

# PDF Starfinder Roleplaying Game: Starfinder Core Rulebook By James L. Sutter, Rob McCreary, Owen K. C. Stephens, Jason Keeley, Amanda Hamon-Kunz



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Strap in and blast off! The Starfinder Roleplaying Game puts you in the role of a bold science-fantasy explorer, investigating the mysteries of a weird and magical universe as part of a starship crew. Will you delve for lost artifacts in the ruins of alien temples? Strap on rune-enhanced armor and a laser rifle to battle undead empires in fleets of bone ships, or defend colonists from a swarm of ravenous monsters? Maybe you'll hack into the mainframe of a god-run corporation, or search the stars for clues to the secret history of the universe or brand new planets to explore. Whether you're making first contact with new cultures on uncharted worlds or fighting to survive in the neon-lit back alleys of Absalom Station, you and your team will need all your wits, combat skill, and magic to make it through. But most of all, you'll need each other. This massive 528-page hardcover rulebook is the essential centerpiece of the Starfinder Roleplaying Game, with rules for character creation, magic, gear, and more—everything you need to play Starfinder as either a player or Game Master! The next great adventure in science-fantasy roleplaying takes off here, and the Starfinder Core Rulebook is your ticket to a lifetime of adventure amid the stars! The Starfinder Core Rulebook includes:

- All player and Game Master rules in a single volume.
- Complete rules for science-fantasy races like logical androids, telepathic lashunta, ysoki ratfolk, and more—plus all of the classic fantasy races of the Pathfinder Roleplaying Game!
- 7 new science-fantasy classes, from the spellhacking technomancer to the starship mechanic with a remote-controlled robot. Will you be a heavily armored soldier, a charismatic envoy, a stealthy operative, an occult mystic, or the cosmically attuned solarian, who calls forth strange powers and shapes energy weapons from stars and black holes?
- A detailed overview of Starfinder's core setting, including the planets of the Pact Worlds, their gods, major factions and threats, and more.
- Complete rules for starship combat, as well as for building and customizing your starship.
- Hundreds of science-fantasy weapons, armors,

and items, both magical and technological, from plasma cannons and holy power armor to enchanted swords and cybernetic implants. • Hundreds of spells to let your mystic or technomancer tap into esoteric energies and rewrite the laws of physics. • Rules for alien environments, deadly traps, bizarre diseases and poisons, and everything else you need to craft exciting adventures. • Advice on converting Pathfinder RPG content to Starfinder, and vice-versa. • And much, much more!

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Customer Reviews Most helpful customer reviews 11 of 11 people found the following review helpful. Misprinted/Missing pages By Dawnwalker So far I like it but check your copy. But at page 281 the next two pages are 210-211, then its page 284-285 and back to 214-215 and then back to 288. 11 of 12 people found the following review helpful. Fantasy Blasts into Space By Wizard The Starfinder Core Rulebook is one big 528 page beautiful book full of science fantasy roleplaying goodness. I have been waiting for this since it was announced. It was a big challenge, how do you bring all that fantasy with its magic and monsters into a science setting and blend it with all that technology, make it playable and most importantly make it fun? Now here I am cracking the book open and flipping through the pages and I find that the Starfinder team have exceeded my expectations. Wow, I'm impressed! Firstly, it's beautiful, yeah, I mentioned that before, but it's worth saying again. In beautiful I don't just mean the art, which is, well, beautiful. It's also the layout. This is a rulebook. Foremost it needs to provide the rules in an easy to read and access manner. Well Starfinder does it. Some of those pages have lots of words on them, but they are easy to read. The clear headings, the nice to read font on the white background, the well laid out tables and the simple modern feeling page borders with their red chapter captions do the job nicely. Worthy of mention are the tabs on the right side of most pages. Yeah, they look good, but I found since these tabs list all the chapters, and the current chapter is highlighted in red, you can open the book and then locate the chapter you are after in the tabs and then look on the side of the book to quickly find the chapter you are after and simple open it to those pages. A nice useful touch. Now onto rules. I was worried that this would be a severely streamlined Pathfinder ruleset. The concern came from the fact that Paizo needed to fit all those science rules in somewhere and the current trend in roleplaying is to make things simpler by just having less rules. I like my rules with a bit of crunch. I find too many rules makes a game unplayable, too little and then many rule decisions need to be made at the game table which makes it difficult to keep the rules consistent and fair. Well, I can happily say Starfinder hits the sweet point for me. At its core is the Pathfinder ruleset. What the Starfinder team have done is a bit of streamlining and some tweaking that has had a profound impact on how the game plays. A nice example of streamlining is attacks of opportunity. Yes, they are still there, I was worried they would be removed. Instead they have been tweaked and only three conditions now trigger them. Iterative attacks are gone, they are those extra attacks a character

gets when their base attack bonus gets high. Nice in concept, but it severely slows down game play at higher levels. In Starfinder, instead of iterative attacks, a character just does more damage per attack as they go up in level. So, in the end they deal the same amount of damage per turn, but with way less dice rolls, speeding up game play. A massive change is that we now have stamina and resolve points. Massive not in how many new rules we need, but massive in the effect it will have on gameplay. A character takes damage against their stamina points first. Once they run out, it goes against hit points. The thing with stamina points is that you can recover all of them by simply taking a 10-minute rest and using up 1 resolve point. This changes the way the game will play. No longer do you need someone in the party dedicated to healing everyone after every fight. Everyone can just 'heal' themselves and keep going. That is of course if they have resolve points left. That brings its own charm, since you can use resolve points not just for restoring stamina points, but for enhancing some of your actions, and they also play an important part in your characters survival once your character reaches 0 hit points. Decisions, decisions, a simple mechanical addition to the game brings so many choices to the players. I big plus in my opinion. One thing that I wasn't too keen on was item levels. At first glance, it seems wrong. Why should a level 1 character be restricted to just level 1 to 3 items? Yes, it's only a guide and nothing in the rules stops a character from using a high-level item, but game balance will be profoundly changed if your level 1 starts toting around a Blue Star plasma cannon dealing 8d10 damage per attack and starts wearing Aegis Series heavy armor. Then I started re-reading the Item Level section on page 167. The last paragraph then clicked and some other ideas began to spawn in my mind. That last paragraph basically says that a character's level abstracts away the need to have licenses and the need to find contacts to purchase items that are of the appropriate level for that character. I asked myself, "Do I want to track all these licenses in Starfinder?" and the answer was no, especially if many worlds would have their own licensing requirements. So, in the end, I have come around and believe that the item level abstraction does play an important part in the game. It brings simplicity as well as an expected power level for a character, the later important when creating adventures. A quick diversion back to that earlier idea I had as it helped me accept item levels. Since items are restricted, then that could lead to having repossession professionals that collect bounties for retrieving misplaced items. All easy to do since many expensive items in the future will be trackable, not just by imbedded security tags, but just by their composition. So, your level 1 character may be toting around that Blue Star plasma cannon around, but as soon as he visits an establishment that does security sweeps, well they will soon find themselves with a large fine, no plasma cannon and possibly worse. Ever since I first saw Star Wars back in 1977, I have always had a sweet spot for starships. In Starfinder, it all starts on page 288 and finishes on page 327. In-between those pages are rules covering travel, building a starship, some example starships, combat and finished off with an example of play. Traditionally d20 uses squares for combat, and while working well for personal combat, they would prove awkward when trying to manoeuvre a starship which I feel is all about turning circles. Instead hexes are used for starship combat, which I am happy with. It is also all 2D. A good choice, as in my gaming life I have succumbed from time to time to the idea of 3D combat and on every attempt, have found it rather lacking and less fun than just using simple 2D hexes. These are not simply just starship rules. They are roleplaying starship rules. By that I mean the rules have gone a long way in making sure that all characters in the party have something to do during starship combat. Starship combat uses five roles, captain, engineer, gunner, pilot and science officer. When the characters board a starship they choose their role, which determines what actions they can perform. The nice twist to all this is that the roles do not rely on some special skills, but on the normal skills the characters already have. For example, a science officer can perform a scan action that consists of a computer check. When it comes to the starships themselves, well they are awesome! The Omenbringer on page 306 is a good example of something with that wow factor. Its art resembles that of a giant whale skeleton, glowing red on its centre line. Then you read its description and find it is crewed by undead pilots that are able to stay ready at their stations indefinitely, all without life support. I find this well thought out and imaginative. On a final note, the starships are not just there for combat, they also take you from

planet to planet using the Drift, basically Starfinder's version of hyperspace. Starships that can travel using the Drift have a Drift rating. The higher the rating, the less time it takes the starship to travel. The Basic engine has a Drift rating of 1, while the Ultra has a rating of 5. Since you divide the time to travel by this Drift rating, that rating of 5 makes a huge difference. Nice. Now onto the setting. It all starts on page 422 and finishes on page 497. Take the Pathfinder setting, add a few thousand years, extrapolate technology to take technological advancement into account and you have Starfinder. Gods are still there, some aren't as prominent as they once were and there are some new ones. Most notable is Triune, the All-Code, and let's just say Triune had something to do with the Drift. The setting has a bit of a mystery that is called the Gap. A fairly recent period of time where everything was forgotten and Golarion, the Pathfinder setting's main world, just disappeared. The setting tends to focus on the Pact Worlds, which was Golarion's solar system, and describes each of those planets in the solar system with a 2-page spread. This includes Absalom Station, which now orbits the sun in what used to be Golarion's orbit. The settings chapter also covers some planets that are outside the Pact Worlds solar system in less detail and they each get around a half page write-up. There is a 2-page spread on the Great Beyond, the multiverse that Starfinder is set in. There are also write-ups on several factions and organizations with Abadarcop and the Hellknights ringing bells of familiarity for anyone acquainted with Pathfinder. I find that the Starfinder setting feels rich and well thought out and I am certainly going to use it and add my own little touches here and there. The beauty of having a science fantasy setting is that since the galaxy is such a large place, I am free to create solar systems and planets with minimal impact on the published Starfinder setting. Starfinder is a big book, packed with rules and information, and even though my review is longer than I expected I have only touched on some of the contents. I haven't talked about races, classes, skills, feats, magic, vehicles, or even the legacy chapter that helps bring Pathfinder to Starfinder and also includes the dwarf and elf races. I highly recommend Starfinder if you want to tell stories about heroes larger than life. Heroes that exist purely in movies and other fiction, ones that escapes our mundane life, travel on starships and get to see dragons. To me, Starfinder is heroic roleplaying at its best. I firmly believe it takes d20 roleplaying to new heights and look forward too many years of playing it. 6 of 7 people found the following review helpful. Ring Side Report- RPG Review of Starfinder By Edward Ring Side Report- RPG Review of Starfinder Originally posted at [www.throatpunchgames.com](http://www.throatpunchgames.com), a new idea everyday! Product- Starfinder Core Rulebook System-Starfinder Producer-Paizo Price- \$60.00 TL; DR-DND 3.5 IN SPACE! 94% Basics-SPACE WIZARDS! Starfinder joins the Pathfinder universe in the future after a massive, mysterious catastrophe. Mankind's homeworld has disappeared, and other races have joined us as we explore the cosmos looking for new peoples, places and our lost world. Let's break this down. Base System- This honestly is Pathfinder 1.5. It's a little bit DnD 5e, a little bit DnD 3.5, and oddly enough DnD 4! The basics don't change. Everything is roll a d20, add your ability modifier, then add your ranks in a skill or base attack bonus. If you want to hop into a Starfinder game but don't have any experience, you can easily get into this game with about three minutes of reading the rules. Combat- If you know Pathfinder combat, you know Starfinder combat. Characters still roll initiative to find who goes first, then when they attack they still have a base attack bonus and add damage based on stats like before. But there are two major differences, and those deal with hit points and armor. For hit points, a character now has three pools to draw from: hit points, stamina points, and resolve points. Hit points are the same pool of life we all know and love. They are healed by magic and time. Stamina points are new, and they represent you getting banged up but not broken. When you rest, you can spend a resolve points to completely heal up your stamina points. Resolve points are also spent when a character is knocked out and they want to wake up or stabilize. However, you can't regain stamina points through the standard mystic cure (the not cure wounds or cure minor wounds of this edition). Armor class is also slightly modified. Now you have two armor classes: elemental armor class (eac) and kinetic armor class (kac). If the damage has slashing, piercing, or bludgeoning damage types, alongside anything else, the attack goes against kac, otherwise it's against eac. Done! It's just that simple. This also causes a reduction in rules, as now all combat maneuvers go against kac instead of

having to figure out combat maneuver defence, and honestly, it's a good trade off! Technology-This is hands down my favorite part of what changed between Pathfinder and Starfinder-ITEMS HAVE LEVELS! This doesn't seem like a big deal, but now technology and magic can compete on an equal footing. In most magic heavy games as soon as the wizard learns fireball, any alchemical/technological items are instantly useless. Technology in those games seems like a crutch to get to level five and FIREBALL! Here, you have your fireball, but I have my level 7 grenade. Its damage values increase and so does the DC to dodge the attack. Instead of having to guess about what the DC of an item identify check would be, now you can just do extremely simple math on an item's level and have a DC in seconds. Everything has a level which corresponds to a price, which corresponds to DC and a whole host of other things that make the system work. Outstanding. Magic-And here is the low point of the system. Magic now caps out at level 6. The save against magic is spell level + ability modifier + 10, so it maxes out at 16+ ability. The save against character powers is half character level + ability modifier + 10, so it maxes out at 20+ ability. I'm going to be honest and say this feels wrong somehow. The system works, but it's different in a way that you might not like on first trying it, akin to a fine wine. It's good, but might not necessarily be the tasty thing you hoped for on the first pass. Spaceship and Vehicle Combat-This is the new, big thing of this system as running around in a vehicle is essential to Sci-fi. Vehicle combat isn't hard, but it mostly works by using zones where characters move between using their speed values. Overall, its an easy system to use. Spaceships are much more involved, but no less easy to use. BUT, THIS ASPECT OF THE GAME ADDS FACING TO AN RPG! That is a sentence the fills me with dread as now I have to spend HOURS fighting over how defenses work on different sides. However, this system fixes most of that and simplifies it well. Ships do have facing arcs for weapons and for shields, but it's pretty simple. Combat rounds are broken down into three steps: engineering (science scans/moves shields, engineering fixes stuff/supercharges stations), helm (pilots make checks and loser goes first), gunnery (ships shoot at one another). Honestly, it's pretty easy to do, and since there are lots of different things to do, EVERYBODY gets to roll dice during a turn from the captain who can yell or ask nicely for another crewmember to do better/get a bonus to gunners lighting up the other ship. Review Time! Mechanics or Crunch-Starfinder is a damn good system, but it's going to suffer a bit because it gets compared to Pathfinder. If Starfinder came first, then it would not be an issue. There are things here like the magic DC compared to item and class DCs that are just a half bubble off. It works, but it's not as clean as Pathfinder. Magic seems much less powerful as well. That might be a style choice, but it's a style I don't enjoy as much right now. Maybe after playing this game much more, I'll see the light, but now, I'm having fun but also confused on some choices. Also, this book needs a solid chapter describing the differences between Pathfinder and Starfinder to get experienced players up and running in minutes. Small things like shooting into melee doesn't have penalties, but attack of opportunity to shooting in melee still occur are important and need to be explicitly told to the players. Overall, this is a solid RPG and system, but I want just a bit more in their already massive tome. 4.25/5 Theme or Fluff-PATHFINDER IN SPACE,... but it's not! It would be really easy for this book to phone in dwarves on a mountain planet schtick and call it a day, but this one has races where your puberty now encompasses choosing to grow up super smart or super strong, insects who are addicted to individuality as a community, and even a fleet of undead that are disavowed from the other undead because they are too evil. The book does have your old races, but they take a back seat to new ones who now are exploring the galaxy alongside mankind. It's got a mix of old magic from Pathfinder, the technology feel of Star Trek, and its own universe to draw you in. 5/5 Execution-Look, this book was put out by Paizo. You can say that some of their books might not have been the best, but it's hard to argue that they don't put out a quality constructed book. Lots of awesome art, diagrams to walk you through, nice text spacing so I don't hate it when I read it. My only problem is I'd like a bit more in the index, but those are only minor concerns on an otherwise great book. 4.9/5 Summary-Starfinder is an awesome book that has a few minor problems. In terms of execution, it's top notch and a phenomenal resource for how to make other books. The book tells an amazing story that will draw you into the world and give you ideas on what stories to tell and

what characters to put in it. My one place where I am slightly put off is the mechanics. This isn't to say the mechanics are wrong, but they don't feel completely right. That's a minor difference, but it's an important one. I will happily sit down and play a Starfinder game, but I wouldn't be surprised if the next major source book they announce is something called Ancient Magic that brings back the nine levels of magic from Pathfinder. That said, this book is an amazing addition to the Paizo family of products and one I'm glad to get at GenCon. I can't wait to have more adventures across the galaxy, stomping space goblin ships and battling reptile wizard people on the moon! 94% See all 10 customer reviews...

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