you can avoid more danger. The DC of the radiation is 15, so if your saving throw total is 15 or greater, your saving throw is successful and you suffer no further effects from the radiation. If your saving throw total is less than 15, however, you gain the **hampered** condition. This means that you take a -2 penalty to all of your future attack rolls, saving throws, and skill checks. If you gain the hampered condition from the radiation, write “hampered -2” on your scratch paper, and apply these penalties to the appropriate rolls for the rest of this adventure. You have this condition until you rest for 8 hours. Of course, you can leave the corridor to rest for 8 hours and return later, though if you do so, you must start this adventure over.

- To move deeper into the corridor and enter the curved hallway beyond the control hub, go to **Entry #6**.
- To enter the eastern hallway, go to **Entry #5**.
- To go back toward the beginning of the corridor, go to **Entry #3**.
- To rest for 8 hours and start this adventure over, go to **Entry #1**.
- If your Hit Point total is 0, you have been defeated. Go to **Entry #10**.

14 Your final attack connects solidly between the goblin’s watery eyes. The creature gives one final, enraged screech before crumpling to the ground, dead. You soon catch your breath, but a quick rummage through the goblin’s stinking pockets elicits nothing. The not-so-clever creature just thought you’d be an easy mark, but at whose behest is anyone’s guess.

Hallways exit this chamber to the north, east, and west.

- To move to the north, go to **Entry #6**.
- To move toward the east, go to **Entry #9**.
- To move to the west, go to **Entry #4**.
- If you've defeated both space goblins and the gang tough and you wish to complete this adventure, go to **Entry #23**.

15 The gang tough was no slouch, but he was still no match for your deadly aim. A final bullet rips through his vest and, with a cough and a glare of hatred, he falls and his eyes close.

This villain was clearly no crazed space goblin, and your curiosity about him sends you rifling through his belt pouches. Almost immediately, you find an oblong credstick (a kind of small computer that stores digital money) that is loaded with 50 credits—not a bad haul! The tough was also carrying a datapad containing several text files. Scrolling through them, you learn that the man's name was Grex and that he was a low-level member of a local gang. You find messages between Grex and several other gang members detailing his plan to recruit some local pests—space goblins, you figure—to sabotage the maintenance corridor and attack any repair crews that responded to steal their equipment to sell on the black market. The messages specify that Grex has two space goblin allies. You may have dealt with their boss, but if you haven't neutralized both space goblins, the corridor still isn't safe! You'll need to keep exploring!

Hallways before you lead to the south, east, and west.

- To move to the south, go to **Entry #5**.
- To move east, go to **Entry #9**.
- To move west, go to **Entry #4**.
- If you've defeated both space goblins and the gang tough and you wish to complete this adventure, go to **Entry #23**.

16 As you cautiously creep toward the purple-furred creature, it dawns on you: this must be a skittermander, a member of a friendly and diminutive species known for their uncanny ability to get into trouble, though they consider themselves extremely helpful in all situations. You give the skittermander an encouraging smile and move closer to hear.

"Hello, nufriend! Goblins in this place! And maybe a man? Not safe!" the creature says, in an almost comical stage whisper. "You're strong—you'll get those stinky things. Here, this will help!"

The skittermander produces a hefty rifle from behind its back. In its hands, the gun looks like an oversized toy, but the rifle is clearly of good make and solid function. You recognize it immediately—this is an arc rifle!

The arc rifle shoots bolts of electricity and deals 1d8 damage. If you keep it, note "arc rifle 1d8" on your character sheet. From now on during this adventure, when you enter combat, you can use this rifle instead of your other weapons to cut down your foes. Your attack bonus is the same with your rifle as it is with your semi-auto pistol, but the rifle deals more damage!

When you look up from examining the rifle, the friendly skittermander is gone. Vaguely, from down a hallway, you hear a faint echo: "Helping!"

The silence returns, and it's time to move on. Hallways from this area lead straight to the south and west and curving to the north.

- To move south and back toward the beginning of the corridor, go to **Entry #7**.
- To move to the west, go to **Entry #5**.
- To move north through the curving hallway, go to **Entry #6**.

17 Although this entire rusty chamber seems unkempt and unsafe, you don't see any obvious threats. You continue moving forward.

After only a few steps, however, you realize your error—a floor panel gives way under your weight! You have encountered a **trap**. In this case, it is a hidden pit trap in the floor. Your only hope is to leap back to avoid falling into the pit. This attempt is represented by a **saving throw**. To attempt a saving throw against this trap, roll a d20 and add 3. If your total is greater than or equal to the **Difficulty Class** (or **DC**) of the trap, you can avoid the danger. The DC of this trap is 11, so if your saving throw total is 11 or greater, your saving throw is successful. You narrowly avoid falling into the pit and take no damage.

If your saving throw total is less than 11, you tumble down a deep shaft! You fall about 20 feet before landing hard below. Since you've fallen 20 feet, roll 2d6 to see how much damage you take. Damage is subtracted from your **Hit Points** (or **HP**). If you haven't taken any damage yet, you start with 14 Hit Points. Record your new Hit Point total on your scratch paper.

Remember that if you were **hampered** by the radiation in a previous chamber, you take a -2 penalty to all of your attack rolls, saving throws, and skill checks. Note that you enter this encounter with the same number of Hit Points you had left after any other encounters (but you might also have a *healing serum*, if you haven't used it yet).

- If you managed to avoid falling into the pit, go to **Entry #19**.
- If your Hit Point total is 0, the damage from the fall killed you, and you are defeated. Go to **Entry #10**.
- If you're still alive, you can see that a maintenance ladder leads out of the pit and back to the room above. To climb the ladder and return to the dilapidated room, go to **Entry #19**.

18 You return to the chamber with the dead space goblin. There's nothing else to see here, so you can continue on.

- To move to the north, go to **Entry #6**.
- To move toward the east, go to **Entry #9**.
- To move to the west, go to **Entry #4**.

19

The pit trap is still in the floor of this chamber, but now that you know about it, it's no longer a threat. You can easily step around the pit to reach either of the two hallways that lead out of the room.

- To move to the north, go to **Entry #9**.
- To move back toward the corridor's entrance, go to **Entry #2**.

20

You return to the room where the skittermander was, but the creature has left and the chamber is now empty. Three hallways exit the room.



• To move to the west, go to **Entry #5**.

• To move to the north, go to **Entry #6**.

• To move south and back toward the beginning of the corridor, go to **Entry #7**.

21

You do your best to ignore the strange creature as you hurry through the room. Hallways exit this chamber to the west, north, and south.

• To move to the west, go to **Entry #5**.

• To move to the north, go to **Entry #6**.

• To move south and back toward the beginning of the corridor, go to **Entry #7**.

22

You return to the chamber with the fallen gang tough. There's nothing else to see here, so you can continue on.

• To move to the south, go to **Entry #5**.

• To move east, go to **Entry #9**.

• To move west, go to **Entry #4**.

23

The information you learned from the gang tough Grex's datapad made it very clear: he had hatched a plot to attack maintenance workers with his two space goblin allies. But now you've thwarted those nefarious plans. Though the corridor is indeed badly in need of repairs, it is no longer a dangerous ambush site. This corner of the Spike is now a little safer, thanks to your heroic efforts!

Swelling with pride at the thought of the dangers you've overcome—not to mention the safety you've secured for the workers—you head back the way you came. Once you're in the safety of Downlow, you tap out a message on your personal comm unit to the Starfinder Society about your success, including mentions of the hazards you came across in the corridor. You include video clips you took of the secured scene for good measure so that the Starfinders can rest assured that you've combed through the area and encountered the dangers that lurked there.

A response from First Seeker Luwazi Elsebo herself comes in almost immediately. She's proud of your efforts! She mentions that the maintenance workers you've helped are ecstatic, and your heart fills with emotion at the gratitude the First Seeker passes along on their behalf. In addition, she's already transferred her promised payment of 250 credits to your account.

Even better, the First Seeker wants to arrange a meeting with you! She wants to congratulate you and offers you the chance to meet with some of the workers who are grateful for your efforts and wish to extend their personal thanks. But perhaps even more exciting is this: the First Seeker says she wants to offer you another assignment! This one might take you off Absalom Station, Luwazi says. You can think of no better way to celebrate your victory than with another heroic adventure, this time into space...

You have completed your first Starfinder adventure, and you are now ready to make your own character (page 13)!

EXAMPLE OF PLAY

The Game Master (GM) is running an adventure for four players. The characters are Navasi (a human envoy), Iseph (an android operative), Obozaya (a vesk soldier), and Raia (a lashunta technomancer). The adventurers are exploring a recently discovered planet in search of a lost treasure, and they've come across an ancient, overgrown temple with its stone door recently opened wide. After describing the scene, the GM asks the players what they want to do.



Navasi: Looks like someone got here before us, crew. We must be on the right track—let's head inside.



Obozaya: Honorable plan. I draw my doshko and take lead.



Iseph: Before I follow, I'll peer into the temple. I want to check if anything dangerous is lurking inside.

The GM consults her notes about this part of the adventure and realizes that some space goblins have indeed gotten to the temple first, and that they're lying in wait to ambush the PCs.



Iseph, roll a Perception check!



Iseph rolls a d20 and gets a 14. They check their character sheet to find their Perception skill modifier, which is +5. They add the +5 to their die roll for a total of 19.



Iseph: I got a 19! What do I see?



You hear faint pattering noises coming from deeper inside the temple. Then you see four green, oblong heads with floppy ears peek out from around the nearest corner. You've seen these creatures before—they're space goblin zaperators! We're in combat, so everyone roll initiative!



To determine the order of combat, each player rolls a d20 and adds the initiative bonus on their character sheet. The GM rolls once for the goblins. Navasi gets an 18, Obozaya a 16, Raia a 12, and Iseph a 5. The goblins get an 11.



Navasi, you have the highest initiative. It's your turn.



Navasi: I point toward the corner at the first goblin I see. There's our company, crew! I use my get 'em ability to give everyone a +1 bonus to their attack rolls to hit that goblin until the start of my next turn. Then I move into the temple to get a better sight line on the enemies.

The GM notes which goblin Navasi pointed out so that, if needed, she can remind the PCs about their +1 bonus to attack this turn.



Okay! Obozaya, it's your turn.



Obozaya: These cowardly creatures thought we'd be easy targets! I think not. I move up to the corner and use my doshko to attack the goblin Navasi called out.



Obozaya rolls a d20 and gets a 12. She adds her doshko's +4 attack bonus and +1 for Navasi's get 'em ability, for a total of 17. The GM sees that the goblin's Armor Class is 12.



Your doshko connects squarely! Roll your damage.



Obozaya rolls damage for her doshko and gets a total of 9.



Your doshko rips through the goblin's armor and cleaves deep into its shoulder! The goblin lets out a scream before it slumps over, unmoving. It's dead. Raia, it's your turn.



Raia: I move up to the corner until I can see the goblins. I cast *magic missile* and fire two missiles at the first goblin!

Magic missiles are blasts of force that always hit. Raia rolls 1d4+1 twice and gets a total of 6.



Your missiles tear through the goblin's armor, and it falls over. There are only two goblins left. It's their turn, and they're enraged you've hurt their allies! One levels its junklaser at Obozaya and shoots. The other shoots at Raia.



The GM rolls a d20 for the attack on Obozaya and adds the goblin's +3 attack bonus with its junklaser, getting a total of 13. That's not quite enough to hit Obozaya's Armor Class, so the attack misses. However, the goblin that attacks Raia gets a total of 14, which is enough to hit. The GM rolls damage for the goblin's attack and gets a total of 3.



The goblins snarl and clamor, but only the goblin shooting at Raia aims true. The shot slices across your bicep, Raia, leaving a nasty wound. Take 3 damage.



Raia: Ouch! I only have 7 Hit Points left!



Iseph, it's your turn.



Iseph: I'm going to try to sneak around the goblins' flank so I can make a trick attack.

To do this, Iseph must attempt a Stealth skill check against a Difficulty Class of 20. Iseph then must make their attack roll. If they hit, they deal an additional 1d4 points of damage with the attack. As Iseph is the last to take a turn, the combat continues, going in the same order as before. This repeats until one side or the other is defeated. If the heroes survive, they can explore farther and pursue the treasure!

GETTING STARTED

This book teaches you the rules for the *Starfinder Beginner Box*. This first section introduces basic concepts and then walks you through creating a character.

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!

WHAT YOU WILL NEED

To create a character, you'll need:

- The *Heroes' Handbook* (the book you're reading)
- A copy of the blank character sheet
- The dice from the Beginner Box
- A pencil
- A notepad or scratch paper



DICE

The game uses six different kinds of dice (singular “die”). The name of a die uses the letter “d” and the number of sides the die has. For example, a regular cubic six-sided die is a d6. The *Starfinder Beginner Box* includes a d4, a d6, a d8, two different d10s, a d12, and a d20. There are icons on the left edge of your character sheet to help you figure out which die is which.

The pyramid-shaped d4 is an unusual die because it doesn't have a flat top. The number you rolled is on the bottom edge of the die—it's the same no matter what side you look at.

Rolling Dice

When the game requires you to roll multiple dice, it places a number in front of the die name, like this: 3d6. The number in front of the “d” tells you how many dice of that type to roll. So if you see 1d20, that means roll a d20 once. If you see 3d6, that means roll a d6 three times and add them together. Depending on what you're doing, sometimes you'll add a number to the

WHAT'S THIS BEGINNER BOX?

The *Starfinder Beginner Box* is your introduction to the *Starfinder Roleplaying Game*, with rules designed to help you play out an exciting science fantasy story with your friends with minimal preparation or previous knowledge of tabletop roleplaying games. All of the rules you need to play characters are found in this *Heroes' Handbook*, while all of the rules needed to set up the scenes and present challenges are in the *Game Master's Guide*, also found in this box. There are many hours of fun to be had with these rules, and endless explorations of alien worlds and laser battles to experience. However, if you find yourself wanting more adventure beyond the *Starfinder Beginner Box*, there's plenty! See page 93 of the *Gamemaster's Guide* for more information on other fantastic *Starfinder* content that can be purchased.

total from your die roll, like 2d8+3, and sometimes you'll need to subtract, like 1d20-2.

Rounding Numbers

If you multiply or divide a number and have a fraction left over, you usually round down to the closest whole number (even if that would be 0). For example, if you roll a 7 and have to divide by 2, round down the 3-1/2 to just 3.

Reading Dice

The d10, d12, and d20 have a little line or dot under the 6 and the 9 so you can tell those two numbers apart. The *Beginner Box* includes two different d10s. You can use these together to roll a random number from 1 to 100; this is called rolling a d100 or d%. Roll both dice, then read the two-digit die first for the “tens” place and the other for the “ones” place. For example, if the dice come up 50 and 7, that's 57. If they come up 00 and 5, that's 05. The one exception is if you roll 00 and 0—that's 100.

BASIC CONCEPTS

As you create a character, you'll see game terms such as "saving throw" and "Hit Points." We have provided a quick rundown of those game terms below, but don't worry about memorizing them. You need only a general idea of these terms for now—this book explains them later, when you need to interact with them. If you run into a specific rule (such as "characters with darkvision can see in the dark") that contradicts a general rule (such as "There is no light in this room, preventing characters from seeing"), the specific rule overrules the general one.

THE BASIC RULE: D20 ROLL

Usually, when your character tries to do something, whether you make an attack, try to resist a spell, or use a skill, you're going to roll a d20 and add modifiers to get a result:

D20 + MODIFIERS

The action you're taking will tell you what your modifiers are. The higher you roll, the more likely you are to succeed.

**THAT SIMPLE ROLL IS YOUR DOORWAY TO
LIMITLESS SCIENCE FANTASY ADVENTURE!**

ITALICS ARE MAGIC

Text that is formatted using *italics* is used to make a spell or magic item, such as *magic missile* or a *healing serum*, instantly recognizable.

ABBREVIATIONS

There are several game terms that are typically expressed as abbreviations, including Armor Class (AC), Hit Points (HP), and Resolve Points (RP). If you miss or forget what an abbreviation means, they're explained in the glossary on page 94.

ARMOR CLASS (AC)

This value represents how hard it is for an enemy to strike you in combat.

ATTACK ROLL

This is a d20 roll that represents your attempt to strike another creature in combat.

CHECK

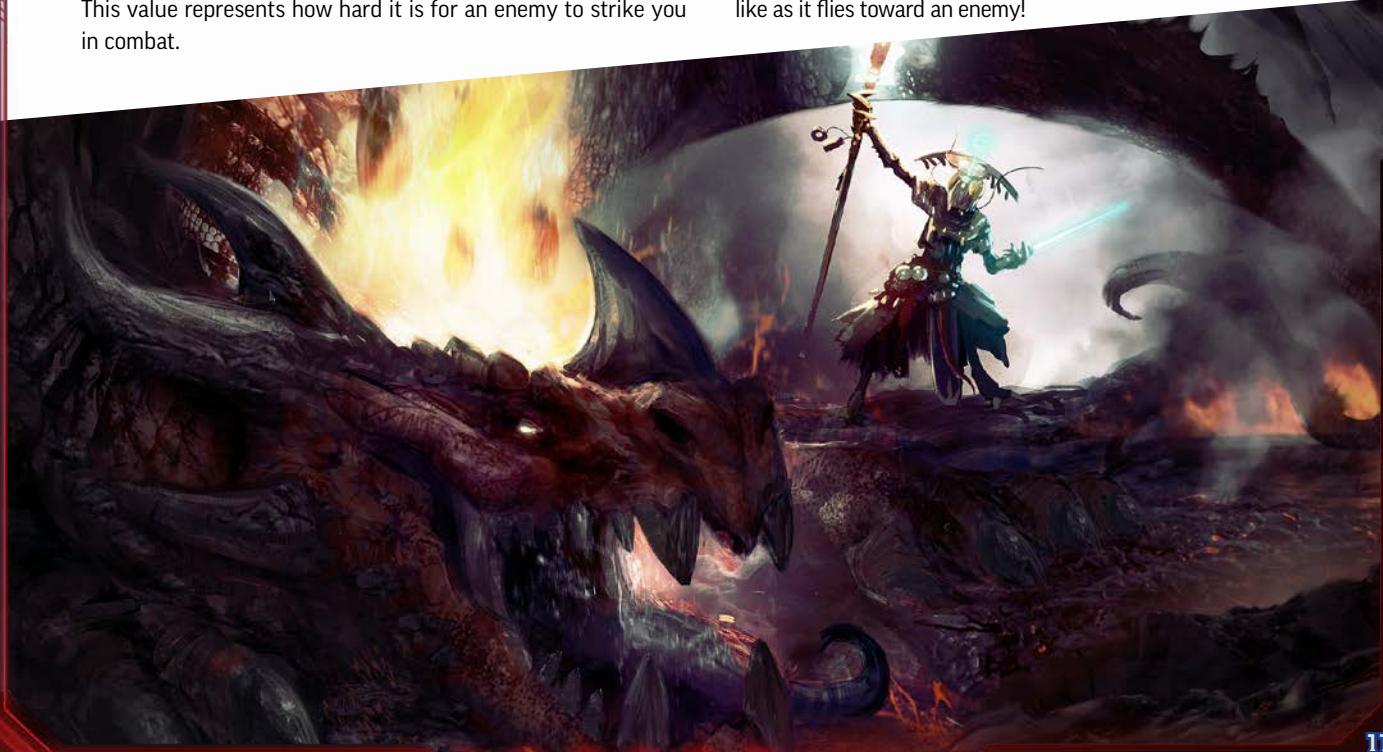
A check is a d20 roll that may or may not be modified by your statistics or another value. The most common types of checks are skill checks and ability checks (which determine whether you successfully perform a task using the rules specifically laid out for that task), and initiative checks (which determine when you act in combat in relation to the other participants).

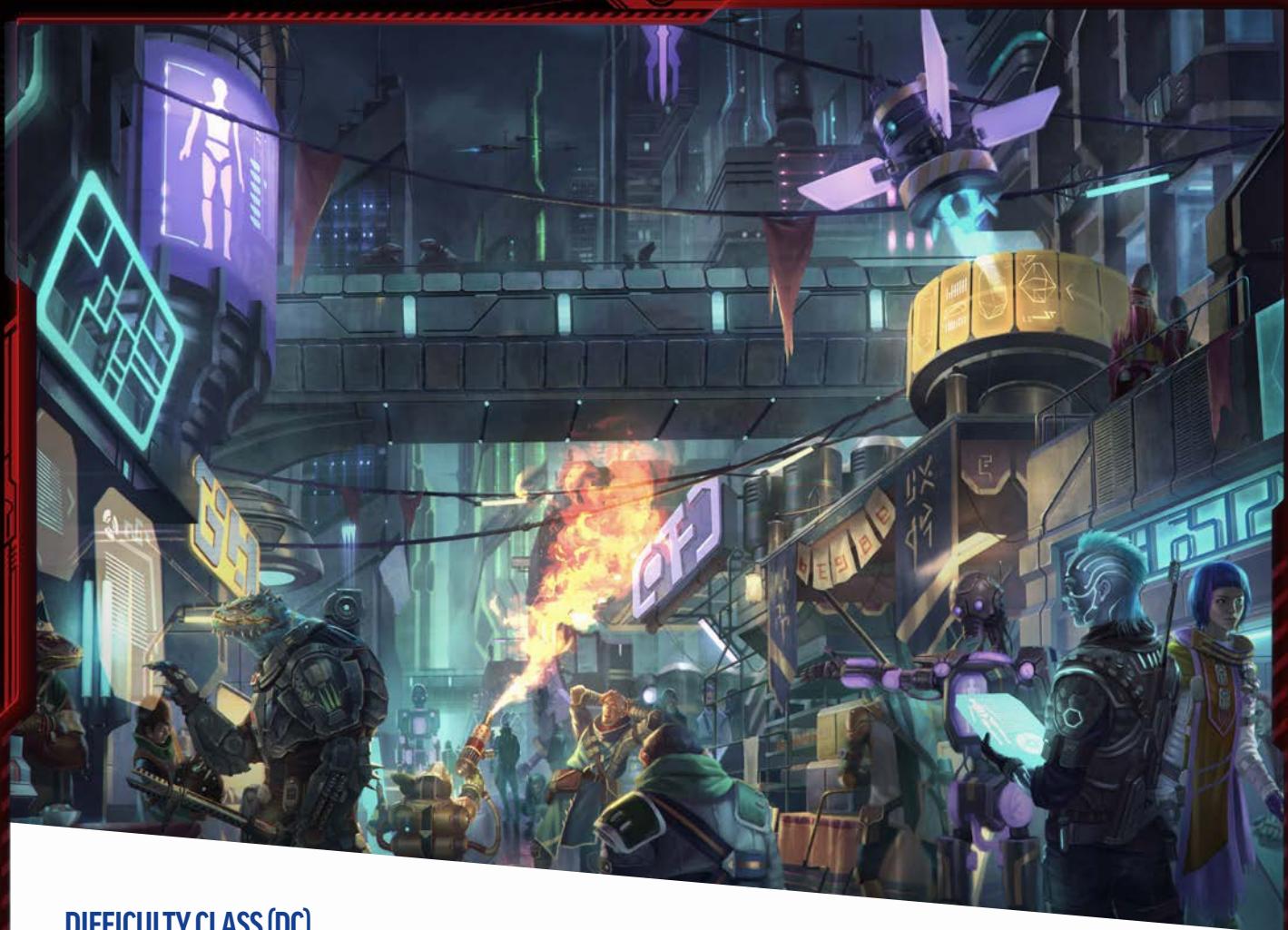
CREATURE

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

DAMAGE TYPES

When something causes damage, it is often expressed as a damage type, such as fire damage. There is one physical damage type (kinetic), and there are five energy damage types (acid, cold, electricity, fire, and sonic). All damage reduces a target's HP, and the damage type matters only if some other ability or interaction refers to it. Even if the ability or interaction doesn't mention the damage type, it can still be fun to imagine what the attack looks like as it flies toward an enemy!





DIFFICULTY CLASS (DC)

This is the target number that a check's result must be equal to or greater than for the check to succeed—normally a skill check or saving throw. Usually, when a task has a DC associated with it, either from instructions in an adventure or the rules associated with the task, the Game Master (see below) relays that target number to the player attempting the task.

ENCOUNTER

An encounter is a situation that presents characters with a challenge. This could be a skill challenge where the characters must obtain information, a physical battle they must survive, a trap to disable, a puzzle to solve, or some other obstacle. Characters typically earn experience points for completing encounters.

EXPERIENCE POINTS (XP)

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 Level Up! on page 90).

GAME MASTER (GM)

The Game Master is the player who adjudicates the rules and controls elements of the Starfinder world to shape the story that the players tell together. A GM's duty is to provide a fair and fun game—they want the other players to succeed in their goals, but only after attempting heroic feats and surviving danger.

HIT POINTS (HP)

Hit Points represent how badly injured you can be before you fall unconscious or die. Weapon attacks, spells, and other effects can cause you to lose (or regain) Hit Points.

LEVEL

A level is an indication of the relative power of a rules element within the game. Your character level starts at 1 and can increase up to 4 as you gain experience points. Level can also refer to a spell's level, allowing you to know which spells are equally powered, and which are more powerful.

NONPLAYER CHARACTER (NPC)

A nonplayer character is controlled by the GM for the purpose of interacting with players and helping advance the game's story or influencing the state of the world. An NPC includes any creature that a player isn't roleplaying.

ROUND

In combat, a round is a unit of time equal to 6 seconds in the game world; every character who can act in a round gets a turn once per round.

SAVING THROW

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

CHARACTER CREATION OVERVIEW

The Creating a Character section (starting on the next page) gives you numbered, step-by-step instructions for building your character. Each step sends you to a specific section of this book that details one part of character creation. After you complete a step, flip back to the Creating a Character section to begin the next step, following the numbered steps in order until you finish. These sections tell you when to write down information on the character sheet and where to write it in—the letters located next to each pencil icon correspond to sections of a blank character sheet.

CREATING A CHARACTER

It's time to build your own 1st-level character! What character do you want to play? A dexterous rogue? A brilliant mechanist? A stealthy assassin? A crafty operator? A mighty soldier? A cunning technomancer? Do you want to be an android, a human, a kzin, a shifter, a wookie, or a yautja? The choice is up to you! Every step of the way, this book will tell you what you need to write down on your character sheet and where you need to write it. Just follow the steps in order!

1 CHOOSE YOUR RACE

	Android You are quick-thinking and resourceful! Androids can see in the dark and don't have the weakness of biological creatures.
	Human You are skilled and versatile, and your motivations are as unique as you are! Humans learn fast and start with more tricks than any other race.
	Lashunta You are well-educated, and magic naturally flows through you! Lashuntas have telepathic powers and a minor natural spellcasting ability.
	Shirren You are fiercely independent but also dedicated to the idea of community! Shirrens have telepathic powers and operate well in the dark.
	Vekk You are tough and powerful, with a hardy physical makeup and iron constitution. Vekks are stronger and harder to hurt than other creatures.
	Yokai You are small and nimble, and you often use your agility to your advantage! Yokai are smaller than other creatures and can move in the dark.

2 CHOOSE YOUR THEME

	Bounty Hunter You track and capture those with a price on their heads! Bounty hunters are skilled at operating in the wilderness and surviving extremes.
	Icon You are famous! Icons are skilled at identifying other well-known people and fitting in with members of society's upper crust.
	Mercenary You are a professional fighter! Mercenaries are skilled at understanding military matters and engaging in physical activity.
	Outlaw You are a dashing lawbreaker and don't play by the rules! Outlaws are skilled at understanding the criminal underworld and breaking around.
	Priest You are an agent of one of the gods! Priests are skilled at understanding religious rituals and comprehending magical phenomena.
	Spacefarer You are a star traveler with a wild sense of wonderlust! Spacefarers are skilled at understanding a wide range of sciences.

3 CHOOSE YOUR CLASS

	Envy You are a master of tactics and the art of making friends and intimidating enemies. Envy can either flatter others and impress partners or be bitter, thus alienate and impair partners. (Page 28)
	Mechanic You combine strong combat abilities with a thorough understanding of technology. Mechanics can repair things apart as well as put them back together. (Page 28)
	Mystic You are adept at drawing magical power from a specific connection. Mystics combine spellcasting with abilities to heal or harm foes. (Page 30)
	Operative You are a master of stealth and deception. Operatives can make their way into places others can't and use subtlety to their advantage in combat. (Page 30)
	Soldier You are a master of combat. Soldiers specialize in either melee or ranged combat and can inflict significant damage regardless of how they fight. (Page 40)
	Technomancer You can combine magic and technology. Technomancers use their knowledge of arcane forces and technical acumen to create powerful spells. (Page 40)

4 GENERATE YOUR ABILITY SCORES

Abilities and Ability Scores

You have six **ability scores**, which are numbers that represent your strength in physical and mental tasks. The higher your ability score, the better you can do that activity. Each class also has a **key ability score**, and therefore you may have a high score in that ability. The six abilities are as follows:

- Strength**: This is how strong you are. A high Strength means your melee weapons deal more damage. Soldiers who focus on melee combat have Strength as their key ability score.
- Dexterity**: This is how agile you are. A high Dexterity means you're better with ranged weapons and harder to hit in combat. Operatives and soldiers who focus on ranged combat use Dexterity as their key ability score.
- Constitution**: This is how tough you are. A high Constitution means you have more health and are better at resisting physical stress and exhaustion.
- Intelligence**: This is how smart you are. A high Intelligence means you get more info. Mechanics and technomancers use Intelligence as their key ability score.
- Wisdom**: This is how aware and intuitive you are. A high Wisdom means you're perceptive. Mystics use Wisdom as a key ability score.
- Charisma**: This is how persuasive you are. A high Charisma means you talk your way out of trouble and influence people through social interaction. Envoys use Charisma as a key ability score.

Ability Score Arrays

There are two ways to generate ability scores. The easiest way is to select one of the arrays on the following page that focuses on your character's array, or the versatile array. Write the numbers from your array on a piece of scratch paper. Alternatively, you can roll dice to generate your ability scores as detailed later.

!

As you complete the steps of creating a character, you'll write information on the blank character sheet.

When you see this pencil icon, that means there's something for you to write down on your character sheet.

!

AN EXCLAMATION POINT MEANS "STOP HERE—IT'S TIME TO TURN TO ANOTHER PART OF THE BOOK!"

13

CREATING A CHARACTER

It's time to build your own 1st-level character! What character do you want to play? A dashing envoy? A brilliant mechanic? A wise mystic? A crafty operative? A mighty soldier? A cunning technomancer? Do you want to be an android, a human, a lashunta, a shirren, a vesk, or a ysoki? The choice is up to you! Every step of the way, this book will tell you what you need to write down on your character sheet and where you need to write it! Just follow the steps in order!

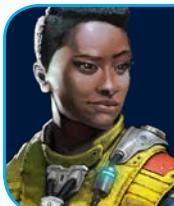
1

CHOOSE YOUR RACE



Android

You are quick thinking and resilient! Androids can see in the dark and don't have the weaknesses of biological creatures.



Human

You are skilled and versatile, and your motivations are as unique as you are! Humans learn fast and start with more new tricks than any other race.



Lashunta

You are well educated, and magic naturally flows through you! Lashuntas have telepathic powers and a minor natural spellcasting ability.



Shirren

You are fiercely independent but also dedicated to the idea of community! Shirrens have telepathic powers and operate well in the dark.



Vesk

You are tough and powerful, with a hardy physical makeup and iron determination! Vesk are strong and harder to hurt than other creatures.



Ysoki

You are small and nimble, and you often use your agility to your advantage! Ysoki are smaller than other creatures and can see in the dark.

2

CHOOSE YOUR THEME



Bounty Hunter

You track and capture those with a price on their heads! Bounty hunters are skilled at operating in the wilderness and identifying criminals.



Icon

You are famous! Icons are skilled at identifying other well-known people and interacting with members of society's upper crust.



Mercenary

You are a professional fighter! Mercenaries are skilled at understanding military matters and engaging in physical activity.



Outlaw

You are a dashing lawbreaker and don't play by the rules! Outlaws are skilled at understanding the criminal underworld and sneaking around.



Priest

You are an agent of one of the gods! Priests are skilled at understanding religious issues and comprehending magical phenomena.



Spacefarer

You are a star traveler with a wild sense of wanderlust! Spacefarers are skilled at understanding a wide range of sciences.

!

GO TO PAGE 20 TO CHOOSE YOUR RACE.

!

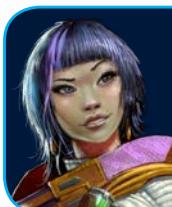
GO TO PAGE 24 TO GET YOUR THEME ABILITIES.

BUILDING CHARACTERS TOGETHER

If you're playing the *Starfinder Beginner Box* with friends, it can be useful to create your party's characters together, so you can complement each character's strengths and weaknesses. Some skills and options, such as Perception and Stealth, are frequently useful during adventures and are therefore valuable choices for every character. Others, such as Culture and Interaction, are more specialized options, and not every party member need invest in them. Similarly, it can be useful to choose complementary equipment—while everyone likely needs a weapon or two and some armor, it can be helpful for party members to have a mix of different kinds of weapons, in case the group encounters a creature that is more vulnerable to damage from hail pistols than laser rifles, for example.

3

CHOOSE YOUR CLASS



Envoy

You are a master of tactics and the art of making friends and intimidating enemies. Envoy can bolster their allies and impose penalties on their foes. (Page 26)



Mechanic

You combine strong combat abilities with a thorough understanding of technology. Mechanics can tear things apart as well as put them back together. (Page 28)



Mystic

You are adept at drawing magical power from a specific connection. Mystics combine spellcasting with abilities to heal allies or harm foes. (Page 30)



Operative

You are a master of stealth and deception. Operatives can make their way into places others can't and use subterfuge to their advantage in combat. (Page 36)



Soldier

You are a master of combat. Soldiers specialize in either melee or ranged combat, but they do significant damage regardless how they fight. (Page 38)



Technomancer

You can combine magic and technology. Technomancers use their knowledge of arcane forces and technical acumen to weave powerful spells. (Page 40)

4

GENERATE YOUR ABILITY SCORES

Abilities and Ability Scores

You have six **ability scores**, which are numbers that represent your raw talent in physical and mental tasks. The higher your ability score, the better you are in that category. Each class also has a **key ability score**, and therefore you likely want a high score in that ability. The six abilities are as follows.

Strength

This is how strong you are. A high Strength means your melee weapons deal more damage. Soldiers who focus on melee combat have Strength as their key ability score.

Dexterity

This is how agile you are. A high Dexterity means you're better with ranged weapons and harder to hit in combat. Operatives and soldiers who focus on ranged combat use Dexterity as their key ability score.

Constitution

This is how tough you are. A high Constitution means you have more health and are better at resisting physical stress and exhaustion.

Intelligence

This is how smart you are. A high Intelligence means you get more skills. Mechanics and technomancers use Intelligence as their key ability score.

Wisdom

This is how aware and intuitive you are. A high Wisdom means you're perceptive. Mystics use Wisdom as a key ability score.

Charisma

This is how persuasive you are. A high Charisma means you can talk your way out of trouble and influence people through social interaction. Envoy use Charisma as a key ability score.

Ability Score Arrays

There are two ways to generate ability scores. The fastest way is to select one of the arrays on the following page: the focused array, the split array, or the versatile array. Write the numbers from your array on a piece of scratch paper. Alternatively, you can roll dice to generate your ability scores, as detailed later.



GO TO THE PAGE LISTED WITH YOUR CLASS
TO GET YOUR CLASS ABILITIES.

Focused Array

Use this if you want to focus on one ability score over any other.

18, 14, 10, 10, 10, 10

Split Array

Use this if you want to split your focus between two ability scores.

16, 16, 10, 10, 10, 10

Versatile Array

Use this if you want to have modest bonuses in several different ability scores.

14, 14, 14, 10, 10, 10

Rolled Ability Scores

You can also roll ability scores rather than use one of the three arrays above. This gives you a more random set of numbers, which some players might find interesting. Roll 4d6 and add together the best three numbers, writing the result on a piece of scratch paper. Do this five more times so you have six numbers ranging from 3–18. If your highest ability score is a 13 or lower, or if all your ability modifiers (see step 5) add up to +3 or lower, you can reroll all your ability scores—just go through this step again until you get ability scores that meet these minimum requirements.

Assign Ability Scores

Once you have six ability scores (whether from an array or from rolling), assign one score to each of your abilities. You can assign any score to any ability, but you should put your highest score in your class's key ability score, as detailed below.

An envoy's key ability score is Charisma, so you should put your highest score in that ability.

A mechanic's key ability score is Intelligence, so you should put your highest score in that ability.

A mystic's key ability score is Wisdom, so you should put your highest score in that ability.

An operative's key ability score is Dexterity, so you should put your highest score in that ability.

A soldier's key ability score is Strength, if you're going to focus on melee weapons, or Dexterity, if you're going to focus on ranged weapons. Decide which you prefer, and put your highest score in that ability.

A technomancer's key ability score is Intelligence, so you should put your highest score in that ability.

 **A** Write Your Ability Scores in Section A.

5

RECORD YOUR ABILITY MODIFIERS

Your **ability modifiers** are numbers based on your ability scores. You add these numbers to (or subtract them from) many of the

dice rolls you make in this game. Use your ability scores and the table below to figure what your ability modifiers are. When you see an abbreviation such as STR, DEX, CON, INT, WIS, or CHA, it refers to your ability modifier (which will be between -4 and +4), not your ability score (which will be between 3 and 18).

ABILITY SCORE	ABILITY MODIFIER
3	-4
4–5	-3
6–7	-2
8–9	-1
10–11	+0
12–13	+1
14–15	+2
16–17	+3
18	+4

 **A** Write your ability modifiers in Section A.

6

ADD UP YOUR RESOLVE POINTS

Your **Resolve Points** represent an intrinsic reservoir of grit and luck that allows you to carry on even when all seems lost. To determine your total number of Resolve Points, add 1 to your key ability score's modifier. For example, an envoy with a CHA of +3 would have 4 Resolve Points.

There are two primary ways you can use your Resolve Points. One is to regain Hit Points during a 10-minute rest (see Healing on page 84). The second is to rouse yourself from unconsciousness and continue fighting (see Death on page 84). You regain all your Resolve Points after 8 hours of rest.

 **D** Write your total Resolve Points in Section D.

7

CHOOSE YOUR ALIGNMENT

Every creature has an “alignment” that indicates its general morals and attitude—it’s mostly just shorthand for what kind of person your character is. Choose one of the following.

Lawful Good (LG): You combine honor with compassion and an appreciation for rules that protect everyone.

Neutral Good (NG): You believe in doing what is good and right without bias for or against law and order.

Chaotic Good (CG): You combine a good heart with a free spirit and appreciation for liberty.

Lawful Neutral (LN): You are reliable and honorable without being devoted to doing good deeds.

Neutral (N): You act without excessive prejudice or compassion.

Chaotic Neutral (CN): You are free from society's restrictions and the strict ethics of do-gooders.

 **B** Write your alignment in Section B.

QUICK PICKS FOR STEPS 8, 9, AND 10

The next three steps let you further customize your character. If you'd rather have a set list of skills, feats, and equipment based on your chosen class, see the Class Suggestions section on the next page. You'll still need to turn to the pages indicated by steps 8–10 to make sure your character sheet has everything you'll need to play!

8

CHOOSE YOUR SKILLS

Skills are things you can do, like climbing, persuading people, treating wounds, bypassing electronic locks, sneaking around, or swimming. While you can usually attempt any of these tasks, you'll be better at some skills (represented by having a higher total skill bonus) than others. But don't worry! Your allies also have skills they're good at, and they may be able to help out with tasks you're not strongly suited for.



GO TO PAGE 46 TO CHOOSE YOUR SKILLS.

9

CHOOSE YOUR FEATS

Feats are special abilities or tricks, like throwing together defensive barriers from whatever materials are at hand, knowing how to hit two enemies with one swing of your plasma sword, or being resistant to mind control. Some feats improve or modify your combat abilities or skills, while others give you whole new abilities.



GO TO PAGE 52 TO CHOOSE YOUR FEATS.

10

CHOOSE YOUR EQUIPMENT

Equipment includes any gear you use to make yourself a better adventurer, including crucial items such as weapons and armor. If you have enough money, you can buy any of the equipment in this book—but you may not have the knowledge or training to use it.



GO TO PAGE 56 TO CHOOSE YOUR EQUIPMENT.

11

FINISHING TOUCHES

Now you just have to apply some quick finishing touches.

1

In Section B, write your character's name, pronouns, and level ("1"). In the Next Level box, write "1,300."

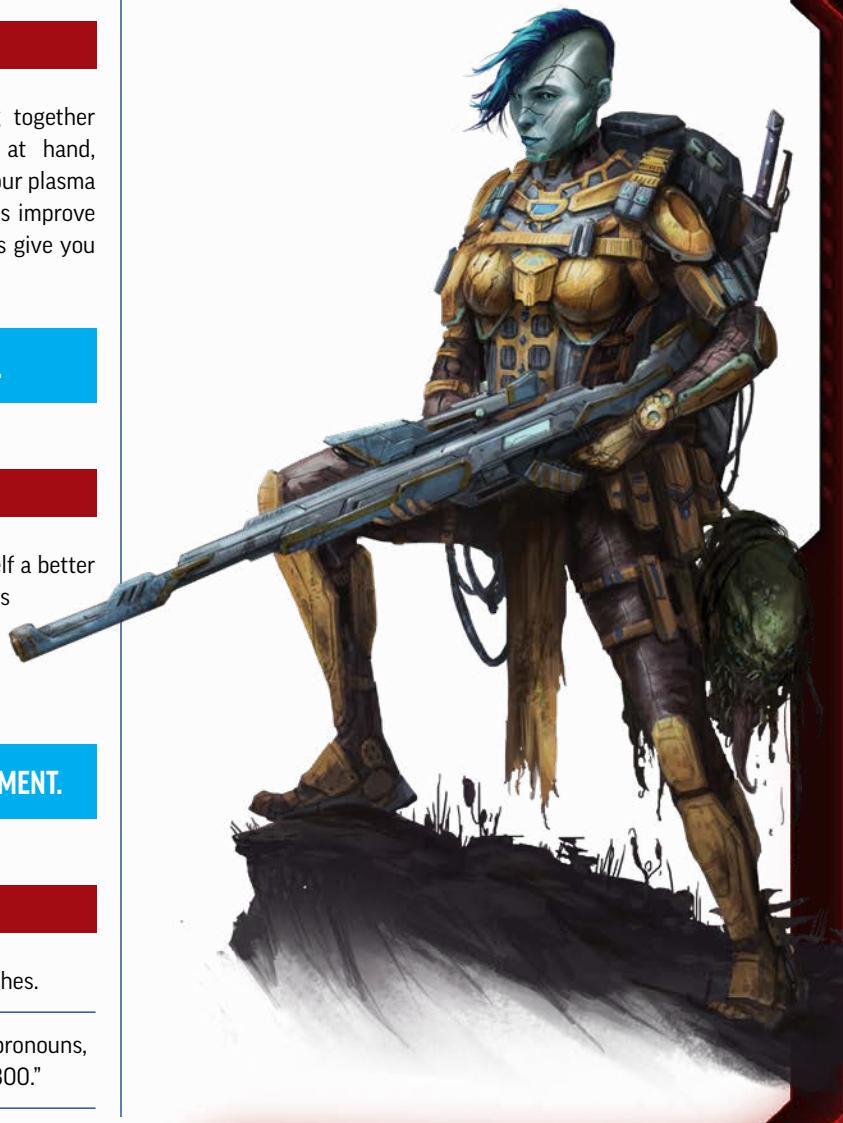
2 Write your ability modifiers from Section A in the Ability Modifier boxes in Sections C, D, G, and I.

3 Add up your total initiative bonus in Section C.

4 In Section D, add your CON to your total Hit Points, and add up your Armor Class and your total saving throw bonuses.

5 In Section G, add up your total melee attack bonus and your total ranged attack bonus, and then transfer the appropriate number to the total attack bonus box for each of your melee weapons and ranged weapons. (Grenades are ranged weapons and use your total ranged attack bonus.) Add your STR to the damage of your melee weapons.

6 On the back of your character sheet, write a brief description of your character's appearance, including their gender (if any), height, weight, hair color, or eye color. You can also sketch your character in the portrait box to easily show other players what your character looks like!



CLASS SUGGESTIONS

Choosing trained skills, selecting feats, and buying equipment can seem overwhelming after you've already picked a race, theme, and class. But don't worry! The following section includes suggestions for these choices based on the class you picked. You can follow these instructions to finish your character with no further decisions on your part. Or, you can use these as guidelines when you're not sure what to pick for one or more options. It's also okay to ignore these suggestions entirely—they're here as a convenience, not a requirement.



FASTER CHARACTER CREATION

When looking at step 8 (Skills), step 9 (Feats), and step 10 (Equipment) during character creation, it can be easy to be overwhelmed by the many options. Rather than read through all the options available to you in each of those steps, you can use the options suggested for your class in this section. You should still follow the instructions in those steps for character creation, writing down the appropriate information on your character sheet as directed in those sections and returning to page 17 after each choice.

As you become more experienced with the game, you're likely to become more interested in making different choices for skills, feats, and equipment with new characters. That's fine! These are one set of options that should result in fun and effective characters, but they aren't the "best" choices so much as one possible configuration out of many.



ENVOY SUGGESTIONS

8 Trained Skills

Choose the first skill from this list that you don't already have as a class skill from your theme (page 24). If you're human, choose the first two you don't already have from your theme.

Athletics, Science, Survival

9 Feats

Great Fortitude. If you're human, also choose **Medical Expert**.

10 Equipment

After buying the following, you have 16 credits remaining.

Armor

Second skin

Weapons

Laser pistol

Tactical baton

Riot grenade I

Other Equipment

Backpack

Blanket

Canteen

Field rations

Flashlight

Medkit

Healing serums (2)



MECHANIC SUGGESTIONS

8 Trained Skills

Choose the first skill from this list that you don't already have as a class skill from your theme (page 24). If you're human, choose the first two you don't already have from your theme.

Culture, Interaction, Stealth

9 Feats

Barricade. If you're human, also choose **Iron Will**.

10 Equipment

After buying the following, you have 42 credits remaining.

Armor

Ceremonial plate

Weapons

Laser rifle

Tactical baton

Fragmentation grenades I (2)

Other Equipment

Backpack

Bedroll

Blanket

Canteen

Datapad

Field rations

Fire extinguisher

Tool kit

Healing serums (3)



MYSTIC SUGGESTIONS

8 Trained Skills

Choose the first skill from this list that you don't already have as a class skill from your theme (page 24). If you're human, choose the first two you don't already have from your theme.

Science, Athletics, Technology

9 Feats

Fleet. If you're human, also choose **Toughness**.

10 Equipment

After buying the following, you have 1 credit remaining.

Armor

Microcord

Weapons

Semi-auto pistol

Battle staff

Other Equipment

Backpack

Blanket

Canteen

Field rations

Flashlight

Medkit

Healing serums (2)



OPERATIVE SUGGESTIONS

8 Trained Skills

Choose the first skill from this list that you don't already have as a class skill from your theme (page 24). If you're human, choose the first two you don't already have from your theme.

Interaction, Science, Mysticism

9 Feats

Improved Initiative. If you're human, also choose **Blind-Fight**.

10 Equipment

After buying the following, you have 7 credits remaining.

Armor

Second skin

Weapons

Laser pistol

Tactical baton

Other Equipment

Backpack

Blanket

Cable line

Canteen

Field rations

Medpatch

Tool kit

Healing serums (4)



SOLDIER SUGGESTIONS

8 Trained Skills

Choose the first skill from this list that you don't already have as a class skill from your theme (page 24). If you're human, choose the first two you don't already have from your theme.

Perception, Technology, Stealth

9 Feats

Deadly Aim. If you're human, also choose **Bodyguard**.

10 Equipment

After buying the following, you have 8 credits remaining.

Armor

Ceremonial plate

Weapons

Hunting rifle

Longsword

Concussion grenade I

Fragmentation grenade I

Riot grenade I

Other Equipment

Backpack

Bedroll

Blanket

Cable line

Canteen

Field rations

Flashlight

Lighter

Medpatch

Tent

Healing serums (4)



TECHNOMANCER SUGGESTIONS

8 Trained Skills

Choose the first skill from this list that you don't already have as a class skill from your theme (page 24). If you're human, choose the first two you don't already have from your theme.

Perception, Culture, Athletics

9 Feats

Lightning Reflexes. If you're human, also choose **Great Fortitude**.

10 Equipment

After buying the following, you have 5 credits remaining.

Armor

Microcord

Weapons

Hail pistol

Tactical baton

Other Equipment

Backpack

Bedroll

Blanket

Canteen

Field rations

Flashlight

Lighter

Medpatch

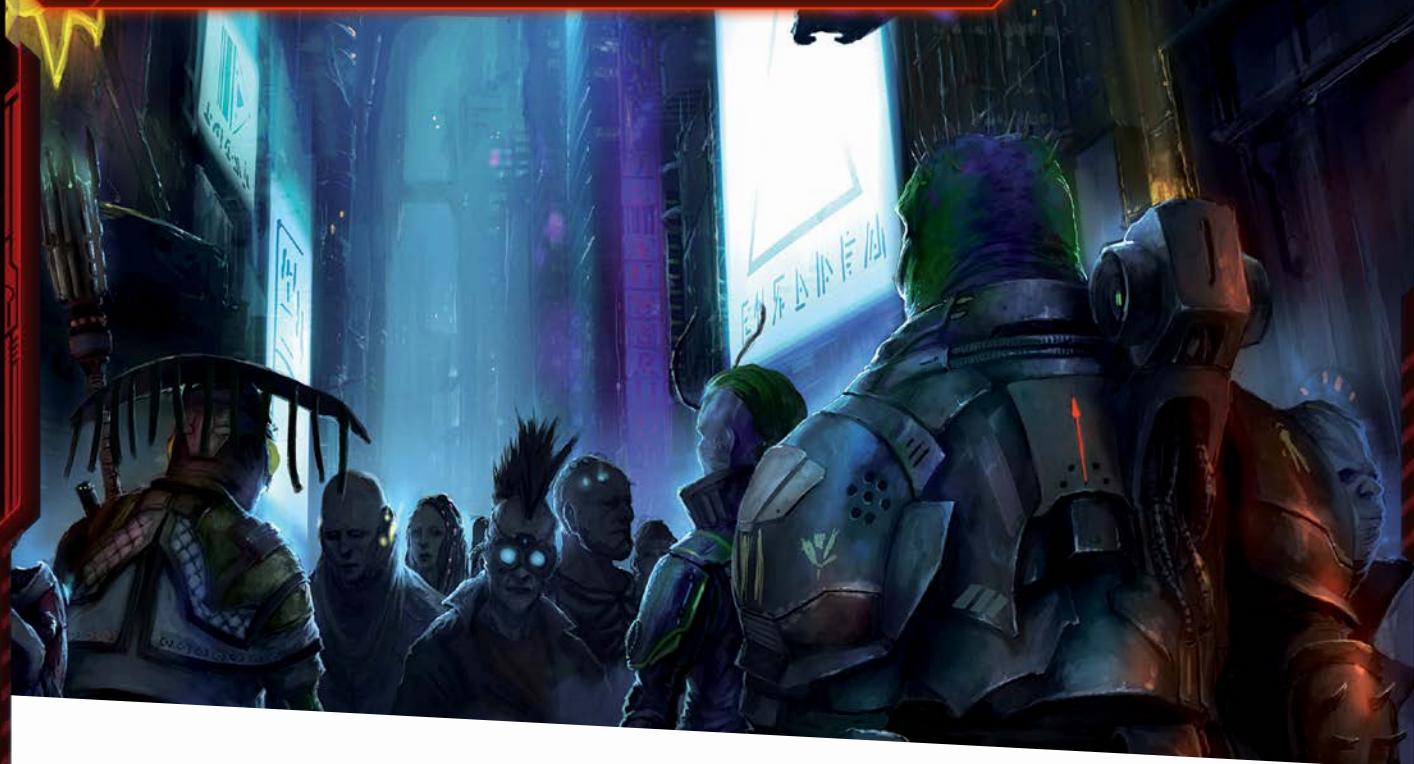
Tool kit

Healing serums (2)

Spell gem (magic missile)

RACES

Starfinder is a game about adventuring on alien worlds, but it's also a game about playing aliens and exploring what that means. You can be a synthetic android, a talented human, a telepathic lashunta, an individualistic shirren, a mighty vesk, or a nimble ysoki. Each race is different, and has its own unique abilities and challenges.



CHOOSE A RACE



Your first step in creating a character is choosing one of the following six races. Each race has unique traits that give your character advantages while adventuring. Some of these racial traits mention game concepts that are explained later, but your race doesn't limit any of your other choices—so just choose the one you'd most like to play!

Movement Speed

One thing all these races have in common is that they have a movement speed of 30 feet (though abilities or equipment you gain later might make you faster).

C Write "30" for your speed in Section C.



AFTER YOU WRITE DOWN
YOUR SPEED, RACE, AND
RACIAL TRAITS, RETURN TO
PAGE 14.

ANDROID



Androids are complex technological creations crafted to resemble humans. Originally a servitor race, androids have since broken free to form their own society. Androids have independent consciousnesses and are animated by souls. As constructed beings, androids have no biological need for gender. While some strongly identify as male or female, others shift fluidly or ignore gender altogether.

Android Names: Asha, Blue-17, Emen-3, Flick, Garro, Iseph, Melody, Naga, Olas, Stringer, Twenty, and Yose.



B Write "android" as your race in Section B.

Constructed

You count as both a person and a machine. You don't need to breathe, and you don't take any damage from being in vacuum (*Game Master's Guide* 36).

Darkvision

You can see up to 60 feet in darkness (page 73), though this vision is black-and-white only.

Flat Affect

You find emotions confusing, including your own. You take a -2 penalty to Interaction skill checks (page 48), and others take a -2 penalty to Interaction checks involving you.

Upgrade Slot

Your constructed nature allows you to install one armor upgrade (page 59) directly into your body. You must still pay for the upgrade (see Step 10), and you can swap it out for different upgrades when you get them.

HUMAN



Humans are ambitious, creative, and endlessly curious. 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 species otherwise inclined to work with them.

Human Names: Akif, Amare, Baolo, Darilian, Hadzi, Hai Minh, Hiriko, Iolana, Navasi, Pao, Pasara, Revhi, Sephia, Valki, and Yon.



B Write "human" as your race in Section B.

Bonus Feat

You are good at learning the special abilities called feats. You'll start the game with an extra feat! You'll learn more about feats later.

Bonus Trained Skill

You acquire new knowledge easily. You'll start the game with an extra trained skill! You'll learn more about trained skills later.



E Write your racial traits in Section E.

LASHUNTA



Lashuntas are innate psychics, able to communicate telepathically with each other and other species. They are also consummate scholars and enlightened warriors, with an appreciation for study and expertise in both areas. Lashunta are an epigenetically dimorphic species, with children becoming either tall and intellectual damaya lashunta or short, burly korasha lashunta prior to adulthood.

Lashunta Names: Domash, Dorio, Hesori, Kima, Kopalo, Maenala, Nomae, Oraeus, Raia, Shess, Soryn, Taeon, and Varikuara.

B Write "lashunta" as your race in Section B.

Lashunta Magic

You can cast the *daze* and *psychokinetic hand* spells (page 41) as many times per day as you like. You can also cast the *detect thoughts* spell (page 33) once per day. The Cast a Spell section (pages 82–83) has more information on spells. Write these spells in Section K of your character sheet.

Limited Telepathy

You can mentally communicate with creatures within 30 feet. Conversing telepathically with multiple creatures at once is just as difficult as talking with multiple people at once.

Student

You love to learn, and you've picked up knowledge unavailable to others. You gain a +2 bonus to any two skill checks (page 46); you'll pick which two skills when you get to Step 8.

SHIRREN



An insectile species of telepaths with three genders (male, female, and host) and no homeworld, shirrens were once part of a species of ravenous locustlike predators. Shirrens only recently broke with their hive mind to become a wandering species, physically addicted to individualism but nonetheless dedicated to the idea of harmony with other species.

Shirren Names: Cesca, Halicon, Jchk, Keskodai, Korskai, Noskaru, Schect, Thast, T'sen, Vishkesh, Xylit, and Zenka.

B Write "shirren" as your race in Section B.

Blindsight

You can use your antennae to detect vibrations, allowing you to navigate darkness more easily. You gain the Blind-Fight feat (page 52) as a bonus feat.

Communalism

You're used to working with others as part of a team. Once per day, before you make an attack roll (page 78) or skill check (page 46), you can decide to roll twice for the attack roll or skill check and use the better of the two results. You can do this once per day, and only if you're within 10 feet of an ally.

Cultural Fascination

You're eager to learn about new cultures and societies. You gain a +2 bonus to Culture and Interaction skill checks (page 48).

Limited Telepathy

You can mentally communicate with creatures within 30 feet. Conversing telepathically with multiple creatures at once is just as difficult as talking with multiple people at once.

E Write your racial traits in Section E.

VESK



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

Vesk Names: Dmotralan, Duvash, Evdokayo, Goromitali, Julakesh, Katara, Obozaya, Radokama, Sarangari, Sobok, Terikoraz, and Ymeros-Ahandi.



B Write “vesk” as your race in Section B.

Armor Savant

Your tough, scaly hide makes you harder to hurt. You gain a +1 bonus to your Armor Class. Write this bonus in Section D of your character sheet.

Darkvision

You can see up to 60 feet in darkness (page 73), though this vision is black-and-white only.

Fearless

You’re extremely difficult to scare. You gain a +2 bonus to saving throws (page 85) against spells and effects that would cause you to gain the frightened condition (page 86).

Natural Weapons

You can make powerful unarmed attacks. Your unarmed strikes (page 60) deal 1d4 kinetic damage (instead of just 1 damage). At 3rd level, this increases to 1d6 kinetic damage.

YSOKI



Small and furtive, ysoki originate from several different worlds and numerous ratlike subspecies. Ysoki are rarely thought of as a major force in space exploration or interplanetary affairs, yet through their wit and technological prowess, they’ve spread throughout the solar system, giving truth to the old adage that every starship needs a few rats.

Ysoki Names: Bena, Boom-Boom, Coponisa, Cors, Dirtbath, Goba, Ketch, Kib, Lolo, Niknik, Quig, Resk, Sim, Sparks, and Twik.



B Write “ysoki” as your race in Section B.

Cheek Pouches

You can store a surprising amount of material in your cheek pouches. They serve as the equivalent of a backpack (page 66).

Darkvision

You can see up to 60 feet in darkness (page 73), though this vision is black-and-white only.

Moxie

You can ignore effects that cause you to lose your move. However, if you choose to give up your move for any reason, you still lose your move. The staggered condition (page 87) still affects you normally.

Scrounger

You have learned to make do in less-than-ideal situations. You gain a +2 bonus to Stealth, Survival, and Technology skill checks (pages 50–51).



E Write your racial traits in Section E.

THEMES

Choose one of the following six themes. Your theme can help you flesh out your backstory and drive your decisions when adventuring. Your theme also gives you a bonus to specific skill checks, and it gives you a class skill—you'll learn more about both of these when you select your skills (pages 46–51). For now, pick the theme that best represents your background. If you want your strong vesk soldier to be a priest, great! If your lashunta mystic is a bounty hunter, that works too!



B | I In Section B, write your theme. In Section I, find your theme's class skill and write "3" in the Class box and "1" in the Level box. Write your theme knowledge at the bottom of that section.

BOUNTY HUNTER

You track people down for money. It's 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, vowing to hunt down only escaped criminals or to never take jobs that target children. On the other hand, you might be completely amoral, taking any job that comes along—for the right price.



BOUNTY HUNTER KNOWLEDGE

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 (or alias) to be your mark. You gain a +5 bonus to Culture skill checks to recall knowledge about your mark, as well as to recall knowledge about law-enforcement individuals and practices. You can choose a new mark at the beginning of each day.

Class Skill: You gain Survival as a class skill.

ICON

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 can be recognized easily in 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.

ICON KNOWLEDGE

You have extensive insight related to pop culture, the entertainment industry, and the lives of other celebrities. You gain a +5 bonus to Culture skill checks to recall knowledge about other icons of your culture, or information about the companies, agencies, laws, and best practices regarding the entertainment business and pop culture in general.

Class Skill: You gain Culture as a class skill.

MERCENARY

Whether you take jobs that match your ethics or you fight for anyone who can afford your services, you are a hired gun.

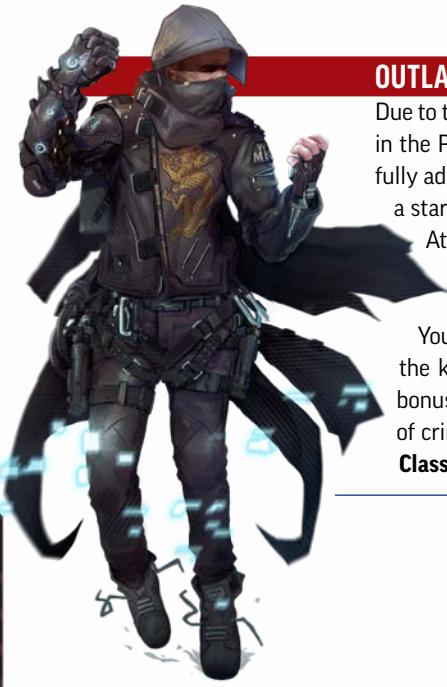
You might take pride in your past kills, or you might be laden with guilt over being the sole survivor of a mission gone terribly wrong. Either way, you likely know of and work with other mercenaries and are familiar with military methodologies across the galaxy.



MERCENARY KNOWLEDGE

You are knowledgeable about the military, from rival mercenary groups to standard military procedures to planetary armed forces. You gain a +5 bonus to Culture skill checks to recall knowledge about hierarchies, practices, personnel, and so on in the military.

Class Skill: You gain Athletics as a class skill.



OUTLAW

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 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 away from civilization might be just the thing you need until the heat dies down. At least it beats being dragged off to prison.

OUTLAW KNOWLEDGE

You trade in shadowy secrets, have insight on the inner workings of back-alley deals, know about the key players in criminal organizations, can spot common scams, and find gigs. You gain a +5 bonus to Culture skill checks to recall knowledge about the criminal underworld, and about forms of crime, fences, safe houses, and other elements of criminal activity.

Class Skill: You gain Stealth as a class skill.



PRIEST

You're a member of an organized religion or similar association. Your faith, whether you developed it as a child or you came to believe 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 to make contact with another like-minded group. No matter what obstacles life puts in your way, you always have the conviction of your beliefs to fall back on.

PRIEST KNOWLEDGE

Choose a deity (*Game Master's Guide* 63) you venerate. Generally, you should select a deity with an alignment (page 16) similar to your own. You gain a +5 bonus to Culture and Mysticism skill checks to recall knowledge about religious traditions, religious symbols, and famous religious leaders.

Class Skill: You gain Mysticism as a class skill.



SPACEFARER

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 maybe you're just out to line your pockets with all sorts of alien loot!

SPACEFARER KNOWLEDGE

You are obsessed with distant worlds, mentally cataloging everything you learn about new and strange places. You gain a +5 bonus to Science skill checks to recall knowledge about strange new worlds or features of space.

Class Skill: You gain Science as a class skill.



AFTER YOU WRITE DOWN YOUR THEME,
CLASS SKILL, AND THEME KNOWLEDGE,
GO TO PAGE 15.

ENVOY

You use your personal magnetism and intelligence to help your allies or baffle your enemies, often in the service of negotiation or politics.



1ST-LEVEL CLASS FEATURES

B Write "envoy" as your class in Section B.

D In Section D, write "12" for your total Hit Points and mark the "light" armor proficiency. Also write the following numbers in the Class box for each saving throw:

FORTITUDE SAVE **0** REFLEX SAVE **2** WILL SAVE **2**

G In Section G, write "0" in the Class boxes for both your melee attack and your ranged attack. Also mark the following weapon proficiencies:

BASIC MELEE **SMALL ARMS** **GRENADES**

I In Section I, write "3" in the Class box and "1" in the Level box for each of the following class skills:

CULTURE	INTERACTION	MEDICINE
PERCEPTION	STEALTH	TECHNOLOGY

If one of these skills already has these numbers filled in because of your theme (pages 24–25), add "1" to the Misc box instead.

ENVY IMPROVISATION

You know little tricks called envoy improvisations. Choose whether you primarily want to support your allies or undermine your enemies. You gain the envoy improvisation listed for your choice. You do not count as your own ally for your improvisations.

Support Allies

Inspiring Boost: You can restore 5 Hit Points to an ally within 30 feet who took damage from an enemy after your last turn. You can't use this again on the same ally until she has spent 1 Resolve Point to take a 10-minute rest and regain Hit Points (page 84). **Action:** Use a Special Ability.

Undermine Enemies

Get 'Em: Once during your turn, you can choose an enemy within 60 feet. You and your allies gain a +1 bonus to your attack rolls to hit that enemy until the start of your next turn.

Action: None.

F Write your improvisation in Section F.

EXPERTISE

You are an expert at dealing with challenges that test your social skills. When you attempt an Interaction skill check (page 48), you can also roll a d6 and add that result to your total.

F Write "expertise" in Section F.

! NOW THAT YOU HAVE YOUR 1ST-LEVEL ENVOY ABILITIES, GO TO PAGE 15.



LEVEL UP! 2ND-LEVEL ENVOY

ENVOY IMPROVISATION

You have learned another trick! Choose one of the following, or one of the 1st-level improvisations that you don't already know.

Dispiriting Taunt

You taunt an enemy within 60 feet. Attempt an Interaction skill check with a DC of 15 + the enemy's CR. If you succeed, that enemy is hampered (page 86) until the end of your next turn. If you fail the check, that enemy takes a -2 penalty to attack rolls until the end of your next turn. **Action:** Use a Special Ability.

Don't Quit

You signal a single ally within 60 feet. That ally ignores the hampered and staggered conditions (pages 86–87) until the start of your next turn. **Action:** Use a Special Ability.

Look Alive

When you spend a Resolve Point to regain Hit Points after a 10-minute rest (page 84), allies who stay within 60 feet of you

LEVEL UP! 3RD-LEVEL ENVOY

EXPERTISE TALENT

You find new ways to use your skills. If you chose Support Allies at 1st level, you gain the surgeon expertise talent. If you chose Undermine Enemies, you gain the menacing gaze expertise talent.

Menacing Gaze

When you attempt an Interaction skill check to demoralize an enemy (page 48), you can try to affect multiple enemies. They must be within 60 feet of you and within 20 feet of one another, and you can't add your expertise d6 to the check. **Action:** Use a Skill.

Surgeon

You can attempt a Medicine skill check to treat deadly wounds (page 49) a second time each day for each ally. **Action:** Use a Skill.

LEVEL UP! 4TH-LEVEL ENVOY

ENVOY IMPROVISATION

You get even better at turning the tide in combat, bolstering allies or confounding enemies with another envoy improvisation. Choose one of the following new improvisations, or one of the 1st-level or 2nd-level envoy improvisations that you don't already know.

Quick Dispiriting Taunt

You can use your dispiriting taunt improvisation once per turn, and it no longer requires an action. You can choose this only if you chose the dispiriting taunt improvisation at 2nd level.

Action: None.

D G Update the following numbers in Sections D and G:

HIT POINTS Add 12 + CON

FORTITUDE SAVE	NO CHANGE	REFLEX SAVE	ADD1
WILL SAVE	ADD1	ATTACK BONUS	ADD1

throughout the rest gain a +2 bonus to Perception skill checks and initiative checks. This lasts for an hour or until the next time you use this improvisation, whichever comes first. **Action:** None.

Not in the Face

Once during your turn, you can choose one enemy within 60 feet. That enemy must succeed at a Will saving throw (DC = 11 + CHA) or it takes a -4 penalty to attack rolls it makes against you until the end of your next turn. **Action:** None.

Watch Your Step

Once per round, you can give an ally within 60 feet a +2 bonus to a Reflex saving throw (before he rolls the dice). **Action:** None.

F Write your improvisation in Section F.

D G Update the following numbers in Sections D and G:

HIT POINTS Add 12 + CON

FORTITUDE SAVE	ADD1	REFLEX SAVE	NO CHANGE
WILL SAVE	NO CHANGE	ATTACK BONUS	ADD1

NEW FEAT

You've developed a new ability! Pick any one feat for which you qualify from the list starting on page 52.

H Write your feat in Section H.

WEAPON SPECIALIZATION

You can deal extra damage with certain weapons. When you deal damage with a basic melee weapon or small arm, add 2 to that damage.

D G Update the following numbers in Sections D and G:

HIT POINTS Add 12 + CON

FORTITUDE SAVE	NO CHANGE	REFLEX SAVE	ADD1
WILL SAVE	ADD1	ATTACK BONUS	ADD1

Watch Out

Once per round, when an enemy makes a ranged attack against an ally within 60 feet of you (but before the d20 is rolled), you can offer that ally a +4 bonus to his Armor Class against that attack. If the ally accepts the bonus, he loses his move on his next turn. **Action:** None.

F Write your improvisation in Section F.

MECHANIC

You are a bona fide master of machines, from advanced supercomputers to simple magnetic engines.



1ST-LEVEL CLASS FEATURES

B Write "mechanic" as your class in Section B.

D In Section D, write "12" for your total Hit Points and mark the "light" and "heavy" armor proficiencies. Also write the following numbers in the Class box for each saving throw:

FORTITUDE SAVE **2** REFLEX SAVE **2** WILL SAVE **0**

G In Section G, write "0" in the Class boxes for both your melee attack and your ranged attack. Also mark the following weapon proficiencies:

BASIC MELEE | SMALL ARMS | LONGARMS | GRENADES

I In Section I, write "3" in the Class box and "1" in the Level box for each of the following class skills:

ATHLETICS	PERCEPTION
SCIENCE	TECHNOLOGY

If one of these skills already has these numbers filled in because of your theme (pages 24–25), add "1" to the Misc box instead.

EXOCORTEX

You have a cybernetic processor implanted in your brain or body that interacts with and augments your biological brain's cognitive functions and aids you in a variety of tasks. Choose whether the artificial intelligence in your exocortex enhances your combat effectiveness or your knowledge and skills. You gain the exocortex ability listed below for your choice.

Combat Enhancement

Combat Tracking: You can give up your move on your turn to track an enemy, giving you a +1 bonus to attack rolls against that enemy. You can track only one enemy at a time. **Action:** None.

Knowledge Enhancement

Memory Module: You gain a +3 bonus to skill checks with a skill of your choice. In addition, once per day, you can reroll a Culture, Mysticism, or Science skill check to recall knowledge (pages 48 and 50). **Action:** None.

F Write your exocortex ability in Section F.

BYPASS

You are skilled at getting inside electronic devices and dealing with technological challenges. You gain a +1 bonus to Technology skill checks (page 51).

F Write "bypass" in Section F and record your skill bonuses.

CUSTOM RIG

You have created a customized tool kit called a custom rig that you can use when attempting Technology skill checks. This counts as a tool kit (page 67). In addition, you can use your custom rig as a personal comm unit (page 67). Your custom rig can be a handheld device, an attachment to your armor, or a cybernetic augmentation installed in your body. Your custom rig functions the same regardless of which form it takes.

F J Write "custom rig (tool kit)" in Sections F and J.

! NOW THAT YOU HAVE YOUR 1ST-LEVEL
MECHANIC ABILITIES, GO TO PAGE 15.

LEVEL UP! 2ND-LEVEL MECHANIC

MECHANIC TRICK

You have mastered a trick that allows you to perform wonders of engineering. Choose one of the following.

Energy Shield

You can activate a temporary energy shield around yourself. This shield absorbs an amount of damage equal to your INT + your character level, preventing you from taking that damage. The shield dissipates after it absorbs that amount of damage or after 1 minute per character level, whichever comes first. You can't activate the energy shield again until you spend 1 Resolve Point to regain Hit Points after a 10-minute rest (page 84). **Action:** Use a Special Ability.

Neural Shunt

Once per day after you fail a Will saving throw against an effect, you can shunt that effect into your exocortex instead. If you do, you're not affected by that effect. **Action:** None.

Nightvision Processor

You can see better in dark environments, gaining darkvision (page 73) with a range of 60 feet. **Action:** None.

Overclocking

You augment your exocortex's response time. You gain a +2 bonus to initiative checks and Reflex saving throws. **Action:** None.

D G Update the following numbers in Sections D and G:

HIT POINTS Add 12 + CON

FORTITUDE SAVE	ADD1	REFLEX SAVE	ADD1
WILL SAVE	NO CHANGE	ATTACK BONUS	ADD1

Visual Data Processor

You notice even the smallest shifts in movement and vibration. You gain a +3 bonus to Perception skill checks. **Action:** None.

F Write your trick in Section F.



LEVEL UP! 3RD-LEVEL MECHANIC

OVERLOAD

You can cause a short in an electronic device in your square or an adjacent square (including diagonally), causing it to stop functioning until the end of your next turn. You can target weapons that deal energy damage (page 78), armor upgrades (page 59), and other technological devices. If someone is holding or carrying the target device, they can attempt a Reflex saving throw (DC = 11 + INT); if they succeed at the saving throw, this ability fails. Using overload on a door access panel doesn't open the door, but does prevent it from being used until the end of your next turn. Once a device has been overloaded, it can't be overloaded again for 1 minute. **Action:** Use a Special Ability.

F Write "overload" in Section F.

D G Update the following numbers in Sections D and G:

HIT POINTS Add 12 + CON

FORTITUDE SAVE	NO CHANGE	REFLEX SAVE	NO CHANGE
WILL SAVE	ADD1	ATTACK BONUS	ADD1

NEW FEAT

You've developed a new ability! Pick any one feat for which you qualify from the list starting on page 52.

H Write your feat in Section H.

WEAPON SPECIALIZATION

You can deal extra damage with certain weapons. When you deal damage with a basic melee weapon, small arm, or longarm, add 3 to that damage.

D G Update the following numbers in Sections D and G:

HIT POINTS Add 12 + CON

FORTITUDE SAVE	ADD1	REFLEX SAVE	ADD1
WILL SAVE	NO CHANGE	ATTACK BONUS	ADD1

F Write your trick in Section F.

LEVEL UP! 4TH-LEVEL MECHANIC

MECHANIC TRICK

You have mastered another trick that takes advantage of your expertise with mechanical and electronic devices. Choose a mechanic trick you don't already know from the list above (see 2nd-Level Mechanic).

MYSTIC

You understand that most magic is simply an expression of the connection between all things, and you tap into this power.



1ST-LEVEL CLASS FEATURES

B Write "mystic" as your class in Section B.

D In Section D, write "12" for your total Hit Points and mark the "light" armor proficiency. Also write the following numbers in the Class box for each saving throw:

FORTITUDE SAVE **0** REFLEX SAVE **0** WILL SAVE **2**

G In Section G, write "0" in the Class boxes for both your melee attack and your ranged attack. Also mark the following weapon proficiencies:

BASIC MELEE

SMALL ARMS

I In Section I, write "3" in the Class box and "1" in the Level box for each of the following class skills:

CULTURE	INTERACTION	MEDICINE
MYSTICISM	PERCEPTION	

If one of these skills already has these numbers filled in because of your theme (pages 24–25), add "1" to the Misc box instead.

HEALING TOUCH

Once per day, you can spend 10 minutes to magically restore 5 Hit Points per character level to yourself or to an ally you can touch.

F Write "healing touch" in Section F.

SPELLS

You can cast 0-level and 1st-level mystic spells (pages 32 and 33). The Cast a Spell section (pages 82–83) has more information on how to use spells.

You start out knowing four 0-level spells; choose from the list on page 32. You can cast these spells as many times per day as you want.

You start out knowing two 1st-level spells; choose from the list on page 33. You also gain two 1st-level spell slots (page 82)—or three if your Wisdom score is 12 or higher.

In addition, you know one more 1st-level spell from your connection, which you will choose on the following page. If you choose the empath connection, you know the *detect thoughts* spell. If you choose the healer connection, you know the

mystic cure spell. If you choose the mindbreaker connection, you know the *mind thrust* spell. These spells can all be found on page 33.

You can use a 1st-level spell slot to cast any 1st-level spell you know. Once you run out of spell slots, you can no longer cast 1st-level spells. You get your spell slots back every 24 hours, as long as you rest for 8 hours (page 72).

K In Section K, write your spells and your total number of 1st-level spell slots.



CONNECTION

You have a mysterious connection with some force that grants you magical powers. The exact nature of this force can vary widely, and even mystics who share the same connection may interpret the source of that connection differently. Exactly where your connection comes from is up to you, from specific philosophies to strange entities—and even gods (*Game Master's Guide* 63). Choose one of the three connections below. The empath connection grants you the empathy connection power, the healer connection grants you the healing channel connection power, and the mindbreaker connection grants you the share pain connection power.

Empath

Your connection helps you sense people's 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.

Empathy: You can attempt an Interaction skill check (page 48) with a DC of 20 to read the emotions of a particular creature. If you succeed, you learn its general disposition and attitude toward creatures within 30 feet of it, and you gain a +2 bonus to your Interaction skill checks against that creature for 1 hour. **Action:** Use a Special Ability.



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, or a military medic.

Healing Channel: Three times per day, you can restore 2d8 Hit Points to yourself and each ally within 30 feet. **Action:** Use a Special Ability.



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.

Share Pain: Three times per day, when an enemy deals damage to you, you can force that foe to attempt a Will saving throw (DC = 11 + WIS). If it fails, reduce the damage you take from that attack by an amount equal to your character level, and deal that much damage to that enemy instead. **Action:** None.



Write your connection and connection power in Section F.



NOW THAT YOU HAVE YOUR 1ST-LEVEL MYSTIC ABILITIES, GO TO PAGE 15.

0-LEVEL MYSTIC SPELLS

DAZE



Range 25 feet | **Duration** 1 round
You target an enemy with a CR of 2 or lower, causing it to lose its next turn! It can attempt a Will saving throw (DC = 10 + INT) to negate this effect. A creature dazed by this spell can't be affected by it again for 1 minute. This spell does not affect creatures with the unliving defensive ability.

DETECT MAGIC



Range 60 feet | **Duration** 1 minute/character level
You detect all magic spells, effects, items, and objects (including those on or affecting creatures) that you can see in range. When you cast this, you sense whether any are in range. One round later, you know how many there are. Another round later, you know exactly which things are magic. You can't detect magical traps in this way.

FATIGUE



Range touch | **Duration** 1 round/character level
Make a melee attack roll (page 78) against an adjacent enemy (including diagonally), with a +2 bonus to your attack roll. If you hit, the target attempts a Fortitude saving throw (DC = 10 + WIS). If it fails, the target gains the hampered condition (page 86) for the spell's duration.

GHOST SOUND



Range 25 feet | **Duration** 1 round/character level
You create a volume of sound as noisy as 20 normal humans. Thus, you can create shouting, singing, talking, or marching sounds, as well as sounds of battle or small explosions. You can make noises that sound like machines 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.

PSYCHOKINETIC HAND



Range 25 feet | **Duration** 1 round/character level
You can lift and move a small unattended object from a distance. Once per round, you can propel the object as far as 15 feet in any direction. The spell ends if the distance between you and the object exceeds 25 feet. You can't perform complex operations, such as firing a gun or using a computer, but you can shut a mechanical door or press a simple button.

TELEKINETIC PROJECTILE



Range 25 feet | **Duration** instantaneous
You fling an object weighing up to 5 pounds at an enemy, making a ranged attack roll (page 79) against your target. If you hit, you deal 1d6 kinetic damage to the target.

TELEPATHIC MESSAGE



Range 100 feet | **Duration** 10 minutes/character level
You can send a short telepathic message to up to one creature per character level you have. Creatures that receive the message can reply telepathically, but you can send at most one message each round, and each message can't exceed 10 words. This spell does not affect creatures with the unliving defensive ability.

TOKEN SPELL



Range 10 feet | **Duration** 1 hour
Once cast, *token spell* enables you to perform simple magical effects for 1 hour. The effects are minor. You can slowly lift an unattended object weighing 1 pound or less. 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). Any actual change to an object (beyond moving, cleaning, or soiling it) persists for only 1 hour.



1ST-LEVEL MYSTIC SPELLS

CHARM PERSON

Range 25 feet | **Duration** 1 hour/character level

You make a creature regard you as a trusted ally. It can attempt a Will saving throw ($DC = 11 + WIS$) to negate this effect. If you or your allies have attacked the creature in the past minute, it gets a +5 bonus to its saving throw. You can't directly control a charmed creature, but you can give it suggestions. A charmed creature ignores obviously harmful suggestions. Any act by you or your allies that threatens the charmed creature breaks the spell. This spell does not affect creatures with the unliving defensive ability.



COMMAND

Range 25 feet | **Duration** 1 round

You give a living creature one of the following commands, which it obeys to the best of its ability on its next turn. It can attempt a Will saving throw ($DC = 11 + WIS$) to negate this effect. This spell does not affect creatures with the unliving defensive ability.

Approach: The target moves toward you as quickly and directly as possible for 1 round, taking no other actions.

Drop: The target drops whatever it is holding. It can't pick up any dropped item until its next turn.

Flee: The target moves away from you as quickly and directly as possible for 1 round, taking no other actions.

Stop: The target loses its next move. It can otherwise act normally.



DETECT RADIATION



Range 120 feet | **Duration** 10 minutes/character level

You detect any radiation in range. 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 THOUGHTS



Range 60 feet | **Duration** 1 minute/character level

You detect the surface thoughts of creatures around you. For the duration of the spell, you can forgo taking other actions to gain more and more information. When you cast this spell, you detect the presence or absence of thoughts from conscious creatures in range. One round later, you detect the number of thinking minds. The next round, and each round thereafter, you can read the surface thoughts of a target mind in the area. A target can attempt a Will saving throw ($DC = 11 + WIS$) to negate this effect. This spell does not affect creatures with the unliving defensive ability.

FEAR



Range 25 feet | **Duration** 1d4 rounds

With a single mental nudge, you can unlock the deepest nightmares of a living creature of CR 4 or lower. It attempts a Will saving throw ($DC = 11 + WIS$). If it succeeds, it gains the hampered condition (page 86) for 1 round. If it fails, it gains the frightened condition (page 86). This spell does not affect creatures with the unliving defensive ability.

KEEN SENSES



Range touch | **Duration** 1 minute/character level

You or an ally gains a +2 bonus to Perception skill checks.

LESSER REMOVE CONDITION



Range touch | **Duration** instantaneous

You remove either the hampered condition or the staggered condition from yourself or an ally.

MIND THRUST



Range 25 feet | **Duration** instantaneous

You overload an enemy with a glut of psychic information, dealing $2d10$ damage to it. The target can attempt a Will saving throw ($DC = 11 + WIS$) to take half damage (rounded down). This spell doesn't affect creatures with the unliving defensive ability.

MYSTIC CURE



Range touch | **Duration** instantaneous

With a touch, you heal a living creature, restoring a number of Hit Points equal to $1d8 + WIS$. If the target regains all of its Hit Points as a result of this healing, you can apply the remaining healing to yourself. 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.

REFLECTING ARMOR



Range personal | **Duration** 10 minutes/character level

During this spell's duration, when you take damage from an enemy's melee or ranged attack, you can end this spell. If you do, energy arcs 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). The target can attempt a Reflex saving throw ($DC = 11 + WIS$) to take half damage (rounded down). The damage type is the same as that of the initial attack.



LEVEL UP!

2ND-LEVEL MYSTIC

CHANNEL SKILL

You draw strange instincts from your connection, augmenting your prowess in certain tasks. Depending on which connection you chose at 1st level, you gain a bonus to certain skill checks.

Empath: You gain a +1 bonus to Interaction and Perception skill checks.

Healer: You gain a +1 bonus to Medicine and Mysticism skill checks.

Mindbreaker: You gain a +1 bonus to Culture and Interaction skill checks.

I Add your skill bonuses to the appropriate Misc boxes in Section I.

MINDLINK

You can form a mental link with a creature you touch, communicating 10 minutes' worth of information in an instant. You can do this as often as you want, but only once per day with any specific individual. **Action:** Use a Special Ability.

F Write "mindlink" in Section F.

D G Update the following numbers in Sections D and G:

HIT POINTS Add 12 + CON

FORTITUDE SAVE	NO CHANGE	REFLEX SAVE	NO CHANGE
WILL SAVE	ADD 1	ATTACK BONUS	ADD 1

NEW SPELLS

You learn new spells! Choose a 1st-level spell (page 33) you don't already know. You can use 1st-level spell slots to cast this spell. In addition, choose a 0-level spell (page 32) you don't already know. You can cast this spell as many times per day as you want.

K Write your spells in Section K.



LEVEL UP!

3RD-LEVEL MYSTIC

CONNECTION POWER

Your mystical connection grows more powerful, granting you a new connection power. If you chose the empath connection at 1st level, you gain the greater mindlink connection power. If you chose the healer connection at 1st level, you gain the lifelink connection power. If you chose the mindbreaker connection, you gain the backlash connection power.

Backlash: When an enemy negates one of your spells (such as *command*, *daze*, or *hold person*) completely with a successful Will saving throw, that enemy takes damage equal to your character level. **Action:** None.

Greater Mindlink: 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' worth of information per round still applies. **Action:** Use a Special Ability.

Lifelink: When you start your turn, you can choose an ally within 30 feet who has fewer than half their Hit Points left (rounded down). You can choose to take damage equal to or less than your character level and restore that many Hit Points to that ally. In addition, your healing channel connection power (page 31) now restores 4d8 Hit Points instead of 2d8. **Action:** None.

F Write your connection power in Section F.

D G Update the following numbers in Sections D and G:

HIT POINTS Add 12 + CON

FORTITUDE SAVE	ADD 1	REFLEX SAVE	ADD 1
WILL SAVE	NO CHANGE	ATTACK BONUS	ADD 1

NEW SPELLS AND SPELL SLOT

You learn new spells! Choose a 1st-level spell (page 33) you don't already know. You can use 1st-level spell slots to cast this spell. In addition, your total number of 1st-level spell slots increases by 1! Finally, choose a 0-level spell (page 32) you don't already know. You can cast this spell as many times per day as you want.

K Write your spells and update your total number of 1st-level spell slots in Section K.

NEW FEAT

You've developed a new ability! Pick any one feat for which you qualify from the list starting on page 52.

H Write your feat in Section H.

WEAPON SPECIALIZATION

You can deal extra damage with certain weapons. When you deal damage with a basic melee weapon or small arm, add 2 to that damage.

LEVEL UP!

4TH-LEVEL MYSTIC

NEW SPELLS

You learn how to cast 2nd-level spells! You learn one 2nd-level spell from your connection. If you chose the empath connection at 1st level, you learn the *daze monster* spell. If you chose the healer connection at 1st level, you know the *greater mystic cure* spell. If you chose the mindbreaker connection at 1st level, you know the *greater mind thrust* spell.

Whatever your connection, you also know two more 2nd-level spells; choose from the list below. You also gain two 2nd-level

D G Update the following numbers in Sections D and G:

HIT POINTS Add 12 + CON

FORTITUDE SAVE	NO CHANGE	REFLEX SAVE	NO CHANGE
WILL SAVE	ADD 1	ATTACK BONUS	ADD 1

spell slots—or three if your Wisdom score is 14 or higher. You can use a 2nd-level spell slot to cast any 1st- or 2nd-level spell you know. You get all your spell slots back every 24 hours, as long as you rest for 8 hours (page 72).

K In Section K, write your spells and your total number of 2nd-level spell slots.

2ND-LEVEL MYSTIC SPELLS

DAZE MONSTER



Range 100 feet | **Duration** 1 round
This spell works just like the *daze* spell (page 32), except it can affect any one creature that is CR 5 or lower, and the DC of the target's Will saving throw is 12 + WIS. This spell does not affect creatures with the unliving defensive ability.

FORCE BLAST



Range 30 feet | **Duration** instantaneous
You gather mystical energy and blast it outward in a 30-foot cone (page 83). Creatures in the area take 2d6 damage and are pushed back 5 feet. Each creature can attempt a Reflex saving throw (DC = 12 + WIS). A creature that succeeds takes half damage (rounded down) and is not pushed back.

GREATER FEAR



Range 100 feet | **Duration** 1 minute
This spell works just like the *fear* spell (page 33), except the DC of the target's Will saving throw is 12 + WIS. This spell does not affect creatures with the unliving defensive ability.

GREATER MIND THRUST



Range 25 feet | **Duration** instantaneous
You overload an enemy with a glut of psychic information, dealing 4d10 damage to it. The target can attempt a Will saving throw (DC = 12 + WIS) to take half damage (rounded down). This spell does not affect creatures with the unliving defensive ability.

GREATER MYSTIC CURE



Range touch | **Duration** instantaneous
This spell works just like the *mystic cure* spell, except you restore a number of Hit Points equal to 3d8 + WIS.

HOLD PERSON



Range 100 feet | **Duration** 1 round/character level
You freeze a creature in place. It is aware and breathes normally, but it can't move, take any actions, or even talk. It can attempt a Will save (DC = 12 + WIS) to negate this spell when you cast

it, and while affected by the spell, at the end of each of its turns it can attempt a new saving throw to end it. This spell does not affect creatures with the unliving defensive ability.

INFILCT PAIN



Range 25 feet | **Duration** 1 round/character level
You telepathically rack an enemy with agonizing pain that imposes a -2 penalty on its ability checks, attack rolls, and skill checks. It can attempt a Will saving throw (DC = 12 + WIS). If it succeeds, the duration is only 1 round. This spell does not affect creatures with the unliving defensive ability.

REMOVE CONDITION



Range touch | **Duration** instantaneous
You remove one of the following conditions from yourself or an ally: frightened, hampered, impaired, or staggered.

SEE INVISIBILITY



Range personal | **Duration** 10 minutes/character level
Invisible objects and creatures (such as those affected by the *invisibility* spell) become visible to you as translucent shapes. This doesn't enable you to see creatures that are simply hiding using Stealth, are behind a wall, or are otherwise hard to see.

SPIDER CLIMB



Range touch | **Duration** 10 minutes/character level
You or an ally can climb on vertical surfaces or even traverse ceilings as efficiently as a spider does. The affected creature doesn't need to attempt Athletics skill checks to climb (page 47) to traverse a vertical or horizontal surface (even upside down), and it doesn't gain the flat-footed condition from climbing.



OPERATIVE

You have the skills to complete almost any mission that requires stealth and discretion, from espionage and infiltration to high-profile robbery.



1ST-LEVEL CLASS FEATURES

B Write "operative" as your class in Section B.

D In Section D, write "12" for your total Hit Points and mark the "light" armor proficiency. Also write the following numbers in the Class box for each saving throw:

FORTITUDE SAVE **0** REFLEX SAVE **2** WILL SAVE **2**

G In Section G, write "0" in the Class boxes for both your melee attack and your ranged attack. Also mark the following weapon proficiencies:

BASIC MELEE **SMALL ARMS**

I In Section I, write "3" in the Class box and "1" in the Level box for each of the following class skills:

ATHLETICS	CULTURE	PERCEPTION
STEALTH	SURVIVAL	TECHNOLOGY

If one of these skills already has these numbers filled in because of your theme (pages 24–25), add "1" to the Misc box instead.

SPECIALIZATION

You have a primary area of expertise. Choose whether you want to be a nimble ghost or a perceptive thief. You gain the skill specialization listed below for your choice.

Ghost

You specialize in clandestine missions and can move from place to place without being noticed. You gain the following skill specialization.

Athletics and Stealth Specialization: You gain a +3 bonus to Athletics (page 47) and Stealth skill checks (page 50). **Action:** None.

Thief

You specialize in acquisition, from quick swipes to complex heists. You gain the following skill specialization.

Perception and Stealth Specialization: You gain a +3 bonus to Perception and Stealth skill checks (page 50). **Action:** None.

F Write your specialization in Section F and add your skill bonuses to the appropriate Misc boxes in Section I.

OPERATIVE'S EDGE

You gain a +1 bonus to initiative checks and skill checks, except the two skills in which you are specialized (see above).

F Write "operative's edge" in Section F and record your bonuses.

TRICK ATTACK

When you take the Melee Attack or Ranged Attack action with a basic melee weapon or small arm, you can first attempt a Stealth skill check (page 50) with a DC of 20. If you succeed, you gain a +2 bonus to your attack roll. If your attack hits and you deal damage, you also roll 1d4 and add the result to that damage. Even if you fail the Stealth check, you can still attack; you simply don't gain a bonus to your attack roll and don't add any extra damage if you hit. **Action:** None.

F Write "trick attack" in Section F.

! NOW THAT YOU HAVE YOUR 1ST-LEVEL OPERATIVE ABILITIES, GO TO PAGE 15.

LEVEL UP! 2ND-LEVEL OPERATIVE

EVASION

When you succeed at a Reflex saving throw and would take half damage (or suffer some other effect), you instead take no damage (and ignore any effects). You can't use this when you have the helpless condition (page 87). **Action:** None.



F Write "evasion" in Section F.

OPERATIVE EXPLOIT

You have translated your many experiences into mission readiness. Choose one of the following.

Alien Archive

You gain a +3 bonus to Science skill checks to identify a creature (page 50); if you succeed, you gain a +2 bonus to your Stealth skill check when you make a trick attack against that creature.

Combat Trick

You gain a combat-focused feat (pages 52–55) from the list below. You must meet all of that feat's prerequisites.

Bodyguard	Cleave	Close Combat
Coordinated Shot	Deadly Aim	Far Shot
Fleet	Improved Initiative	Opening Volley

LEVEL UP! 3RD-LEVEL OPERATIVE

OPERATIVE IMPROVEMENTS

Your speed increases by 10 feet, your bonus from your operative's edge ability is now +2 instead of +1, and when you add damage from your trick attack ability, add 1d8 instead of 1d4.



F Write "operative improvements" in Section F.

NEW FEAT

You've developed a new ability! Pick any one feat for which you qualify from the list starting on page 52.

LEVEL UP! 4TH-LEVEL OPERATIVE

OPERATIVE EXPLOIT

Choose an operative exploit you don't already know from the list above (see 2nd-Level Operative).



F Write your exploit in Section F.

SPECIALIZATION EXPLOIT

You gain a new exploit based on your specialization. If you chose ghost at 1st level, you gain cloaking field. If you chose thief at 1st level, you gain holographic distraction.

Cloaking Field: You can cast the *invisibility* spell (page 45), though you must spend a Resolve Point to take a 10-minute

D G Update the following numbers in Sections D and G:

HIT POINTS Add 12 + CON

FORTITUDE SAVE	NO CHANGE	REFLEX SAVE	ADD1
WILL SAVE	ADD1	ATTACK BONUS	ADD1

Inoculation

You've trained to resist various chemicals and hazards. You add your operative's edge bonus to Fortitude saving throws.

Jack of All Trades

You double your operative's edge bonus when using a skill that is not a class skill or a trained skill.

Nightvision

You gain darkvision (page 73) with a range of 60 feet.

F Write your exploit in Section F.



D G Update the following numbers in Sections D and G:

HIT POINTS Add 12 + CON

FORTITUDE SAVE	ADD1	REFLEX SAVE	NO CHANGE
WILL SAVE	NO CHANGE	ATTACK BONUS	ADD1

H Write your feat in Section H.

WEAPON SPECIALIZATION

You can deal extra damage with certain weapons. When you deal damage with a basic melee weapon or small arm, add 2 to that damage.

D G Update the following numbers in Sections D and G:

HIT POINTS Add 12 + CON

FORTITUDE SAVE	NO CHANGE	REFLEX SAVE	ADD1
WILL SAVE	ADD1	ATTACK BONUS	ADD1

rest (page 84) before you can do so again. The spell lasts for 1 minute. **Action:** Cast a Spell.

Holographic Distraction: You can cast the *mirror image* spell (page 45), though you must spend a Resolve Point to take a 10-minute rest (page 84) before you can do so again. The spell lasts for 1 minute. **Action:** Cast a Spell.

F Write your specialization exploit in Section F.

SOLDIER

Thoroughly familiar with weapons of war, you specialize in a particular fighting style and are ready to wreak havoc when force is called for.



1ST-LEVEL CLASS FEATURES

B Write "soldier" as your class in Section B.

D In Section D, write "14" for your total Hit Points and mark the "light" and "heavy" armor proficiencies. Also write the following numbers in the Class box for each saving throw:

FORTITUDE SAVE	2	REFLEX SAVE	0	WILL SAVE	2
----------------	---	-------------	---	-----------	---

G In Section G, write "1" in the Class boxes for both your melee attack and your ranged attack. Also mark the following weapon proficiencies:

BASIC MELEE		ADVANCED MELEE	
SMALL ARMS	LONGARMS	GRENADES	

I In Section I, write "3" in the Class box and "1" in the Level box for each of the following class skills:

ATHLETICS	INTERACTION
MEDICINE	SURVIVAL

If one of these skills already has these numbers filled in because of your theme (pages 24–25), add "1" to the Misc box instead.

FIGHTING STYLE

You have a preferred fighting style that represents the type of soldier you are. Choose whether you primarily want to be especially good in melee combat or in ranged combat. You gain the style technique listed below for that fighting style.

Melee Fighting Style

The melee fighting style is all about using speed and aggression to get into the thick of melee by increasing your speed and responsiveness in combat.

Rapid Response: You gain a +4 bonus to initiative checks and increase your speed by 10 feet.

Ranged Fighting Style

The ranged fighting style enables you to excel at making accurate attacks with ranged weapons, often at a long distance and against targets with cover.

Sniper's Aim: When you make a ranged attack against a target with cover (page 80), you gain a +2 bonus to your attack roll.



F Write your style technique in Section F.

! NOW THAT YOU HAVE YOUR 1ST-LEVEL SOLDIER ABILITIES, GO TO PAGE 15.

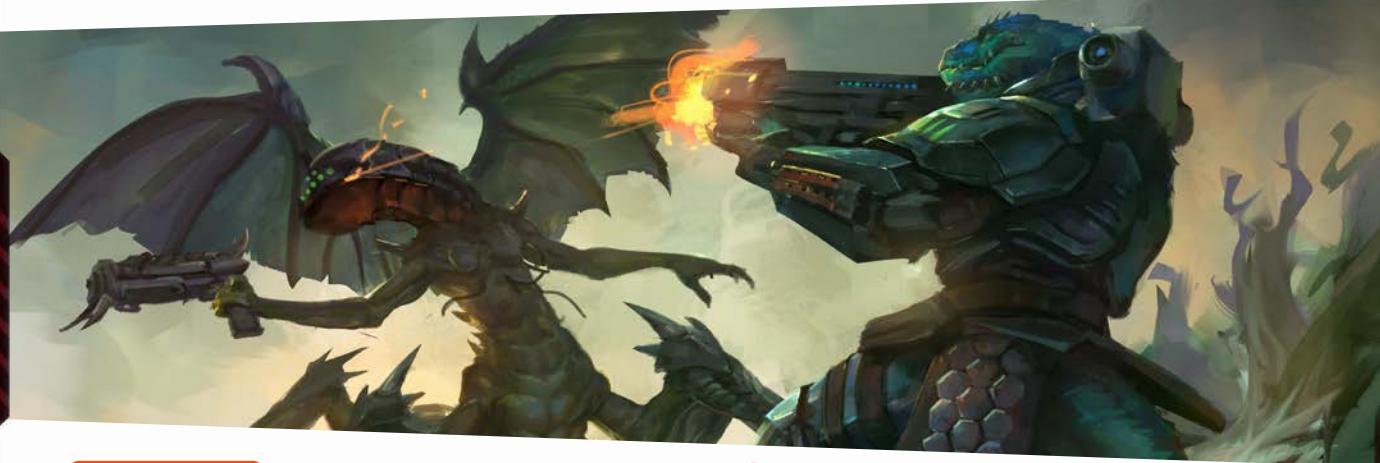
LEVEL UP! 2ND-LEVEL SOLDIER

WEAPON FOCUS

You have increased training with one type of weapon, making it easier to hit your targets. Choose one type of weapon from the list below. You gain a +1 bonus to attack rolls with that type of weapon.

Basic melee weapons
Small arms

Advanced melee weapons
Longarms



LEVEL UP! 3RD-LEVEL SOLDIER

GEAR BOOST

You get better at using your weapons to devastating effect. Choose one gear boost from the list below. If you chose the melee fighting style at 1st level, you should pick Melee Striker. If you chose the ranged fighting style at 1st level, you should pick Ranged Accuracy.

Melee Striker

When you deal damage with a melee weapon, add half your STR (rounded down) to that damage in addition to all your normal damage bonuses.

Ranged Accuracy

You gain a +1 bonus to attack rolls with ranged weapons.

 F Write your gear boost in Section F.

LEVEL UP! 4TH-LEVEL SOLDIER

COMBAT FEAT

Soldiers are extremely talented in combat. You get an additional combat-focused feat. Choose one of the feats for which you meet the prerequisites from the list below (see pages 52–55 for more details). If you chose the melee fighting style at 1st level, Cleave, Close Combat, or Coordinated Shot are all good choices. If you chose the ranged fighting style at 1st level, Far Shot would be a good option. Deadly Aim and Improved Initiative are good choices for either type of soldier.

 D G Update the following numbers in Sections D and G:

HIT POINTS Add 14 + CON

FORTITUDE SAVE	ADD 1	REFLEX SAVE	NO CHANGE
WILL SAVE	ADD 1	ATTACK BONUS	ADD 1

 F Write “weapon focus,” along with the type of weapon you chose, in Section F.

 D G Update the following numbers in Sections D and G:

HIT POINTS Add 14 + CON

FORTITUDE SAVE	NO CHANGE	REFLEX SAVE	ADD 1
WILL SAVE	NO CHANGE	ATTACK BONUS	ADD 1

NEW FEAT

You've developed a new ability! Pick any one feat for which you qualify from the list starting on page 52.

 H Write your feat in Section H.

WEAPON SPECIALIZATION

You can deal extra damage with certain weapons. When you deal damage with a basic melee weapon, advanced melee weapon, small arm, or longarm, add 3 to that damage.

 D G Update the following numbers in Sections D and G:

HIT POINTS Add 14 + CON

FORTITUDE SAVE	ADD 1	REFLEX SAVE	NO CHANGE
WILL SAVE	ADD 1	ATTACK BONUS	ADD 1

Bodyguard	Cleave	Close Combat
Coordinated Shot	Deadly Aim	Far Shot
Fleet	Improved Initiative	Opening Volley

 H Write your combat feat in Section H.

TECHNOMANCER

You use your advanced understanding of the intersection of technology and magic to bend reality to suit your needs.



1ST-LEVEL CLASS FEATURES

B Write “technomancer” as your class in Section B.

D In Section D, write “10” for your total Hit Points and mark the “light” armor proficiency. Also write the following numbers in the Class box for each saving throw:

FORTITUDE SAVE	0	REFLEX SAVE	0	WILL SAVE	2
----------------	---	-------------	---	-----------	---

G In Section G, write “0” in the Class boxes for both your melee attack and your ranged attack. Also mark the following weapon proficiencies:

BASIC MELEE

SMALL ARMS

I In Section I, write “3” in the Class box and “1” in the Level box for each of the following class skills:

MYSTICISM	SCIENCE
STEALTH	TECHNOLOGY

If one of these skills already has these numbers filled in because of your theme (pages 24–25), add “1” to the Misc box instead.

MAGIC HACK

Your power to see the threads connecting magic and technology allows you to increase the potency of one or the other. Choose whether you want to enhance your spells or enhance your weapons. You gain the magic hack listed below for your choice.

Enhance Spells

Energize Spell: Once per day, you can siphon power from a technological item or weapon you’re holding to cast a spell you know without using a spell slot (even if you don’t have any spell slots left for the day). **Action:** Cast a Spell.

Enhance Weapons

Empowered Weapon: When you take the Melee Attack or Ranged Attack action with a weapon, you can use a spell slot to enhance that attack (instead of using that spell slot to cast a spell). You gain a +1 bonus to your attack roll, and the weapon deals 1d6 extra damage if you hit. **Action:** Attack.

F Write your magic hack in Section F.

SPELLS

You can cast 0-level and 1st-level technomancer spells (pages 41 and 42). The Cast a Spell section (pages 82–83) has more information on how to use spells.

You start out knowing four 0-level spells; choose from the list on page 41. You can cast these spells as many times per day as you want.

You start out knowing two 1st-level spells; choose from the list on page 42. You also gain two 1st-level spell slots (page 82)—or three if your Intelligence score is 12 or higher.

You can use a 1st-level spell slot to cast any 1st-level spell you know. Once you run out of spell slots, you can no longer cast 1st-level spells. You get your spell slots back every 24 hours, as long as you rest for 8 hours (page 72).

K In Section K, write your spells and your total number of 1st-level spell slots.

! NOW THAT YOU HAVE YOUR 1ST-LEVEL TECHNOMANCER ABILITIES, GO TO PAGE 15.

0-LEVEL TECHNOMANCER SPELLS

DANCING LIGHTS

**Range** 100 feet**Duration** 1 minute

You create up to four lights that resemble small headlights. The lights must stay within 10 feet of each other, but they can otherwise move 100 feet per round. A light winks out if the distance between you and it exceeds 100 feet. You can have only one *dancing lights* spell active at a time.

DAZE

**Range** 25 feet**Duration** 1 round

You target an enemy with a CR of 2 or lower, causing it to lose its next turn! It can attempt a Will save ($DC = 10 + INT$) to negate this effect. A creature dazed by this spell can't be affected again for 1 minute. This spell does not affect creatures with the unliving defensive ability.

DETECT MAGIC

**Range** 60 feet**Duration** 1 minute/character level

You detect all magic spells, effects, items, and objects (including those on or affecting creatures) that you can see in range. When you cast this, you sense whether any are in range. One round later, you know how many there are. Another round later, you know exactly which things are magic. You can't detect magical traps in this way.

ENERGY RAY

**Range** 25 feet**Duration** instantaneous

You shoot a ray of acid, cold, electricity, or fire (choose each time you cast this) at an enemy or object. Make a ranged attack roll (page 79) against it. If you hit, the ray deals 1d4 damage of the chosen energy type.

HOSTILE SOUND

**Range** 25 feet**Duration** 1 round/character level

You create a volume of sound that can produce as much noise as

20 normal humans. Thus, you can create shouting, singing, talking, or marching sounds, as well as sounds of battle or small explosions. You can make noises that sound like machines 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.

PSYCHOKINETIC HAND

**Range** 25 feet**Duration** 1 minute/character level

You can lift and move a small unattended object from a distance. Once per round, you can propel the object as far as 15 feet in any direction. The spell ends if the distance between you and the object exceeds 25 feet. You can't perform complex operations, such as firing a gun or using a computer, but you can shut a mechanical door or press a simple button.

TELEPATHIC MESSAGE

**Range** 100 feet**Duration** 10 minutes/character level

You can send a short telepathic message to up to 1 creature per character level. Creatures that receive the message can reply telepathically, but no more than 1 message can be sent each round, and each message can't exceed 10 words. This spell does not affect creatures with the unliving defensive ability.

TOKEN SPELL

**Range** 10 feet**Duration** 1 hour

Once cast, *token spell* enables you to perform simple magical effects for 1 hour. The effects are minor. You can slowly lift an unattended object weighing 1 pound or less. 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). Any actual change to an object (beyond moving, cleaning, or soiling it) persists for only 1 hour.



1ST-LEVEL TECHNOMANCER SPELLS

Detect Radiation



Range 120 feet | **Duration** 10 minutes/character level
You detect any radiation in range. 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.

Grease



Range 25 feet | **Duration** 1 minute/character level
You cover a 10-foot-square area with a layer of slippery grease. Any creature in the area when the spell is cast must succeed at a Reflex saving throw ($DC = 11 + INT$) or fall, losing its next move. A creature that tries to walk within or through the area of grease must first attempt an Athletics skill check ($DC = 10$). If a creature succeeds, it can move, though each square covered in grease takes an extra 5 feet (1 square) of movement. If a creature fails the check, it can't move. If a creature fails by 5 or more, it also falls, losing its next move.

Hold Portal



Range 100 feet | **Duration** 1 minute/character level
You magically hold shut a door, gate, shutter, or window made of any standard material (metal, plastic, stone, wood, and so on) as if it were securely closed and locked. A knock spell (page 45) can negate a *hold portal* spell. Add 5 to the normal DC for breaking through a door (*Game Master's Guide* 46) or hacking an electronic lock (*Game Master's Guide* 47) affected by this spell.

Jolting Surge



Range touch | **Duration** instantaneous
You touch an enemy or object with an object you're holding that uses electricity. Make a melee attack roll (page 78) against the target. If you hit, your electrical device surges out of control, dealing $4d6$ electricity damage to your target. Alternatively, you can touch an electrical device your target is wearing (or a target that is itself an electrical device, such as a robot) directly, gaining a +2 bonus to your attack roll.

Keen Senses



Range touch | **Duration** 1 minute/character level
You or an ally gains a +2 bonus to Perception skill checks.

Magic Missile



Range 100 feet | **Duration** instantaneous
You fire two missiles of magical energy that strike enemies unerringly (the creatures must still be valid targets) and deal $1d4+1$ force damage each. You can't target specific parts of a creature, and objects aren't damaged by this spell.

You can target one or two enemies within 15 feet of one another, but each missile can strike only one creature. You must choose targets before you roll damage.

If you give up your move on the turn you cast this, you can fire three missiles instead of two (at up to three enemies).

Minor Holographic Image



Range 400 feet | **Duration** 1 round
You weave nearby photons into an illusory holographic image that can take almost any form you can imagine. These holograms are usually effective against cameras, robots, and living creatures. The image has no sound, smell, texture, or temperature, and it can't extend beyond four 10-foot cubes. You can move the image within the limits of the size of the effect. Each time you cast this, you can take the Use a Special Ability action on subsequent turns to maintain the hologram; this doesn't use more spell slots.

Overheat



Range 15 feet | **Duration** instantaneous
You collect the heat generated by nearby bodies and devices and vent it outward in a 15-foot cone (page 83), dealing $2d8$ fire damage to creatures and objects in the area. Each creature in the area can attempt a Reflex saving throw ($DC = 11 + INT$), taking only half damage (rounded down) if it succeeds.

Slow Fall



Range 25 feet | **Duration** 1 round/character level
You target one falling object or creature per level. All targets must be within 20 feet of each other. The affected targets instantly fall slower, taking no damage upon landing. You can cast this when it's not your turn (so you can cast it as soon as a creature falls, before they hit the ground), but if you do, you lose your action on your next turn.

Supercharge Weapon



Range touch | **Duration** 1 round
You supercharge a 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, though if the weapon deals damage to multiple creatures, it deals $2d6$ additional damage instead. This bonus damage is of the same type as the weapon's normal damage.



LEVEL UP! 2ND-LEVEL TECHNOMANCER

SPELL CACHE

You have created a spell cache that allows you to store and access spells. You can decide what form your spell cache takes: it could be a technological implant, a ring, or even a tattoo. Once per day, you can activate your spell cache to cast a spell you know without using a spell slot. **Action:** Cast a Spell.

 **F** Write "spell cache" in Section F.

 **D G** Update the following numbers in Sections D and G:

HIT POINTS Add 10 + CON

FORTITUDE SAVE	NO CHANGE	REFLEX SAVE	NO CHANGE
WILL SAVE	ADD 1	ATTACK BONUS	ADD 1

NEW SPELLS

You learn new spells! Choose a 1st-level spell (page 42) you don't already know. You can use 1st-level spell slots to cast this spell. In addition, choose a 0-level spell (page 41) you don't already know. You can cast this spell as many times per day as you want.

 **K** Write your spells in Section K.



LEVEL UP! 3RD-LEVEL TECHNOMANCER

SPELL FOCUS

Through continued study into the mysteries of magic and the universe, you have developed methods to make your spells harder to resist. You gain Spell Focus (page 55) as a bonus feat, which increases the Difficulty Class of spells you cast by 1.

 **F** Write "spell focus" in Section F.

 **D G** Update the following numbers in Sections D and G:

HIT POINTS Add 10 + CON

FORTITUDE SAVE	ADD 1	REFLEX SAVE	ADD 1
WILL SAVE	NO CHANGE	ATTACK BONUS	ADD 1

already know. You can cast this spell as many times per day as you want.

 **K** Write your spells and update your total number of 1st-level spell slots in Section K.

TECHLORE

You rewire your mind to give you greater insight into the nature of magic and technology. You gain a +1 bonus to Mysticism and Technology skill checks.

 **F** Write "techlore" in Section F.

NEW FEAT

You've developed a new ability! Pick any one feat for which you qualify from the list starting on page 52.

 **H** Write your feat in Section H.

NEW SPELLS AND SPELL SLOT

You learn new spells! Choose a 1st-level spell (page 42) you don't already know. You can use 1st-level spell slots to cast this spell. In addition, your total number of 1st-level spell slots increases by 1! Finally, choose a 0-level spell (page 41) you don't

WEAPON SPECIALIZATION

You can deal extra damage with certain weapons. When you deal damage with a basic melee weapon or small arm, add 2 to that damage.

LEVEL UP!

4TH-LEVEL TECHNOMANCER

MAGIC HACK

Your manipulation of spellcode leads you to a new discovery in the field of magic. Choose one of the following magic hacks.

Countertech

Your ability to manipulate magic enables you to counter attacks from technological weapons. Once per round, when you would take damage from a technological source that specifically targets you, you can try to disrupt the attack. Use a spell slot and roll a d20. If the die shows 11 or higher, the attack deals only half damage (rounded down). Otherwise, the attack deals normal damage. **Action:** None.

Fabricate Tech

You can create technology out of thin air. You can use a spell slot to temporarily construct a piece of technological gear from raw magic. Choose one of the following (see pages 66–67 for their details): chemalyzer, grappler, medkit, space suit, tool kit, or advanced tool kit. The item appears in your hands or in an adjacent square and persists for 4 minutes before disappearing.

Action: Use a Special Ability.

Harmful Spells

When you cast a spell with an instantaneous duration that deals damage, such as the *jolting surge* spell (page 42), you can increase the spell's damage by 2. If you use this with *magic missile* (page 42), the increased damage applies to only one missile. **Action:** None.

Selective Targeting

You can adjust the area that your spells affect. When you cast a spell with an instantaneous duration and an area effect, such as the *overheat* spell (page 42), you can shape the spell so it

D | G Update the following numbers in Sections D and G:

HIT POINTS Add 10 + CON

FORTITUDE SAVE	NO CHANGE	REF SAVE	NO CHANGE
WILL SAVE	ADD 1	ATTACK BONUS	ADD 1

doesn't affect one of your allies. Choose one 5-foot square within the spell's area to be unaffected by the spell. **Action:** None.

Spell Countermeasures

You are more resistant to magical attacks. You gain a +2 bonus to Fortitude, Reflex, and Will saving throws you attempt against spells and other magical effects. **Action:** None.

Technomantic Proficiency

You can call on your magic to give you greater ability in combat. Three times per day, you can temporarily learn how to use a weapon in combat. Choose a single weapon; you gain proficiency with it (and any identical weapon) for 4 minutes or until you've attacked with it four times, whichever comes first.

Action: Use a Special Ability.

F Write your magic hack in Section F.

NEW SPELLS

You learn how to cast 2nd-level spells! Choose two 2nd-level spells from the list on page 45. You also gain two 2nd-level spell slots—or three if your Intelligence score is 14 or higher. You can use a 2nd-level spell slot to cast any 1st- or 2nd-level spell you know. You get all your spell slots back every 24 hours, as long as you rest for 8 hours (page 72).

K In Section K, write your spells and your total number of 2nd-level spell slots.



2ND-LEVEL TECHNOMANCER SPELLS

CAUSTIC CONVERSION

**Range** 100 feet**Duration** 2 rounds

You fling magical nanites that convert water vapor around your target into deadly acid. Make a ranged attack roll (page 79) against one enemy or object. 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.

DAZE MONSTER

**Range** 100 feet**Duration** 1 round

This spell works just like the *daze* spell (page 41), except it can affect any one creature that is CR 5 or lower, and the DC of the target's Will saving throw is 12 + INT. This spell does not affect creatures with the unliving defensive ability.

HOLOGRAPHIC IMAGE

**Range** 400 feet**Duration** 1 round

This spell works just like the *minor holographic image* spell (page 42), except the hologram can include minor sounds (but still not understandable speech). The hologram also persists for 2 rounds (12 seconds) after you stop taking the Use a Special Ability action to maintain it.

INJECT NANOBOTS

**Range** touch**Duration** instantaneous

You create tiny nanobots and inject them into a living or robotic enemy. Make a melee attack roll (page 78) against the target. If you hit, the target takes 4d8 damage and gains the staggered condition (page 87) for a number of rounds equal to your character level. The target can attempt a Fortitude saving throw (DC = 12 + INT); if it succeeds, it takes only half damage (rounded down) and doesn't gain the staggered condition.

INVISIBILITY

**Range** touch**Duration** 1 minute/character level

You make an ally (and the ally's equipment) invisible. An invisible creature can't be attacked or targeted with a spell unless the attacker has a way to see invisible things (such as the *see invisibility* spell below). The *invisibility* spell ends early if the invisible creature attacks or casts a harmful spell.

KNOCK

**Range** 100 feet**Duration** instantaneous

You choose one physical or electronic lock within range and the spell tries to unlock it. Roll a d20 and add 14; if the result is equal to or exceeds the DC of the lock, then the lock opens and remains open.

LEVITATE

**Range** 25 feet**Duration** 1 minutes/character level

During this spell's duration, you can give up your normal move to move yourself or one willing or unconscious creature up or down (but not horizontally) up to 20 feet per round. A levitating

creature that attacks with a melee or ranged weapon finds itself increasingly unstable; the first attack roll takes a -1 penalty, the second a -2 penalty, and so on, to a maximum of -5.

MICROBOT ASSAULT

**Range** 25 feet**Duration** 1 round

You form a cloud of fist-sized flying microbots that fills a 10-foot-square area and can share squares with other creatures. Any enemy in the same square as the microbots takes a -2 penalty to its Armor Class and attack rolls. After you cast this spell, and after you take the Use a Special Ability action to maintain the cloud, the microbots pursue the nearest enemy, using their 20-foot flying speed. Each time you cast this, you can take the Use a Special Ability action on subsequent turns to maintain the cloud; this doesn't use more spell slots.

MIRROR IMAGE

**Range** personal**Duration** 1 minute/character level

You create 1d4 holographic doubles of yourself that inhabit your square, making it more difficult for enemies to hit you. These images move with you, mimicking your movements, sounds, and actions exactly. When an enemy would hit you with an attack (or with a spell that uses an attack roll), roll a d20. If the die shows 1-10, you are hit as normal. If the die shows 11-20, one of your holographic doubles is destroyed instead.

SEE INVISIBILITY

**Range** personal**Duration** 10 minutes/character level

Invisible objects and creatures (such as those affected by the *invisibility* spell) become visible to you as translucent shapes. This doesn't enable you to see creatures that are simply hiding or otherwise hard to see.



SKILLS

Whether you are a battle-hardened soldier who can freeze a foe's blood with a glance, a garrulous envoy who can deftly navigate any social situation, or a brilliant technomancer with knowledge about every subject in the galaxy, skills represent some of your most fundamental abilities.

The *Starfinder Beginner Box* uses 10 different skills. Below is a list of each skill and its most common uses (also called tasks).

SKILL	TASKS
Athletics	Balance, climb, jump, swim
Culture	Decipher writing, recall knowledge
Interaction	Change attitude, lie, gather information
Medicine	First aid, treat deadly wounds
Mysticism	Identify a magic item, recall knowledge
Perception	Notice, search
Science	Identify a creature, recall knowledge
Stealth	Hide
Survival	Follow tracks, orienteer
Technology	Disable a device, pilot, use a computer

SKILLS AT 1ST LEVEL

At 1st level, you decide which skills you're especially good at.

Choose Your Skills

At 1st level, your class (pages 26–45) tells you which skills are your **class skills**. Your theme (pages 24–25) might also give you another class skill. You're quite good at using these skills.

At 1st level, you also choose one skill (two if you're human) to be your **trained skill**, representing your further investment in specific abilities, knowledge, and talents. You can't choose a skill that's already a class skill. You're better than average at using a trained skill.

Note that you can still use any skill, even if it's not a class or trained skill; it will just be harder to succeed with the ones that aren't in your wheelhouse.

 In Section I, write "1" on the Level line for your trained skill(s).

Add Up Your Total Skill Bonuses

Your **total skill bonus** comes from adding up the following modifiers and bonuses. Do this once for each skill; you'll change it only when you gain new bonuses or, for class and trained skills, when you gain a level.

Ability Modifier: Each skill is linked to an ability modifier. Athletics uses STR, Interaction uses CHA, and so on.

Class Skill Bonus: If the skill is a class skill, you add your level + 3.

Trained Skill Bonus: If the skill is a trained skill, you add your level.

Misc. Modifiers: Your race, theme, equipment, or feats might give you bonuses or penalties to skills. If you're shirren, you gain a +2 bonus to Culture and Interaction checks (from your cultural fascination racial trait). If you're ysoki, you gain a +2 bonus to Stealth, Survival, and Technology skill checks (from your scrounger racial trait). If you're lashunta, you pick any two skills; you gain a +2 bonus to checks with those skills (from your student racial trait).



In Section I, write the appropriate ability modifier (STR, INT, and so on) for each skill, and then add up and write down your total skill bonus for each skill.



RETURN TO PAGE 17 TO CONTINUE BUILDING YOUR 1ST-LEVEL CHARACTER.

USING YOUR SKILLS

When you want to use a skill to accomplish a specific task—such as using Athletics to jump, Mysticism to identify a magic item, or Perception to search—you roll a **skill check** (see how below), which represents how well you execute that task in a specific moment. Then you compare your result to a number that represents the difficulty of the task. This number is called the **Difficulty Class (DC)**, and it varies depending on the skill and the circumstances. If your skill check result is equal to or greater than the DC, you succeed!

Using Skills in Combat: During combat (page 76), some skill tasks require you to take the Use a Skill action (page 81); these tasks say "**Action:** Use a Skill" in their descriptions. Other tasks aren't attempted with the Use a Skill action, whether because they're a reaction to something that happens, you use them as part of your move, or they can't be used in combat (often because they take longer than one action).

Using an Infosphere: When you attempt a Culture, Mysticism, or Science skill check to recall knowledge, you gain a +10 bonus if you have access to an infosphere or downloaded data set (*Game Master's Guide* 50). This is most common on starships or in settlements where advanced technology is ubiquitous.

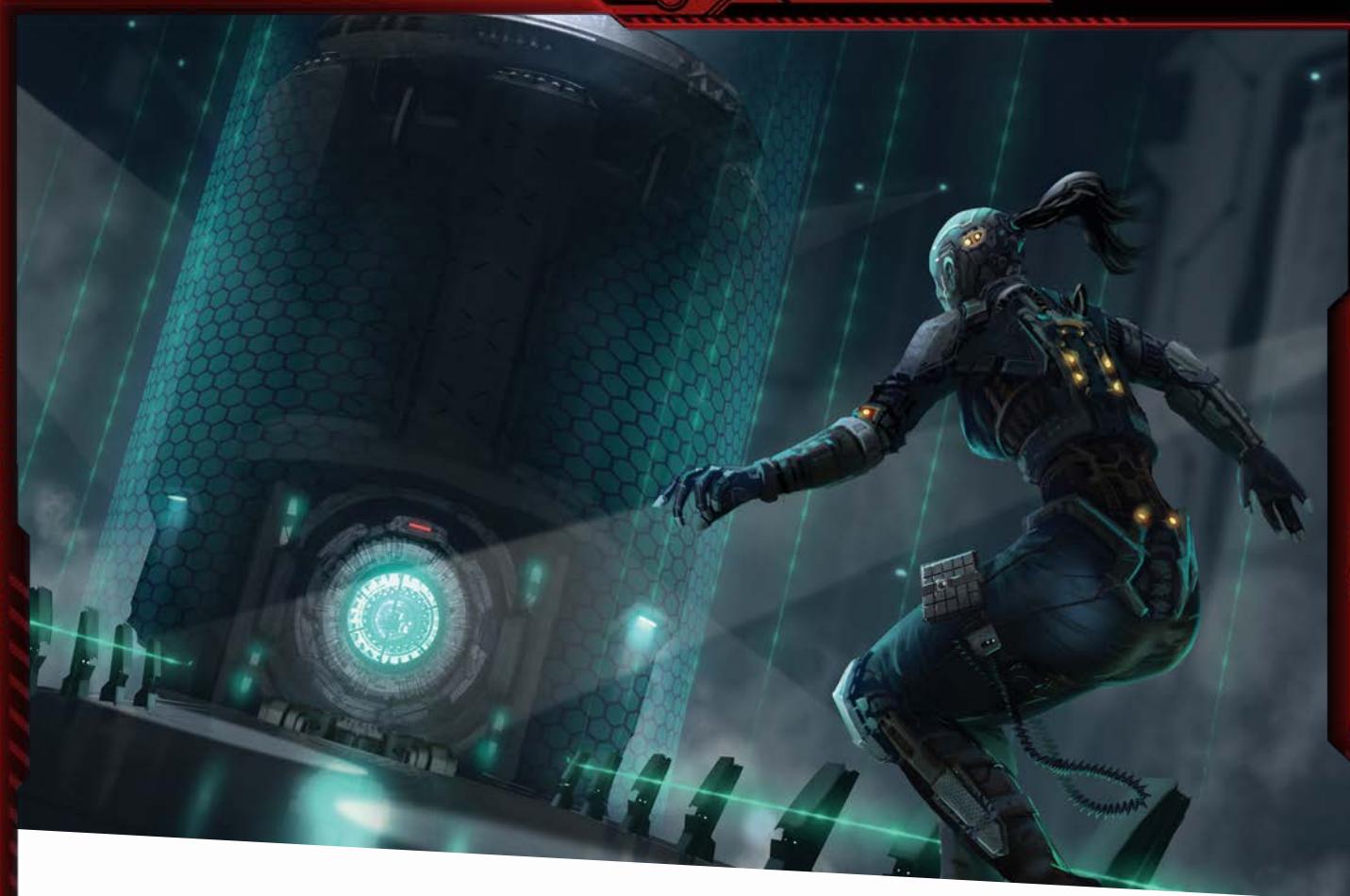
Roll a Skill Check

To attempt a skill check, roll a d20 and add your total skill bonus for the specific skill. For instance, when attempting a Technology check, you add your total skill bonus for the Technology skill. See above for how to calculate your total skill bonus. As with many d20 rolls, various other temporary bonuses or penalties might also affect your result.

SKILL CHECK = D20 + TOTAL SKILL BONUS

Beat the Difficulty Class

You compare the result of your skill check to the Difficulty Class (DC) of the task you're attempting. Higher DCs are harder than lower DCs. Each skill task lists its usual DC, though some vary



depending on the circumstances. The Game Master might also increase (or decrease) DCs by 5 to 10 to represent conditions that make a task particularly difficult (or easy). If your skill check result is equal to or greater than the DC, you succeed! If your skill check result is lower than the DC, you fail, but don't worry! Part of the fun of a roleplaying game is describing, in-game, how or why a character failed to do something—and what happens next!

Opposed Skill Checks: Sometimes a skill task's Difficulty Class isn't set by the task or by the Game Master; it's instead set by a different character's skill check result. This is called an **opposed check**. For example, if a space goblin is hiding and you're trying to find it, you attempt a Perception check to notice and it attempts a Stealth check—your Perception check is opposed by the goblin's Stealth check. Its check result is the DC for your Perception check to find it. If your Perception check result is equal to or greater than the goblin's Stealth check result, you see it!

SKILL DESCRIPTIONS

This section describes each skill in detail, including its associated ability modifier (in parentheses) and some of its common tasks. The GM can also allow or require you to use skills for tasks other than those listed here.

ATHLETICS (STR)

You can perform acts associated with physical might and grace, such as balancing on uneven ground, scaling vertical surfaces, leaping over obstacles, and swimming.

Balance

DC 10-20

As part of your move when trying to walk on a narrow ledge (or even a cable), you must attempt an Athletics check to balance. The DC depends on the width of the surface. If you succeed, you can move half your speed (rounded down). If you fail, you fall (Game Master's Guide 45)! If you take damage while walking on a narrow surface, you also have to succeed at this check or you fall.

SURFACE WIDTH	DC
7-11 inches wide	10
2-6 inches wide	15
Less than 2 inches wide	20

Climb

DC 10-25

As part of your move when trying to climb, you must attempt an Athletics check to climb. The DC depends on what you're climbing. If you succeed, you can move half your speed (rounded down). If you fail, you don't move—unless you fail by 5 or more, in which case you fall (Game Master's Guide 45)!

You can't climb on a perfectly smooth surface, but you can climb on a ceiling if it has appropriate handholds. While climbing, you have the flat-footed condition (you take a -2 penalty to your AC), and you can't attack with advanced melee weapons or longarms.

OBJECT BEING CLIMBED	DC
An unknotted cable with a wall to brace against, or a knotted cable without a wall to brace against	10

A rough surface with good handholds, an unknotted cable without a wall to brace against, or 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

Jump

DC 5+

As part of your move when trying to jump horizontally or vertically, you must get a 10-foot running start and attempt an Athletics check to jump. If you succeed, you jump a distance no greater than your remaining amount of movement. If you fail, you fall (*Game Master's Guide* 45)! The DC is equal to the number of feet you're trying to jump horizontally, or four times the number of feet you're trying to jump vertically.

Swim

DC 10-20

As part of your move when trying to swim, you must attempt an Athletics check to swim. The DC depends on the condition of the water. If you succeed, you move half your speed (rounded down). If you fail, you don't move—unless you fail by 5 or more, in which case you sink beneath the surface and must hold your breath to avoid suffocation (*Game Master's Guide* 45)!

CONDITION OF WATER

	DC
Calm	10
Rough	15
Stormy	20

CULTURE (INT)

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.

Decipher Writing

DC 20-30

You can use Culture to try to decipher writing in an unfamiliar language or a message written in an incomplete or archaic form. It takes 1 minute to decipher up to 250 words, and the DC depends on the complexity of the text. If you succeed at the check, you understand the general content of the text. If you fail, you don't understand the text.

COMPLEXITY OF TEXT

	DC
Simple	20
Standard	25
Ancient, intricate, or unusual	30

Recall Knowledge

DC 15

You can use Culture to try to recall things you know about a specific culture's customs, government, history, laws, leaders, legends, prominent inhabitants, religion, and other information related to the way the culture functions or its unique history. The DC to recall most general knowledge is 15.

INTERACTION (CHA)

You are adept at presenting yourself during social situations, whether it's guiding a discussion diplomatically, bluffing your way through a tense confrontation, or using your force of will to intimidate an opponent.

Bully

DC 15+

You can use Interaction to spend 1 minute trying to bully a creature into helping you. The DC of this check is 15 + the creature's CR (*Game Master's Guide* 28). If you succeed, the creature gives you the information you want or otherwise grants you limited assistance (but doesn't endanger itself). After 10 minutes (or if you fail this check), the creature refuses to help you and further—and probably thinks you're a real jerk for the way you bullied them into submission!

Change Attitude

DC 15-20

You can use Interaction to spend 1 minute trying to persuade creatures to agree with you, influence them, or otherwise resolve your differences peacefully. The DC and result of this check depends on the creature's attitude toward you.

Hostile or Unfriendly: The DC to change the attitude of a creature that doesn't like you is 25. If you succeed, the creature becomes indifferent toward you, neither helping you nor seeking to get in your way. If you fail by 5 or more, you can't try to change that creature's attitude for 24 hours.

Indifferent or Friendly: The DC to change the attitude of creatures that are indifferent or friendly toward you is 15. If you succeed, the creature gives you information or grants limited assistance (but doesn't endanger itself).

Demoralize

DC 15+

You can use Interaction to try to demoralize a creature within 30 feet, giving it the hampered condition (-2 to most of its rolls; page 86) for 1 or more rounds. The DC of this check is 15 + the opponent's CR (*Game Master's Guide* 28). If you succeed, the target gains the hampered condition for 1 round. The duration increases by 1 round for every 5 by which your Interaction result exceeds the DC. **Action:** Use a Skill.

Detect a Lie

DC Varies

You can use Interaction to try to tell whether a creature you're interacting with is lying. This is an opposed check; when you attempt this check, the creature attempts an Interaction check. If your Interaction check result is equal to or greater than the creature's result, you know whether the creature is lying. Otherwise, you believe the creature is telling the truth.

Gather Information

DC 10+

You can use Interaction to spend several hours talking to people within a settlement or local region to try to gather information about a specific topic or individual. The DC for this check is based on the topic or individual. If you succeed, you learn something about that topic or individual, though the GM may determine that some information is simply unknown by the general populace.



TOPIC OR INDIVIDUAL

DC

Common facts or rumors	10
Obscure or secret knowledge	20
Prominent or well-known individual	10
Average individual	15
Mysterious or obscure individual	20

Lie

DC Varies

You can use Interaction to try to deceive someone into thinking that a lie is the truth. This is an opposed check; when you attempt this check, the creature you are trying to deceive attempts an Interaction check to detect your lie as false (page 48). If the creature's check result is less than your check result, you succeed, and they believe you! If the creature's result is equal to or greater than your result, you fail. The Game Master might decide that a lie is so improbable that it's impossible to convince someone it is true.

MEDICINE (INT)

You have knowledge of the biology of many species and can treat a number of different types of wounds and ailments.

First Aid

DC 15

If you have a medkit (page 67), you can use Medicine to try to render first aid to an unconscious creature with 0 Hit Points. The DC of this check is 15. If you succeed, the creature regains 1 Hit Point and regains consciousness. **Action:** Use a Skill.

Treat Deadly Wounds

DC 25

If you have a medkit (page 67), you can use Medicine to try to restore Hit Points to a wounded living creature. This takes 1 minute. The DC of this check is 25. If you succeed, you restore 1 Hit Point per level or CR (*Game Master's Guide* 28) of the creature you are treating. If you exceed the DC by 5 or more, you add your INT to the amount healed. A creature can receive this treatment only once every 24-hour period.

MYSTICISM (WIS)

You are thoroughly educated in the fields of magic, as well as the planes, religion, and spellcasting. You are also familiar with many types of magic items and are adept at identifying them.

Disable Magic Device

DC Varies

You can use Mysticism to try to disable or reset a magical trap (*Game Master's Guide* 48), an unattended weapon fusion (page 65), or a magic item (page 68). The DC of this check is based on the trap or item. If you succeed, you disable the magic device. If you fail by 5 or more when trying to disable a trap, you trigger it. **Action:** Use a Skill.

DEVICE	EXAMPLE	TIME	DC
Equipment	Disable a weapon fusion or magic item	2d4 rounds	18
Trap	Disarm or reset a trap	2d4 rounds	Varies

Identify a Magic Item

DC 15

When you cast the *detect magic* spell (page 32 or page 41), you can use Mysticism to try to identify the properties of a magic item. The DC of this check is 15. If you succeed, you know what the item does and how to use it. If you fail to identify a magic item, you can't use this skill to try to identify that item again for 24 hours.

Identify a Spell Being Cast

DC 15+

You can use Mysticism to try to identify a spell that a creature is casting. The DC of this check is 15 + the level of the spell being cast.

Recall Knowledge

DC 15

You can use Mysticism to try to recall knowledge about alchemical theory, arcane symbols, deities, magic traditions, the planes, religious traditions and symbols, and related topics. The DC to recall most general knowledge is 15.

PERCEPTION (WIS)

You use your physical senses in combination with your experience and savvy to notice danger, pick out fine details, and search for hidden objects or creatures.

Notice

DC 10+

You can use Perception to try to notice important things nearby. You usually attempt this check because the Game Master wants to find out whether you spot something important out of the corner of your eye, overhear something, or realize there are hidden creatures or traps.

Once per turn, you can also attempt this check to search for hidden creatures. This is an opposed check; if you do, each nearby hidden creature attempts a Stealth check to hide (page below). If your Perception check result is equal to or greater than a creature's Stealth check result, it's no longer hidden from you.

CIRCUMSTANCE

DC

Hear the sound of a creature walking	10
Hear the details of a whispered conversation	15
Hear a pistol being drawn or an automatic door opening	20
Notice or search for a hidden creature	Opposed by Stealth
Notice a trap	Varies

Search

DC 10+

You can use Perception to search for something in particular, such as an invisible creature you know is in the area, nearby traps (*Game Master's Guide* 48), secret compartments, or hidden treasure. The DC of this check depends on the circumstance.

Action: Use a Skill.

CIRCUMSTANCE

DC

Find an unmarked cargo hatch	10
Find a secret compartment	20
Search for an invisible creature	25
Search for a trap	Varies

SCIENCE (INT)

You are educated in the scientific study of living and nonliving things, from the smallest organisms to the largest biological systems, and from the tiniest atoms to the largest celestial bodies.

Identify a Creature

DC 15

You can use Science to try to identify a creature. The DC of this check is 15. If you succeed, you recall a useful piece of information about a specific creature, such as one of 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.

Recall Knowledge

DC 15

You can use Science to try to recall knowledge about bioengineering, biology, botany, ecology, genetics, xenobiology, zoology, and other fields of biological science; or about astronomy, chemistry, climatology, geography, geology, hyperspace, meteorology, oceanography, physics, and other fields of natural science. The DC to recall most general knowledge is 15.

STEALTH (DEX)

You can stay hidden and move silently to avoid detection, allowing you to sneak past foes or strike from an unseen position.

Hide

DC Varies

If you have cover (page 80), you can use Stealth as part of your move to try to hide from other creatures. If you move more than half your speed (rounded down), you take a -10 penalty to this check. This is an opposed check; when you attempt this check, any creature in the area that would normally be able to see you can attempt a Perception check to notice your presence. If a creature's Perception check result is equal to or greater than your Stealth check result, that creature can see you. Otherwise, you are hidden from that creature until the beginning of your next turn; it can't see you or choose you as a target (see Hiding and Invisibility on page 80).

Attacking from Hiding: If you are hidden from a creature, that creature is considered to have the flat-footed condition (-2 penalty to its Armor Class; page 86) for the purpose of your first attack roll against it. After you attack a creature, you're no longer hidden from any creatures.

SURVIVAL (WIS)

You can survive in and make your way safely through almost any kind of wilderness, follow a creature's tracks, and keep yourself and your allies fed by hunting and foraging.

Follow Tracks

DC 5+

You can use Survival to try to find or follow a creature's tracks. The DCs for Survival checks to follow tracks depend on the surface. While following tracks, you move at half your speed (rounded down). If you move at your full speed instead, you take a -5 penalty to the check.

SURFACE	DC
Very soft (fresh snow, thick dust, wet mud)	5
Soft (tilled earth, drying mud)	10
Firm (fields, woods)	15
Hard (bare rock, most flooring)	20

Orienteer

DC 15

You can use Survival to try to avoid a natural hazard (such as quicksand or a patch of poisonous atmosphere) or to try to keep from getting lost. The DC of this check is 15. Usually the Game Master will ask you to attempt this check when you move close to a natural hazard, or once each hour while traveling through unfamiliar terrain.

TECHNOLOGY (INT)

You understand how most common forms of technology work and often can use them with basic proficiency. You can figure out how to use most simple computer and starship control systems, and you can readily manipulate technological items and locks.

Disable a Device

DC 10+

If you have a tool kit (page 67), you can use Technology to try to disable a computer, a lock, a trap (*Game Master's Guide* 48), or an unattended mechanical or technological device. You can also use this task to try to disarm an explosive. The DC of this check and how long it takes is based on the device you're trying to disable. If you succeed, you disable the device. If you fail by 5 or more and the device is an explosive or a trap, you trigger it. If you fail by 5 or more when attempting some sort of sabotage, you think the device is disabled, but it still works normally. **Action:** Use a Skill.

Special: When you try to sabotage something, the Game Master rolls this check for you (using your total skill bonus) in secret—so you might not know whether you succeed!

DEVICE	EXAMPLE	TIME	DC
Simple device	Jam a door	1 action	10
Average device	Sabotage a simple propulsion system	1d4 rounds	15
Equipment	Disable an armor upgrade, technological item, or weapon	2d4 rounds	18
Complex device	Disarm a security system from a control panel	2d4 rounds	25
Average lock	—	1 action	25
Trap	Disarm or reset a trap	2d4 rounds	Varies

Identify Technology

DC 15

You can use Technology to try to identify the properties and uses of technological items and devices, such as starships or alien technology and weapons. The DC for Technology checks to identify common technology is 15. This check isn't required to identify technological weapons, armor, armor upgrades, and adventuring gear that are commonly available in the Pact Worlds (such as those on pages 58–67).

Pilot

DC 15+

While you can automatically pilot most vehicles and starships without attempting a skill check, you can use Technology to try to pilot a particularly strange vehicle or starship. The DC of this task is 15. If you fail, you can't figure out how to pilot the starship or vehicle, though you can try again after spending 4 hours studying its system.

Repair

DC 15-20

If you have a tool kit (page 67), you can use Technology to try to repair an object. The DC of this check is 15 for simple objects (such as a door or wall) and 20 for complex objects (such as a computer console). If you succeed, you restore a number of Hit Points to the item equal to the result of your Technology check. If you fail the check by 10 or more, you deal 1d4 damage to the object instead (oops!). Repairing takes 10 minutes for simple objects and 30 minutes for complex objects.

Use a Computer

DC 10-20

You can use Technology to try to access a computer system's most basic functions. The DC of this check is 10 for a computer with a minimal security system or 15 for a computer with standard security. For computers with more advanced security (and those without a user interface you can use), you need a tool kit (page 67), the DC is 20, and the Game Master might decide that it takes 1 minute or longer. **Action:** Use a Skill.



FEATS

Feats are special tricks or talents that let you do certain things especially well. They help make your character stand out from other adventurers. All characters start out with at least one feat, and every character gets another feat at 3rd level. Some classes also get extra feats as they level up!

FEATS AT 1ST LEVEL

At 1st level, you choose one feat (unless you selected the human race, in which case you choose two). If you're shirren, you get the Blind-Fight feat for free (from your blindsense racial trait)! The pictures next to a feat's name show which classes that feat works especially well for.



In Section H, write your feat (or feats, if you're a human or a shirren).



RETURN TO PAGE 17 TO CONTINUE BUILDING YOUR 1ST-LEVEL CHARACTER.

CHOOSING FEATS

Feats are a great way to make your character more effective in areas where you are weak, or to give you new interesting options during the game. You can choose each feat only once. For feats that are particularly useful for specific classes, an icon of that class appears after the feat's name. However, these are merely suggestions. These feats are not restricted to



those classes. You can choose any feat (as long as you meet the prerequisites; see below).

Prerequisites: Some feats have one or more special requirements. You can choose a feat only if you meet (or exceed) all the prerequisites for it. For example, your DEX must be +2 (or higher) to choose the Nimble Moves feat (page 55). The "Attack Bonus" and "Reflex Save" prerequisites refer to the bonuses in the "Class" box in Sections D and G of your character sheet, not your total bonuses.

Benefit: This is what the feat does. Most feats don't require you to use an action (page 78) to gain their benefits. A feat that requires an action lists that action in its Benefit entry.

Penalty: Some feats impose penalties when you use them; a feat that has a penalty lists it in its Penalty entry.



AMPLIFIED GLITCH

Prerequisites 3rd-level character, Interaction and Technology as class skills or trained skills

BENEFIT

You can make nearby technological devices briefly malfunction in loud, surprising ways that can distract your enemies.

When you use this feat, choose up to three targets that are carrying or near technological devices, and attempt a Technology skill check (page 51) with a DC of 15. If you succeed, all targets gain the hampered condition (-2 penalty to most d20 rolls; page 86) for 1 round. Targets are hampered 1 round longer for every 5 by which your result exceeds the DC (2 rounds total if your result is 20–24, 3 rounds total if your result is 25–29, and so on). Once you have targeted an enemy with this feat, that enemy can't be affected by it again for 24 hours. **Action:** Use a Special Ability.



BARRICADE

Prerequisites Technology as a class skill or trained skill

BENEFIT

You can use this feat to turn one empty, adjacent square (including one that's diagonally adjacent) into a makeshift defensive barricade. You and any ally adjacent to one or more such barricades gains a +2 bonus to Armor Class (page 78). A barricade lasts 1d4 rounds before its makeshift nature causes it to collapse. **Action:** Use a Special Ability.

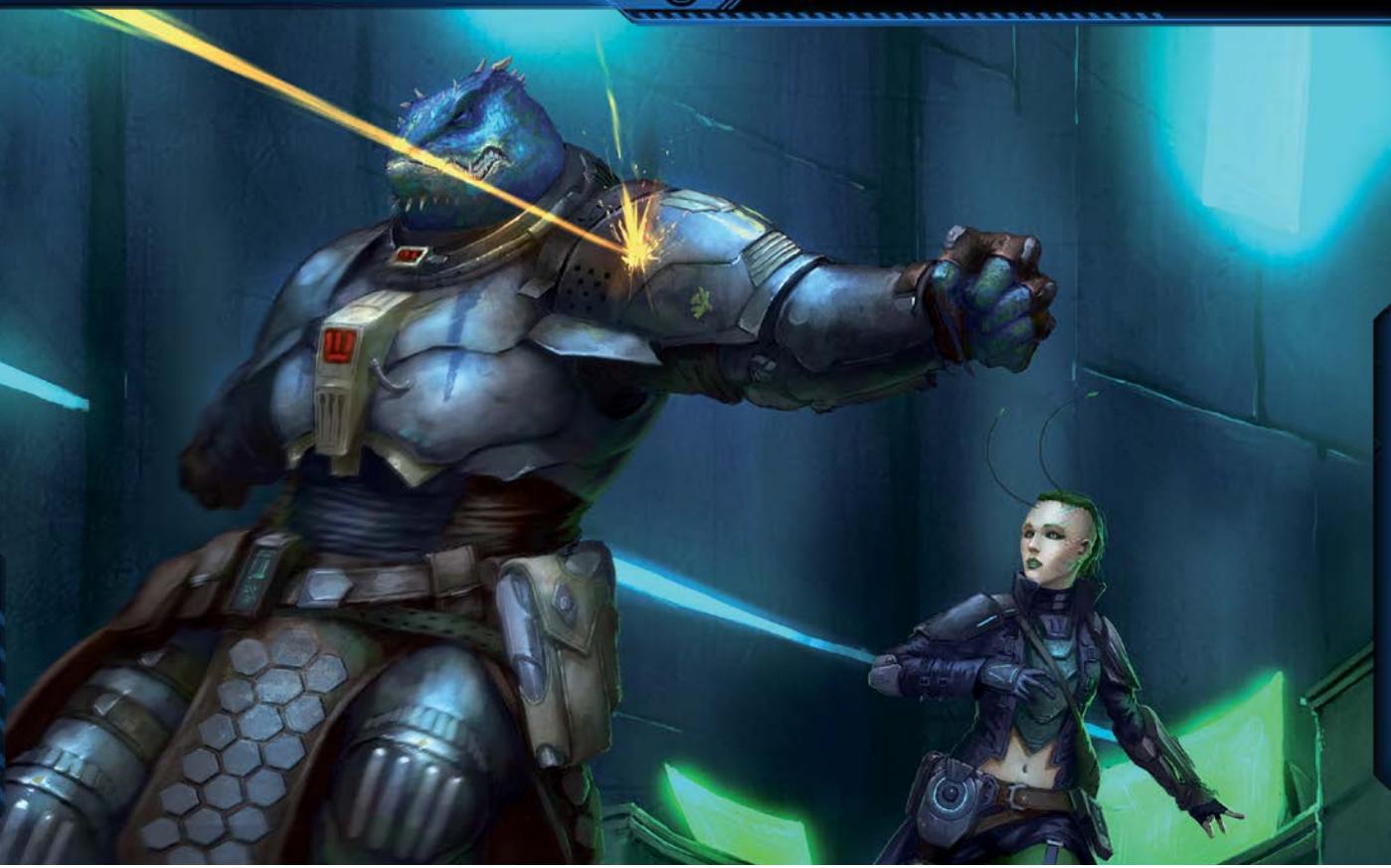


BLIND-FIGHT

Prerequisites none

BENEFIT

You can use this feat when you're required to attempt a Perception check to attack an enemy that's in darkness (usually because you don't have darkvision; see Darkness on page 80). If you succeed at the Perception check, the enemy doesn't get the normal +4 bonus to its Armor Class from cover (page 80).



BODYGUARD



Prerequisites none

BENEFIT

Allies (other than yourself) gain a +1 bonus to their Armor Class (page 78) as long as they are adjacent to you (including diagonally).

CLEAVE



Prerequisites STR +1, Attack Bonus +1

BENEFIT

You can potentially attack multiple enemies. When you use this feat, you use all the normal rules for the Melee Attack action (page 78), except if you hit your target, you get to take a second, free Melee Attack action against a second enemy. The second enemy must be adjacent (including diagonally) to the first enemy and to you. This feat lets you make only one extra attack per turn. **Action:** Use a Special Ability.

PENALTY

When you use this feat, take a -2 penalty to your Armor Class until your next turn.

CLIMBING MASTER



Prerequisites Athletics as a class skill or trained skill

BENEFIT

You automatically succeed at Athletics checks to climb (page 47).

CLOSE COMBAT



Prerequisites Attack Bonus +1

BENEFIT

When you're close to a foe, it's difficult for other creatures to hit you with ranged attacks. When you end your turn adjacent

to an enemy (including diagonally) that you hit this turn using the Melee Attack action (page 78), you gain a +2 bonus to your Armor Class (page 78) against attacks from any enemy that is not adjacent to you (including diagonally). This bonus lasts until the beginning of your next turn.

COORDINATED SHOT



Prerequisites Attack Bonus +1

BENEFIT

You can set up foes to make them easier for your allies to shoot. When you end your turn adjacent to an enemy (including diagonally) that you hit this turn using the Melee Attack action (page 78), your allies gain a +1 bonus to ranged attacks against that enemy until the beginning of your next turn.

DEADLY AIM



Prerequisites Attack Bonus +1

BENEFIT

When you take the Melee Attack action (page 78) or Ranged Attack action (page 79), you can use this feat to gain a +3 bonus to your melee or ranged damage rolls this turn.

PENALTY

When you use this feat, take a -1 penalty to your melee and ranged attack rolls until the end of your turn.

DIVE FOR COVER



Prerequisites Reflex Save +2

BENEFIT

You can leap away from explosions and other threats, leaving you sprawled on the floor and needing to take time to pick yourself

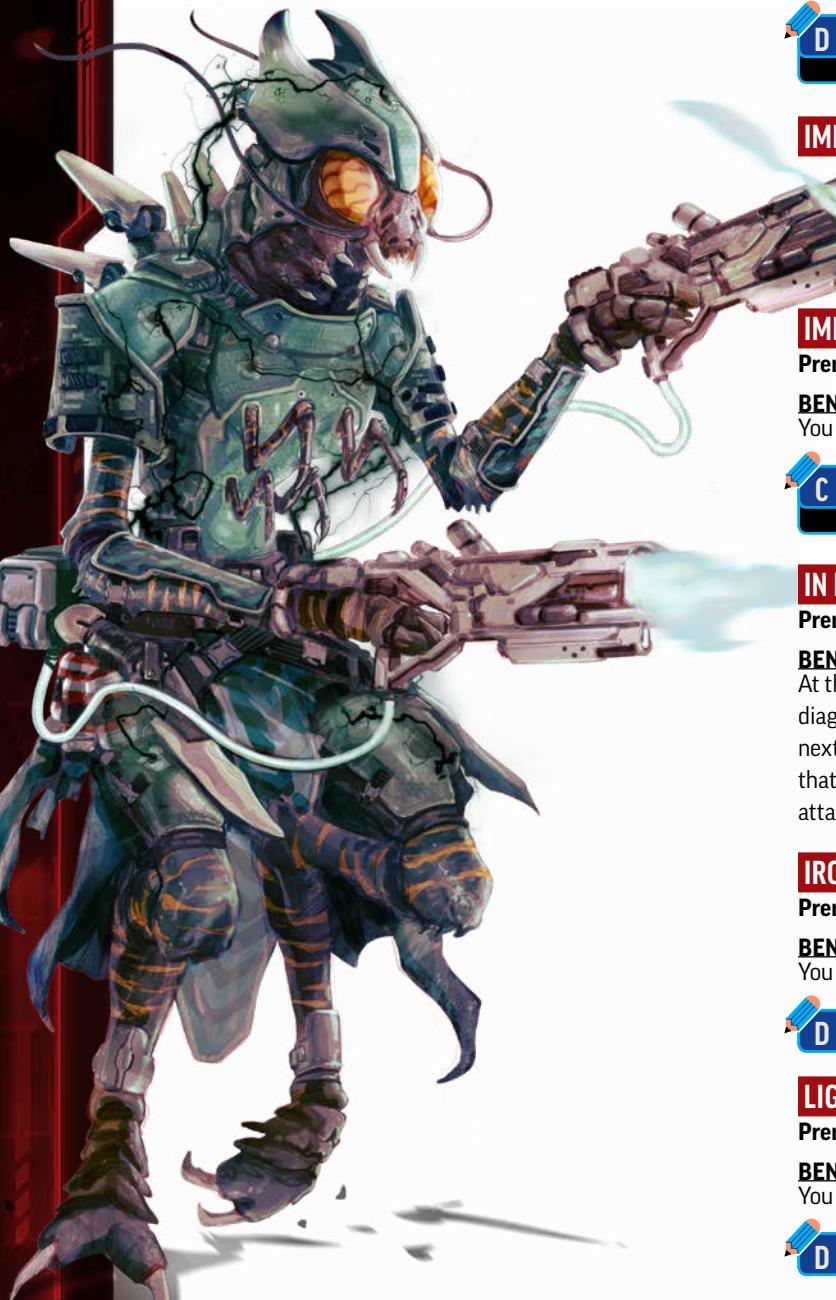
back up. When you're required to attempt a Reflex saving throw (page 85), but before you roll the die, you can give up your next move to gain a +4 bonus to the saving throw. You can't use this feat if you've already given up or lost your next move.

EXTENDED TELEPATHY

Prerequisites limited telepathy racial trait (lashunta or shirren)

BENEFIT

The range of your telepathic communication extends to 60 feet. The full rules for your limited telepathy can be found in the description of your race (page 22 for lashuntas and shirrens).



FAR SHOT

Prerequisites Attack Bonus +1

BENEFIT

You double the range of ranged weapons you use.



FLEET

Prerequisites none

BENEFIT

While you're wearing no armor or light armor, your speed increases by 10 feet.



GREAT FORTITUDE

Prerequisites none

BENEFIT

You gain a +2 bonus to Fortitude saving throws (page 85).

D In Section D, write "+2" in the Misc box for your Fortitude save.



IMPROVED HINDER FOE

Prerequisites none

BENEFIT

When you take the Hinder Foe action (page 79), you gain a +4 bonus to your melee attack roll.



IMPROVED INITIATIVE

Prerequisites none

BENEFIT

You gain a +4 bonus to initiative checks (page 76).

C In Section C, write "+4" in the Misc box for your initiative bonus (or add 4 to a number already there).



IN HARM'S WAY

Prerequisites Bodyguard feat

BENEFIT

At the end of your turn, you can pick one adjacent ally (including diagonally) to protect with this feat. The first attack before your next turn that would hit that ally hits you instead, as long as that ally is still adjacent to you. You take the damage from the attack, preventing your ally from taking the damage.



IRON WILL

Prerequisites none

BENEFIT

You get a +2 bonus to Will saving throws (page 85).

D In Section D, write "+2" in the Misc box for your Will save.



LIGHTNING REFLEXES

Prerequisites none

BENEFIT

You get a +2 bonus to Reflex saving throws (page 85).

D In Section D, write "+2" in the Misc box for your Reflex save.



MEDICAL EXPERT



Prerequisites Medicine as a class skill or trained skill

BENEFIT

When you succeed at a Medicine check to treat deadly wounds (page 49), you double the amount of Hit Points you restore.

MINOR PSYCHIC POWER



Prerequisites none

BENEFIT

Choose one of the following spells: *psychokinetic hand*, *telekinetic projectile*, or *telepathic message*. (You can find further information about each of these spells on page 32.) Once this choice is made, it can't be changed. You can cast the chosen spell three times per day. The Cast a Spell section (page 82) has more information on how to use spells.

Action: Cast a Spell.

NIMBLE MOVES



Prerequisites DEX +2

BENEFIT

Your movement is not slowed by difficult terrain (page 77).

OPENING VOLLEY



Prerequisites none

BENEFIT

Whenever you deal damage to an enemy with a ranged attack (page 79) on your first turn in a combat, you gain a +2 bonus to your next melee attack roll (page 78) against that enemy. You must make this melee attack roll before the end of your next turn to get the bonus.

SKILL SYNERGY



Prerequisites none

BENEFIT

Choose two skills (page 46). Once this choice is made, it can't be changed. You gain a +2 bonus to checks with those two skills.

I In Section I, write "+2" in the Misc box (or add 2 to a number already there) for the two skills you chose.

SPELL FOCUS



Prerequisites 3rd-level character, can cast spells

BENEFIT

The Difficulty Class (page 85) of spells you cast increases by 1.

K In Section K, add 1 to all your spell DCs.

SPELLBANE



Prerequisites unable to cast spells

BENEFIT

You gain a +2 bonus to saving throws (page 85) against spells.

TOUGHNESS



Prerequisites none

BENEFIT

Your total Hit Points increase by a number equal to your character level when you choose this feat. Each time you gain a new level, your total Hit Points increase by 1. You also gain a +4 bonus to your saving throws against the effects of thick or thin atmospheres (*Game Master's Guide* 38), and a +4 bonus to Constitution ability checks to avoid suffocation (*Game Master's Guide* 45).

EQUIPMENT

Exploring strange environments and facing off against violent aliens is dangerous! The right armor and weapons give you a better chance of surviving such encounters, and other equipment can be useful in a broad range of situations.

EQUIPMENT AT 1ST LEVEL

At 1st level, you start with 1,000 credits—the standard unit of digital currency. You can spend credits on armor, weapons, and other equipment. Most adventurers want to buy at least one or two weapons, one suit of armor, and a smattering of adventuring gear (ranging from flashlights to rations to tents). While you won't be able to afford most magic items at 1st level, it's worth considering buying a *healing serum* or two for emergencies.

You get to keep any credits you don't spend. They are stored on a credstick—a kind of small computer that does nothing but track and store your money. As you gain more credits (as payment for jobs, or taken as spoils of war from defeated foes who meant you harm), you should consider buying better (more expensive) equipment.



WHEN YOU'VE CHOSEN YOUR EQUIPMENT, NOTE THE FOLLOWING THINGS ON YOUR CHARACTER SHEET, AND THEN RETURN TO PAGE 17 TO CONTINUE BUILDING YOUR 1ST-LEVEL CHARACTER!



D In Section D, write your armor and any armor upgrades. Write your armor's Armor Class bonus in the Armor box of your Armor Class.



G In Section G, write your weapons (along with any weapon fusions), including grenades, along with their statistics. You'll calculate each weapon's total attack bonus later.



J Write your other equipment (and any remaining credits) in Section J.

GETTING NEW GEAR

As your character gains experience (and additional wealth), you will periodically want to buy new equipment. There are lots of things you can't afford at 1st level that will be of significant use once you can acquire them. Some of these things you might find as treasure or be offered as rewards, but you might also be able to buy new equipment once you can afford it.

You can usually buy equipment only in larger cities and space stations; the GM will let you know when it's time for a shopping spree! If you can afford to buy better armor or more effective weapons, it's a good idea to do so. As you gain levels, better gear helps you survive more dangerous encounters.

You might also want to magically enhance a weapon with a weapon fusion or improve your armor with an armor upgrade. There are several interesting magic items you might want to buy for your adventure.

MAGIC ITEMS AND TECHNOLOGICAL ITEMS

Some skills and abilities work specifically with magic items or technological items, such as the "identify a magic item" task of the Mysticism skill (page 49) or the technomancer's countertech ability (page 44).

Magic Items

Magic items are listed on page 68. Weapons with weapon fusions (page 65) are also magic items.

Technological Items

Technological items include all armor (page 58), armor upgrades (page 59), and weapons (pages 60–64). Some adventuring gear (pages 66–67) is also marked as technological.

Both

Weapons with weapon fusions count as both magic items and technological items.

WEAPON SPECIAL PROPERTIES AND CRITICAL HIT EFFECTS

Although, weapons come in a wide variety of styles and types, they all deal damage (page 78). In general, when you hit a creature with a weapon attack, you roll the dice indicated by the weapon and your target loses that many Hit Points. Some attacks, such as melee attacks and the operative's trick attack (page 36), deal additional damage. See page 78 for more about attacking and page 84 for more about damage and Hit Points.

Some weapons also have special rules that can change how they make attacks or deal damage (Special Properties), or cause an additional effect on a critical hit (Critical Hit Effects).

Special Properties

Some weapons have special properties that impact how they are used. The two special properties are blast and boost, which are defined below.

Blast

Rather than attack a single target, a blast weapon attacks all creatures in a cone (see pages 82–83 for rules on cones). Make a ranged attack roll against each target in the cone—even your allies! If you hit one or more targets, roll the weapon's damage once and apply it to each target you hit.

Boost

A boost weapon can be briefly supercharged to deal more damage, but doing so takes effort. If you give up your move before taking the Ranged Attack action (page 79) with a boost weapon, the weapon deals 1d6 extra damage if you hit with it.

Critical Hit Effects

When you use the Melee Attack or Ranged Attack action and get a natural 20 (the d20 comes up 20), you automatically hit. Your weapon deals double damage, and if it has a critical hit effect, that also applies. (When using a weapon with the blast weapon special property, the critical hit effect applies to every target in the blast.) The general rules for critical hits are explained on page 78. The rules for the two critical hit effects are explained below.

Knockdown

If you score a critical hit with a weapon with the knockdown critical hit effect, the target is knocked to the ground and loses its next move. Ysoki are immune to the knockdown critical hit effect thanks to their moxie racial trait (page 23).

Stagger

If you score a critical hit with a weapon with the stagger critical hit effect, the target gains the staggered condition (it can either move or take an action on its turn, but it can't do both; page 87) for 1 round.

WEAPON PROFICIENCY

Weapons are broken into five types: basic melee, advanced melee, small arms, longarms, and grenades. Characters who make attacks with advanced melee weapons, longarms, or grenades without being proficient take a -4 penalty to attack rolls with such weapons. Basic melee weapons and small arms are easy to operate, and anyone can use them. Advanced melee weapons are more difficult to master, and only soldiers

EQUIPMENT SECTIONS

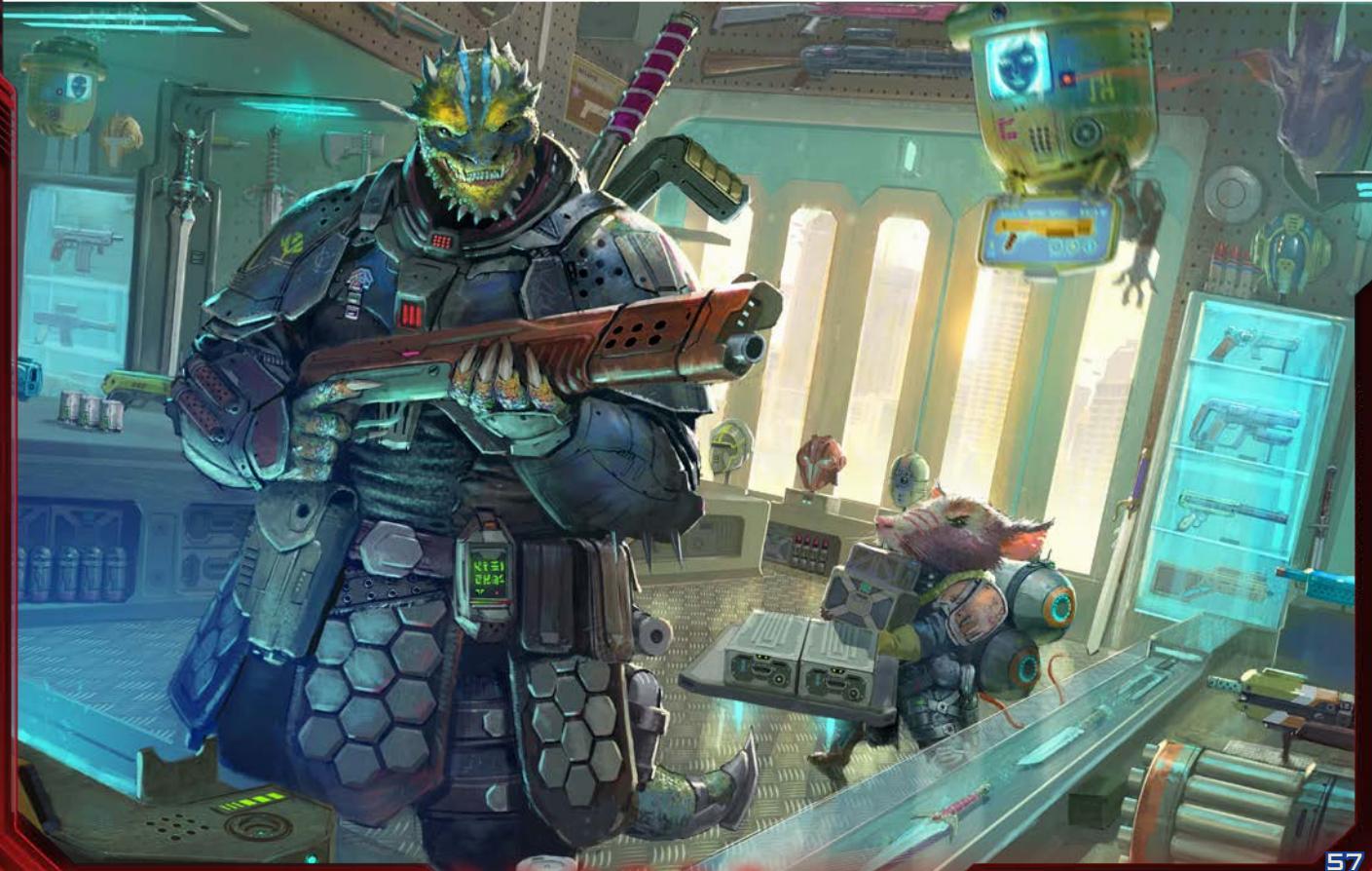
When looking for specific kinds of equipment, you can find each category on the listed pages.

Category	Page
Armor	58
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are proficient with them (able to use them without penalty). Longarms also require more training, and only mechanics and soldiers are proficient with them (able to use them without penalty). Properly activating grenades and throwing them so they affect enemies and not allies is fairly difficult, and only envoys, mechanics, and soldiers are proficient with grenades (able to use them without penalty).

AMMUNITION

Many weapons use batteries, fuel, or bullets as ammunition or to power their technological effects. However, this game does not require you to buy or track such materials. You are assumed to have all the ammunition you need, and you can reload quickly enough to fire at will.



ARMOR

All suits of armor are either light armor or heavy armor. Light armor does not slow you down—you move at your normal speed and any character can wear it. Heavy armor reduces your speed by 5 feet, and only mechanics and soldiers can wear it. A suit of armor gives you a bonus (listed with the armor's name) to your Armor Class (page 78). While wearing armor, you add this number to your Armor Class. It takes 1 minute to put on or remove a suit of armor.

ARMOR UPGRADES

Light armor can have a single armor upgrade (page 59) added to it at an additional cost. Heavy armor can have up to two armor upgrades at a time.

COMM UNITS

All suits of armor include a built-in personal comm unit (page 67) for ease of communication in difficult environments.

ENVIRONMENTAL PROTECTIONS

All suits of armor include environmental protections, which use energy fields and special seals to provide you with breathable air, a comfortable temperature, and safe atmospheric pressure, even in harsh environments. This allows you to breathe underwater or in a vacuum, survive crushing depths and the void of space, and be comfortable in temperatures as low as -20° F or as high as 140° F. Your armor can maintain these protections for 48 hours, and you have to take the Use an Item action to activate or deactivate your armor's environmental protections. You can recharge these protections while within a starship or most major modern cities.

LIGHT ARMOR

As a player character with a class, you can wear any of the suits of armor listed below.

CARBON SKIN	+3 AC	PRICE 1,250
	Though these suits of light armor appear to be made of stiff fabric, they are actually woven from carbon fibers reinforced with carbon allotropes, such as white carbon or diamond.	

DEFREX HIDE	+5 AC	PRICE 2,250
	This armor is made from the hide of a ferocious mammal native to the Veskarium, the home system of the vesk. Tanned pieces of the hide are stitched together with metal wires and studs, while an under suit provides the electronics and seals needed for it to function as modern armor.	

MICROCORD	+2 AC	PRICE 450
	Microcord armor uses ribbed protective fabric to provide cheap protection. Many suits of microcord are dark with illuminated trim, but various other styles are also available.	

SECOND SKIN +1 AC PRICE 250



Second skin is little more than a skintight bodysuit that offers minimal protection from harm, while including all the environmental protections and basic functions of armor needed to survive in space.

TEMPWEAVE +4 AC PRICE 1,950



Tempweave armor uses protective fabrics that have been reinforced by running temperature-regulating wires through them, creating a good mix of protection and comfort.

HEAVY ARMOR

If your character is proficient with heavy armor, they can wear the suits of armor listed below. Only mechanics and soldiers are proficient with heavy armor.

Heavy armor typically provides more protection against the dangers of combat, but it is often more expensive, and it reduces your speed by 5 feet.

CEREMONIAL PLATE +2 AC PRICE 110



Ceremonial plate combines hard protective armor plates with flexible underlayers of cloth armor for a suit that is designed to be more attractive than effective—though it still provides good protection for the price.

DEFIANCE SQUAD ARMOR +4 AC PRICE 1,220



Defiance armor is among the most common armor used by military forces to armor combat squads. It focuses on heavy protection for the head, chest, and forearms, leaving the rest of the body less armored to allow a greater degree of mobility.

OFFICER'S PLATE +5 AC PRICE 2,000



Officer's plate is a more expensive, higher-quality version of ceremonial plate. While most suits of officer's plate are quite ornate, independent mercenaries sometimes order very drab sets of such armor purely for their superior defensive qualities.

OVERPLATE +6 AC PRICE 2,900



Overplate is a full suit of overlapping plates that leaves no area of the body unprotected. It is the preferred armor for any warrior that expects to be exposed to heavy enemy fire, though its price restricts it to elite military forces, successful explorers, and well-paid independent mercenaries.

THINPLATE +3 AC PRICE 1,000



Thinplate employs flexible panels of dense polyethylene to provide excellent protection while remaining thin enough that it can be worn under a uniform or other regular clothing.

ARMOR UPGRADES

Armor upgrades are additional modules and accessories you can install in a suit of armor. Suits of light armor can have one armor upgrade, while heavy armor can have two armor upgrades. It takes 10 minutes to install or remove an armor upgrade.

CRYO SHIELDING

PRICE 1,600



Cryo shielding grants you some protection from ice, freeze rays, and other sources of cold damage. Each time you take cold damage, reduce the damage taken by 5 (to a minimum of 1).

FORCE FIELD

PRICE 1,600



A force field grants you a small amount of protection against all damage. The first time each round you take damage, reduce the damage taken by 1 (to a minimum of 1).

GLAMER PROJECTOR

PRICE 200



This upgrade installs a set of holographic projectors on your armor, allowing you to change its appearance to look like any other suit of armor—or even appear to be normal clothes or sports apparel.

INFRARED SENSORS

PRICE 200



These advanced sensors allow you to see into the infrared range of light. You gain darkvision (page 73). This works just like the android ability (page 21), allowing you to see in darkness at a range of up to 60 feet.

INSULATED SHIELDING

PRICE 1,600



Insulated shielding grants you some protection from lightning, arc guns, and other sources of electricity damage. Each time you take electricity damage, reduce the damage taken by 5 (to a minimum of 1).

JETPACK

PRICE 3,100



When you move on your turn, you can fly (page 77) up to 30 feet instead of using your normal movement. This allows you to move up into the air or across chasms and other such obstacles. If you are flying and lose or give up your move, you fall to the ground.

JUMP JETS

PRICE 1,000



Jump jets give you a small boost when you move, allowing you to jump over obstacles or up onto ledges that are within your normal range of movement. At the end of your movement, you must be on solid, stable ground or you fall and lose your next move.

LEAPERS

PRICE 200



This set of springs and haptic-feedback devices installed in your armor's joints makes it much easier to jump long distances. You gain a +8 bonus to Athletics skill checks to jump (page 48).

LONGSTRIDER MODULE

PRICE 2,200



Longstrider modules support and enhance your leg muscles, increasing your speed by 10 feet.

RADIATION BUFFER

PRICE 200



A robust set of filters and shielding grants you full protection from the effects of radiation (*Game Master's Guide* 45), allowing you to ignore damage and conditions caused by radiation.

TARGETING COMPUTER

PRICE 2,250



A targeting computer tracks potential targets using a heads-up display on your helmet's visor, recommending angles of attack and likely vulnerabilities. You gain a +1 bonus to ranged attack rolls.

THERMAL SHIELDING

PRICE 1,600



Thermal shielding grants you some protection from lasers, flames, and other sources of fire damage. Each time you take fire damage, reduce the damage taken by 5 (to a minimum of 1).



MELEE WEAPONS

Melee weapons are either basic (which require little training to use) or advanced (which require specialized training to use without penalty). All characters are proficient with basic melee weapons. Only soldiers are proficient with advanced melee weapons. If you are not proficient with a weapon, you take a -4 penalty to attack rolls with it.

BASIC MELEE WEAPONS

Basic melee weapons are generally considered useful backup weapons, even for characters who mostly rely on ranged weapons. Most basic melee weapons deal kinetic damage, though the seismic pick is an exception.

BATTLE STAFF

PRICE 80



Damage	Range	Special Property	Critical Hit Effect
1d4 kinetic	Melee	None	Knockdown

A battle staff is a long, slightly flexible pole generally made of fiberglass or aluminum, with one end weighted for greater striking power.

DUELING SWORD

PRICE 750



Damage	Range	Special Property	Critical Hit Effect
1d6 kinetic	Melee	None	None

A dueling sword is a light, well-balanced bladed weapon made of advanced alloys that allow it to easily cut through modern armor. It is sometimes worn as a sign of high rank or prestige.

SEISMIC PICK

PRICE 3,300



Damage	Range	Special Property	Critical Hit Effect
2d4 sonic	Melee	None	None

This military-grade seismic pick is developed from less powerful versions used by miners to cut through stone using concentrated sound waves. It focuses sonic vibrations into piercing sound spikes.

SHELL KNUCKLES

PRICE 3,150



Damage	Range	Special Property	Critical Hit Effect
2d4 kinetic	Melee	None	None

Shell knuckles hold a set of shotgun shells rigged to detonate when you punch a target. They are often considered the weapon of pirates and thugs.

TACTICAL BATON

PRICE 90



Damage	Range	Special Property	Critical Hit Effect
1d4 kinetic	Melee	None	None

This modern update to the club is solid metal and 2-3 feet long, with a rubber handle and a loop to make it easy to hang from a belt or wrist. It is a common emergency melee weapon and is often carried by city police and private security forces.

TACTICAL SWITCHBLADE

PRICE 110



Damage	Range	Special Property	Critical Hit Effect
1d4 kinetic	Melee	None	None

A tactical switchblade is a compact folding blade that can be easily hidden in clothing or behind other equipment. If you hide it on your person, creatures can't see it unless they succeed at a Perception skill check to search. The DC for the check is 20.

UNARMED STRIKE

PRICE 0



Damage	Range	Special Property	Critical Hit Effect
1 kinetic	Melee	None	None

This "weapon" is any sort of punch, kick, or unarmed attack you'd make in unarmed combat. Instead of rolling for damage, you deal 1 damage when you hit with an unarmed strike. All characters can use unarmed strikes.

ADVANCED MELEE WEAPONS

Advanced melee weapons are viewed as significant weapons of war. Soldiers sometimes carry advanced melee weapons as backup options for when a ranged weapon is not available, though some soldiers instead make them their primary choice of arms.

CRYOPIKE

PRICE 3,360



Damage	Range	Special Property	Critical Hit Effect
1d12 cold	Melee	None	Stagger

Cryopikes are spear-like weapons that have a cold generator built into one end, allowing them to freeze and sometimes slow targets.

DOSHKO

PRICE 240



Damage	Range	Special Property	Critical Hit Effect
1d10 kinetic	Melee	None	None

Doshkos are long-handled weapons similar to axes, but with three spikes in place of an axe blade. The doshko is a traditional weapon of vesk soldiers.

FANGBLADE

PRICE 700



Damage	Range	Special Property	Critical Hit Effect
1d8 kinetic	Melee	None	None

A fangblade has a toothed, motor-driven chain for a cutting edge. A target damaged by a fangblade bleeds profusely, taking 1d4 additional damage at the beginning of its next turn.

FLAME DOSHKO

PRICE 750



Damage	Range	Special Property	Critical Hit Effect
1d12 fire	Melee	None	None

Flame doshkos are long-handled weapons with three jets of focused flame in place of a blade. Like doshkos, they are traditional weapons of vesk soldiers.

GALE BATON**PRICE 350**

Damage	Range	Special Property	Critical Hit Effect
1d6 cold	Melee	None	Stagger

Gale batons are powered club- or truncheon-like weapons that deliver a powerful bolt of cold that can numb and sometimes slow targets.

LONGSWORD**PRICE 175**

Damage	Range	Special Property	Critical Hit Effect
1d8 kinetic	Melee	None	None

Longswords are heavy, long-bladed weapons made of advanced alloys. The weapon remains a popular choice of soldiers who expect to focus on melee combat, and it has a long history as the weapon of heroes.

PLASMA SWORD**PRICE 750**

Damage	Range	Special Property	Critical Hit Effect
2d6 fire	Melee	None	None

Plasma swords use a focused stream of plasma in place of a blade to cut and burn foes.

PULSE GAUNTLET**PRICE 475**

Damage	Range	Special Property	Critical Hit Effect
1d6 sonic	Melee	None	Knockdown

This light, compact weapon is worn over other clothing and armor. It converts punch attacks into thunderclaps of sonic energy. Pulse gauntlets are popular backup melee weapons among soldiers who focus on using ranged weapons.

SHADOW CHAIN**PRICE 740**

Damage	Range	Special Property	Critical Hit Effect
1d8 cold	Melee	None	None

Shadow chains are made of advanced heat-absorbing metals that allow them to rapidly freeze foes. If you have a shadow chain, you gain a +2 bonus to your attack roll when you take the Hinder Foe action.

SOLAR BRAND**PRICE 125**

Damage	Range	Special Property	Critical Hit Effect
1d6 fire	Melee	None	None

A solar brand is a flat plate of metal that affixes to the back of a hand. When activated, it creates a triangular blade of plasma that projects over the user's knuckles.

SWOOP HAMMER**PRICE 3,200**

Damage	Range	Special Property	Critical Hit Effect
1d12 kinetic	Melee	None	Knockdown

A swoop hammer is a massive bludgeoning weapon with a long haft that allows it to deliver powerful blows.

TACLASH**PRICE 240**

Damage	Range	Special Property	Critical Hit Effect
1d4 kinetic	Melee	None	None

A taclash is a flexible metal whip designed to inconvenience foes as much as harm them. If you have a taclash, you gain a +2 bonus to your attack roll when you take the Hinder Foe action.



SMALL ARMS

Small arms are one-handed pistols that are common throughout the Pact Worlds. All characters can use small arms without penalty, and they work well as primary weapons for envoys, mystics, operatives, and technomancers.

ARC PISTOL



	Damage	Range	Special Property	Critical Hit Effect
	1d6 electricity	50 feet	None	Stagger

An arc pistol generates a tiny lightning bolt that arcs out to strike your target and has a chance of temporarily interfering with their ability to act.

PRICE 750

DISINTEGRATOR PISTOL



	Damage	Range	Special Property	Critical Hit Effect
	1d8 acid	40 feet	None	None

Disintegrator pistols deal damage by dissolving a target's molecular bonds, the same mechanism that physical acids use to dissolve materials.

PRICE 1,150

FLAMEJET



	Damage	Range	Special Property	Critical Hit Effect
	1d4 fire	15 feet	Blast	None

This miniaturized flamethrower generates a 15-foot cone of flame, allowing it to damage multiple foes in a single attack.

PRICE 470

FORKED PISTOL



	Damage	Range	Special Property	Critical Hit Effect
	1d4 fire	30 feet	Boost	None

A forked pistol channels a bolt of plasma at its target. Its boost special property makes it popular with pirates and mercenaries, who like to deal as much damage as possible on their first attack during combat.

PRICE 720

HAIL PISTOL



	Damage	Range	Special Property	Critical Hit Effect
	1d4 cold	20 feet	None	None

A hail pistol fires tiny darts of super-chilled ice. Its affordable price makes it popular despite its limited range and low damage.

PRICE 120

HANDCANNON



	Damage	Range	Special Property	Critical Hit Effect
	1d8 kinetic	30 feet	None	Knockdown

Handcannons are large-bore pistols that fire massive slugs that deal significant damage and can even knock a foe to the ground.

PRICE 1,200

HANDCOIL



PRICE 1,200

Damage	Range	Special Property	Critical Hit Effect
1d8 electricity	50 feet	None	Stagger

A handcoil is a more powerful version of the arc pistol, able to produce a stronger electrical bolt.

LASER PISTOL



PRICE 350

Damage	Range	Special Property	Critical Hit Effect
1d4 fire	80 feet	None	None

A laser pistol fires a beam of coherent light that can burn through targets. It is among the most common sidearms, often carried as a backup option by characters who primarily use a different weapon.

ROTATING PISTOL



PRICE 1,300

Damage	Range	Special Property	Critical Hit Effect
2d4 kinetic	40 feet	None	Knockdown

A rotating pistol loads large-bore bullets into heavy barrels that rotate after each shot to ensure the weapon doesn't overheat.

SCORCHGUN



PRICE 2,050

Damage	Range	Special Property	Critical Hit Effect
1d8 fire	60 feet	Boost	None

Scorchguns use microwave projectors to superheat their targets, causing them to scorch and burn without any obvious source of fire.

SEMI-AUTO PISTOL



PRICE 260

Damage	Range	Special Property	Critical Hit Effect
1d4 kinetic	30 feet	None	Stagger

Among the simplest and cheapest small arms, semi-auto pistols deliver decent damage for their price and have an average range.

SONIC PISTOL



PRICE 1,500

Damage	Range	Special Property	Critical Hit Effect
1d6 sonic	15 feet	Blast	None

A sonic pistol creates a 15-foot cone of destructive sound that can smash targets with all the strength of a hammer.

ZERO PISTOL



PRICE 2,100

Damage	Range	Special Property	Critical Hit Effect
1d8 cold	60 feet	None	Stagger

Zero pistols are more powerful versions of hail pistols, able to create cold so intense that targets are sometimes slowed by the bone-deep chill.

LONGARMS

Longarms are rifle-like weapons that generally deal more damage and have a longer range than small arms, but that require more training to use effectively. Only mechanics and soldiers are proficient with longarms. If you are not proficient with a weapon, you take a -4 penalty to attack rolls with it.

ARC RIFLE



Damage	Range	Special Property	Critical Hit Effect
1d8 electricity	50 feet	None	Stagger

An arc rifle generates a powerful lightning bolt that arcs out to strike your target and has a chance of temporarily interfering with their capacity to act.

PRICE 275

PRICE 1,200

FREEZE RAY



Damage	Range	Special Property	Critical Hit Effect
1d8 cold	30 feet	Blast	Stagger

Freeze rays fill a 30-foot cone with powerful waves of frigid energy that can freeze and slow foes.

ARTILLERY LASER



Damage	Range	Special Property	Critical Hit Effect
2d6 fire	130 feet	None	None

A more powerful version of the laser rifle, this weapon deals massive damage at the longest range of any common weapon.

PRICE 2,080

PRICE 240

HUNTING RIFLE



Damage	Range	Special Property	Critical Hit Effect
1d8 kinetic	90 feet	None	None

Hunting rifles are designed for taking down game animals rather than for military use, but they still make effective weapons.

AUTOCANNON



Damage	Range	Special Property	Critical Hit Effect
1d10 kinetic	90 feet	None	Knockdown

An autocannon fires rapid streams of bullets that severely damage foes and can even knock them down.

PRICE 900

PRICE 425

LASER RIFLE



Damage	Range	Special Property	Critical Hit Effect
1d8 fire	120 feet	None	None

A laser rifle fires a powerful beam of coherent light that can burn into targets at extreme ranges.

DISINTEGRATOR RIFLE



Damage	Range	Special Property	Critical Hit Effect
1d12 acid	60 feet	None	None

Disintegrator rifles create powerful beams that cause matter to unravel in much the same way acid affects objects, leaving jagged wounds.

PRICE 1,480

PRICE 1,450

RED STAR RIFLE



Damage	Range	Special Property	Critical Hit Effect
1d10 fire	90 feet	Boost	None

Red star rifles fire a glowing bolt of red plasma and can be boosted to be even more destructive.

FLAMETHROWER



Damage	Range	Special Property	Critical Hit Effect
1d6 fire	15 feet	Blast	None

This rifle-sized flamethrower generates a 15-foot cone of flame, allowing it to damage multiple foes in a single attack.

PRICE 420

SONIC BOLTER



Damage	Range	Special Property	Critical Hit Effect
2d6 sonic	100 feet	None	Knockdown

Sonic bolters create extremely tight pulses of crushing sonic energy that deliver powerful blows at considerable range.

FORKED RIFLE



Damage	Range	Special Property	Critical Hit Effect
1d6 fire	60 feet	Boost	None

A forked rifle channels a powerful bolt of plasma at its target. The rifle's boost special property results from the weapon's ability to hold the plasma bolt temporarily between its two prongs to charge up an even more devastating attack.

PRICE 750

PRICE 1,100

STELLAR CANNON



Damage	Range	Special Property	Critical Hit Effect
1d8 kinetic	30 feet	Blast	Knockdown

Stellar cannons are massive shotguns that use large shells filled with fléchettes to shred everything in a 30-foot cone.

ZERO CANNON



Damage	Range	Special Property	Critical Hit Effect
1d8 cold	30 feet	Blast, Boost	None

The powerful zero cannon creates lethal waves of freezing energy in a 30-foot cone, and that force can be boosted to deal significant damage.

GRENADES

Grenades are single-use ranged weapons with special rules. To use a grenade, you take the Ranged Attack action (page 79) and target an enemy within the grenade's range. Your ranged attack roll is against an Armor Class of 10 (instead of the target's Armor Class). If you miss, the grenade has no effect. If you hit, your selected target and each creature adjacent to it (including diagonally—and even you and your allies!) must attempt a Reflex saving throw (page 85); all are considered targets of the grenade's damage and effects. Each grenade lists the Difficulty Class (DC) of this saving throw.

Most grenades deal a specific amount of damage, with creatures that succeed at their saving throw taking half damage (rounded down). Some grenades (such as the concussion and riot grenades) have a special effect on creatures that fail their saving throw; those grenades don't apply their special effect to creatures that succeed at their saving throws.

Envoy, mechanics, and soldiers are proficient with grenades. If you are not proficient with a weapon, you take a -4 penalty to attack rolls with it.

CONCUSSION GRENADE I

PRICE 45

Damage	Range	Special Effect	Saving Throw
1d4 kinetic	30 feet	Knocks targets down	DC 11 Reflex

Concussion grenades release powerful concussive waves that are designed to knock enemies to the ground. A concussion grenade I deals 1d4 kinetic damage and knocks targets down, causing them to lose their next move. If a target succeeds at a DC 11 Reflex saving throw, it takes half damage (rounded down) and is not knocked down.

CONCUSSION GRENADE II

PRICE 400

Damage	Range	Special Effect	Saving Throw
1d6 kinetic	30 feet	Knocks targets down	DC 13 Reflex

A more powerful version of the concussion grenade, a concussion grenade II deals 1d6 kinetic damage and knocks targets down, causing them to lose their next move. If a target succeeds at a DC 13 Reflex saving throw, it takes half damage (rounded down) and is not knocked down.

FRAGMENTATION GRENADE I

PRICE 35

Damage	Range	Special Effect	Saving Throw
1d6 kinetic	30 feet	None	DC 12 Reflex

When a fragmentation grenade explodes, it sends pieces of shrapnel in all directions, dealing 1d6 kinetic damage. If a target succeeds at a DC 12 Reflex saving throw, it takes half damage (rounded down).

FRAGMENTATION GRENADE II

PRICE 305

Damage	Range	Special Effect	Saving Throw
1d8 kinetic	30 feet	None	DC 13 Reflex

A larger and more dangerous fragmentation grenade, this deals 1d8 kinetic damage. If a target succeeds at a DC 13 Reflex saving throw, it takes half damage (rounded down).

INCENDIARY GRENADE I

PRICE 375

Damage	Range	Special Effect	Saving Throw
1d6 fire	30 feet	1d6 fire damage next turn	DC 13 Reflex

Incendiary grenades release a fiery explosion that burns everything near it, dealing 1d6 fire damage. If a target succeeds at a DC 13 Reflex saving throw, it takes half damage (rounded down). A target that fails this saving throw also catches on fire; at the beginning of its next turn, it must give up its move (to smother the flames) or take another 1d6 fire damage.

INCENDIARY GRENADE II

PRICE 725

Damage	Range	Special Effect	Saving Throw
1d8 fire	30 feet	1d8 fire damage next turn	DC 15 Reflex

These burn even hotter than normal incendiary grenades, dealing 1d8 fire damage. If a target succeeds at a DC 15 Reflex saving throw, it takes half damage (rounded down). A target that fails this saving throw also catches on fire; at the beginning of its next turn, it must give up its move (to smother the flames) or take another 1d8 fire damage.

RIOT GRENADE I

PRICE 85

Damage	Range	Special Effect	Saving Throw
None	30 feet	Staggered 1 round	DC 14 Reflex

Riot grenades create a loud bang and bright flash designed to impede foes and convince them to disperse without injuring them. A target that fails a DC 14 Reflex saving throw gains the staggered condition (page 87) for 1 round.

RIOT GRENADE II

PRICE 425

Damage	Range	Special Effect	Saving Throw
None	30 feet	Staggered 1d4 rounds	DC 15 Reflex

These more powerful riot grenades can have a much greater impact. A target that fails a DC 15 Reflex saving throw gains the staggered condition (page 87) for 1d4 rounds.

SHOCK GRENADE I

PRICE 130

Damage	Range	Special Effect	Saving Throw
1d8 electricity	30 feet	None	DC 12 Reflex

Shock grenades fill an area with dangerous electrical arcs, dealing 1d8 electricity damage. If a target succeeds at a DC 12 Reflex saving throw, it takes half damage (rounded down).

SHOCK GRENADE II

PRICE 650

Damage	Range	Special Effect	Saving Throw
2d8 electricity	30 feet	None	DC 14 Reflex

These improved shock grenades release much more powerful arcs of lightning, dealing 2d8 electricity damage. If a target succeeds at a DC 15 Reflex saving throw, it takes half damage (rounded down).



WEAPON FUSIONS

Weapon fusions are special magic powers that can be added to melee weapons, small arms, and longarms. Adding a weapon fusion to a weapon costs 400 credits and is done in the same kinds of shops that sell weapons and other equipment.

A weapon can only have one fusion at a time. You can replace a weapon's existing fusion with a new one, but the old fusion is lost. When a weapon fusion is added to a weapon, the weapon counts as a magic item, and its appearance often magically changes to match the theme of the fusion. For example, a *burning* fusion might cause a weapon to be etched with flames, burning runes, or even symbols of a god of fire.

ACCURATE



An *accurate* weapon can be aimed more carefully to make particularly accurate attacks with it. If you give up your move before taking an attack action with an *accurate* weapon, you gain a +1 bonus to your attack roll.

BLASTING



You can add the *blasting* fusion only to a small arm or longarm. Once per day, you can use a *blasting* weapon to make one attack using the blast weapon special property (page 56), treating its range as 15 feet.

BURNING



You can add the *burning* fusion only to a weapon that deals fire damage. Creatures damaged by a *burning* weapon catch on fire. At the beginning of its next turn after being hit by a *burning* weapon, a target must give up its move (to smother the flames) or take another 1d6 fire damage.

CALLED



You can teleport a *called* weapon you own to your hand at the beginning of your turn, even if another creature is holding it. This doesn't require taking an action.

DEFENDING



When you take the Defend action (page 82) while holding a *defending* weapon, you gain an additional +2 bonus to your Armor Class.

DISRUPTIVE



A *disruptive* weapon is especially harmful to undead creatures (those with the undead immunities defensive ability, such as bone troopers and cybernetic zombies). Attacks from a *disruptive* weapon deal 1d4 extra damage to undead creatures.

ILLUMINATING



Any target you damage with an *illuminating* weapon glows brightly until the end of your next turn, negating any darkness within 30 feet of it.

INSPIRING



Attacks from an *inspiring* weapon can fill you and your allies with confidence. When you score a critical hit (page 78) with an *inspiring* weapon, you and allies within 60 feet gain a +2 bonus to saving throws for 1 minute.

KNOCKDOWN



You can add the *knockdown* fusion only to weapons that deal kinetic damage. A *knockdown* weapon gains the knockdown critical hit effect (page 57). If the weapon already has that effect, the target loses its move for 2 rounds on a critical hit, rather than just 1 round.

SEEKING



A target does not gain any bonus to its Armor Class from cover (page 80) against attacks made by a *seeking* weapon.

SPELLTHROWER



You can spend 1 minute to load a *spell gem* (page 68) into a weapon with the *spellthrower* fusion. If a *spellthrower* weapon has a *spell gem* in it, you can give up your move and take the Cast a Spell action (page 82) to use the *spell gem*, even if you aren't a mystic or technomancer. If the spell has a saving throw that uses INT or WIS to calculate its Difficulty Class, use your key ability score (pages 15–16) modifier instead. For example, an envoy would use her CHA. Casting the spell expends the *spell gem* as normal, causing it to crumble into dust.

STAGGERING



A *staggering* weapon gains the stagger critical hit effect (page 57). If the weapon already has the stagger critical hit effect, the target is staggered for 2 rounds on a critical hit, rather than just 1 round.

VENOMOUS



When you score a critical hit (page 78) with a *venomous* weapon, the target is impaired for 1d4 rounds as it is sickened by poison.

ADVENTURING GEAR

Explorers need the right equipment, from high-tech gadgets to the very basic necessities, to survive and stay comfortable on a variety of alien worlds. Whether you need a cable line and grappler to climb out of a ravine or the right tool kit to hack into a computer and bypass security systems, make sure you have the tools you need to get the job done! Items note whether they count as technological and whether they require an action to use during combat (page 81).

ADVANCED TOOL KIT TECHNOLOGICAL PRICE 445



An advanced tool kit functions as a tool kit (page 67), except it also gives you a +2 bonus to Technology skill checks (page 51).

BACKPACK



PRICE 3

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. A backpack can carry roughly 3 cubic feet of items.

BEDROLL



PRICE 15

A bedroll is a pad of memory foam 2 to 3 inches thick that provides cushioning while you sleep, conforming to the shape of your body. It can be compressed and rolled up with attached straps for storage or transport. Most people use a blanket (see below) in conjunction with a bedroll.

BLANKET



PRICE 3

Blankets can be amazingly thin, made of advanced materials that allow a 6-foot-square blanket to fold down to a package that fits in the palm of your hand.

CABLE LINE



PRICE 25

This is 50 feet of titanium alloy cable line, appropriate for climbing up and down rough terrain, tying up a defeated foe, or binding newly acquired bulky items together for easy transport.

CANTEEN



PRICE 1

A canteen can carry enough water (or other potable liquids) to meet your needs for 1 day.

CHEMALYZER TECHNOLOGICAL PRICE 50



A chemalyzer is an advanced sensor that allows you to properly identify unknown substances. When you use this item, you can attempt a Technology skill check ($DC = 10$) to determine whether air is safe to breathe, food is safe to eat, or water is safe to drink. You can also use it to identify a specific chemical you are aware of within 30 feet. **Action:** Use an Item.

DATAPAD



TECHNOLOGICAL PRICE 55

A datapad is a handheld computer that's able to run advanced programs (for word processing, entertainment, mathematical and scientific calculations, and so on), record and play back thousands of hours of audio and video, and connect to linked devices such as comm units and computers that you can access or that have been hacked.

EMERGENCY BEACON TECHNOLOGICAL PRICE 100



An emergency beacon broadcasts a signal on a wide range of communication frequencies for up to a month. It has a signal range of roughly 100 miles on its own, but it can be connected to a comm unit to broadcast out to the comm unit's maximum range.

EMERGENCY RAFT TECHNOLOGICAL PRICE 350



An emergency raft can be carried in a compact, portable form as a cylinder roughly 2 feet long and 3 inches in diameter. When activated (or automatically if it is fully submerged in a liquid for 1 minute), it expands into a raft 10 feet long and 5 feet wide, able to seat six creatures. **Action:** Use an Item.

FIELD RATIONS



PRICE 1

Field rations are a week's worth of food in prepackaged, ready-to-eat blocks. They tend to be bland, but are fully nourishing—even as the sole component of a diet over several months or years.

FIRE EXTINGUISHER TECHNOLOGICAL PRICE 15



A fire extinguisher is a compact foam sprayer that you can use to put out flames in an adjacent square (including diagonally). If a creature in that square is on fire (because they were just hit by an incendiary grenade [page 64], for example), you extinguish the flames and prevent that creature from taking additional fire damage on its next turn. A fire extinguisher can be used 20 times before it runs out of foam, and it can be recharged in most large cities for 1 credit. **Action:** Use an Item.

FLASHLIGHT TECHNOLOGICAL PRICE 1



A simple flashlight can illuminate a 15-foot cone (page 83) of darkness. Personal comm units (page 67) normally include a flashlight as part of their design.

GRAPPLER**TECHNOLOGICAL** **PRICE 700**

A grappeler allows you to fire one end of a cable line (sold separately; page 66) at any sturdy surface within the cable's range. If you succeed at a ranged attack roll (page 79) against an Armor Class of 10, the cable is firmly attached at the far end, and can hold up to 500 pounds of weight. **Action:** Use an Item.

LIGHTER**TECHNOLOGICAL** **PRICE 1**

A lighter uses a dense fuel to create a small, hot spark that can set fire to any readily flammable, unattended object. **Action:** Use an Item.

MEDKIT**TECHNOLOGICAL** **PRICE 100**

A medkit contains all the medical equipment needed to use the Medicine skill (page 49).

MEDPATCH**TECHNOLOGICAL** **PRICE 50**

A medpatch is a single-use, slap-on medical device that can bandage wounds and apply antibiotics to stave off diseases and infections. Using a medpatch allows you to attempt a single Medicine skill check (page 49), except you don't need a medkit and instead of adding your total skill bonus in Medicine to your d20 roll, you add 10. **Action:** Use an Item.

PERSONAL COMM UNIT**TECHNOLOGICAL** **PRICE 7**

Every suit of armor (page 58) comes with a personal comm unit, but they can also be used independently when armor isn't an appropriate fashion choice. A comm unit can communicate with any comm unit on the same planet (or a ship in near orbit), and it also includes a flashlight (see above), calculator, video cameras and audio recording (for up to 10 hours of content), and several simple entertainment programs.

SPACE SUIT**TECHNOLOGICAL** **PRICE 25**

A space suit provides the same environmental protections as armor (page 58), but it grants no bonus to AC. A space suit can be useful to move people you meet safely through hazardous conditions if they don't have their own armor.

SYSTEM-WIDE COMM UNIT**TECHNOLOGICAL** **PRICE 4,000**

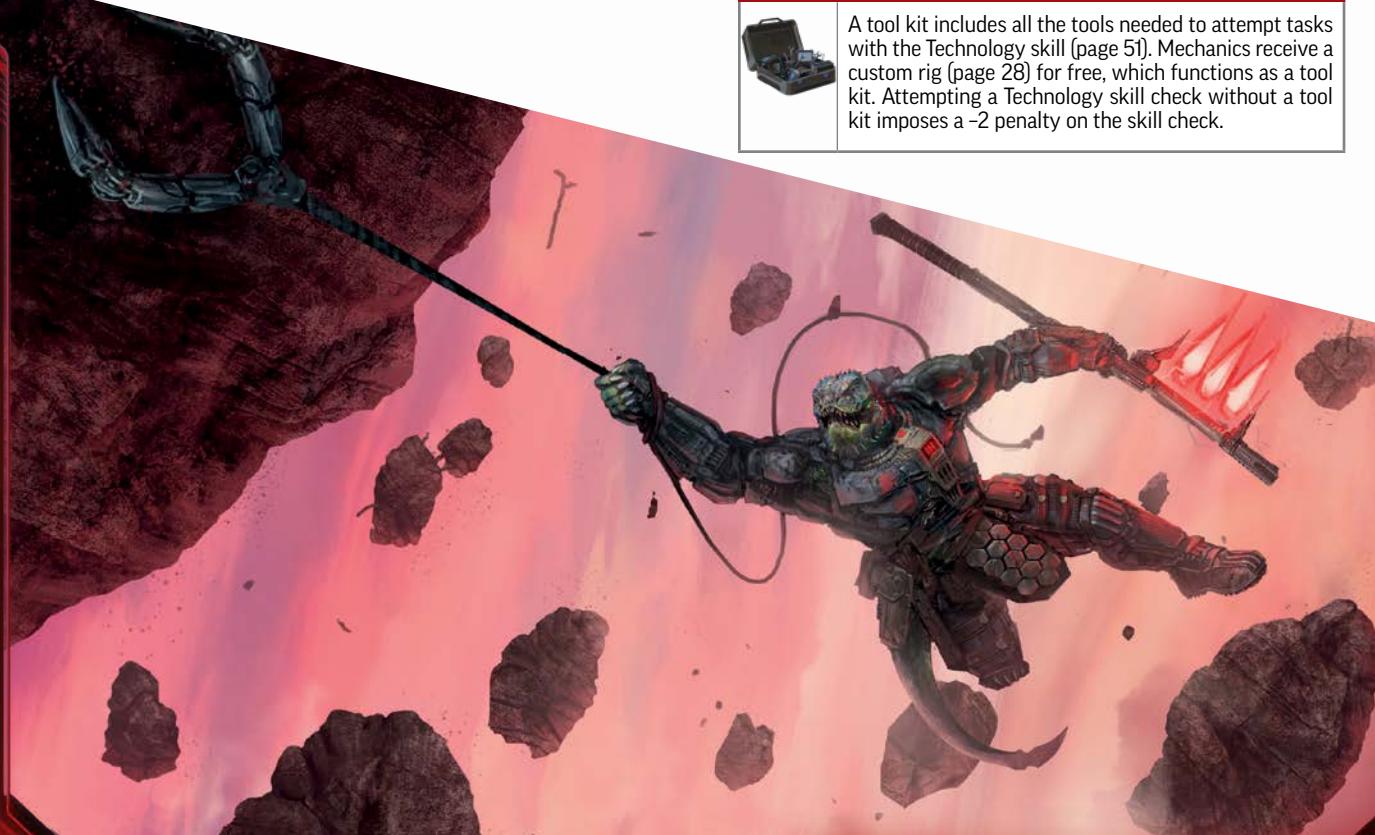
System-wide comm units are much too large to be fitted into a suit of armor; they are generally mounted in a vehicle or starship. A system-wide comm unit functions as a personal comm unit, but it can communicate with any comm unit in the same solar system.

TENT**PRICE 2**

A tent is a compressed, self-assembling and -disassembling temporary shelter designed to offer privacy and comfort in the wilderness, or anywhere where more advanced accommodations aren't available. Up to four people can sleep comfortably in a single tent.

TOOL KIT**TECHNOLOGICAL** **PRICE 20**

A tool kit includes all the tools needed to attempt tasks with the Technology skill (page 51). Mechanics receive a custom rig (page 28) for free, which functions as a tool kit. Attempting a Technology skill check without a tool kit imposes a -2 penalty on the skill check.



MAGIC ITEMS

Magic items totally ignore the laws of science, allowing their owners to accomplish wonders through magic. Items note whether they require an action to use during combat (page 81).

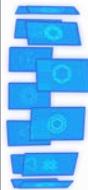
ANIMISTIC TOOLS



PRICE 1,350

Animistic tools are magic tools that contain spirits to aid you in your tasks. Each set of *animistic tools* acts as a tool kit (page 67). Once per day when you fail a skill check using the tool, you can immediately attempt that skill check again. You must use the second result, even if it's worse than your original result.

DIGITAL HARROW DECK



PRICE 500

Once per day, you can activate a *digital harrow deck* to ask whether a particular action will bring good or bad results for you in the immediate future. The *digital harrow deck* can see only about 30 minutes into the future, so the result might not take into account the long-term consequences of a contemplated action.

The chance of successfully receiving a meaningful reply is 75%; the GM secretly rolls a d4, and if the result is 2, 3, or 4, the reply is meaningful. If the reply is meaningful, the GM will tell you one of four things: "Weal" (if the action will probably bring good results); "Woe" (for bad results); "Weal and woe" (for both); or "Nothing" (for actions that have neither especially good nor especially bad results). If the GM rolls a 1, however, they will also tell you "Nothing"—so if you get that response, you can't be sure whether the reply is meaningful or not! Such are the whims of fate. **Action:** Use an Item.

HEALING SERUM



PRICE 50

Healing serum is a magic fluid that, when imbibed, restores 1d8 Hit Points. *Healing serum* is a single-use item; once used, a vial of *healing serum* is worthless. You can drink a *healing serum* yourself, or you can administer it to a willing or unconscious ally. **Action:** Use an Item.

GREATER HEALING SERUM



PRICE 425

A more powerful (but still single-use) version of *healing serum*, this magic fluid restores 3d8 Hit Points. You can drink a *healing serum* yourself, or you can administer it to a willing or unconscious ally. **Action:** Use an Item.

MINDLINK CIRCLET



PRICE 3,500

This golden circlet allows you to telepathically communicate with any creatures within 30 feet. This works just like a shirren's limited telepathy ability (page 22).

RESTORATION GAUNTLET



PRICE 4,000

A *restoration gauntlet* is a single-use item that can bring a creature who has been dead for no more than 30 days back to life. If you press the gauntlet against the body of the deceased, a burst of mystical energy restores the creature to life with 1 Hit Point. Once used, a *restoration gauntlet* becomes inert and worthless. **Action:** Use an Item.

RING OF RESISTANCE



PRICE VARIES

A *ring of resistance* protects you from a wide range of effects by making you a little tougher, a little more nimble, or a little more strong-willed. When you acquire a *ring of resistance*, you decide whether it gives you a bonus to your Fortitude, Reflex, or Will saving throws. Most such rings grant a +1 bonus to all saving throws you attempt of the selected type, but there are *greater rings of resistance* that grant a +2 bonus—though these are rarer and more expensive.

Price: 735 (*ring of resistance*), 4,200 (*greater ring of resistance*)

SPELL AMPOULE



PRICE VARIES

A *spell ampoule* is a single-use injection device that any character can use to create a spell effect, though a character can use a *spell ampoule* only on themselves. Once a *spell ampoule* is used, it is expended and worthless. When buying a *spell ampoule*, you decide what spell effect it contains. If the GM uses a *spell ampoule* for treasure, they might determine its effect randomly, requiring you to succeed at a Mysticism skill check to identify its properties (pages 49–50) to know which spell it mimics.

The following spell effects can be contained in *spell ampoules*, and using the ampoule has the same effect as casting the named spell on yourself. Each spell lists the page number you can reference for the spell's effects. See the Cast a Spell action (page 82) for more information on casting spells.

Action: Use an Item.

Spell	Page	Price
keen senses	33, 42	300
lesser remove condition	33	300
invisibility	45	700
remove condition	35	700
spider climb	35	700

SPELL GEM



PRICE VARIES

A *spell gem* is a single-use spell in crystallized form. Normally, only a mystic or technomancer can use a *spell gem*, though the *spellthrower* weapon fusion (page 65) can allow other characters to use them as well.

Every *spell gem* contains a specific spell. You can select the spell when you purchase a *spell gem*. If the GM uses a *spell gem* for treasure, they might randomly determine which spell it contains, requiring you to succeed at a Mysticism skill check to identify its properties (page 50) if you want to know which spell it contains.

A mystic can use a *spell gem* containing any spell that appears on the mystic's lists of spells (pages 32, 33, and 35), even if they don't know that spell. A technomancer can use a *spell gem* containing any spell that appears on the technomancer's lists of spells (pages 41, 42, and 45), even if they don't know that spell. Casting a spell from a *spell gem* doesn't use a spell slot, but once you cast the spell, the gem's energy is permanently expended and the item crumbles into dust. See the Cast a Spell action (page 82) for more information on casting spells. The list of available *spell gems*, along with the price for each gem and icons for which class or classes can use that *spell gem*, appears on page 69. **Action:** Cast a Spell.

SPELL GEM	PAGE	USER	PRICE
CAUSTIC CONVERSION	45		450
CHARM PERSON	33		140
COMMAND	33		140
DANCING LIGHTS	41		50
DAZE	32, 41		50
DAZE MONSTER	35, 45		450
DETECT MAGIC	32, 41		50
DETECT RADIATION	33, 42		140
DETECT THOUGHTS	33		140
ENERGY RAY	41		50
FATIGUE	32		50
FEAR	33		140
FORCE BLAST	35		450
GHOST SOUND	32, 41		50
GREASE	42		140
GREATER FEAR	35		450
GREATER MIND THRUST	35		450
GREATER MYSTIC CURE	35		450
HOLD PERSON	35		450
HOLD PORTAL	42		140
HOLOGRAPHIC IMAGE	45		450
INFILTRATE	35		450
INJECT NANOBOTS	45		450

SPELL GEM	PAGE	USER	PRICE
INVISIBILITY	45		450
JOLTING SURGE	42		140
KEEN SENSES	33, 42		140
KNOCK	45		450
LESSER REMOVE CONDITION	33		140
LEVITATE	45		450
MAGIC MISSILE	42		140
MICROBOT ASSAULT	45		450
MIND THRUST	33		140
MINOR HOLOGRAPHIC IMAGE	42		140
MIRROR IMAGE	45		450
MYSTIC CURE	33		140
OVERHEAT	42		140
PSYCHOKINETIC HAND	32, 41		50
REFLECTING ARMOR	33		140
REMOVE CONDITION	35		450
SEE INVISIBILITY	35, 45		450
SLOW FALL	42		140
SPIDER CLIMB	35		450
SUPERCHARGE WEAPON	42		140
TELEKINETIC PROJECTILE	32		50
TELEPATHIC MESSAGE	32, 41		50
TOKEN SPELL	32, 41		50

PLAYING THE GAME

Now that you have a character, it's time to look at the rules for playing the game. Playing the game usually happens in one of two modes: exploration or combat.

EXPLORATION

Exploring the game world happens at a very different pace than combat. Entire days of in-game time might pass in seconds of real time as you and your group of adventurers travel from one planet to the next, but you may spend an hour in real time negotiating with a space pirate to free an alien hostage. The Game Master usually sets the pace of the game, but it is also influenced by the decisions of each other player.

ENCOUNTERS

While playing your character, you'll have many encounters. Encounters are individual scenes in which the Game Master presents challenges, the other players make decisions about how to tackle them, and everyone works together to tell an interesting story. There is no set turn order, though everyone should have a chance to contribute.

An encounter might be an argument with a bartender in an alien cantina, a chase through a haunted forest, or the rescue of a marooned starship crew before their life support runs out. Encounters can be resolved any number of ways, from using your character's skills and investigating clues to casting spells or—as is common in a galaxy full of danger—engaging in combat (page 76). How you approach each encounter often depends upon the decisions you make for your character, and it's up to the GM to determine the in-game consequences of those decisions.

For example, while you're traveling through a dense jungle on an uncharted planet, the GM describes a crumbling tower ahead. You might decide to sneak up to the tower and peer inside, in which case the GM will ask you to use one or more of your skills. You might loudly shout out a warning to anyone inside, in which case

the GM decides how anyone who might be hiding inside reacts. Or you might just walk up to the tower only to see a cybernetic zombie stagger out, in which case the GM starts combat. All of these outcomes are very different from one another. Which one occurs depends upon your decisions and the abilities and skills of your character and your allies.

SKILL CHECKS AND ABILITY CHECKS

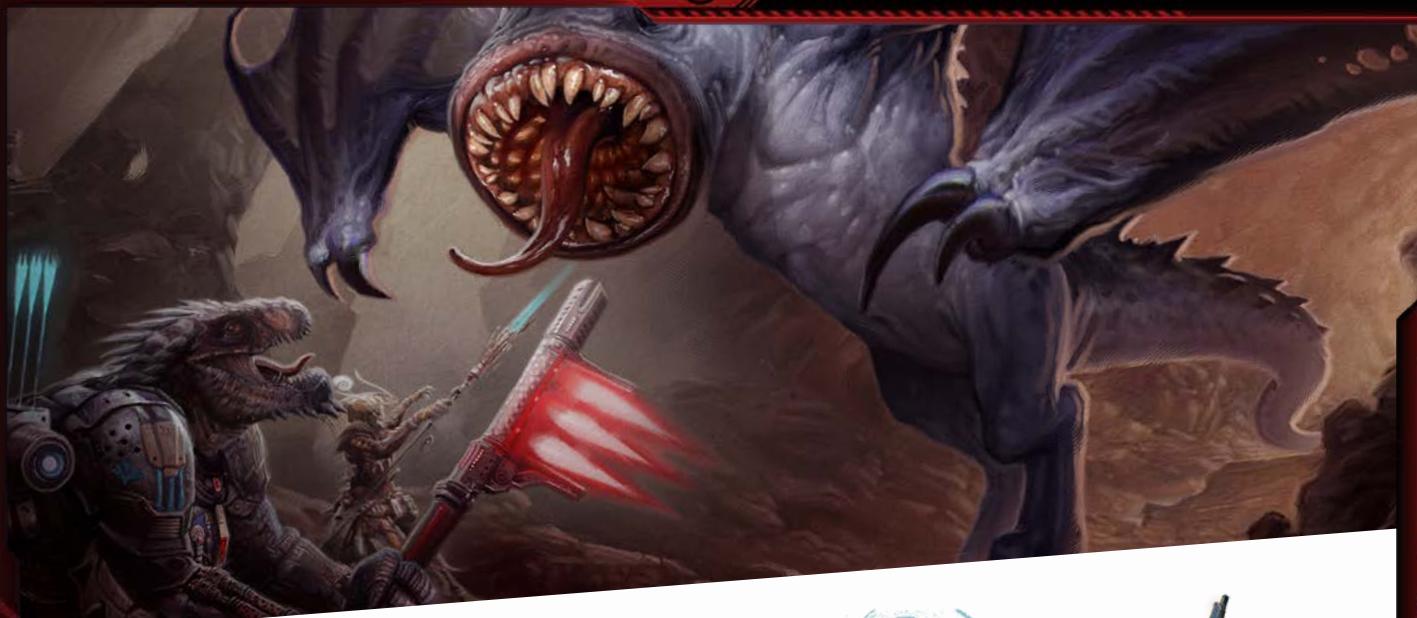
While you're playing through encounters and coming up with creative solutions to problems, you'll often attempt difficult tasks that aren't guaranteed to succeed. In these situations, the Game Master might ask you to attempt a **skill check** or an **ability check** to determine whether you succeed or fail.

When the Game Master asks you to attempt a check, you roll a 20-sided die (also called a **d20**) and add a specific number. The higher your result, the better you did. Meanwhile, the GM sets a target number, called the **Difficulty Class (DC)**, to represent the difficulty of what you're attempting. If the result of your check is equal to or greater than the DC, you succeed! Otherwise, you fail the check and will have to figure out another way to accomplish your goal.

Skill Check

To attempt a skill check, roll a d20 and add your total skill bonus for the specific skill. For instance, when attempting a Technology skill check, you add your total skill bonus for the Technology skill. You calculated your total skill bonus during character creation (page 46), and it includes your class skill (or trained skill) bonus, a relevant ability modifier (such as INT for Technology), and any other associated bonuses you have from your class, theme,





feats, race, or equipment. As with many d20 rolls, various other bonuses or penalties might also modify your result.

The Difficulty Class for each of the common uses of skills is listed in the Skills section starting on page 46.

SKILL CHECK = D20 + TOTAL SKILL BONUS

Ability Check

To attempt an ability check, roll a d20 and add one of your ability modifiers. Which ability modifier you add depends on the type of ability check. For a Strength ability check, you add your STR, for a Constitution ability check, you add your CON, and so on. As with most d20 rolls, various other bonuses or penalties might also modify your result. You often attempt ability checks when there isn't a skill that covers what you want to do. The DC for an ability check depends on the task; the Game Master sets the DC based on the relative difficulty of what you're attempting.

ABILITY CHECK = D20 + ABILITY MODIFIER

Raia and Obozaya need to get through a locked airlock door with a touchscreen panel. Obozaya decides to try to break down the door with her massive reptilian frame, so the GM asks her to attempt an ability check using her Strength. Ability checks always use the associated modifier, in this case, STR.

Obozaya rolls a d20 and gets only a 4. She has a relatively high STR of +3, but her total result of 7 (4 + 3) is lower than the Difficulty Class number set in secret by the GM, so she fails to break down the door.

Meanwhile, Raia has decided to try to hack the airlock door using the panel. The GM asks her to attempt a skill check—in this case, a Technology skill check to use a computer (page 51). The GM sets a different DC, again in secret, for this new check.

Raia rolls a d20 and gets a 13, adding her Technology total skill bonus of +10 for a result of 23 (13 + 10). This result is greater than the DC, so the GM tells Raia that she has succeeded in hacking the control panel and the door opens!



USING ABILITIES

You don't have to be in combat to use your character's abilities. For example, you can cast spells at any time—some spells even have long durations because you probably cast them long before combat starts. If you want to draw a weapon, heal someone, search for a trap, or use an item, you can do it in exploration mode.

Regaining Daily-Use Abilities and Spell Slots

Some abilities, such as the mechanic's neural shunt (page 29) or the lashunta magic racial trait (page 22), 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. Mystics and technomancers use these same rules to regain their spell slots (page 82).

You don't 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.

MOVEMENT DURING EXPLORATION

Outside of combat, you can move about without having to worry too much about your speed. Sometimes how fast you move is

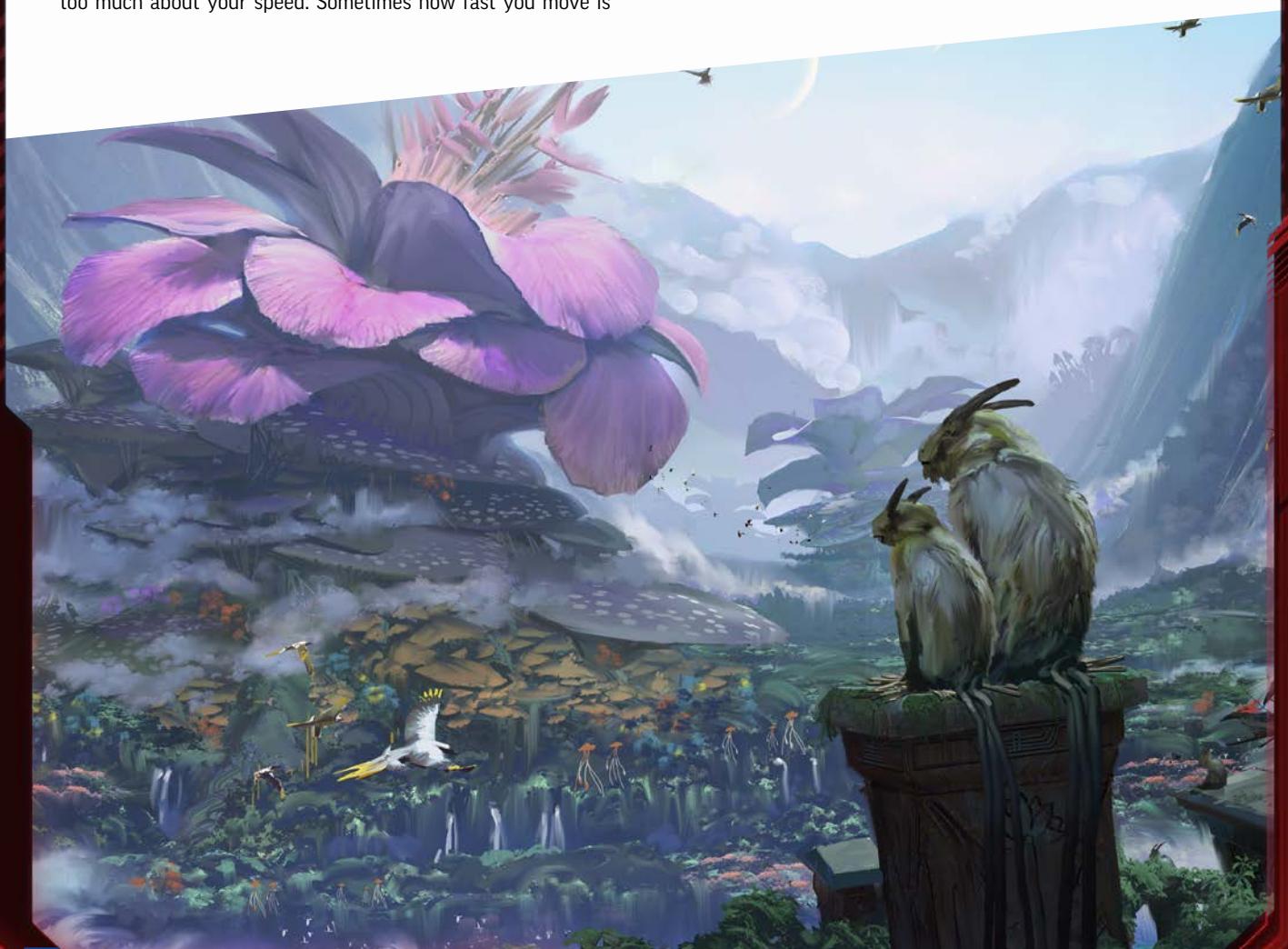
important to the story; in that case, you move at 3 miles per hour (or 2 miles per hour if you're wearing heavy armor).

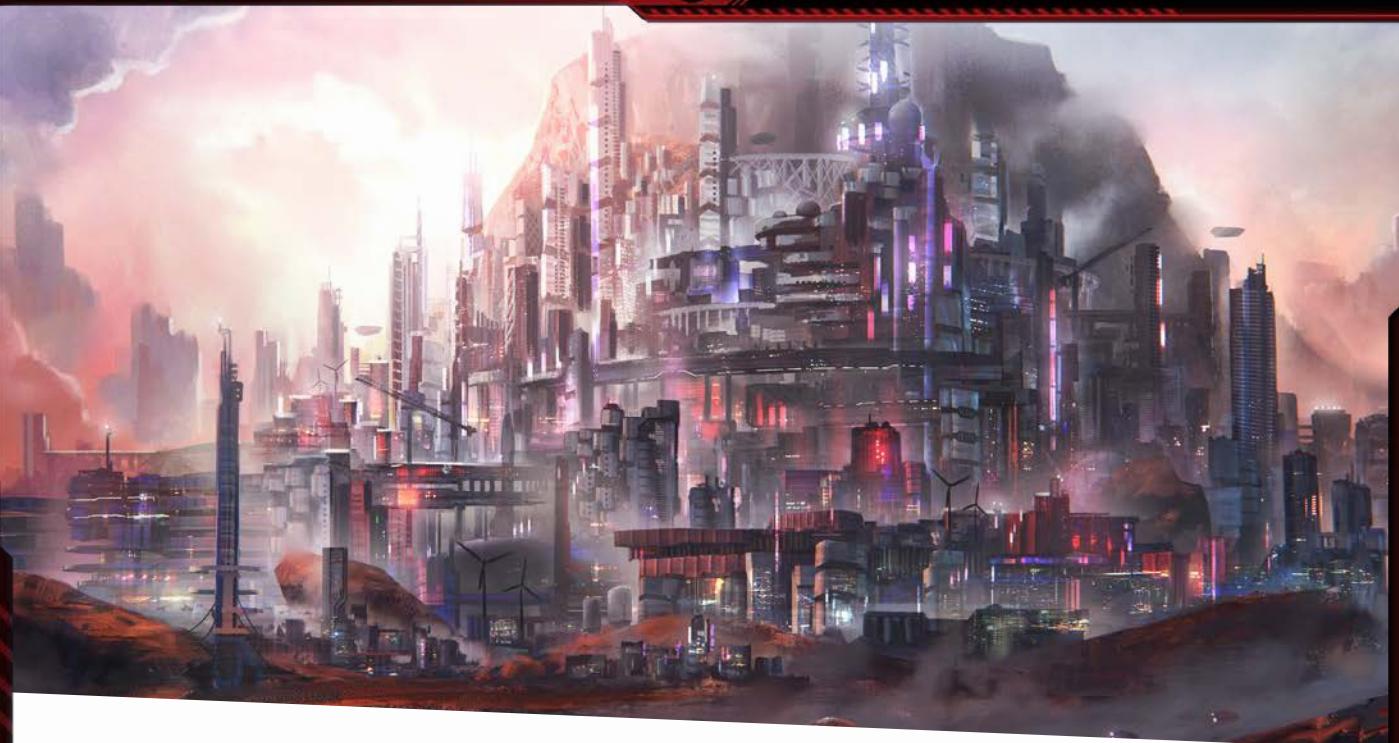
You can move at these speeds for up to 8 hours each day. Moving more than 8 hours in this way tires you out and deals 1d6 damage (see Damage on page 78) to you for every hour after those first 8 hours. You can choose to "hustle" at double this speed, but only for 1 hour. After 1 hour of hustling, you take 1 damage and gain the impaired condition (page 87) until you rest for 8 hours. For each hour of hustling after the first, you take 2 damage.

These speeds are for characters walking on a road or well-worn path. Moving through wilderness can reduce your speed by up to half. Your GM will tell you when the terrain reduces your speed—and might also allow for faster travel in places where you have access to vehicles.

LIGHT AND DARKNESS

Your adventures can take you all over the galaxy, from a planet orbiting multiple suns to the brightly lit starship docks of a bustling space station. But you are just as likely to find yourself exploring a moonless planet's jungles at night, or walking the lightless corridors of a derelict starship. In those situations, having some way to help you see in the dark can make all the difference.





Darkness and Darkvision

Androids, vesk, ysoki, and other creatures with darkvision can see normally for up to 60 feet in darkness, though everything appears in black and white. Creatures without darkvision have trouble seeing anything, which can make combat in dark environments much more difficult for them. However, flashlights are widely available and are even included in most suits of armor, granting well-prepared adventurers at least a limited amount of vision even in dark places.

ENVIRONMENTS

When exploring, there are many kinds of environments you're likely to encounter, from haunted forests to deadly dungeons and crowded cities. Each environment presents its own unique challenges and encounters. Your Game Master has most of the details about these environments (explained in the *Game Master's Guide*), but here are the basics that you should know.

City

Cities are places where people live, ranging from tiny towns of just a few houses to vast, walled settlements, floating space stations, and even strange alien cities that may be completely foreign to you. In cities you can buy new gear, sell treasure, and rest from your previous adventures. Cities aren't without danger. Criminals lurk in the shadows, and sometimes the sewers, abandoned basements, and ventilation shafts are filled with monsters. Evil cultists hide in ancient hidden temples, worshipping vile gods, while cruel criminal overlords plot and scheme. Despite these dangers, the city is a safe place for the most part, but you never know where adventure might be found.

Dungeon

A "dungeon" is any series of rooms or chambers, such as an alien ruin, a crashed starship, a sewer, a temple, subterranean tunnels

within an asteroid, a series of rooms in a space station, or even an actual dungeon. When exploring a dungeon, you may encounter traps. Traps are mechanical or magical devices that activate when you come near, dealing damage or causing some other effect. For example, the most common trap is a pit trap. If you walk on a pit trap, it opens and you fall to the pit's bottom, taking damage. You can use the Perception skill to find traps and the Mysticism skill (for magical traps) or Technology skill (for mechanical and technological traps) to disarm them before they go off. While exploring dungeons, you may discover other hazards like locked doors, water-filled chambers, and deadly fungi, as well as combat encounters with creatures that live there.

Wilderness

The wilderness is all the other parts of the many worlds you may visit: deserts, forests, mountains, oceans, and so on. You travel through the wilderness while making your way to the next adventure. Many kinds of monsters live in the wilderness, from hungry crest-eaters to carnivorous sharpwings. The wilderness also contains natural hazards like quicksand, freezing cold, and the scorching sun. It's safer to follow a road when traveling through the wilderness, but some places have no roads, and heroes don't always play it safe.

Space

With the help of your armor (or a space suit), you can even have adventures in space! You might find an abandoned starship overrun with undead bone troopers, explore the surface of a airless rock floating in space and discover it's infested with asteroid lice, or track down a problem on the exterior of a space station and run into rogue security robots. While you can be prepared for the harsh conditions of space, there are more dangers than just surviving in a vacuum.

STARSHIPS



STARHIVE DRONE MK III

As befits their name, Drones are extremely common and used as freight haulers, personnel transport, light colonial defense, and more. Despite the mass production of these ships, Starhive takes a natural shirren pride in making sure each ship's iridescent paint job is unique.



While the *Starfinder Beginner Box* is a game of daring spacefarers trading laser blasts with hostile aliens and rogue robots, adventurers still need to travel between brightly burning stars and strange, unexplored planets. That's where starships come in. From the smallest transport shuttles to the largest, battle-ready dreadnaughts, starships are an important part of *Starfinder*. 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 heroes to travel the stars in search of adventure. A group of characters might crew its own starship, using it as a mobile base of operations, or a party may book passage on someone else's starship to reach its destination.

Exactly how you use starships in your game is up to your GM and the other players in your group, but starships are mainly a tool to help you tell the stories you want. Normally, using a starship doesn't require any actions or skill checks, unless the GM makes that part of the story (see the Pilot task of the Technology skill on page 51 for information about skill checks and starships).

However starships are used in your game, space travel is common throughout the galaxy. Starships often use conventional thrusters to travel between points within a system. It takes more time to travel greater distances, though due to differences in orbital speeds and positioning, two trips between the same two planets might take different amounts of time. Interstellar travel is impossible with standard thrusters, requiring a starship to use Drift engines instead.

RINGWORKS WANDERER

One of Ringworks' most versatile models, 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.

THE DRIFT

The Drift is a recently discovered hyperspace dimension that can be reached only by technological means. Approximately 300 years ago, the machine god Triune revealed itself with a broadcast of plans for a starship drive that could access the previously unknown dimension. Thousands of cultures received this information simultaneously, which changed the face of the galaxy in an instant. Drift travel allows once-distant colonies and outposts to remain easily connected to their former home systems and fosters trade and communication between spacefaring civilizations.

Starships use Drift engines to travel to and from the Drift, navigating with the aid of so-called "Drift beacons," inscrutable devices usually placed throughout the galaxy by priests of Triune. The Drift itself is a mysterious void of scintillating patterns of pink and purple light. Distances within the Drift don't correspond to those in regular space, so travel times in this hyperspace dimension are variable. It's possible for a ship to enter the Drift at one point, travel a short distance, and then pop back out in a vastly distant location, circumventing the space in between. In this way, ships can travel between star systems thousands of light years apart in a matter of days or weeks.

Your GM has more details about the different regions of the galaxy, including the time it takes to travel between planets or between far-flung star systems. See page 59 of the *Game Master's Guide* for more information on space travel, the Drift, and the galaxy at large.

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 fights on its own.



SANJAVAL VAGABOND

The Sanjaval Vagabond-class multipurpose light transport/freighter is a versatile workhorse with a reputation for durability and reliability. In service for over 100 years, Vagabonds are still regularly used as cargo haulers, smuggling ships, and exploratory survey vessels.

STARSHIP MANUFACTURERS

The starships illustrated above are only a small sample of the myriad starfaring vessels that can be found throughout the galaxy. Many planets and civilizations have their own unique starship models, but such ships generally aren't exclusive to the civilizations that created them. Instead, they reflect the stylistic differences in starship designs due to the cultural heritage and preferences of the manufacturers. For example, since the vesk developed starship travel independently of other races, their ship designs naturally have a different feel from human- or shirren-style ships. Thanks to interplanetary trade, few people think 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.

The galaxy is home to hundreds, if not thousands, of starship manufacturers, each with its own unique models and specializations, and many of these have been modified further to meet the goals of their clients. While more unusual ships aren't shown here, they do exist somewhere in the galaxy. Whatever your specific needs, there's a starship company out there ready to build or sell you the perfect ship!

In the solar system known as the Pact Worlds—a confederation of nations banded together for mutual protection and trade that is the heart of Starfinder's setting—millennia of space travel have blended the most common ship designs together so thoroughly

that most are no longer strongly associated with any particular race, but simply with the system as a whole. Ringworks Industries and Sanjaval Spaceflight Systems are two popular starship manufacturers, and their ships tend to share certain similar features. Many of the smaller freighters and shuttles show their evolution from atmospheric jet fighters and orbital spacecraft, with functional wings, fins, and streamlined profiles.

Shirren-style ships, such as those manufactured by Starhive, incorporate organic parts grown in specialized assembly vats. These starships resemble shirrens in many ways, with smooth, shell-like hulls, blisters of eyelike windows, and clusters of thin, protruding weapons and sensor arrays. The twisting, hive-like corridors on shirren ships make members of this insectile race feel instantly at home, but they are often unsettling to others, who don't necessarily like working with ships whose components might bleed or shudder when operated upon.

Like vesk themselves, vesk-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 native to the vesk's home system. Vesk starships are extremely popular among rough-and-tumble sorts: corporations, criminals, and mercenaries that privilege firepower above all else. Ships by the Norikama Syndicate, based on a neutral colony world of the same name and specializing in knockoffs of other companies' designs, are among the most commonly encountered vesk-style ships.

COMBAT

WHAT CAN I DO ON MY TURN?

Each turn, you take exactly one action, and you can move before or after you take that action.

Move (optional; page 77)

Take an Action (mandatory; page 78)

Attack Actions

Melee Attack (page 78)

Ranged Attack (page 79)

Hinder Foe (page 79)

Support Fire (page 79)

Use an Item (page 81)

Use a Skill (page 81)

Use a Special Ability (page 81)

Cast a Spell (page 82)

Extra Move (page 82)

Defend (page 82)

While most creatures in the galaxy go their entire lives without seeing combat, adventurers and explorers often end up in situations where a laser pistol or a plasma sword is their best option.

Combat is a common part of the game, and it works quite a bit differently than exploration. Instead of everyone acting whenever they want, combatants take turns, and there are specific rules for what you can and can't do on your turn. This section of the book describes combat, including how to move and take actions during combat.

THE COMBAT MAP

Combat normally takes place on a combat map with a grid of 1-inch squares, each of which represents a square with 5-foot sides. This box includes a laminated Flip-Mat with a blank grid on one side, which you can use to draw custom environments with a dry- or wet-erase marker.



BEGINNING COMBAT

Combat begins whenever one or more creatures decide to attack other creatures using weapons, spells, or other abilities. Time in combat is measured in rounds, each of which represents 6 seconds of in-game time. This means, for example, that an effect that lasts for 1 minute lasts for 10 rounds in combat. Every round, each creature gets one turn; this includes each of the player characters and each of the creatures the GM controls.

The turn order is set at the beginning of each combat using **initiative checks**: each combatant rolls a **d20** and adds their **total initiative bonus**. You calculated your total initiative bonus during character creation (page 17).

INITIATIVE CHECK = D20 + TOTAL INITIATIVE BONUS

Unlike most checks, there is no Difficulty Class for an initiative check. Instead, the combatant with the highest initiative check result takes their turn first, followed by the combatant with next highest result, and so on. If there are any ties, the tied combatants roll again. Once everyone has had a turn, a new round starts with the same turn order. This repeats until the GM declares that combat is over—usually when all combatants on one side have died, run away, or surrendered.

TAKING YOUR TURN

On your turn, you take exactly one action. The actions are described in detail starting on page 78. You can also move before or after taking that action, though you don't have to. Movement is described in detail on the next page.

MEASURING DISTANCE

Many things during combat require measuring distance, including movement and determining the range of weapons and spells. These distances are generally given in feet. To determine distance on a combat map, count each square as 5 feet. Every second diagonal (the second, fourth, sixth, and so on) counts as 5 extra feet (1 extra square).

MOVEMENT

On your turn, before or after you take your action (but not both), you can move up to your speed (including 0 feet). Your speed is likely 30 feet (6 squares), though wearing heavy armor (page 58) reduces your speed by 5 feet (1 square).

Moving into an adjacent space usually costs 5 feet (1 square) of movement, though diagonal movement and difficult terrain (see below) can increase this movement cost.

MANIPULATE AN ITEM

After your move, you can manipulate an item in your square or an adjacent square (including diagonally). This includes opening or closing an unlocked door, giving an item to an ally, dropping an item to the ground, picking up an item, or moving a heavy object. You can do this even if you move 0 feet, but not if you give up or lose your move.

MOVING THROUGH OCCUPIED SQUARES

You can move through a square that's occupied by an ally. You can't move through a square that's occupied by an enemy. You can't end your move in a square occupied by another creature. If you would have to end your move in a square where you're not allowed to stop, you stop in the last empty square you occupied.

DIAGONAL MOVEMENT

As with measuring distance for other purposes, every second diagonal movement (the second, the fourth, the sixth, and so on) costs an extra 5 feet (1 square) of movement.

You can't move diagonally past a hard corner (such as the corner of a building or a vehicle), but you can move diagonally past a creature (even an enemy) or past less rigid objects, such as plants.

DIFFICULT TERRAIN

Difficult terrain (such as heavy undergrowth, piles of junk, steep stairs, or torn-up flooring) is harder to move through. Each move into a square of difficult terrain costs 5 extra feet (1 extra square) of movement. Each diagonal move into a square of difficult terrain costs a total of 15 feet (3 squares) of movement. Note that moving out of difficult terrain into normal terrain does not cost any extra movement.

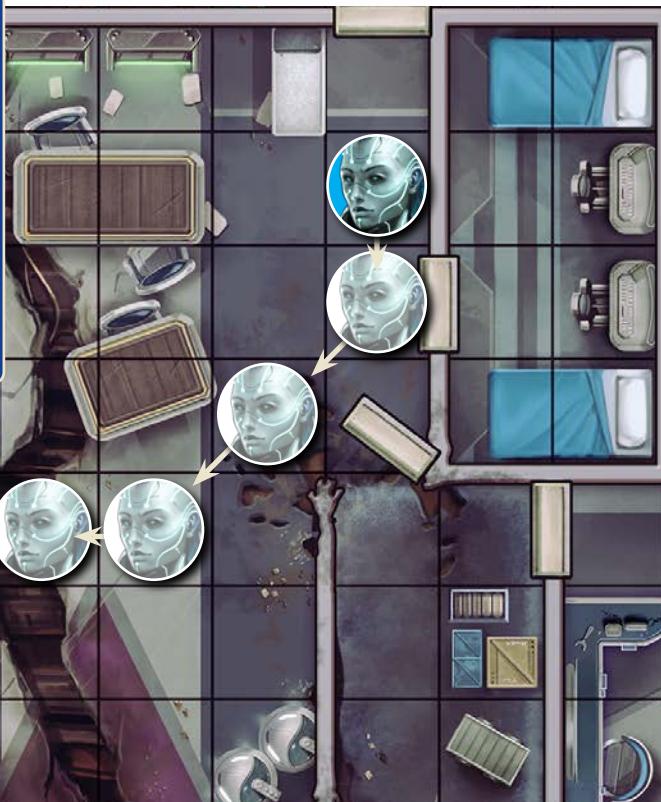
FLYING

Some creatures can fly, allowing them to use their move in any unblocked direction. A flying creature can gain or lose altitude, or even move freely in zero gravity. When you are flying, increasing or decreasing your altitude takes an amount of movement equal to the change in altitude. For example, if you want to fly up 10 feet and then forward 20 feet, that takes 30 total feet of movement. If you would have been flying at the beginning of your turn, but you gave up or lost your move for the turn (such as by being knocked down), you fall (*Game Master's Guide* 45)—and likely get hurt!

Flying creatures can ignore the extra movement cost of most difficult terrain, though the GM might decide that a dense tree canopy or web of chains counts as difficult terrain for flying creatures.

MOVEMENT EXAMPLE

Iseph has 30 feet (6 squares) of movement. They begin their move by moving into an adjacent square, which costs 5 feet (1 square). They then move into a diagonally adjacent square, which costs 5 more feet (1 more square). They move diagonally a second time, which costs 10 feet (2 squares). They have used 20 feet (4 squares) of their movement, so they have just enough left to move into difficult terrain, which costs 10 feet (2 squares); 5 feet for an adjacent square and 5 feet for difficult terrain. Note that they do not have enough movement to move diagonally into difficult terrain, which costs 15 feet.



ACTIONS

This section presents the different actions you can take on your turn, starting with four attack actions. Some abilities, items, and spells let you use modified versions of these actions.

ATTACKS

One of the most common types of actions in combat is an attack, whether you're making a Ranged Attack with a laser pistol or a Melee Attack with a tactical baton. There are also two kinds of special attacks, Hinder Foe and Support Fire, that you can use to gain a tactical advantage over your enemies.

Attack Rolls

No matter what kind of attack you attempt, you choose a target and make an attack roll. Roll a **d20** and add your **total attack bonus**. You calculated your total attack bonus during character creation, and it includes your class bonus and a relevant **ability modifier**. As with most d20 rolls, various other bonuses or penalties might also modify your result.

Armor Class (AC)

Each combatant has an **Armor Class** (AC): a number that represents how hard it is for someone to land a solid, damaging blow on the combatant. When you make an attack roll, if your result is equal to or greater than your target's AC, you hit!



Your Armor Class, which you calculated during character creation, is primarily determined by your armor bonus (from a suit of armor you wear) and your DEX. It rarely changes and does not require a roll.

$$\text{ARMOR CLASS} = 10 + \text{ARMOR BONUS} + \text{DEX}$$

DAMAGE

If you hit with a melee or ranged attack, you deal damage. Damage reduces your target's current Hit Points (see Injury, Death, and Healing on page 84). In most cases, the weapon you use determines the dice you roll to see how much damage your attack deals. Some weapons and abilities may add further effects in addition to dealing damage (see Weapon Special Properties on page 56).

Minimum Damage

A hit always deals 1 damage, even if penalties would reduce the damage to less than 1.

Damage Types

Damage is often expressed as a damage type, such as "fire damage." There is one physical damage type (kinetic) and five energy damage types (acid, cold, electricity, fire, and sonic). The type of damage dealt matters only in the case of special abilities or vulnerabilities. For example, a monster might be immune to fire damage but vulnerable to cold damage.

CRITICAL HIT

When you use the Melee Attack or Ranged Attack action and get a natural 20 (the d20 comes up 20), you hit regardless of your target's Armor Class. This also applies when you use a spell that uses an attack roll and deals damage.

You roll your damage twice, adding any bonuses and additional

damage from special abilities both times. Add both results together to determine the total amount of damage your attack deals. Some weapons inflict a special effect on the target of a critical hit, in addition to dealing double damage (page 57).

AUTOMATIC MISS

When you use the Melee Attack or Ranged Attack action and get a natural 1 (the d20 comes up 1), you automatically miss, even if your total attack bonus would be high enough to hit otherwise. This also applies when you use a spell that uses an attack roll.

MELEE ATTACK

You use a melee weapon (page 60) to strike at an enemy.

Choose an enemy in an adjacent square (including diagonally).

Make a melee attack roll: roll a d20 and add your total melee attack bonus. You calculated this during character creation (page 17), and it's based on your attack bonus and STR. As with most d20 rolls, various other bonuses or penalties might also modify your result.

MELEE ATTACK ROLL = D20 + TOTAL MELEE ATTACK BONUS

If your result is equal to or greater than the enemy's Armor Class, you hit! The weapon you use tells you what dice to roll for damage, and you add your STR to that.

MELEE DAMAGE = WEAPON DAMAGE + STR

Obozaya uses a doshko, a melee weapon, to attack a space pirate standing next to her. She rolls a d20 for her attack roll and gets a 15. She adds her total melee attack bonus (+4) for a result of 19—more than enough to hit the space pirate, whose Armor Class is only 13.

Her doshko deals 1d10 damage, so she rolls one 10-sided die and gets 5. She adds her STR (+3) for a total of 8 damage.

RANGED ATTACK

You use a ranged weapon, such as a small arm (page 62) or long arm (page 63), to attack an enemy from a distance.

Choose an enemy that's within your weapon's range and in your line of effect (page 80).

Make a ranged attack roll: roll a d20 and add your total ranged attack bonus. You calculated this during character creation (page 17), and it's based on your attack bonus and DEX. As with most d20 rolls, various other bonuses or penalties might also modify your result.

RANGED ATTACK ROLL = D20 + TOTAL RANGED ATTACK BONUS

If your result is equal to or greater than the enemy's Armor Class, you hit! The weapon you use tells you what dice to roll for damage. Note that when making a ranged attack, you don't add your STR to the damage dealt.

RANGED DAMAGE = WEAPON DAMAGE

Navasi fires her laser pistol at a cybernetic zombie 30 feet away from her. She rolls a d20 for her attack roll and gets a 14. She adds her total ranged attack bonus (+2) for a result of 16—exactly the result she needs to hit the cybernetic zombie's AC of 16.

Her laser pistol deals 1d4 damage, so she rolls one 4-sided die and gets 3. She deals a total of 3 damage.

HINDER FOE

You try to keep an enemy from moving on its next turn.

Choose an enemy in an adjacent square (including diagonally). Make a melee attack roll (see page 78). If your result is equal to or greater than the target's Armor Class + 6, you hit!

If you hit, you deal no damage, but that enemy loses its move on its next turn.

STEPS OF AN ATTACK

1. Choose an attack action: Melee Attack, Ranged Attack, Hinder Foe, or Support Fire (see below).
2. Choose a target (page 80).
3. Roll a d20 and add the appropriate bonus.
 - If your total result is equal to or greater than your target's Armor Class (page 78), you hit!
 - If the number showing on your die is 20, you score a critical hit (page 78)!
4. If you hit, roll your attack's damage (page 78) and apply any special effects from your weapon.
 - If you score a critical hit with an attack that deals damage, roll your damage twice. Your weapon might also have a critical hit effect (page 57).

SUPPORT FIRE

You attempt to provide support fire for your allies, making it easier for them to hit an enemy or to avoid its attacks.

Choose an enemy you can see, and make a ranged attack roll (see above). If your result is equal to or greater than 15 (no matter what the enemy's Armor Class is), you hit!

If you hit, you deal no damage, but you choose one of the following: that enemy takes a -2 penalty to its Armor Class until its next turn, or that enemy takes a -2 penalty to its attack rolls until your next turn.

A creature can be affected by only one Support Fire action at a time. You can't use grenades for this action.



CHOOSING A TARGET

Many actions in combat require you to choose a target, which might be an enemy, an object, or an area. The following rules explain how to choose targets.

Navasi is faced with a mob of cackling space goblins, and the only weapon she has with her is a laser pistol, a ranged weapon.

Line of Effect

To be able to target something, you must have line of effect to it, meaning you can draw a straight line from your square to the target without passing through any solid barriers, such as walls or closed doors. Other creatures don't block line of effect.

Navasi has line of effect to space goblins A, B, C, and D. She does not have line of effect to space goblin E.

Range

Some things (such as ranged attacks, spells, and some special abilities) also have a range associated with them. You can't choose a target outside the specified range. Use the map grid to count out the distance (page 76).

Navasi's laser pistol has a range of 80 feet, so she can shoot at space goblin A, B, C, or D. If she were using a rotating pistol (with a range of 20 feet), C and D would be too far away to attack.

Cover

Cover makes it more difficult for creatures to hit one another. To determine whether a 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 provides cover, or through a square occupied by a creature, the target has cover, gaining a +4 bonus to its Armor Class.

Space goblin B has cover from Navasi, so if she uses a ranged attack against it, it will gain a +4 bonus to its Armor Class against that attack roll.

Darkness

You can choose a target that's in darkness, but if you don't have darkvision (page 73), you must first roll a Perception skill check opposed by your target's Stealth skill check. See page 47 for how to roll opposed skill checks. If you fail your Perception skill check, the action you're attempting automatically fails. If you succeed, you can continue taking your action as normal using that target, though if that action includes an attack roll, the target has cover (see above).

If you do have darkvision, you can choose targets in darkness as normal, as long as they are in range of your darkvision.

Space goblin D is in an area of darkness. Since Navasi doesn't have darkvision (or a flashlight—oops!), she has to succeed at a Perception skill check before she can roll her attack against it. Even if she succeeds at her Perception skill check, the space goblin has cover against Navasi's attack, since it is in darkness.

Hiding and Invisibility

You can't choose a target that successfully used the Stealth skill to hide from you (page 50) unless you successfully use the Perception skill to notice it (page 50).

You can't choose a target that's invisible unless you successfully use the Perception skill to search for it (page 50), use the *see invisibility* spell (page 35), or have some other way to see invisible things.

Space goblin F (not pictured) is invisible—Navasi doesn't even know it's there!



USE AN ITEM

You use a technological item (page 56), a piece of adventuring gear (page 66), or a magic item (page 68).

Each item tells you what effects it has. For example, you might use a chemalyzer to identify an unknown substance, or you might use a fire extinguisher to put out a fire (page 66).

Some items, such as a force field armor upgrade (page 59) and a *ring of resistance* (page 68), don't need to be activated. Other items, such as a tool kit (page 67), you use automatically as part of the Use a Skill action. Some items, such as the jump jets armor upgrade (page 59), don't require their own action; these items instead give you additional choices when you move.

Note that manipulating items in the environment, such as opening a door or picking up an item, doesn't require this action. Instead, you can manipulate an item (page 77) after you move, even if you choose to move 0 feet, but not if you give up or lose your move.

USE A SKILL

You use one of your skills (page 46) to gain an advantage or perform a task.

You can use a number of skills during combat. For example, you might use Interaction to demoralize a foe (page 48), or you might use Stealth to sneak past a guard (page 50).

Some uses of skills, such as Perception, don't always require you to take this action. Each use of a skill tells you whether it requires taking this action.

USE A SPECIAL ABILITY

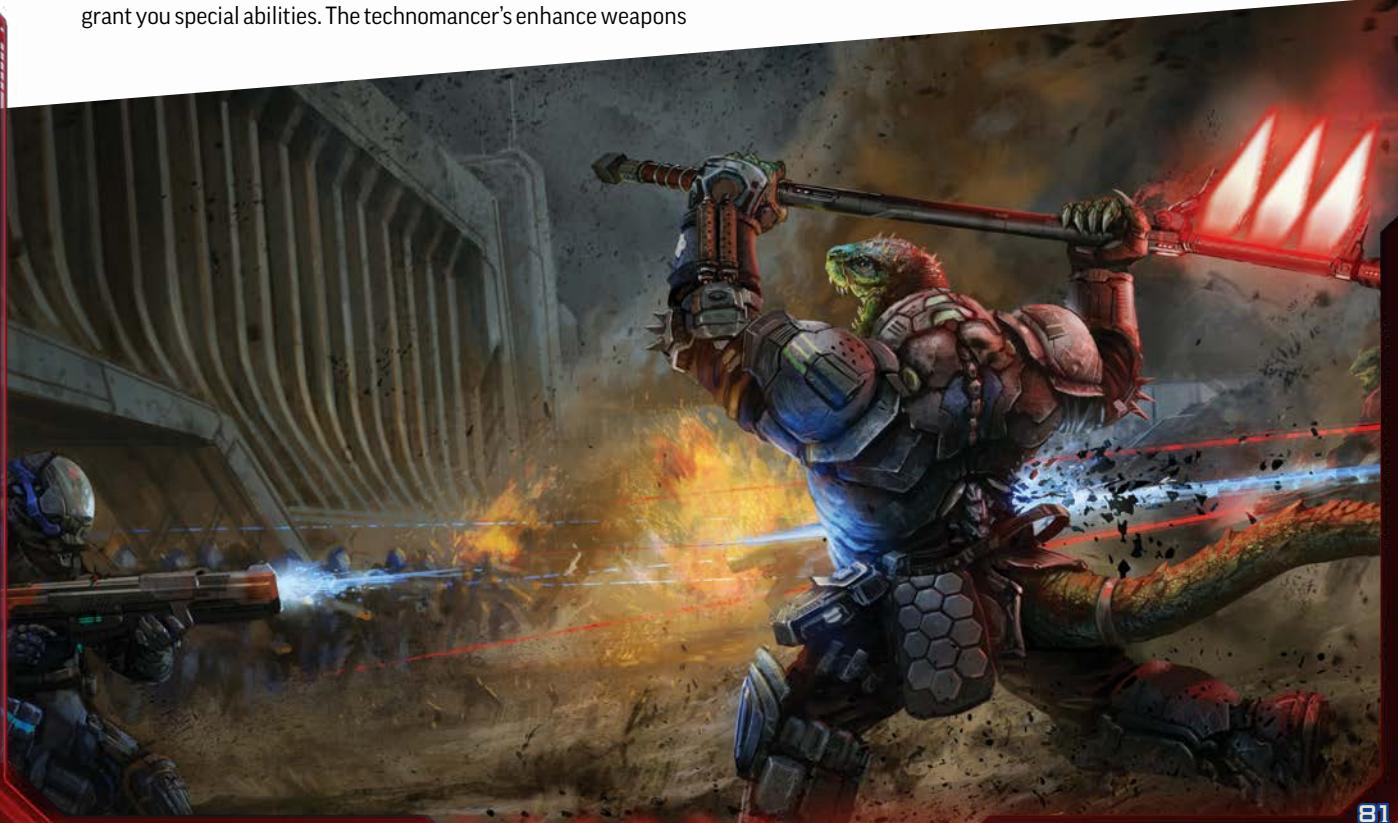
You use a special ability to change the course of battle.

Your class (pages 26–45) or your feats (page 52–55) might grant you special abilities. The technomancer's enhance weapons



magic hack (page 40) and the Barricade feat (page 52) are just a couple examples of special abilities that you can use in combat.

Many special abilities, such as the soldier's sniper's aim fighting style, are ongoing and don't require you to take this action to gain their benefits.



CAST A SPELL

You cast a magic spell to help allies, harm enemies, or produce a wide variety of other effects.

Your race (if you are a lashunta; page 22) or class (if you are a mystic or technomancer; page 30 or page 40) might give you the ability to cast magic spells. You can cast any spell you know as long as you are still able to cast a spell of that level (see Spell Level and Spell Slots below). Some special abilities and items, such as the Minor Psychic Power feat (page 55) and the *spellthrower* weapon fusion (page 65), also allow you to cast spells; these detail in their descriptions what spells you have access to and how often you can cast them.

Spell Level and Spell Slots

A spell's level expresses that spell's relative power. Two classes (mystic, page 30; and technomancer, page 40) and one race (lashunta, page 22) start play with the ability to cast 0-level and 1st-level spells.

The source of your spells tells you how many spells you can cast per day. Mystics and technomancers keep track of how many spells they can cast with spell slots, using up one 1st-level spell slot for every 1st-level spell they cast. At 4th level, mystics and technomancers learn 2nd-level spells and gain a number of 2nd-level spell slots.

The source of your spells also tells you which spells you know at each level. Some sources, such as the lashunta race, tell you which specific spells you know and how many times you can cast each per day. Other sources, such as the mystic and technomancer classes, allow you choose the spells you know from a list and then cast them in any combination you like. For details about regaining use of your daily-use spells, see page 72.

Raia is a lashunta technomancer.

The lashunta entry (page 22) tells her she can cast *daze* and *psychokinetic hand* (both 0-level spells) as many times as she likes, and that she can cast *detect thoughts* (a 1st-level spell) once per day.

The technomancer entry (page 40) tells her she can pick four 0-level spells (page 41) and two 1st-level spells (page 42). It also tells her she can cast as many 0-level spells per day as she likes and three 1st-level spells per day. Each day, Raia can mix and match which technomancer spells she casts as much as she likes. One day, she could use all of her 1st-level spell slots to cast *magic missile*, and the next day, she might instead cast it only once and cast *supercharge weapon* twice. However, she can't change which spells she knows from day to day; she must always choose from the spells she's already learned.

Reading a Spell Description

This section describes how to read and use a spell.

Icon

Each spell is marked with one of three icons—a flower (for spells you are likely to cast on allies), a skull (for spells you are likely to cast on enemies), or a four-pointed star (for spells that create an effect not specifically designed to affect allies or enemies).

Range

A spell's range indicates how far from you it can reach. This is often a number of feet, but some spells instead have a range of "personal" or "touch."

Personal: You can cast the spell only on yourself.

Touch: You must touch your target, which means it must be in an adjacent square (including diagonally). If the target is willing or unconscious (such as an ally you're casting a beneficial spell on), the spell works automatically. If the target is unwilling, you first have to make a melee attack roll. You can target yourself with spells that have a range of touch.

Duration

This is how long the spell remains in effect, usually a number of rounds, minutes, or hours. Some spells have a duration of "instantaneous"; these happen right when you cast them and then the magic stops, like the heat from an *overheat* spell.

Effect

The text of the spell describes what it does, what it targets, and how it interacts with other rules. If a spell says you can cast it on an ally, you can instead cast it on yourself.

Saving Throw

Usually a harmful spell allows a target to attempt a Fortitude, Reflex, or Will saving throw (page 85) to avoid some or all of the effect. The spell will tell you how to calculate the Difficulty Class (page 85) for these saving throws, and what happens if the target succeeds at its saving throw.

Spell Areas

Some spells affect an area instead of specific targets.

Cone: A cone spell fills a quarter-circle area that starts at you and points away. See the diagram on page 83 for examples of how to measure these areas on a grid.

Spells with Attack Rolls

Some spells require you to make a melee attack roll or a ranged attack roll. In those cases, you roll using the corresponding attack roll calculation (pages 78–79). If your result is equal to or greater than your target's Armor Class, you hit and the spell takes effect.

If the d20 shows a 20, you score a critical hit (page 78) and roll the spell's damage (if any) twice! If the d20 shows a 1, you automatically miss.

You don't use a weapon for these attacks, and this doesn't count as taking the Melee Attack or Ranged Attack action.

EXTRA MOVE

You use your action to move a second time, following the normal movement rules (page 77). You can't take this action if you have lost or given up your normal move for your turn.

DEFEND

You take up a defensive position. You get a +4 bonus to your Armor Class until the start of your next turn.

TARGETS
ALLIESTARGETS
ENEMIESUTILITY
SPELL

OVERHEAT

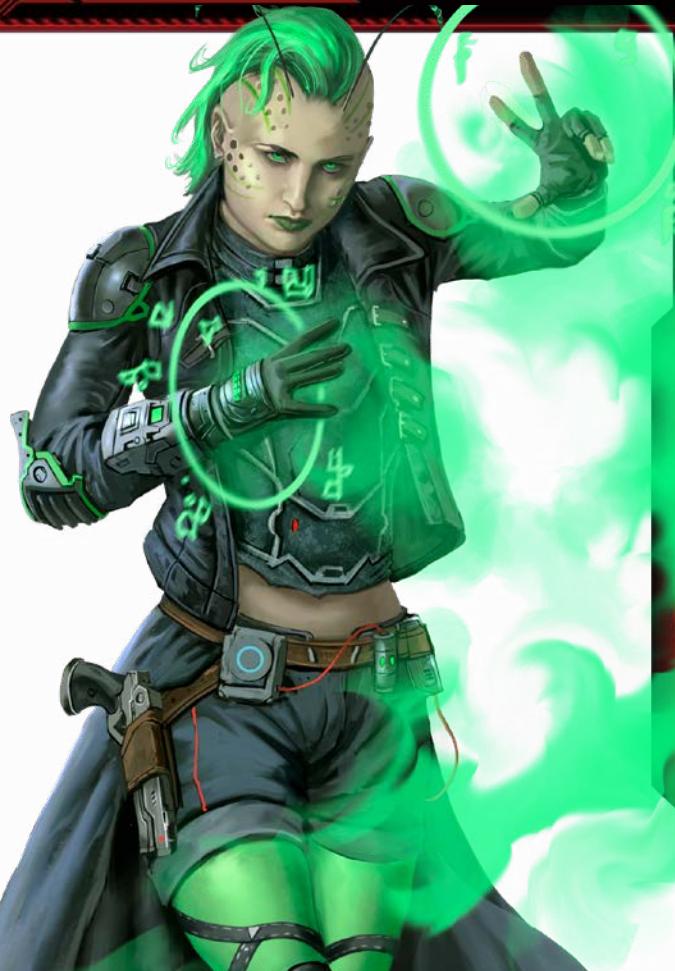
Range 15 feet**Duration** instantaneous

You collect the heat generated by nearby bodies and devices and vent it outward in a 15-foot cone (page 82), dealing 2d8 fire damage to creatures and objects in the area. Each creature in the area can attempt a Reflex saving throw (DC = 11 + INT), taking only half damage (rounded down) if it succeeds.

Two space goblins have cornered Raia in a dead-end alley. With no escape and her pursuers closing in, Raia decides to use a 1st-level spell slot to cast the *overheat* spell.

She waits until both goblins are within 15 feet and then casts the spell, drawing the heat from herself, the goblins, and even the alley's rotting garbage. The resultant venting flame deals 13 fire damage in a 15-foot cone, catching both goblins in its wake! They attempt to leap out of the way, each rolling Reflex saving throws.

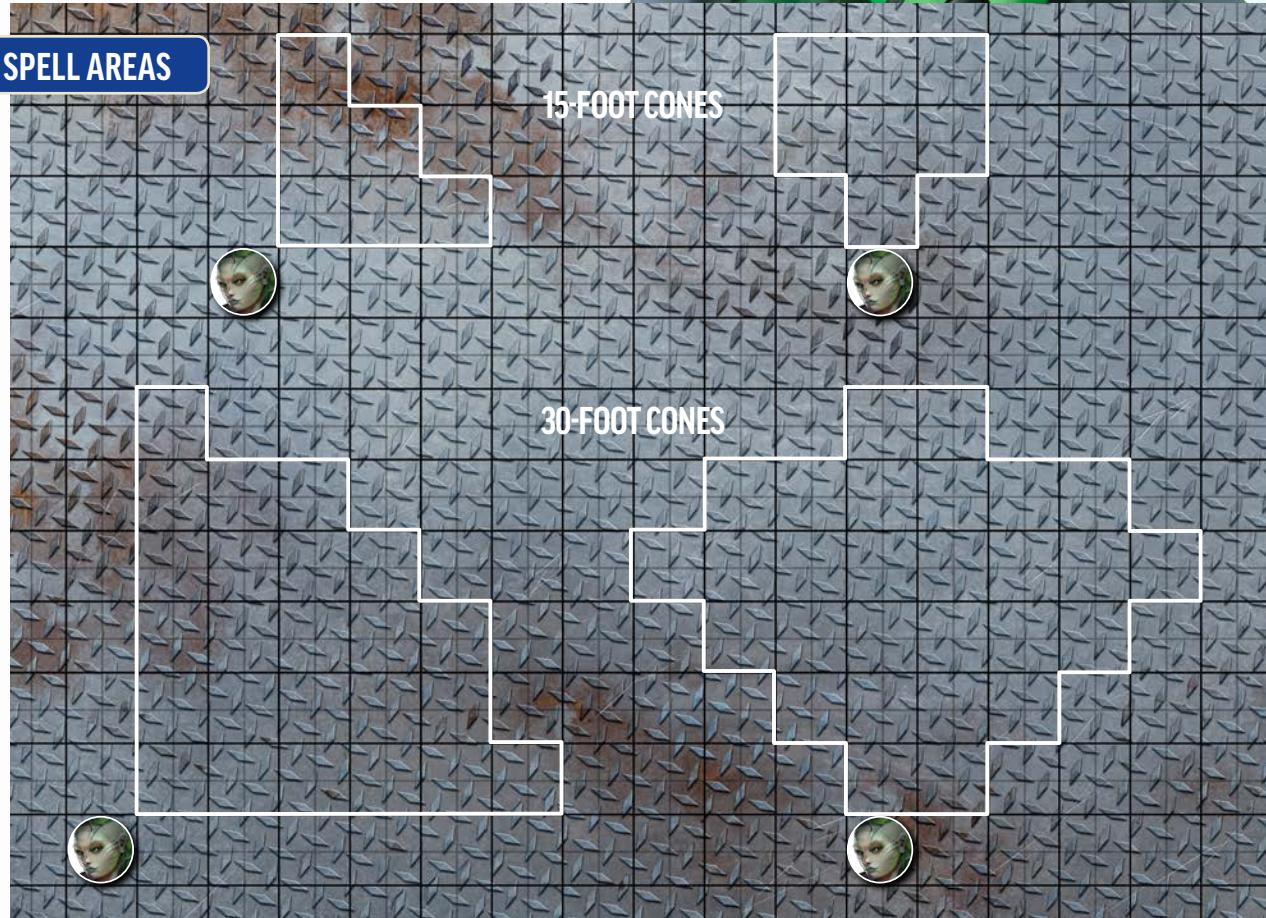
The Difficulty Class of *overheat*'s saving throw is 11 + Raia's INT. Since her INT is +4, the DC is 15. The first goblin gets a result of 10, so it fails its saving throw and takes the entire 13 damage, turning to ash on the spot. The second goblin gets a result of 15, so it succeeds at its saving throw and takes only 6 damage! Unfortunately for the goblin, that's exactly how many Hit Points it had, so it melts into a gooey puddle anyway.



SPELL AREAS

15-FOOT CONES

30-FOOT CONES



INJURY, DEATH, AND HEALING

Nobody who sees a lot of combat escapes unscathed forever. Even a sharpshooter takes a grenade to the face from time to time. This section explains how to track your character's vitality.

HIT POINTS

Your **Hit Points** (HP) measure how hard you are to kill. You calculated your total Hit Points during character creation based on your class. Whenever you take damage, it reduces your number of Hit Points, to a minimum of 0. See Death below for what happens when your current Hit Points reach 0.

RESOLVE POINTS

Your **Resolve Points** (RP) represent your perseverance, and you can use them to keep yourself from walking through death's door. You calculated your Resolve Points during character creation (page 16) based on your key ability score (page 15).

There are two primary ways you can use your Resolve Points. One is to recover Hit Points equal to half your total Hit Points (rounded down) during a 10-minute rest (see Healing below). The second is to rouse yourself from unconsciousness and keep fighting (see Death below). It takes a full night's rest (8 hours of sleep or more) to recover all your Resolve Points.

Finally, if you run out of Resolve Points and also run out of Hit Points, you might die! See Death below for more information.

DEATH

When you take damage that equals or exceeds your current Hit Points, your current Hit Points go to 0 and you gain the unconscious condition (page 87). If your Hit Points were already at 0, you must instead spend a Resolve Point or you die.

If you have 0 Hit Points, you have the unconscious condition. While unconscious, you can't move or take actions, but on your

turn you can spend 1 Resolve Point to regain 1 Hit Point, wake up, and lose the unconscious condition. This takes your full turn. You can then act normally after that turn.

If you regain Hit Points from any source while unconscious, you wake up and lose the unconscious condition.

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 returned to life via magic or technology capable of such a feat. The *restoration gauntlet* (page 68) is one such example, but the GM might allow for other methods of resurrection, such as an experimental medical procedure or a powerful spellcaster. Of course, such things often come with a dear price...

During a dangerous fight against an alien beast, Keskodai starts his turn unconscious, with 0 Hit Points and 1 Resolve Point. He spends his final Resolve Point to wake up and bravely continue the fight with 1 Hit Point, but the alien attacks him again on its turn. It hits Keskodai for 5 damage, sending him back to 0 Hit Points. Now Keskodai has no Hit Points and no Resolve Points with which to recover, so when the alien hits him one final time for 2 damage, Keskodai dies. His funeral, at least, is a well-attended affair.

HEALING

After you take damage, you can regain lost Hit Points in a number of different ways. Your current Hit Points can never be restored to higher than your total Hit Points.

Healing with Resolve Points

You can spend 1 Resolve Point and take 10 uninterrupted minutes of rest to regain Hit Points equal to half your total Hit Points (rounded down).

Healing with the Medicine Skill

You can use the treat deadly wounds task of the Medicine skill (page 49) outside of combat to restore Hit Points to any character, including yourself.

Healing with Magic and Technology

Various abilities, items, and spells can restore Hit Points, including the *mystic cure* spell (page 33) and *healing serums* (page 68).

Healing Naturally

With a full night's rest (8 hours of sleep or more), you regain Hit Points equal to half your total Hit Points (rounded down). Any significant interruption during your rest prevents you from healing that night.

MONSTER AND NPC DEATH

Monsters (and other nonplayer characters) don't have Resolve Points, so they usually die immediately when they reach 0 Hit Points. Sorry, space goblins!

However, if you want to keep a defeated creature alive, the GM can decide to delay its death by 3 rounds, giving you a chance to bring it back from the brink with healing (see above).



SAVING THROWS

Sometimes when you're subject to an unusual effect, like a trap, spell, or special ability, you can attempt a **saving throw** (also called a **save**) to reduce the effect—or even completely avoid it. There are three kinds of saving throws: Fortitude, Reflex, and Will.

When an effect requires you to attempt a saving throw, you roll a **d20** and add your **total saving throw bonus**. You calculated your total saving throw bonus during character creation (page 17), and it includes your class save bonus, a relevant **ability modifier** (such as CON for Fortitude saves), and any other associated bonuses your character has from abilities, feats, or equipment. As with most d20 rolls, various other bonuses or penalties might also modify your result.

If your result is equal to or greater than the saving throw's **Difficulty Class** (see below), your saving throw is successful. 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.

Fortitude (Fort) Saving Throw

Stand up to physical punishment or attacks against your vitality.

**FORTITUDE SAVING THROW = D20 +
TOTAL FORTITUDE SAVING THROW BONUS**

Reflex (Ref) Saving Throw

Dodge out of the way of area attacks and avoid nasty traps.

**REFLEX SAVING THROW = D20 +
TOTAL REFLEX SAVING THROW BONUS**

Will (Will) Saving Throw

Resist mental influence and many other magical effects.

**WILL SAVING THROW = D20 +
TOTAL WILL SAVING THROW BONUS**

Difficulty Class (DC)

A saving throw against an effect has a Difficulty Class (DC) determined by the effect. For spells and most class features, the DC is based on a given number plus your **key ability modifier** (page 15). For example, the envoy's not in the face class feature (page 27) has a DC of 11 + the envoy's CHA, while the *charm person* spell (page 33) has a save DC of 11 + WIS. The description of an effect from an item that requires a saving throw normally lists a saving throw DC.

A space pirate throws a fragmentation grenade I (page 64) at Quig—and hits!

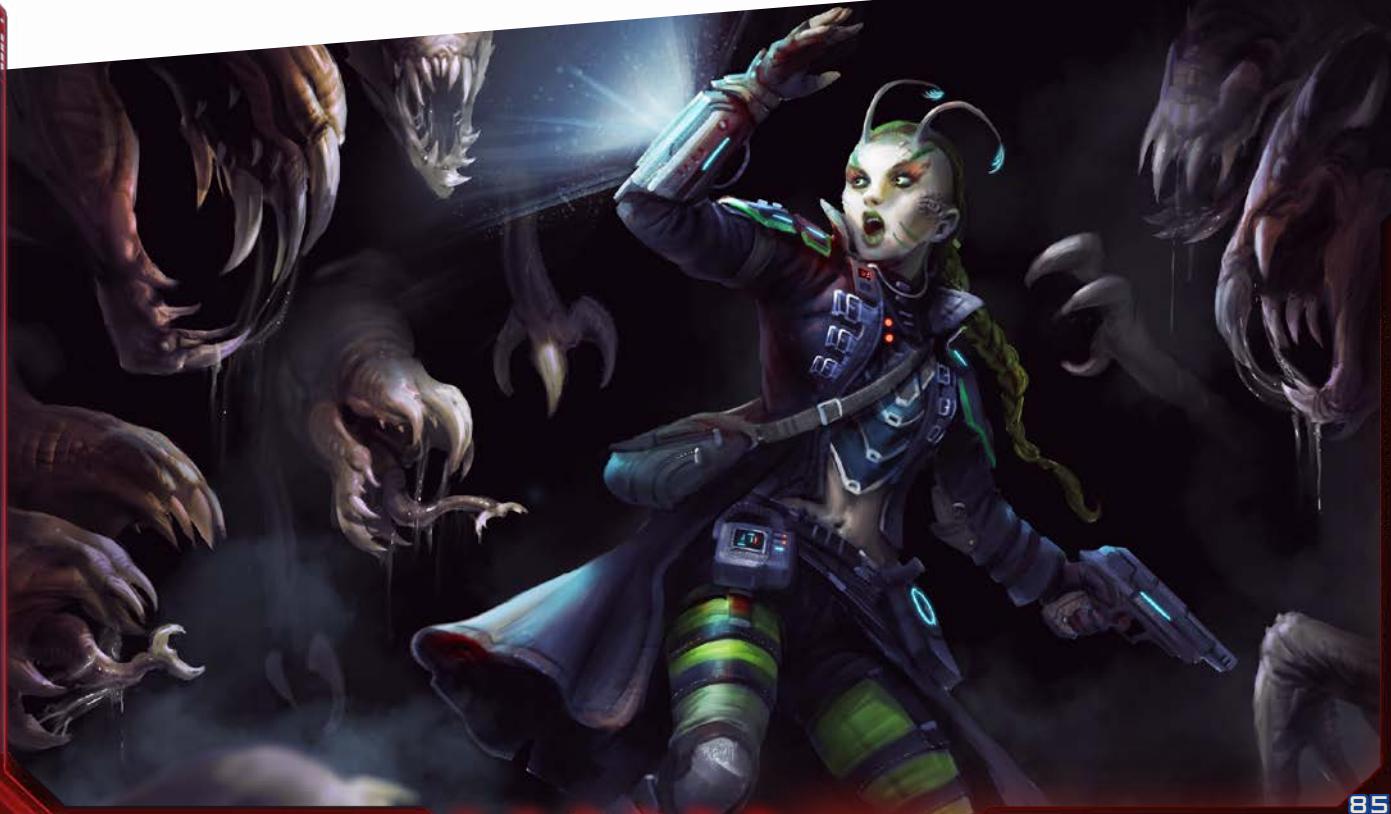
Fortunately for Quig, grenades allow their targets a Reflex saving throw to take only half damage (rounded down), so he attempts one, hoping to dodge the worst of the blast.

Quig rolls a d20 and gets 8 on the die. He adds his total Reflex saving throw bonus (+5), for a total result of 13.

The Difficulty Class of the Reflex saving throw was only 12, so Quig succeeds! He takes only half damage from the grenade.

FORGOING A SAVING THROW

You can voluntarily forgo a saving throw and willingly accept the result of an effect or spell.



CONDITIONS

Conditions are circumstances or states that can affect you for an extended period of time. Many are inflicted by spells or a monster's special attacks. If more than one condition affects you, apply them all. If you already have a condition and would gain it again, add the duration of the new condition to the old one.



ASLEEP

You are sleeping and have the helpless condition (see Helpless). While asleep, you take a -10 penalty to Perception skill checks to notice anything. If you take damage, or if you succeed at a Perception skill check to notice something despite the penalty, you automatically awaken. An adjacent ally (including diagonally) can wake you on their turn without using an action; after this, you are awake and can act normally beginning on your next turn.



FLAT-FOOTED

You take a -2 penalty to your Armor Class.



FRIGHTENED

You can't take any actions, and you must use your move to flee from the source of your fear as best you can—even using any special abilities that help you do so. You also have the hampered condition (see Hampered).



HAMPERED

You take a -2 penalty to attack rolls, saving throws, skill checks, and ability checks.



HELPLESS

You are asleep, unconscious, tied up, or otherwise completely at an opponent's mercy. You can't move or take actions, and you take a -8 penalty to your Armor Class.

IMPAIRED

You take a -4 penalty to attack rolls, saving throws, skill checks, and ability checks.

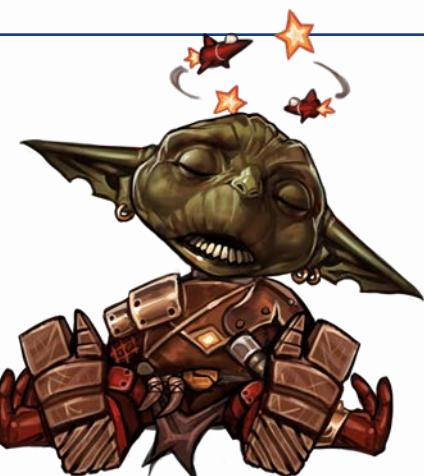


OFF-KILTER

You are disoriented and floating in zero gravity. You have the flat-footed condition (see Flat-Footed) and take a -2 penalty to attack rolls. You can give up your move on your turn to right yourself and lose this condition.

STAGGERED

You can either move or take an action on your turn, but you can't do both.



UNCONSCIOUS

You are knocked out and have the helpless condition (see Helpless). You can't move, take actions, or think, but you can spend 1 Resolve Point to regain 1 Hit Point and regain consciousness (see Healing with Resolve Points on page 84). If you regain Hit Points from any source while unconscious, you wake up and lose the unconscious condition.

EXTENDED EXAMPLE OF PLAY

The adventures of Navasi (a human envoy), Iseph (an android operative), Obozaya (a vesk soldier), and Raia (a lashunta technomancer) continue! As detailed in the Example of Play on page 9, these spacefaring heroes have entered an ancient temple on an unexplored world in search of a lost treasure. So far, they've defeated some goblin zaperators who were holed up there. Read on to learn what happens next—and how to resolve the situations described in the *Starfinder Beginner Box!*



As you make your way further into the temple, you come to the beginning of a 50-foot-long hallway that looks like it leads into a larger open room ahead. The hall is made of stone, like the rest of the temple, but its walls and ceilings are completely covered in thick moss. Adventurers, what would you like to do?



Navasi: This might be dangerous, crew. I'll sweep my flashlight down the hall to see if it looks suspicious.

The GM consults her notes and realizes that there is a fléchette trap 10 feet from the beginning of the hall. Navasi's caution against danger means she might notice its telltale recesses in the walls. Navasi needs to attempt a Perception check and get a result of at least 21 to notice the trap.



Navasi, roll a Perception check!



Navasi rolls a d20 and gets an 18. She adds her total Perception skill bonus of +4 for a total of 22.



Navasi: I got a 22! I have a bad feeling about this hallway. What do I see?



About 10 feet down the hall, you see some recesses in the wall. There's a trap here, and if anyone goes near it, it'll shoot out steel bolts!



Navasi: Gang, hold up! Those holes are some sort of trap!



This trap is mechanical in nature. One of you might be able to disable it with a Technology skill check.



Raia: This is pretty old technology, but I might be able to figure it out. I'm going to go try.



Okay, roll a Technology skill check!



Raia rolls a d20 and gets a 10. She adds her total Technology skill bonus of +10 for a total of 20. That's enough to beat the Difficulty Class to disable the trap.



GM Raia, once you examine the trap, you see that its construction is pretty rudimentary. You easily disable it.



Obozaya: Sustaining injuries in combat is honorable, but using traps against foes is cowardly. Well done, my comrades.



Now that you've disabled the trap, adventurers, what would you like to do?



Iseph: I'd like to make sure there are no more surprises ahead. I'll carefully examine the rest of the mossy walls for more traps.



Okay, now it's your turn to roll a Perception check, Iseph!



Iseph rolls a d20 and gets a 4. They add their Perception skill modifier of +5 for a total of 9. The GM checks her notes and sees that there are no more traps in this hallway. Because Iseph's skill check result was low, though, the GM keeps the sense of danger high by withholding this specific information.



Iseph, you don't see anything that seems dangerous.



Iseph: I think the way ahead is safe. But I can't be sure.



Obozaya: If the spineless cowards who built this place have placed more traps here, it should be I who protects you all. I walk through the rest of the hallway, bracing myself.



Obozaya, that's very brave. You reach the end of the hallway unharmed.

While the rest of the players express relief, the GM notes that the room ahead holds the treasure that the heroes are seeking: a golden statuette of an elf-like creature that their employer has hired them to find. The room is large and open, with four stone pillars supporting its roof. In the center of the room is a stone dais displaying the statuette. The GM describes the scene.



Raia: There's the treasure we've come to find! I'm going to go toward it.



Navasi: Hang on! We might not be the only ones here. I step forward and look around first.

The GM knows that there is a bone trooper in this room who also seeks the treasure. The bone trooper heard the heroes coming and is hiding behind one of the pillars, trying to catch them unawares before attacking.



Navasi, roll a Perception check!



Navasi rolls a d20, gets a 12, and adds her total Perception skill bonus of +4 for a result of 16. The GM rolls a Stealth check for the bone trooper and gets a result of 13.



Navasi, you see a skeletal hand gripping the stone pillar closest to you on the left, and a distinctive, elongated skull emerges. It's a bone trooper! Time for combat!



The GM rolls a d20 and adds the bone trooper's initiative bonus, getting a result of 18, while the heroes each roll a d20 and add their total initiative bonus. Obozaya gets a 17, Navasi gets a 14, Iseph gets a 13, and Raia gets a 6.



The bone trooper is faster than all of you! He steps out from behind the pillar, snarling. "This treasure is mine!" he says, in a chilling rasp. Navasi, he points his semi-auto pistol at you and fires!



The GM rolls for the attack on Navasi and adds the bone trooper's +9 bonus with its semi-auto pistol, getting a total of 19. That's higher than Navasi's Armor Class of 13, so the attack hits. The GM rolls damage for the bone trooper's attack and gets a total of 4.



Navasi, this bone trooper is a crack shot. His bullet connects squarely with your shoulder. Take 4 damage.



Navasi: Ouch, that's a third of my Hit Points! I'm down to 8 HP.



Obozaya, your captain has just taken an awful hit. What are you going to do?



Obozaya: I will charge forward with my doshko and make that bone trooper regret his dishonorable deeds.



Obozaya rolls a d20 and gets a 20 on the die—a critical hit! She rolls her damage twice (adding her STR both times) for a total of 22. The GM checks the bone trooper's stat block and notices that its "damage reduction" ability reduces the amount of kinetic damage it takes by 5. Since Obozaya's doshko deals kinetic damage, the bone trooper takes 17 damage.



Wow, your doshko cleaves right into the bone trooper's side, Obozaya! You've hurt him, but from the way your weapon slams into his undead body, you can tell that you haven't dealt quite as much damage as you might normally have. Navasi, it's your turn.



Navasi: If I take too many more hits from this bone trooper, I might go down. I can't risk that! I'm going to step back and use my healing serum.



Navasi rolls 1d8 and gets a 6. That's more than enough to restore her current Hit Points to her total HP of 12.



Good tactic, Navasi. Iseph, it's your turn!



Iseph: I'm going to try to dart around my allies with my semi-auto pistol and take the bone trooper by surprise with a trick attack.



Iseph rolls a Stealth check and gets a total of 21, which is enough to successfully use their trick attack class feature. They then make an attack roll and get a total of 14—including a +2 bonus from their successful trick attack—which is just enough to hit the bone trooper! Iseph rolls damage, adding 1d4 for their trick attack, and gets the maximum total of 8. With the bone trooper's damage reduction, it takes only 3 damage.



You've done some damage, Iseph, but that bone trooper is pretty tough! Raia, it's your go.



Raia: Obo, I'm going to run up to you and supercharge your doshko!

Raia touches Obozaya's doshko and casts the supercharge weapon spell, which means that if Obo hits with her doshko on her next attack, it will deal an additional 4d6 damage.



Obozaya, your doshko is crackling with energy! It's the bone trooper's turn, and since Obozaya is right in his emaciated face, he's going to shoot at her.



The GM rolls for the bone trooper's attack, but she rolls a 1 on her d20! The attack automatically misses.



The bone trooper must be thrown off, because his shot misses wildly. Obozaya, what are you going to do?



Obozaya: This bone trooper is a pitiful coward. I heft my crackling doshko high and swing!



Obozaya gets a total of 15 on her attack roll, hitting the bone trooper. She rolls her damage, including the additional 4d6 for her supercharged weapon, and gets a total of 21. Even with the bone trooper's damage reduction, that's enough to destroy it!



The bone trooper lets out a shocked screech as your doshko cleaves its torso in half! Obozaya, the bone trooper is destroyed!

Now that the heroes have defeated this adversary, they are free to retrieve the golden statuette and return to their employer. They'll collect their reward and be richer for their future adventures!

LEVEL UP!

As you go on adventures, overcome challenges, and defeat monsters, you'll gain **experience points** (also called XP). When your current experience points reach a certain number, you gain a level in your class. The table to the right tells you how many experience points you need to reach the next level.

When you gain enough experience points to reach the next level, it's time to level up!

YOUR LEVEL	NEXT LEVEL	XP TO NEXT LEVEL
1	1,300 XP	1,300
2	3,300 XP	2,000
3	6,000 XP	2,700
4	-	-

SOLDIER

Thoroughly familiar with weapons of war, you specialize in a particular fighting style. You are ready to wreak havoc when force is called for.

1 1ST-LEVEL CLASS FEATURES

B Write "soldier" as your class in Section B.

D In Section D, write "1" for your total Hit Points and mark the "light" and "heavy" armor preferences. Also write the following numbers in the Class box for each saving throw:

FORTITUDE SAVE	2	REFLEX SAVE	0	WILL SAVE	2
----------------	---	-------------	---	-----------	---

G In Section G, write "1" in the Class box for both your melee attack and your ranged attack. Also mark the following weapon preferences:

BASIC MELEE	ADVANCED MELEE
SMALL ARMS	LONGARMS
GRENADES	

I In Section I, write "3" in the Class box and "1" in the Level box for each of the following class skills:

ATHLETICS	INTERACTION
MEDICINE	SURVIVAL

If one of these skills already has these numbers filled in because of your theme (pages 24–25), add "1" to the Misc box instead.

FIGHTING STYLE

You have a preferred fighting style that represents the type of soldier you are. Choose whether you primarily want to be especially good in melee combat or in ranged combat. You gain the style technique listed below for that fighting style.

Melee Fighting Style

The melee fighting style is all about using speed and aggression to get into the thick of melee by increasing your speed and responsiveness in combat.

Rapid Response: You gain a +4 bonus to initiative checks and increase your speed by 10 feet.

Ranged Fighting Style

The ranged fighting style enables you to excel at making accurate attacks with ranged weapons, often at a long distance and against targets with cover.

Soldier's Aim: When you make a ranged attack against a target with cover (page 80), you gain a +2 bonus to your attack roll.

E Write your style technique in Section F.

! NOW THAT YOU HAVE YOUR 1ST-LEVEL SOLDIER ABILITIES, GO TO PAGE 15.

2 2ND-LEVEL SOLDIER

G Update the following numbers in Sections D and G.

HIT POINTS Add 1d4 + CON

FORTITUDE SAVE	ADD 1	REFLEX SAVE	NO CHANGE
WILL SAVE	ADD 1	ATTACK BONUS	ADD 1

4 Write "Weapon Focus," along with the type of weapon you chose, in Section E.

5 In Section G, update the Class boxes for both your melee attack and your ranged attack with the new numbers.

3 3RD-LEVEL SOLDIER

G Update the following numbers in Sections D and G.

HIT POINTS Add 1d4 + CON

FORTITUDE SAVE	NO CHANGE	REFLEX SAVE	ADD 1
WILL SAVE	NO CHANGE	ATTACK BONUS	ADD 1

H Write your new feat in Section H.

WEAPON SPECIALIZATION

You can deal extra damage with certain weapons. When you deal damage with a basic melee weapon, advanced melee weapon, small arm, or longarm, add 3 to that damage.

6 4TH-LEVEL SOLDIER

G Update the following numbers in Sections D and G.

HIT POINTS Add 1d4 + CON

FORTITUDE SAVE	ADD 1	REFLEX SAVE	NO CHANGE
WILL SAVE	ADD 1	ATTACK BONUS	ADD 1

C Bystander Cleave Coordinated Shot Improved Initiative

D Far Shot Improved Accuracy Opening Valley Fleet

E Write your combatfeat in Section H.

WHEN YOU LEVEL UP, DO THESE THINGS IN ORDER:

- 1** Turn to the page of your class that corresponds to your new level. The classes are on pages 26–45 of this book.
- 2** In Section B of your character sheet, write your new level in the Level box, and update the Next Level box with the appropriate number from the Next Level column on the table above. In Section I, write your new level in each Level box.
- 3** In Section D, increase both your total Hit Points and your current Hit Points by the amount listed.
- 4** In Section D, update the Class box for your Fortitude, Reflex, and Will saving throws as indicated.
- 5** In Section G, update the Class boxes for your melee attack and ranged attack as indicated.
- 6** Make any choices required for your new class features, and then write them on your character sheet. You'll usually write the name of your class feature in Section F, and some class features will require modifying other sections of your character sheet as well.
- 7** Update the total bonuses in Sections D, G, and I of your character sheet—many of them probably went up!

STARFINDER CHARACTER SHEET

A	ABILITY MODS	ABILITY SCORES				
d4	STR	STRENGTH				
d6	DEX	DEXTERITY				
d8	CON	CONSTITUTION				
d10	INT	INTELLIGENCE				
d12	WIS	WISDOM				
d20	CHA	CHARISMA				
E RACIAL TRAITS (pages 20-23)						
d8						
d10						
d12						
d20						
F CLASS FEATURES (pages 26-45)						
d10						
d12						
d20						
H FEATS (pages 52-55)						
d20						
I KILLS (pages 46-51)						
ATHLETICS	STR	TOTAL	ABILITY MOD	CLASS	LEVEL	MISC
CULTURE	INT					
INTERACTION	CHA					
MEDICINE	INT					
MYSTICISM	WIS					
PERCEPTION	WIS					
SCIENCE	INT					
STEALTH	DEX					
SURVIVAL	WIS					
TECHNOLOGY	INT					
Theme Knowledge						

B CHARACTER INFORMATION

NAME	PRONOUNS		
RACE	THEME	CLASS	LEVEL
ALIGNMENT	CURRENT XP	NEXT LEVEL	

C INITIATIVE **SPEED**

TOTAL	DEX	+	MISC	FEET
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D DEFENSE

HIT POINTS		RESOLVE POINTS		
TOTAL	CURRENT	TOTAL	CURRENT	
ARMOR CLASS (AC)	10 + DEX	ARMOR	MISC	
ARMOR		ARMOR PROFICIENCIES	Light Heavy	
ARMOR UPGRADES				
SAVING THROWS	TOTAL	ABILITY MOD	CLASS	MISC
FORTITUDE SAVE	7	CON	+	+
REFLEX SAVE	7	DEX	+	4
WILL SAVE	7	WIS	+	+

G ATTACKS (pages 78-79)

MELEE ATTACK	TOTAL	STR	+	CLASS
RANGED ATTACK	7	DEX	+	5
WEAPON				
WEAPON FUSION				
TOTAL ATTACK	DAMAGE*	RANGE	SPECIAL PROPERTY	Critical Hit Effect

J EQUIPMENT AND SPELLS ARE ON THE REVERSE

* Add your STR to melee weapon damage.

K WEAPON PROFICIENCIES (page 57)

- Basic Melee Small Arms Grenades
- Advanced Melee Longarms (-4 attack if not proficient)



All page numbers refer to the *Heroes' Handbook*.

BEYOND 4TH LEVEL

The Starfinder Beginner Box is an introduction to the Starfinder Roleplaying Game, so reaching 4th level doesn't have to mean your adventures are over. If you're ready to blast off into a galaxy full of adventure, it's waiting for you in the *Starfinder Core Rulebook*! Your heroes can reach up to 20th level, and there's even an additional class—the star-touched solarian—along with hundreds more options for class features, equipment, feats, spells, and more! There are rules for building and customizing your own starships, along with a starship combat system so you can fight exciting battles in space, and an extended setting chapter that's teeming with ideas for countless adventures!

If you're looking for more aliens to populate your galaxy, the *Starfinder Alien Archive* offers several challenging creatures to fight, more than a dozen new species to choose from when creating your character, and a wide variety of equipment and other player options.

You can find both the *Starfinder Core Rulebook* and the *Starfinder Alien Archive* at bookstores and game stores, and online at paizo.com.



THE GALAXY

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 Beginner Box* can be used to discover a number of science fantasy universes, this page offers a primer on the assumed setting for the game. More detailed information on Starfinder's setting can be found on pages 52–63 of the *Game Master's Guide*.

THE PACT WORLDS

The home to most of your *Starfinder Beginner Box* characters is the Pact Worlds, a confederation of 14 nations in the same solar system that have banded together for mutual protection and trade. Most androids, humans, lashuntas, shirrens, and ysoki hail from the Pact Worlds. Travel between the Pact Worlds, their moons, and various installations in the system is incredibly commonplace, with only a few areas considered to be too dangerous to visit or off-limits for environmental or political reasons. Central to the Pact Worlds is Absalom Station, a huge space station that serves as both the primary home of humanity in the Pact Worlds, and the seat of the Pact Worlds' government, the Pact Council.

Your characters might not ever need to leave the Pact Worlds, as it is chock-full of interesting locales to explore and factions to meet and interact with, but this system is only one of countless others in the galaxy. Outside of the Pact Worlds, the galaxy can be divided into two regions: Near Space and the Vast. While Near Space worlds tend to be closer to the Pact Worlds and the systems of the Vast tend to be further away, the true difference between the regions lies in how easily accessible they are via interstellar travel.

NEAR SPACE

Near Space contains many colonized worlds, but there are still thousands of Near Space planets yet to be discovered and explored. The Veskarium, the eight-planet system that is the home of the vesk species and their empire, can be found in Near Space.

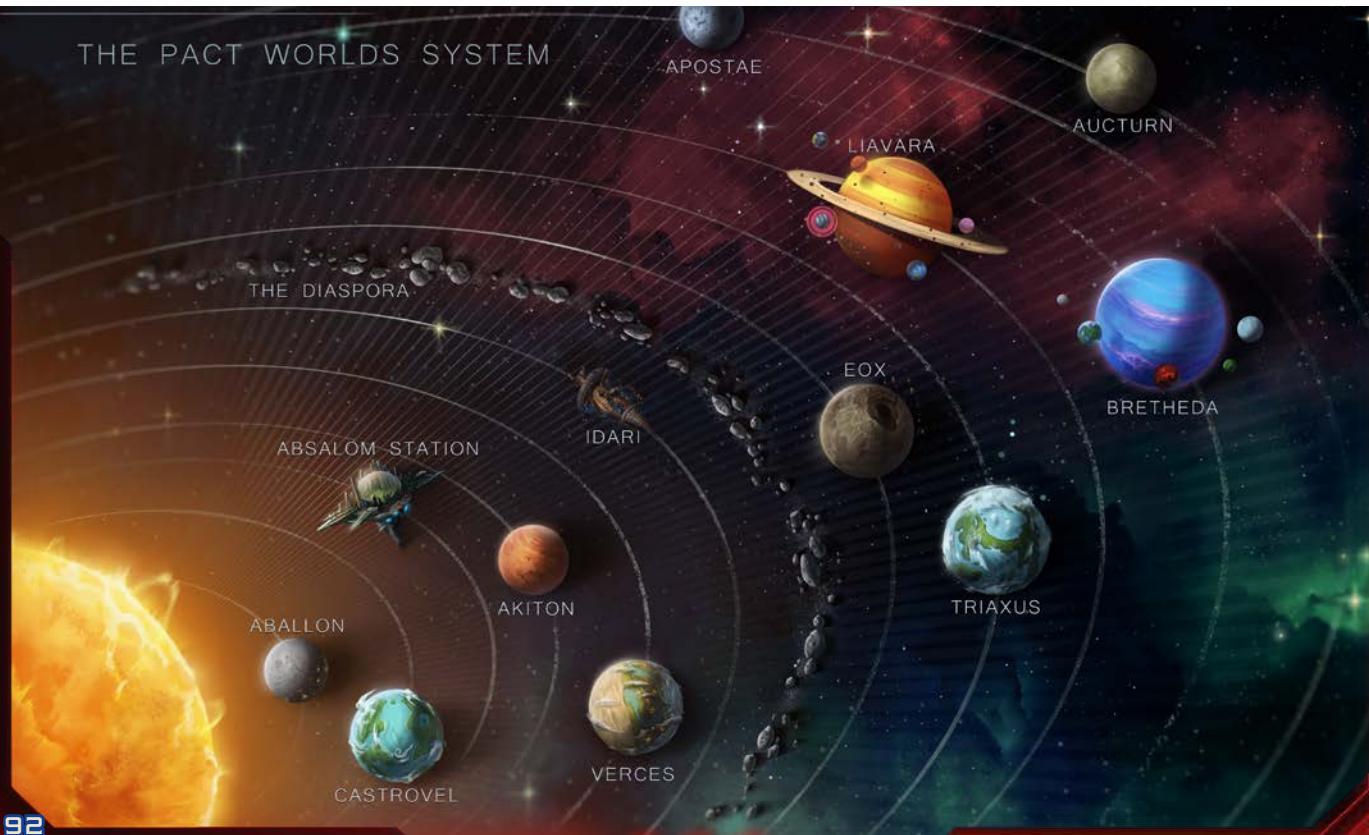
THE VAST

The Vast contains millions of uncharted worlds and species that have little contact with the Pact Worlds. Travelers are constantly discovering new and unusual planets there, some of which even seem to bend the laws of physics. The Azlanti Star Empire, an expansionist interstellar imperium that has had only hostile contact with outsiders, can be found in the Vast.

THE GAP

The Gap is a hole in history. Everywhere in the galaxy and beyond, there is a period of time where books, datafiles, historical records, and even memories are blank or contradictory. No one—not even the gods—knows what caused the Gap, or why it exists, but it is widely believed to have lasted several millennia. The Gap ended about 300 years ago, and today, most people focus on creating new history, moving ever onward and upward.

THE PACT WORLDS SYSTEM



INSPIRATIONS

The Starfinder Beginner Box and its setting, the Pact Worlds, draw 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.

LITERATURE

- Adams, Douglas.** *The Hitchhiker's Guide to the Galaxy.*
Asimov, Isaac. *I, Robot* and Foundation series.
Barlowe, Wayne. *Barlowe's Guide to Extraterrestrials.*
Bear, Elizabeth. Jacob's Ladder trilogy.
Brackett, Leigh. Eric John Stark novels.
Bradbury, Ray. *The Martian Chronicles.*
Burroughs, Edgar Rice. Barsoom series.
Butler, Octavia E. Xenogenesis series.
Carriker, Joseph D. *Sacred Band.*
Chalker, Jack L. The Four Lords of the Diamond series and the Saga of the Well World series.
Cherryh, C. J. Foreigner series and Morgaine Cycle.
Cixin, Liu. *The Three-Body Problem.*
Clarke, Arthur C. *Childhood's End.*
Collins, Suzanne. The Hunger Games series.
Corey, James S. A. The Expanse series.
Doyle, Debra & Macdonald, James D. Mageworlds series.
Foster, Alan Dean. Humanx Commonwealth universe.
Haldeman, Joe. *The Forever War.*
Hao, Jingfang. "Invisible Planets."
Heinlein, Robert A. *The Moon Is a Harsh Mistress.*
Herbert, Frank. Dune series.
Hurley, Kameron. *The Stars Are Legion.*
Jemisin, N. K. The Broken Earth series.
Jones, Diana Wynne. *The Homeward Bounders.*
Lackey, Mercedes (with Larry Dixon, Mark Shepherd, et alia). The SERRATED Edge series.
Le Guin, Ursula K. Hainish Cycle.
Lee, Yoon Ha. Ninefox Gambit.
L'Engle, Madeleine. Time Quintet.
Lisle, Holly. *Hunting the Corrigan's Blood.*
Miéville, China. Embassytown.
Moon, Elizabeth. Once a Hero and Vatta's War series.
Naam, Ramez. The Nexus trilogy.
Niven, Larry. Known Space series.
Okorafor, Nnedi. *Binti* and *The Shadow Speaker.*
Roth, Veronica. Divergent series.
Shinn, Sharon. Samaria series.
Simmons, Dan. Hyperion Cantos.
Singh, Vandana. "Somadeva: A Sky River Sutra."
Smith, E. E. "Doc." Lensman series and Skylark series.
Steakley, John. Armor.
Stephenson, Neal. *The Diamond Age* and *Snow Crash.*

COMICS

- Cockrum, Dave.** *Starjammers.*
Remender, Rick & Scalera, Matteo. *Black Science.*
Staples, Fiona & Vaughan, Brian K. *Saga.*
Valentino, Jim. *Guardians of the Galaxy.*

VIDEO GAMES AND VIDEO GAME SERIES

- Borderlands*
Dead Space
DOOM
Final Fantasy
Halo
Mass Effect
Metroid
Phantasy Star

FILM AND TELEVISION

- The Adventures of the Galaxy Rangers.** Creator Robert Mandell.
Alien series. Creator Dan O'Bannon.
Annihilation. Dir. Alex Garland.
Babylon 5. Creator J. Michael Straczynski.
Battlestar Galactica. Creator Glen A. Larson.
Blade Runner. Dir. Ridley Scott.
Captain Simian & the Space Monkeys. Creator Gordon Bressack.
The Chronicles of Riddick. Dir. David Twohy.
Cowboy Bebop. Creator Shinichirō Watanabe.
Enemy Mine. Story by Barry Longyear.
The Fifth Element. Dir. Luc Besson.
Firefly. Creator Joss Whedon.
Guardians of the Galaxy. Dir. James Gunn.
Jupiter Ascending. Dir. the Wachowskis.
Krull. Dir. Peter Yates.
The Matrix series. Creators the Wachowskis.
Nausicaä of the Valley of the Wind. Dir. Hayao Miyazaki.
Planet of the Apes (1968). Dir. Franklin J. Schaffner.
Predator. Dir. John McTiernan.
SilverHawks. Creators Jules Bass & Arthur Rankin Jr.
Stargate series. Creators Dean Devlin & Roland Emmerich.
Star Trek series. Creator Gene Roddenberry.
Star Wars series. Creator George Lucas.
Steven Universe. Creator Rebecca Sugar.
Thundarr the Barbarian. Creator Steve Gerber.
Westworld. Creators Lisa Joy & Jonathan Nolan.

TABLETOP RPGS

- Cyberpunk* and *Cyberpunk 2020*
Eclipse Phase
Gamma World
Numenera
Part-Time Gods
Shadowrun
Star Frontiers
Titansgrave: The Ashes of Valkana
Torg
Traveller
Warhammer 40,000 Wrath & Glory

GLOSSARY

Ability Check: This is a d20 roll used when a skill check doesn't apply; you add only an ability modifier to the die roll.

Ability Modifiers: These are numbers you add to many die rolls, and they're based on how good your ability scores are. The ability modifiers are STR, DEX, CON, INT, WIS, and CHA. Ability modifiers range from -4 to +4. Higher is better. You figure out your ability modifiers on page 16.

Ability Scores: These six numbers represent your raw talent in physical and mental tasks. Your ability scores are Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. Ability scores range from 3 to 18. Higher is better. You generate your ability scores on page 15. Once you have determined your ability scores, you can figure out your ability modifiers (after that, you almost never use your ability scores for anything).

Actions: On your turn, you take exactly one action. Examples of actions include Ranged Attack, Use a Special Ability, Cast a Spell, and Defend. Explanations of each action, along with some examples, start on page 78.

Alignment: This is a general characterization of your basic moral and ethical attitude. The alignments available for player characters are described on page 16.

Ally: An ally is a creature you see as helpful. Some abilities allow you to affect an ally with a benefit of some kind. You count as your own ally unless an ability says otherwise. The envoy class's envoy improvisations (pages 26–27) are an exception to this rule: an envoy character does not count as their own ally for envoy improvisations unless the improvisation states otherwise. The GM has final say on who counts as an ally.

Armor Class (AC): This is a number that represents how hard it is for an enemy to strike your character in combat. When you make an attack roll, if your result is equal to or greater than your target's AC, you hit!

Attack: This is a common type of action in combat and includes the Ranged Attack action and the Melee Attack action. There are also two special attack actions, Hinder Foe and Support Fire, that you can use to gain a tactical advantage.

Attack Roll: This is a d20 that roll represents your character's attempt to strike another creature in combat; see page 78.

CHA: This term represents your Charisma ability modifier.

Charisma: This ability score represents your personal magnetism, personality, and persuasiveness.

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

Class: A player character's field of expertise or adventuring profession, whether envoy (a skilled person who can bolster their allies and hinder their enemies), mechanic (someone skilled in working with technology), mystic (a person with magical powers drawn from the connection between all things), operative (a person skilled in stealth and deception),

soldier (someone skilled in combat), or technomancer (a person who combines magic and technology). The classes are detailed on pages 26–45.

Class Skill: This is a skill in which members of a specific class are particularly proficient. You add your level + 3 to your total skill bonus in class skills.

CON: This term represents your Constitution ability modifier.

Condition: This is a circumstance that can affect a creature for an extended period of time. See pages 86–87.

Constitution: This ability score represents your health and stamina.

Cover: Cover makes it more difficult for creatures to hit one another. A creature that has cover gains a +4 bonus to its Armor Class. See page 80 for more information.

Creature: An active participant in the story or world. Creatures include player characters (PCs) and nonplayer characters (NPCs).

Critical Hit: When you make an attack roll and the result on the d20 is a 20 (a "natural 20"), it's a critical hit. You roll damage twice, and your weapon might have an additional effect. See page 78 for more information.

d% (Percentile Dice): This indicates that you should roll to generate a number from 1 to 100—called rolling d%. Your dice include two different 10-sided dice, which you can use to do so. Roll both dice, and then use the two-digit die for the "tens" place and the other die for the "ones" place. For example, if the dice come up 50 and 7, that's 57. The one exception is if you roll 00 and 0—that's 100.

d4, d6, d8, d10, d12, d20: These are abbreviated expressions of die rolls, often shown with a preceding number: "1d4." They 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 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 d20" means that you roll one 20-sided die.

d20 Roll: This is a roll using a single 20-sided die. Ability checks, attack rolls, initiative checks, 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 current Hit Points after an attack hits it.

Damage Types: Damage is often expressed as being of a specific type, such as "fire damage." There is one physical damage type (kinetic), and there are five energy damage types (acid, cold, electricity, fire, and sonic). All damage reduces a target's Hit Points, and the damage type only matters if some other ability or interaction refers to it.

Darkvision: This is a special ability that allows you to see normally for up to 60 feet in darkness, though everything appears in black and white. Androids, vesk, and ysoki all have darkvision.

DEX: This term represents your Dexterity ability modifier.

Dexterity: This ability score represents your agility, balance, and reflexes.

Difficulty Class (DC): This is the target number that a check's result must equal or exceed in order for you to succeed at a given task, normally a skill check or saving throw.

Encounter: This is a situation that presents characters with a challenge, such as needing to obtain information, survive a physical battle, disable a trap, solve a puzzle, or overcome some other obstacle. Characters typically earn experience points for completing encounters.

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.

Experience Points (XP): 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 Level Up! on pages 90-91 for more information.

Feat: A special ability you have separate from those granted by your race, class, theme, or skills. See pages 52-55.

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 other players explore. See the *Game Master's Guide* for much more information.

Hit Points (HP): Hit Points represent how badly hurt your character can be before they fall unconscious—and possibly die! Weapon attacks, spells, and other effects can cause you to lose (or regain) Hit Points.

Initiative Check: The result of this d20 roll determines the order in which you act in combat. See page 76 for more information.

INT: This term represents your Intelligence ability modifier.

Intelligence: This ability score represents how well you learn and reason.

Key Ability Score: This is the ability score that's most important for a certain class. To be most effective, you should usually make your key ability score your highest ability score.

Level: A level is an indication of relative power within the game. Your character level starts at 1 and can increase up to 4 as you gain experience points. Level can also refer to a spell's level, allowing you to know which spells are equally powered, and which are more powerful.

Line of Effect: This is a straight, unblocked path that indicates what an attack or ability can affect. Solid barriers (such as walls) block line of effect, but other creatures do not. See page 80.

Melee Attack: When you take this attack action, you use a melee weapon against a creature in an adjacent square.

Nonplayer Character (NPC): This is a character in the game world controlled by the GM for the purpose of interacting with players and helping advance the story. An NPC includes any creature that a player isn't roleplaying.

Player Character (PC): This is a character in the game world portrayed (and often created) by a player.

Race: This is a type of sapient, civilized creature or species, such as android, human, lashunta, shirren, vesk, or ysoki. The playable races are detailed on pages 20-23.

Range: Some things (such as ranged weapons, spells, and some special abilities) have a range associated with them. Ranges are usually measured in feet. You can't choose a target outside the specified range.

Ranged Attack: When you take this action, you use a ranged weapon (such as a small arm, longarm, or grenade) against a creature from a distance.

Resolve Points (RP): Resolve Points represent your intrinsic reservoir of grit and luck that helps you carry on even when everything seems lost. You calculate your Resolve Points on page 16, and more information about Resolve Points is on page 84. You can regain your Resolve Points by resting for 8 hours.

Round: In combat, a round is a unit of time equal to 6 seconds in the game world; every character who can act in a round gets a turn once per round.

Saving Throw: A saving throw (or save) is a d20 roll representing your character's attempt to avoid or reduce some harmful effect. Fortitude saves are for things you can resist by being especially hardy. Reflex saves are for things you can resist by being agile, like traps and explosions. Will saves are for things you can resist with the power of your mind, like fear and mind control.

Skill: A skill is something you can learn to do and get better at over time, like climbing, opening locks, or providing first aid. Each skill has a variety of tasks that you can try to accomplish. See pages 46-51.

Skill Check: This is a d20 roll to see whether you succeed at a specific task of a skill. See pages 46-47 for more information.

Speed: Your speed indicates how far you can usually move during your turn in combat.

Spell Level: This is a value that expresses a spell's relative power. A spell's level is 0, 1, or 2.

Spell Slot: Spell slots represent the number of 1st- and 2nd-level spells that you can cast per day.

Spells: These magical formulae can produce a wide range of effects. The mystic and technomancer classes can cast spells, and other sources can also let your character cast spells.

STR: This term represents your Strength ability modifier.

Strength: This ability score represents your muscle and physical power.

Theme: This is a focus for your character, which may be a result of background, upbringing, or training. The themes are bounty hunter, icon, mercenary, outlaw, priest, and spacefarer; each is detailed on pages 24-25.

Total Bonus: For most d20 rolls, you add a total bonus (for example, you add your total skill bonus to skill checks), a single number that you add up and write down on your character sheet.

Trained Skill: This is a skill that you've chosen to be better than average at using. You add your level to your total skill bonus in trained skills.

Vulnerable: Some creatures take 50% more damage from specific sources, such as cold damage or critical hits. To get the total damage, first roll the damage normally. Then divide that damage by 2 (rounding down) and add that result to the original damage.

WIS: This term represents your Wisdom ability modifier.

Wisdom: This ability score represents your awareness, common sense, and intuition.



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COMBAT REFERENCE GUIDE

ACTIONS

- Attack Actions
 - Melee Attack (page 78)
 - Ranged Attack (page 79)
 - Hinder Foe (page 79)
 - Support Fire (page 79)
- Use an Item (page 81)
- Use a Skill (page 81)
- Use a Special Ability (page 81)
- Cast a Spell (page 82)
- Extra Move (page 82)
- Defend (page 82)

COMMON ROLLS

ABILITY CHECK

d20 + ability modifier

INITIATIVE CHECK

d20 + total initiative bonus (DEX + misc.)

MELEE ATTACK ROLL

d20 + total melee attack bonus (STR + class attack bonus)

MELEE DAMAGE

Melee weapon damage + STR

RANGED ATTACK ROLL

d20 + total ranged attack bonus (DEX + class attack bonus)

RANGED DAMAGE

Ranged weapon damage

For both melee and ranged attacks, a natural 20 (the d20 comes up 20) always hits—this is a critical hit! A natural 1 (the d20 comes up 1) always misses. A hit always deals at least 1 damage, even if penalties would reduce the damage to less than 1. For more information on attacks, see pages 78–79.

SAVING THROW

d20 + total saving throw bonus (ability modifier + class bonus + misc.)

For all saving throws, a natural 20 (the d20 comes up 20) always succeeds, and a natural 1 (the d20 comes up 1) always fails. For more information on saving throws, see page 85.

SKILL CHECK

d20 + total skill bonus (ability modifier + class or trained skill bonus + misc.)

For more information on skill checks, see page 46.

STEPS OF AN ATTACK

- Choose an attack action: Melee Attack, Ranged Attack, Hinder Foe, or Support Fire (page 78).
- Choose a target (page 80).
- Roll a d20 and add the appropriate bonus.
 - If your total is equal to or greater than your target's Armor Class (page 78), you hit!
 - If the number showing on your die is 20, you score a critical hit (page 78)!
- If you hit, roll your attack's damage (page 78), apply special effects, or do both, depending on the attack.
 - If you score a critical hit with an attack that deals damage, roll your damage twice. Your weapon might also have a critical hit effect (page 57).

