



EQUIPMENT

7



EQUIPMENT

It's a dangerous galaxy, and a smart explorer knows that the difference between success and failure—or even life and death—may be the equipment you have at the ready. This chapter presents all sorts of different equipment, from weapons and armor to adventuring gear for scouting new worlds. Yet not everything in this chapter is a purely technological wonder, and many of the items included here are the products of spellcasting artisans or are a blending of magic and advanced science.

CURRENCY

Many worlds still retain coins or other forms of physical money from the time before the Pact, and they may occasionally use them for local trade. However, the standard unit of currency in the Pact Worlds (and the Starfinder RPG rules) is the credit. All interplanetary business is conducted in standardized credits, thanks to their backing and regulation through the Pact Worlds government and the church of Abadar. Converting a world's economy to the credit standard is a requirement of joining the Pact Worlds, and even worlds far outside the Pact's official jurisdiction often prefer to use them, since they are so universally carried and understood.

Credits are a combination of digital and physical currency. Most individuals and corporations in Starfinder store their funds digitally in accounts with major banking houses, protected by the strongest spells and encryption money can buy. Yet the price of such security is high: accessing these funds requires jumping through significant hoops, and official transactions between accounts must be transparent to government and banking officials, making true privacy impossible.

Credsticks

Fortunately, the widespread use of the credstick circumvents issues related to spending and storing currency. Flat and roughly the size of a human finger, ranging from cheap and disposable to elaborate works of art, credsticks are a convenient way to carry and spend money. When an individual wants to load money onto a credstick, she visits an automated bank kiosk and goes through the security procedures required to place a set amount of currency on the unit. The specifics of these procedures are up to the GM, but they might include retinal scans, fingerprinting, gene reading, or some form of magical identification.

Once loaded onto the credstick, the funds become completely anonymous, and the owner can dole out any amount to other credsticks wirelessly—sometimes, it's easiest for owners to simply hand over the credstick itself and acquire a new one later. In addition to allowing individuals to make purchases anonymously, credsticks also provide users with peace of mind—they help keep



identity theft rare and difficult, and the pickpocket who nabs your credstick gains access only to whatever funds were left on it, not your entire net worth.

Individuals in the Pact Worlds sometimes receive money via direct account transfers, particularly if they're being employed by reputable organizations, but most everyday purchases are made with credsticks, and nearly all black-market or confidential transactions use them. While credsticks can theoretically hold any amount, most people opt to carry smaller denominations—sticks holding only a few tens or hundreds of credits—so as not to tempt fate. As such, criminal deals often involve sacks full of credsticks with small denominations, to raise less suspicion. Only those looking to flaunt their wealth use luxury credsticks like the infamous Abadar Black stick, known throughout the Pact Worlds for its built-in secure link to an unlimited line of credit.

In most technologically advanced urban areas, no one bothers to track fractions of credits, and few things cost a fraction of a credit. Mass production makes it cheaper to sell entire suits of clothing, prebundled into 1-credit packages, than to sell individual items worth less than a credit each. However, some credsticks are designed to allow fractional credit purchases.

As a GM, assume that most individuals in civilized areas carry only enough credstick funds on them to make it through a week or two of expenses, and that even those who store all their funds physically keep most of it hidden somewhere safe. While credsticks make it physically possible for a character to carry a near limitless amount of money on them, you don't want your PCs to retire just because they found a vanquished enemy's life savings in his pocket!

Selling Equipment

In general, you can sell equipment of any type anywhere you could buy the same equipment. Since any equipment sold by PCs comes without the guarantees and reputation of major merchants and producers (and may be broken, cursed, defective, or stolen), in general PCs can sell equipment for only 10% of its

purchase price. A GM may change this based on the spare credits of a community, market conditions, or the factors an adventure dictates. Trade goods (see page 232) are the exception to this, since they are considered more universal, more easily checked for defects, and less traceable (and thus less likely to cause issues if they are of a questionable provenance). Trade goods can generally be sold for 100% of their purchase price, and in some cases can be used as money themselves (subject to the GM's discretion).

CARRYING CAPACITY

These carrying capacity rules determine how much your character's equipment slows you down. Carrying capacity is based on the bulk of items, which accounts for both their weight and their unwieldiness.

Item Bulk

Each item in this chapter has a representation of its bulk, which is a number, the letter "L" if it has light bulk, or a dash ("–") if it has negligible bulk. For example, a gyrojet rifle has 2 bulk, a tactical knife has light bulk, and a *ring of sustenance* has negligible bulk.

Every 10 items that have light bulk count as 1 bulk, and fractions don't count—so 10 items with light bulk have a total of 1 bulk, and 19 such items also have a total of 1 bulk. Items that have negligible bulk count toward your bulk limit only if the GM determines that you are carrying an unreasonable number of them.

Add together the numerical bulk values of all items you are wearing and carrying to determine the total amount of bulk you are carrying.

Bulk Limits

You can carry an amount of bulk up to half your Strength score without difficulty. If you carry more than that, you gain the encumbered condition, as described below, until the amount of bulk you carry becomes less than or equal to half your Strength score. You can't voluntarily wear or hold an amount of bulk that is greater than your Strength score. If you are forced to do so (due to changing gravity, for example), you gain the overburdened condition, as described below, until the bulk you carry becomes less than or equal to your Strength score.

If you are wearing armor, use the worse penalty (from armor or bulk) for speed adjustments and skill checks. The penalties do not stack.

Encumbered

While encumbered, you reduce each of your movement speeds by 10 feet, reduce your maximum Dexterity bonus to AC to +2, and take a –5 penalty to Strength- and Dexterity-based checks.

Overburdened

If you have the overburdened condition, you reduce each of your movement speeds to 5 feet, reduce your maximum Dexterity bonus to AC to +0, and take a –5 penalty to Strength- and Dexterity-based checks.

Estimating Bulk

As a general rule, an item that weighs around 5 to 10 pounds is 1 bulk (and every multiple of 10 is an additional bulk), an item

CHARACTER WEALTH

Although a character's personal wealth is entirely up to how much the GM wants to make available during her adventures, this book provides guidelines on the thresholds of wealth for which the game is most optimized. For more about character wealth, see Gaining Wealth and Table 11-5: Character Wealth by Level on page 391.

weighing a few ounces is negligible, and anything in between is light. An awkward or unwieldy item might have a higher bulk.

ITEM LEVEL

In Starfinder, all armor, equipment, and weapons (whether magic, technological, or hybrid) are assigned an item level. While characters can utilize items of any level, Game Masters should keep in mind that allowing characters access to items far above their current level may imbalance the game.

An object's item level represents the scarcity and value of the technology and/or magic employed in its construction—higher-level items generally incorporate more advanced technology or mystical forces. An object's item level also determines its hardness and Hit Points (see Breaking Objects on page 409) and is an indicator of the level at which a character should typically expect to both have access to the item and be able to craft it (see Crafting Equipment and Magic Items on page 235).

Item level also helps convey the fact that buying equipment is more involved than just placing an order. Even finding the items you desire isn't always easy, and those who have access to things such as powerful weapons and armor tend to deal only with people they trust. Legitimate vendors don't want to get reputations for selling hardware to pirates or criminals, and even criminal networks must be careful with whom they do business.

Rather than meticulously track every arms dealer, contact, guild, and license a character has access to, the game assumes that in typical settlements you can find and purchase anything with an item level no greater than your character level + 1, and at major settlements items up to your character level + 2. The GM can restrict access to some items (even those of an appropriate level) or make items of a higher level available for purchase (possibly at a greatly increased price or in return for a favor done for the seller).

MAGIC AND TECHNOLOGY

A number of abilities and effects specifically target equipment that utilizes technology or magic. All weapons and armor are assumed to be technological in nature unless they have the analog special property (see page 180). Other equipment is listed as being magic, technological, or a hybrid of both (making it subject to effects that target either kind of item). Armor upgrades (see page 204) and weapon fusions (see page 191) note whether they are magic, technological, or a hybrid. If a magic fusion or upgrade is added to a technological item, that item becomes a hybrid item.

OVERVIEW

CHARACTER CREATION

RACES

CLASSES

SKILLS

FEATS

EQUIPMENT

TACTICAL RULES

STARSHIPS

MAGIC AND SPELLS

GAME MASTERING

SETTING

PATHFINDER LEGACY

WEAPONS

An adventurer's weapon can be all that stands between them and death. Weapons primarily deal damage, and some have additional special properties. Some weapons also cause specific critical hit effects, which are listed in the weapon tables and described beginning on page 182. See Critical Hits on page 245 for information.

HOLDING AND WIELDING WEAPONS

Melee weapons are categorized by how many hands are required to properly wield them. For ranged weapons, all small arms require one hand, longarms and heavy weapons require two hands, and special weapons are categorized by the number of hands required to wield them.

You can attack with a weapon (or threaten an area with it, for all melee weapons except unarmed strikes) only if you are wielding it with the correct number of hands. When the rules refer to wielding a weapon, it means you are holding a weapon with the correct number of hands and can thus make attacks with it. For example, if you are holding a small arm in your hand, you are considered to be wielding the weapon. If you are carrying a longarm in one hand or wearing a holstered weapon, you are not wielding it. You can carry a two-handed weapon in one hand, but you can't make an attack with it while doing so.

Changing how you hold a weapon is a swift action. You are only considered to have as many hands as your race has actual functional hands or similar appendages (two for most races, but four in the case of kasathas and some other characters). Even if you could hold two weapons in the same hand, you can't use the hand to wield both weapons. For example, a human with a power battleglove on one hand can still make ranged attacks with a longarm, but he can't make melee attacks (and thus does not threaten any spaces) while doing so. As a swift action, the human can switch to hold his longarm with only one hand, allowing him to make attacks with the battleglove, but while doing so he can't make longarm attacks.

Weapon Sizes

Weapons are built to be easily held and used by both Small and Medium creatures. Weapons can be built for use by smaller creatures but generally cost twice as much (since they require special miniaturization technology). Weapons can also be built for use by larger creatures with no increase in price. A Small or Medium creature trying to use a weapon built for a creature that is Tiny or Large suffers a -4 penalty to attack rolls. Weapons designed for creatures Diminutive or smaller, or Huge or larger, generally cannot be effectively used by Small or Medium creatures.

AMMUNITION

Weapons often employ electrical charges (typically stored in batteries), cartridges of ammunition, or individual missiles. A weapon's capacity measures what size battery it uses or the number of cartridges it can hold, and its usage is how much ammunition it uses with each attack. You can use launchers to fire their corresponding missiles, which must be

loaded individually. Reloading a weapon or inserting a new battery (including ejecting a spent cartridge or battery if necessary) takes a move action.

Weapons that use standard ammunition (arrows, charges, darts, mini-rockets, petrol, rounds, scattergun shells, etc.) are sold preloaded. For weapons with other forms of ammunition (such as grenades), ammunition must be purchased separately.

Cartridges

This type of ammunition includes bullets (often called rounds or shells), bolts, darts, mini-rockets, pellets, and other physical projectiles with any necessary casing and propellant. Cartridges are typically either contained in a multi-cartridge magazine or loaded into the weapon individually; a weapon is assumed to come with enough magazines that you can load spare ones for reloading the weapon in battle. If you buy more cartridges than can be held in a single magazine of your weapon, the purchase includes additional magazines of the same capacity, up to the number needed to fit all your cartridges into magazines. The same rules apply to petrol for flame weapons.

Rounds are standardized by weapon type. For example, small arms all use the same size of round, but you can't use a small arm round in a longarm. Most projectile weapons fire one cartridge per attack unless they have special firing modes that shoot multiple cartridges in a short time.

Charges

This ammunition powers energy or projectile weapons using charges stored in batteries. Since each energy weapon varies in intensity, stronger weapons use up more charges per shot. You can restore a weapon's charges by attaching it to a generator or a recharging station (see Professional Services on page 234) and thereby recharging its battery, or by swapping out its battery for another fully charged battery.

Recharging a weapon's battery from a generator takes 1 minute per charge restored, and using a recharging station takes 1 round per charge, but swapping out a battery takes only a move action. Most batteries can hold 20 charges, but some high-capacity versions made of rare materials can hold more (see Table 7-9: Ammunition).

A weapon's battery cannot be recharged to hold more charges than its capacity. A weapon that holds a high-capacity battery still works when a lower-capacity battery is inserted into it, but if a battery has fewer charges remaining than the minimum number required to fire a shot, the weapon doesn't fire.

In addition to weapons, batteries can be used to power a wide array of items, including powered armor and technological items.

Missiles

This special ammunition is loaded and fired one at a time, and it includes arrows and explosive rounds fired from launchers. Some weapons that fire missiles have the quick reload special property (see page 182), allowing you to draw the ammunition and fire it as part of your attack or attacks. Attacks with missile weapons often have the explode special property (see page 181).



OVERVIEW

CHARACTER CREATION

RACES

CLASSES

SKILLS

FEATS

EQUIPMENT

TACTICAL RULES

STARSHIPS

MAGIC AND SPELLS

GAME MASTERING

SETTING

PATHFINDER LEGACY

IMPROVISED WEAPONS

If you're using an object that wasn't meant to be used as a weapon, treat it as a club. You don't add your Weapon Specialization bonus damage (if any) when attacking with an improvised weapon. At the GM's discretion, the object might deal a different type of damage or not be treated as archaic (see page 180), and in rare cases a GM might decide a nonweapon functions as a specific weapon (such as an industrial grinder functioning as a fangblade). In such cases, attacks with the weapon take a -4 penalty to the attack roll because of the awkward nature of attacking with something designed for another purpose.

TARGETING ARMOR CLASS

Whether you compare an attack roll to the target's Energy Armor Class (EAC) or Kinetic Armor Class (KAC) depends on the type of damage the weapon deals. In rare cases, a weapon's damage type can be magically altered with weapon fusions (see page 191), but this never changes whether a weapon targets EAC or KAC.

If the weapon deals only energy damage, the attack targets EAC. Energy damage generally includes acid, cold, electricity, fire, and sonic damage, though it also potentially includes magical or exotic untyped energies.

If the weapon deals only kinetic damage, or if it deals both energy and kinetic damage, the attack targets KAC. Kinetic damage generally comes from attacks that deal bludgeoning, piercing, or slashing damage, as well as damage from crushing, constriction, or the impact from falling.

For more about EAC and KAC, see Armor Class on page 240.

WEAPON DAMAGE

The energy and kinetic damage types are described below, including the abbreviations for each that appear in the weapon tables in this chapter. Weapons that deal multiple types of damage have an ampersand between the types (such as "B & E" for a weapon that deals bludgeoning and electricity damage). For such weapons, half the damage dealt is one type, and half is the other (if the damage done is an odd number, select one damage type to round up, rounding down the other damage type normally).

Energy Damage

The following types of damage are energy damage. Other, rare forms of energy damage exist, and such weapons specify whether they target EAC in their descriptions.

- ➊ **Acid (A):** Damage dealt by corrosive substances and effects.
- ➋ **Cold (C):** Damage dealt by ice and cryogenic energy.
- ➌ **Electricity (E):** Damage dealt by lightning and other electric shocks.
- ➍ **Fire (F):** Damage dealt by flames, lasers, and extreme heat.
- ➎ **Sonic (So):** Damage dealt by loud noise or damaging frequencies.

Kinetic Damage

The following are types of kinetic damage.

- ➊ **Bludgeoning (B):** Damage from blunt force.
- ➋ **Piercing (P):** Damage from spikes, bullets, and punctures.
- ➌ **Slashing (S):** Damage from blades, claws, and sharp edges.

WEAPON TYPES

The weapons on the following tables are grouped into types, and they are further divided into categories within each type. Most weapons belong to both a weapon type and a weapon category. For example, a zero pistol is both a small arm and a cryo weapon.

Weapons of the same type are of similar size and have similar mechanical properties. Weapon types include basic melee, advanced melee, small arms, longarms, heavy weapons, sniper weapons, grenades, and special weapons. Ammunition and solarian weapon crystals are also listed here.

The weapon tables that start on page 171 are arranged by weapon type, as described in the sections below.

- ➊ **Weapon Categories:** Weapons fall into subgroups that indicate how a given weapon deals damage. Weapon categories include cryo weapons, flame weapons, laser weapons, plasma weapons, projectile weapons, shock weapons, and sonic weapons. When a weapon doesn't fall into a specific category, it is listed in the weapon tables as an uncategorized weapon. The weapon descriptions on pages 183–190 are arranged primarily by weapon category.

Basic Melee

Any handheld weapon that must touch a target to deal damage is considered a melee weapon. Basic melee weapons can be easily used by almost anyone and generally require no special training. While basic melee weapons deal less damage than more sophisticated weapons of the same item level, they have the advantage of not usually requiring power sources and operating under almost any conditions. Basic melee weapons are divided into one-handed and two-handed weapons, as shown on Table 7-1.

Advanced Melee

Any handheld weapon that must touch a target to damage it is considered a melee weapon. Advanced melee weapons require a degree of training and skill to use properly. Advanced melee weapons are divided into one-handed and two-handed weapons, as shown on Table 7-2.

Small Arms

Small arms are handheld ranged weapons that can be held and operated with one hand. Various pistols are the most common type, though many types of small arms exist. Small arms require a battery or ammunition of the proper size and type to function, as shown on Table 7-3.

Longarms

Longarms are handheld, long-ranged weapons that must be held and operated with two hands. Various rifles are the most common type, though many types of longarms exist. Some longarms support automatic fire as well. Longarms require a battery or ammunition of the proper size and type to function, as shown on Table 7-4.

Heavy Weapons

Heavy weapons are military-grade, high-damage weapons that require specialized training to use. Heavy weapons are difficult

to hold steadily and aim accurately, and they thus require a minimum Strength score to use to their full potential. Heavy weapons must be held and operated with two hands, and they require a battery or ammunition of the proper size and type to function, as shown on Table 7-5.

• Minimum Strength: The minimum Strength score is 12 for 1st- through 10th-level heavy weapons and 14 for 11th-level and higher heavy weapons. A character using a heavy weapon without the appropriate minimum Strength takes a -2 penalty to attack rolls with that weapon.

Sniper Weapons

Sniper weapons are handheld, long-ranged weapons that must be held and operated with two hands. They are similar to long arms, but they are designed to emphasize range and accuracy, even if this requires some sacrifice in damage potential. Sniper weapons require a battery or ammunition of the proper size and type to function, as shown on Table 7-6.

Special Weapons

Special weapons resist classification into any other category. Some adventurers favor special weapons for the abilities they offer or for their unique beauty.

Ammunition and Grenades

Ammunition includes standard items (such as batteries that can replenish charged weapons), small arm and longarm rounds, and special units such as grenade arrows and missiles. Grenades are a special type of thrown weapon that can deal a variety of types of damage as well as create special hindering effects, as shown on Table 7-7.

Solarian Weapon Crystals

A solarian weapon crystal adds damage to a solarian's solar weapon. The solarian can place the crystal inside his mote as a standard action. While within a mote, a crystal applies its effects any time that mote is in a solar weapon form. A crystal within a mote can't be interacted with in any way other than via abilities that specifically target a mote. The solarian can remove the crystal from his mote as a standard action, and the crystal falls loose if the mote is deactivated in any way. A solarian can't have more than one crystal in his mote at a given time.

A solarian weapon crystal doesn't give a solarian the option to create a solar weapon if he did not choose that option for his solar manifestation. Most weapon crystals increase the amount of damage attacks with the solar weapon deal. This increased damage is normally the same type of damage the solarian weapon deals (typically bludgeoning, piercing, or slashing). If a solarian crystal's damage entry lists an abbreviation after the damage, however, the additional damage the solar weapon deals is of the indicated type.

Even if a solarian weapon crystal's extra damage is a type of energy damage, attacks with the solar weapon still target KAC, not EAC. If a solarian crystal lists a critical effect, that critical effect applies to any critical hit the solar weapon makes while the solarian crystal is within the solarian's mote.

For example, a solarian with a minor photon crystal and a base solar weapon damage of 2d6 deals 2d6 bludgeoning,

piercing, or slashing damage, plus 1d6 fire damage, on a hit with his solar weapon.

A solarian weapon crystal is a hybrid item that blends magic and technology. When a weapon crystal is within a mote and the solarian uses the mote in solar weapon form, the solar weapon is considered magic for the purpose of overcoming damage reduction.

• Broken Solarian Crystals: If a solarian weapon crystal with the broken condition is inside a solarian's solar mote, the solarian takes a -2 penalty to attack and damage rolls with the solar weapon, and the solar weapon can't deal extra critical effects. Both effects last until the crystal is repaired. As hybrid items, solarian crystals can be repaired using the *make whole* or *mending* spells, or with the Engineering or Mysticism skills, as described in the Skills chapter.

READING WEAPON TABLES

An entry on a weapon table describes a single weapon, with the following statistics. Individual weapons are described starting on page 183 in Weapon Descriptions. The descriptions are organized primarily by weapon category (cryo, flame, laser, plasma, projectile, shock, sonic, and uncategorized).

Not all weapons and ammunition have all the entries listed here. Melee weapons and ammunition don't have range, shot, or rate of fire. Ammunition lists the number of cartridges or charges provided when purchased.

- Level:** The weapon or ammunition's item level (see page 167).
- Price:** The typical market price of the weapon or ammunition.
- Damage:** The amount of damage you roll when you hit with the weapon is listed here, along with an abbreviation for the damage type the weapon deals: A for acid, B for bludgeoning, C for cold, E for electricity, F for fire, P for piercing, S for slashing, and So for sonic. See Weapon Damage on page 169 for more information.
- Range:** The range increment of a ranged weapon.
- Critical:** On a critical hit, a weapon's damage is rolled twice. This entry lists any additional effect the weapon has when you score a critical hit against a target. For more information about additional critical effects, see Critical Hit Effects on page 182.
- Capacity:** A weapon's capacity measures the largest-capacity battery it can hold (given in number of charges), the number of rounds of ammunition its magazine can hold, the amount of fuel it carries, or the number of individual cartridges, grenades, or missiles it can hold.
- When a weapon entry states that its capacity is drawn, it means that you can hold only one such weapon in the number of hands required to use it. You can hold only a single grenade or shuriken in one hand, you can have only one arrow nocked at a time, and you can wield only one net at a time. Drawing a weapon—such as grabbing a grenade from your belt—requires a move action. Drawing a weapon might be different than wielding it (see pages 243 and 247).
- Usage:** This listing shows how much ammunition is consumed with each attack you make with the weapon: the number of rounds from a magazine, the number of battery charges from a charged weapon, and so on.
- Bulk:** This is the bulk of the item (see page 167).
- Special:** Any special properties of the weapon or ammunition are listed here (see Weapon Special Properties on page 180).

TABLE 7-1: BASIC MELEE WEAPONS

ONE-HANDED WEAPONS	LEVEL	PRICE	DAMAGE	Critical	Bulk	Special
UNCATEGORIZED						
Unarmed strike	—	—	1d3 B	—	—	Archaic, nonlethal
Club	0	—	1d6 B	—	L	Analog, archaic
Baton, tactical	1	90	1d4 B	—	L	Analog, operative
Battleglove, cestus	1	100	1d4 B	—	L	Analog
Knife, survival	1	95	1d4 S	—	L	Analog, operative
Dueling sword, tactical	2	475	1d6 S	—	L	Analog
Knife, tactical	7	6,000	2d4 S	—	L	Analog, operative
Dueling sword, buzzblade	8	9,500	2d6 S	—	L	Powered (capacity 20, usage 1)
Incapacitator	9	14,200	3d4 B	Staggered	L	Nonlethal, operative, powered (capacity 20, usage 2)
Battleglove, power	10	16,100	2d8 B	—	L	Powered (capacity 20, usage 1)
Dueling sword, ultrathin	11	26,000	3d6 S	—	L	Analog
Dagger, ultrathin	12	32,800	4d4 S	—	L	Analog, operative
Battleglove, nova	13	52,500	3d10 B	—	L	Powered (capacity 20, usage 1)
Dagger, zero-edge	14	64,400	6d4 S	—	L	Analog, operative
Dueling sword, ripper	15	109,250	7d6 S	—	L	Powered (capacity 20, usage 1)
Peacemaker	16	185,300	6d6 B	Knockdown	L	Operative, powered (capacity 20, usage 2), stun
Battleglove, gravity	17	214,850	5d10 B	—	L	Powered (capacity 20, usage 1)
Dagger, molecular rift	17	275,000	10d4 S	—	L	Analog, operative
Dueling sword, molecular rift	18	331,200	10d6 S	—	L	Analog
Baton, advanced	19	540,000	8d6 B	—	L	Operative, powered (capacity 20, usage 1)

TWO-HANDED WEAPONS	LEVEL	PRICE	DAMAGE	Critical	BULK	SPECIAL
UNCATEGORIZED						
Spear, tactical	1	375	1d6 P	—	1	Analog, block, thrown (20 ft.)
Staff, battle	1	80	1d4 B	Knockdown	1	Analog, block
Staff, carbon	7	6,150	1d8 B	Knockdown	1	Analog, block
Spear, sentinel	8	10,000	2d6 P	—	1	Analog, block, thrown (20 ft.)
Spear, buzzblade	11	22,650	3d6 P	—	1	Block, powered (capacity 40, usage 2), thrown (20 ft.)
Spear, zero-edge	15	107,350	7d6 P	—	1	Analog, block, thrown (20 ft.)
Staff, hardlight	18	320,800	8d8 B	Knockdown	1	Analog, block
Spear, gravity	19	552,000	12d6 P	—	1	Block, powered (capacity 40, usage 2), thrown (20 ft.)

TABLE 7-2: ADVANCED MELEE WEAPONS

ONE-HANDED WEAPONS	LEVEL	PRICE	DAMAGE	Critical	BULK	SPECIAL
FLAME						
Skyfire sword, tactical	7	6,120	2d4 F	Burn 1d8	1	Powered (capacity 20, usage 2)
Skyfire sword, inferno	17	246,000	7d8 F	Burn 4d12	1	Powered (capacity 20, usage 1)
PLASMA						
Plasma sword, tactical	9	14,550	2d8 E & F	Severe wound	1	Powered (capacity 20, usage 2)
Plasma sword, red star	13	54,300	4d8 E & F	Severe wound	1	Powered (capacity 40, usage 4)
Plasma sword, yellow star	15	127,000	5d8 E & F	Severe wound	1	Powered (capacity 40, usage 4)
Plasma sword, white star	18	415,600	8d8 E & F	Severe wound	1	Powered (capacity 40, usage 4)
Plasma sword, blue star	20	920,250	10d8 E & F	Severe wound	1	Powered (capacity 40, usage 4)
SHOCK						
Shock truncheon, static	8	9,150	1d12 E	Arc 1d4	1	Powered (capacity 20, usage 2), stun
Shock truncheon, aurora	11	23,000	2d12 E	Arc 2d4	1	Powered (capacity 20, usage 2), stun
Shock truncheon, storm	16	80,200	3d12 E	Arc 3d4	1	Powered (capacity 40, usage 2), stun
Shock truncheon, tempest	19	545,000	6d12 E	Arc 6d4	1	Powered (capacity 40, usage 2), stun
SONIC						
Pulse gauntlet, thunderstrike	2	475	1d6 B & So	Knockdown	1	Powered (capacity 20, usage 1)
Pulse gauntlet, LFD	7	7,340	2d6 B & So	Knockdown	1	Powered (capacity 20, usage 1)
Pulse gauntlet, HFD	12	31,300	5d6 B & So	Knockdown	1	Powered (capacity 20, usage 1)
Pulse gauntlet, banshee	16	148,200	10d6 B & So	Knockdown	1	Powered (capacity 20, usage 1)

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

TABLE 7-2: ADVANCED MELEE WEAPONS (CONTINUED)

ONE-HANDED WEAPONS (CONT.)	LEVEL	PRICE	DAMAGE	Critical	BULK	SPECIAL
UNCATEGORIZED						
Hammer, assault	1	95	1d6 B	—	1	Analog
Longsword	1	375	1d8 S	—	1	Analog
Starknife, tactical	1	110	1d4 P	—	L	Analog, thrown (20 ft.)
Taclash, standard	1	240	1d4 S	—	L	Analog, disarm, nonlethal, reach, trip
Injection glove	2	490	1d4 P	Injection DC +2	L	Analog, injection
Fangblade	7	5,430	1d12 S	Bleed 1d8	1	Powered (capacity 20, usage 1)
Longsword, sintered	7	8,420	2d8 S	—	1	Analog
Starknife, sintered	8	9,810	4d4 P	—	L	Analog, thrown (50 ft.)
Longsword, microserrated	9	12,100	2d10 S	Bleed 2d6	1	Analog
Hammer, comet	10	16,900	4d6 B	—	1	Powered (capacity 20, usage 2)
Longsword, ultrathin	11	26,300	4d8 S	—	1	Analog
Taclash, numbing	11	24,800	5d4 S	—	L	Disarm, powered (capacity 20, usage 2), reach, stun, trip
Starknife, accelerated	12	40,400	4d8 F & P	—	L	Powered (capacity 20, usage 1), thrown (30 ft.)
Grindblade	13	45,700	4d10 S	Bleed 2d8	1	Analog
Longsword, zero-edge	14	79,500	7d8 S	Severe wound	L	Analog
Monowhip	15	107,000	10d4 S	Severe wound	L	Analog, disarm, reach, trip
Hammer, meteoric	16	164,500	11d6 B	—	1	Analog
Starknife, lightspeed	16	183,400	8d8 F & P	—	L	Powered (capacity 20, usage 2), thrown (50 ft.)
Longsword, molecular rift	17	245,200	10d8 S	—	1	Analog
Longsword, ultraserrated	18	368,100	8d10 S	Bleed 6d6	1	Analog
Hammer, gravity well	19	551,000	15d6 B	—	1	Powered (capacity 40, usage 2)
Starknife, dimensional slice	19	602,200	8d12 P	—	L	Analog, thrown (80 ft.)
Longsword, dimensional slice	20	727,300	14d8 S	—	1	Analog

TWO-HANDED WEAPONS	LEVEL	PRICE	DAMAGE	Critical	BULK	SPECIAL
CRYO						
Cryopike, tactical	5	3,360	1d8 C	—	2	Powered (capacity 40, usage 2), reach
Cryopike, advanced	12	34,800	2d8 C	Staggered	2	Powered (capacity 40, usage 2), reach
FLAME						
Flame doshko, ember	2	750	1d8 F	Wound	1	Powered (capacity 20, usage 1)
Flame doshko, blaze	8	8,500	2d8 F	Wound	1	Powered (capacity 20, usage 1)
Flame doshko, inferno	13	53,200	5d8 F	Wound	1	Powered (capacity 20, usage 1)
Flame doshko, solar flare	19	595,000	10d8 F	Severe wound	1	Powered (capacity 20, usage 1)
PLASMA						
Plasma doshko, red star	6	4,650	1d10 E & F	Severe wound	1	Powered (capacity 20, usage 2)
Plasma doshko, yellow star	10	17,000	2d10 E & F	Severe wound	1	Powered (capacity 20, usage 2)
Plasma doshko, white star	15	126,800	5d10 E & F	Severe wound	1	Powered (capacity 20, usage 2)
Plasma doshko, blue star	18	364,100	7d10 E & F	Severe wound	1	Powered (capacity 20, usage 2)
UNCATEGORIZED						
Doshko, tactical	1	240	1d12 P	—	1	Analog, unwieldy
Pike, tactical	2	475	1d8 P	—	2	Analog, reach
Curve blade, carbon steel	4	2,230	1d10 S	Bleed 1d6	2	Analog
Swoop hammer, tactical	5	3,360	1d10 B	Knockdown	2	Analog, reach, unwieldy
Devastation blade, wrack	7	5,500	2d8 S	—	1	Analog
Doshko, advanced	7	5,300	2d12 P	—	1	Analog, unwieldy
Staff, sentinel	7	6,320	1d10 B	—	1	Block, powered (capacity 20, usage 1), stun
Pike, advanced	9	12,200	2d8 P	Bleed 1d8	2	Analog, reach
Swoop hammer, advanced	9	14,300	3d10 B	Knockdown	2	Analog, reach, unwieldy
Curve blade, ultrathin	10	18,100	3d10 S	Bleed 2d6	1	Analog
Doshko, ultrathin	11	24,600	4d12 P	—	1	Analog, unwieldy
Devastation blade, ruin	13	43,900	5d8 S	—	1	Analog
Staff, repeller	13	45,200	3d8 B	Knockdown	1	Block, powered (capacity 20, usage 1), stun
Swoop hammer, mach I	13	44,100	5d10 B	Knockdown	2	Powered (capacity 40, usage 4), reach, unwieldy
Doshko, zero-edge	14	71,500	7d12 P	—	1	Analog, unwieldy
Pike, elite	15	95,700	7d8 P	Bleed 3d8	2	Analog, reach

TABLE 7-2: ADVANCED MELEE WEAPONS (CONTINUED)

TWO-HANDED WEAPONS (CONT.)	LEVEL	PRICE	DAMAGE	Critical	BULK	SPECIAL
Curve blade, buzzblade	16	184,300	8d10 S	Bleed 5d6	2	Powered (capacity 40, usage 2)
Doshko, molecular rift	17	248,000	10d12 P	—	1	powered (capacity 20, usage 1), unwieldy
Swoop hammer, mach II	17	273,000	10d10 B	Knockdown	2	Analog, reach, unwieldy
Devastation blade, apocalypse	18	410,200	12d8 S	—	1	Analog
Doshko, dimensional blade	19	546,100	13d12 P	—	1	Analog, unwieldy
Curve blade, dimensional slice	20	815,000	12d10 S	Bleed 6d6	2	Powered (capacity 40, usage 2)
Swoop hammer, mach III	20	905,700	14d10 B & F	Knockdown	2	Powered (capacity 40, usage 4), reach, unwieldy

TABLE 7-3: SMALL ARMS

ONE-HANDED WEAPONS	LEVEL	PRICE	DAMAGE	RANGE	Critical	CAPACITY	USAGE	BULK	SPECIAL
CRYO									
Zero pistol, frostbite-class	5	3,060	1d6 C	60 ft.	Staggered	20 charges	1	L	—
Zero pistol, hailstorm-class	10	16,900	2d6 C	60 ft.	Staggered	40 charges	2	L	—
Zero pistol, blizzard-class	15	94,500	4d6 C	60 ft.	Staggered	40 charges	2	L	—
Zero pistol, avalanche-class	19	492,900	6d6 C	60 ft.	Staggered	80 charges	4	L	—
FLAME									
Flare gun, survival	1	90	1d3 F	30 ft.	Burn 1d6	1 flare	1	L	Analog, bright
Flame pistol	2	470	1d4 F	20 ft.	Burn 1d4	20 petrol	4	L	Line, unwieldy
LASER									
Laser pistol, azimuth	1	350	1d4 F	80 ft.	Burn 1d4	20 charges	1	L	—
Laser pistol, corona	6	4,270	2d4 F	90 ft.	Burn 1d4	20 charges	1	L	—
Laser pistol, aphelion	9	14,820	3d4 F	90 ft.	Burn 1d4	40 charges	2	L	Boost 1d4
Laser pistol, perihelion	12	40,200	4d4 F	90 ft.	Burn 2d4	40 charges	2	L	—
Laser pistol, parallax	14	82,000	5d4 F	90 ft.	Burn 3d4	80 charges	4	L	Boost 2d4
Laser pistol, zenith	17	245,200	8d4 F	100 ft.	Burn 4d4	80 charges	4	L	—
PLASMA									
Plasma pistol, red star	7	7,200	1d8 E & F	20 ft.	Burn 1d8	20 charges	4	L	Line, unwieldy
Plasma pistol, yellow star	12	40,300	2d8 E & F	25 ft.	Burn 1d8	40 charges	8	L	Line, unwieldy
Plasma pistol, white star	15	107,500	3d8 E & F	30 ft.	Burn 2d8	100 charges	20	L	Line, unwieldy
Plasma pistol, blue star	19	565,000	5d8 E & F	40 ft.	Burn 3d8	100 charges	20	L	Line, unwieldy
PROJECTILE									
Semi-auto pistol, tactical	1	260	1d6 P	30 ft.	—	9 rounds	1	L	Analog
Semi-auto pistol, advanced	7	5,500	2d6 P	60 ft.	—	12 rounds	1	L	Analog
Semi-auto pistol, elite	10	18,200	3d6 P	60 ft.	—	12 rounds	1	L	Analog
Semi-auto pistol, paragon	13	45,200	4d6 P	60 ft.	—	16 rounds	1	L	Analog
Gyrojet pistol, tactical	15	91,500	3d12 B	80 ft.	Knockdown	8 mini-rockets	1	L	Analog
Gyrojet pistol, advanced	17	212,700	4d12 B	80 ft.	Knockdown	8 mini-rockets	1	L	Analog
Gyrojet pistol, elite	20	715,800	5d12 B	80 ft.	Knockdown	8 mini-rockets	1	L	Analog
SHOCK									
Pulsecaster pistol	1	250	1d4 E	30 ft.	—	20 charges	1	L	Nonlethal
Arc pistol, static	2	750	1d6 E	50 ft.	Arc 2	20 charges	2	L	Stun
Arc pistol, aurora	13	45,700	3d6 E	50 ft.	Arc 2d6	40 charges	2	L	Stun
Arc pistol, storm	18	365,500	3d12 E	50 ft.	Arc 4d6	100 charges	10	L	Stun
SONIC									
Sonic pistol, thunderstrike	4	2,300	1d8 So	40 ft.	Deafen	20 charges	2	L	—
Sonic pistol, LFD	11	26,200	2d8 So	40 ft.	Deafen	40 charges	4	L	Boost 1d6
Sonic pistol, HFD	14	71,300	3d8 So	40 ft.	Deafen	60 charges	6	L	—
Sonic pistol, banshee	16	191,000	4d8 So	40 ft.	Deafen	80 charges	8	L	Boost 1d10
UNCATEGORIZED									
Needler pistol	1	105	1d4 P	30 ft.	Injection DC +2	6 darts	1	L	Analog, injection

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





RED STAR PLASMA PISTOL
TYPE: Small arm (one-handed)
CATEGORY: Plasma
DAMAGE: 1d8 E & F
CRITICAL: Burn 1d8



YELLOW STAR PLASMA RIFLE
TYPE: Longarm (two-handed)
CATEGORY: Plasma
DAMAGE: 2d10 E & F
CRITICAL: Burn 1d8



AZIMUTH LASER PISTOL
TYPE: Small arm (one-handed)
CATEGORY: Laser
DAMAGE: 1d4 F
CRITICAL: Burn 1d4



YELLOW STAR PLASMA CANNON
TYPE: Heavy weapon (two-handed)
CATEGORY: Plasma
DAMAGE: 4d10 E & F
CRITICAL: Burn 2d8



CORONA LASER RIFLE
TYPE: Longarm (two-handed)
CATEGORY: Laser
DAMAGE: 2d6 F
CRITICAL: Burn 1d6



TACTICAL AUTOBEAM RIFLE
TYPE: Longarm (two-handed)
CATEGORY: Laser
DAMAGE: 5d4 F
CRITICAL: Burn 2d4



THUNDERSTRIKE SONIC PISTOL
TYPE: Small arm (one-handed)
CATEGORY: Sonic
DAMAGE: 1d8 So
CRITICAL: Deafen



APHELION ARTILLERY LASER
TYPE: Heavy weapon (two-handed)
CATEGORY: Laser
DAMAGE: 3d8 F
CRITICAL: Burn 1d6



THUNDERSTRIKE STREETSWEEPER
TYPE: Longarm (two-handed)
CATEGORY: Sonic
DAMAGE: 1d6 So
CRITICAL: Knockdown



WARPSHOT SHIRREN-EYE RIFLE
TYPE: Sniper weapon (two-handed)
CATEGORY: Projectile
DAMAGE: 10d10 P
CRITICAL: –



FROSTBITE-CLASS ZERO PISTOL
TYPE: Small arm (one-handed)
CATEGORY: Cryo
DAMAGE: 1d6 C
CRITICAL: Staggered



TACTICAL ZERO CANNON
TYPE: Heavy weapon (two-handed)
CATEGORY: Cryo
DAMAGE: 3d8 C
CRITICAL: Staggered



HAILSTORM-CLASS ZERO RIFLE
TYPE: Longarm (two-handed)
CATEGORY: Cryo
DAMAGE: 2d8 C
CRITICAL: Staggered



OVERVIEW

CHARACTER CREATION

RACES

CLASSES

SKILLS

FEATS

EQUIPMENT

TACTICAL RULES

STARSHIPS

MAGIC AND SPELLS

GAME MASTERING

SETTING

PATHFINDER LEGACY

TABLE 7-4: LONGARMS

TWO-HANDED WEAPONS	LEVEL	PRICE	DAMAGE	RANGE	Critical	CAPACITY	USAGE	BULK	SPECIAL
CRYO									
Zero rifle, frostbite-class	4	2,330	1d8 C	60 ft.	Staggered	40 charges	2	1	-
Zero rifle, hailstorm-class	8	10,100	2d8 C	60 ft.	Staggered	40 charges	2	2	-
Zero rifle, blizzard-class	14	79,800	4d8 C	60 ft.	Staggered	80 charges	4	2	-
Zero rifle, avalanche-class	18	410,200	7d8 C	60 ft.	Staggered	100 charges	5	2	-
FLAME									
Flame rifle	2	490	1d6 F	25 ft.	Burn 1d6	20 petrol	5	1	Line, unwieldy
LASER									
Laser rifle, azimuth	1	425	1d8 F	120 ft.	Burn 1d6	20 charges	1	1	-
Laser rifle, corona	6	4,650	2d6 F	120 ft.	Burn 1d6	40 charges	1	1	-
Laser rifle, aphelion	9	14,300	3d6 F	120 ft.	Burn 1d6	40 charges	1	1	-
Autobeam rifle, tactical	11	26,900	5d4 F	60 ft.	Burn 2d4	40 charges	4	2	Automatic
Laser rifle, perihelion	13	53,800	5d6 F	130 ft.	Burn 2d6	100 charges	2	1	-
Autobeam rifle, advanced	15	95,500	7d4 F	60 ft.	Burn 3d4	100 charges	10	2	Automatic
Laser rifle, parallax	17	248,000	8d6 F	150 ft.	Burn 4d6	100 charges	2	1	-
Autobeam rifle, elite	19	548,100	12d4 F	60 ft.	Burn 5d4	100 charges	5	2	Automatic
Laser rifle, zenith	20	722,000	11d6 F	150 ft.	Burn 5d6	100 charges	2	1	-
PLASMA									
Plasma rifle, red star	6	4,600	1d10 E & F	40 ft.	Burn 1d4	40 charges	4	2	Line, unwieldy
Plasma rifle, yellow star	10	16,800	2d10 E & F	40 ft.	Burn 1d8	40 charges	4	2	Line, unwieldy
Plasma caster, white star	13	49,100	3d10 E & F	80 ft.	Burn 1d10	100 charges	5	2	Boost 1d10
Plasma rifle, white star	15	126,600	4d10 E & F	60 ft.	Burn 2d8	40 charges	4	2	Line, unwieldy
Plasma caster, blue star	17	275,000	5d10 E & F	80 ft.	Burn 2d10	200 charges	10	2	Boost 2d10
Plasma rifle, blue star	20	935,000	8d10 E & F	100 ft.	Burn 4d8	100 charges	10	2	Line, unwieldy
PROJECTILE									
Hunting rifle	1	240	1d8 P	90 ft.	-	6 rounds	1	1	Analog
Scattergun, utility	1	235	1d4 P	15 ft.	-	4 shells	1	1	Analog, blast
Acid dart rifle, tactical	2	485	1d8 A & P	80 ft.	Corrode 1d4	10 darts	1	1	Analog
Autotarget rifle	2	755	1d6 P	60 ft.	-	10 rounds	1	2	Analog, automatic
Crossbolter, tactical	2	475	1d10 P	70 ft.	-	1 arrow	1	2	Unwieldy
Acid dart rifle, dual	7	6,900	2d8 A & P	90 ft.	Corrode 2d4	24 darts	2	1	Analog
Seeker rifle, tactical	7	6,030	2d8 P	100 ft.	-	8 rounds	1	1	Analog
Crossbolter, dual	8	8,250	2d10 P	70 ft.	-	4 arrows	2	2	Unwieldy
Scattergun, snub	8	8,300	1d12 P	15 ft.	-	8 shells	1	1	Analog, blast
Magnetar rifle, tactical	9	11,800	2d8 P	60 ft.	-	18 rounds	1	2	Analog, automatic
Combat rifle	10	16,500	3d8 P	90 ft.	-	12 rounds	1	1	Analog
Acid dart rifle, complex	12	39,200	4d8 A & P	90 ft.	Corrode 4d4	48 darts	4	2	Analog
Scattergun, impact	12	30,400	2d12 P	15 ft.	-	12 shells	1	2	Analog, blast
Gyrojet rifle, tactical	13	54,000	3d12 B	100 ft.	Knockdown	12 mini-rockets	1	2	Analog
Magnetar rifle, advanced	13	53,700	4d8 P	60 ft.	-	24 rounds	1	2	Analog, automatic
Seeker rifle, advanced	14	72,300	6d8 P	100 ft.	-	18 rounds	1	1	Analog
Gyrojet rifle, advanced	15	122,800	5d12 B	120 ft.	Knockdown	12 mini-rockets	1	2	Analog
Scattergun, vortex	15	91,900	3d12 P	30 ft.	-	12 shells	1	2	Analog, blast
Magnetar rifle, elite	16	185,100	6d8 P	120 ft.	-	36 rounds	1	2	Analog, automatic
Gyrojet rifle, elite	17	245,600	6d12 B	120 ft.	Knockdown	12 mini-rockets	1	2	Analog
Seeker rifle, elite	17	242,500	9d8 P	100 ft.	-	18 rounds	1	1	Analog
Scattergun, grapeshot	18	331,000	4d12 P	30 ft.	-	12 shells	1	2	Analog, blast
Magnetar rifle, paragon	19	612,600	8d8 P	120 ft.	-	48 rounds	1	2	Analog, automatic
Gyrojet rifle, paragon	20	723,500	8d12 B	120 ft.	Knockdown	12 mini-rockets	1	2	Analog
Seeker rifle, paragon	20	809,200	12d8 P	100 ft.	-	24 rounds	1	1	Analog
SHOCK									
Pulsecaster rifle	1	100	1d6 E	50 ft.	-	40 charges	2	1	Nonlethal
Arc emitter, tactical	2	750	1d4 E	15 ft.	-	20 charges	4	1	Blast, stun, unwieldy
Arc rifle, static	6	4,200	1d12 E	70 ft.	Arc 1d6	40 charges	1	2	Stun
Arc emitter, advanced	9	13,200	2d4 E	30 ft.	-	40 charges	10	1	Blast, stun, unwieldy
Arc rifle, aurora	11	24,500	2d12 E	70 ft.	Arc 2d6	40 charges	1	2	Stun

TABLE 7-4: LONGARMS (CONTINUED)

TWO-HANDED WEAPONS (CONT.)	LEVEL	PRICE	DAMAGE	RANGE	Critical	Capacity	Usage	Bulk	Special
Arc rifle, storm	16	190,300	4d12 E	80 ft.	Arc 4d6	80 charges	2	2	Stun
Arc rifle, tempest	19	622,000	6d12 E	80 ft.	Arc 6d6	100 charges	2	2	Stun
SONIC									
Sonic rifle, thunderstrike	5	3,400	1d10 So	50 ft.	Deafen	40 charges	2	1	—
Streetsweeper, thunderstrike	7	7,150	1d10 So	50 ft.	Knockdown	40 charges	5	2	Boost 1d6
Sonic rifle, LFD	10	17,000	2d10 So	50 ft.	Deafen	40 charges	2	2	—
Streetsweeper, LFD	12	39,300	3d10 So	50 ft.	Knockdown	40 charges	5	2	Boost 1d8
Sonic rifle, HFD	14	80,200	4d10 So	50 ft.	Deafen	80 charges	4	2	—
Streetsweeper, HFD	16	195,000	5d10 So	50 ft.	Knockdown	40 charges	5	2	Boost 1d10
Sonic rifle, banshee	18	364,500	6d10 So	50 ft.	Deafen	100 charges	5	2	—
UNCATEGORIZED									
Needler rifle	1	110	1d6 P	60 ft.	Injection DC +2	12 darts	1	1	Analog, injection

TABLE 7-5: HEAVY WEAPONS

TWO-HANDED WEAPONS	LEVEL	PRICE	DAMAGE	RANGE	Critical	Capacity	Usage	Bulk	Special
CRYO									
Zero cannon, tactical	11	23,000	3d8 C	60 ft.	Staggered	80 charges	4	2	Line, unwieldy
Zero cannon, advanced	14	81,400	5d8 C	60 ft.	Staggered	100 charges	5	2	Line, unwieldy
Zero cannon, elite	18	412,800	8d8 C	80 ft.	Staggered	100 charges	5	2	Line, unwieldy
FLAME									
Flamethrower, ifrit-class	2	780	1d6 F	15 ft.	Burn 1d6	20 petrol	4	2	Analog, blast, unwieldy
Flamethrower, salamander-class	8	8,600	2d6 F	30 ft.	Burn 2d6	20 petrol	5	2	Analog, blast, unwieldy
Flamethrower, hellhound-class	12	35,100	4d6 F	30 ft.	Burn 4d6	40 petrol	8	2	Analog, blast, unwieldy
Flamethrower, firedrake-class	15	128,000	6d6 F	30 ft.	Burn 6d6	40 petrol	10	2	Analog, blast, unwieldy
Flamethrower, phoenix-class	18	367,500	9d6 F	30 ft.	Burn 9d6	40 petrol	10	2	Analog, blast, unwieldy
LASER									
Artillery laser, azimuth	1	425	1d10 F	120 ft.	Burn 1d6	20 charges	2	3	Penetrating
Artillery laser, corona	6	4,650	2d8 F	120 ft.	Burn 1d6	40 charges	4	3	Penetrating
Artillery laser, aphelion	9	14,300	3d8 F	120 ft.	Burn 1d6	40 charges	4	3	Penetrating
Autobeam artillery, tactical	10	19,400	2d8 F	120 ft.	Burn 1d8	40 charges	1	2	Automatic
Artillery laser, perihelion	13	53,800	4d8 F	130 ft.	Burn 2d6	100 charges	5	3	Penetrating
Autobeam artillery, advanced	16	145,700	4d8 F	120 ft.	Burn 2d8	40 charges	1	2	Automatic
Artillery laser, parallax	17	248,000	7d8 F	150 ft.	Burn 4d6	100 charges	5	3	Penetrating
Autobeam artillery, elite	19	543,300	6d8 F	120 ft.	Burn 2d10	40 charges	1	2	Automatic
Artillery laser, zenith	20	722,000	9d8 F	150 ft.	Burn 5d6	100 charges	5	3	Penetrating
PLASMA									
Plasma cannon, red star	8	8,650	2d10 E & F	100 ft.	Burn 1d8	40 charges	5	2	Explode (5 ft.), unwieldy
Plasma cannon, yellow star	14	62,800	4d10 E & F	100 ft.	Burn 2d8	100 charges	5	2	Explode (5 ft.), unwieldy
Plasma cannon, white star	16	189,200	6d10 E & F	100 ft.	Burn 3d8	100 charges	5	2	Explode (5 ft.), unwieldy
Plasma cannon, blue star	20	950,000	8d10 E & F	100 ft.	Burn 4d8	100 charges	10	2	Explode (10 ft.), unwieldy
PROJECTILE									
Reaction cannon, light	1	250	1d10 P	90 ft.	—	6 rounds	1	3	Penetrating
Machine gun, squad	4	2,060	1d10 P	60 ft.	—	40 rounds	2	2	Analog, automatic
X-gen gun, tactical	6	4,240	1d12 P	120 ft.	—	80 rounds	2	2	Automatic
Reaction cannon, tactical	7	6,100	2d10 P	90 ft.	—	6 rounds	1	3	Penetrating
Machine gun, light	8	8,600	2d10 P	60 ft.	—	60 rounds	2	2	Analog, automatic
X-gen gun, advanced	9	13,100	2d12 P	120 ft.	—	100 rounds	2	2	Automatic
Reaction cannon, heavy	10	16,750	3d10 P	100 ft.	—	6 rounds	1	3	Penetrating
Stellar cannon, light	10	19,200	2d12 P	30 ft.	Wound	18 shells	6	2	Blast
Crossbolter, advanced	11	21,900	4d10 P	70 ft.	—	12 arrows	4	2	Unwieldy
Machine gun, medium	11	23,100	3d10 P	60 ft.	—	60 rounds	2	2	Analog, automatic
X-gen gun, elite	13	53,700	4d12 P	120 ft.	—	100 rounds	2	2	Automatic
Crossbolter, elite	14	71,400	6d10 P	60 ft.	—	30 arrows	6	2	Unwieldy
Reaction cannon, advanced	14	73,000	6d10 P	100 ft.	—	6 rounds	1	3	Penetrating
Stellar cannon, heavy	15	122,800	4d12 P	30 ft.	Wound	32 shells	8	2	Blast
Machine gun, heavy	17	220,300	7d10 P	120 ft.	—	100 rounds	4	2	Analog, automatic



OVERVIEW

CHARACTER CREATION
RACES

CLASSES

SKILLS
FEATSEQUIPMENT
TACTICAL RULES

STARSHIPS

MAGIC AND SPELLS

GAME MASTERING

SETTING

PATHFINDER LEGACY

TABLE 7-5: HEAVY WEAPONS (CONTINUED)

TWO-HANDED WEAPONS (CONT.)	LEVEL	PRICE	DAMAGE	RANGE	Critical	CAPACITY	USAGE	BULK	SPECIAL
Reaction cannon, elite	17	244,000	8d10 P	100 ft.	—	6 rounds	1	3	Penetrating
Crossbolter, paragon	18	327,200	10d10 P	60 ft.	—	40 arrows	8	2	Unwieldy
Reaction cannon, paragon	20	810,000	12d10 P	100 ft.	—	6 rounds	1	3	Penetrating
X-gen gun, paragon	20	826,000	9d12 P	120 ft.	—	100 rounds	2	2	Automatic
SHOCK									
Shock caster, static	6	4,620	1d12 E	40 ft.	—	40 charges	2	2	Explode (10 ft.), unwieldy
Shock caster, aurora	10	19,100	2d12 E	40 ft.	—	40 charges	4	2	Explode (15 ft.), unwieldy
Shock caster, storm	16	164,800	5d12 E	40 ft.	—	100 charges	10	2	Explode (20 ft.), unwieldy
Shock caster, tempest	20	735,000	7d12 E	40 ft.	—	100 charges	10	2	Explode (20 ft.), unwieldy
SONIC									
Screamer, thunderstrike	5	3,350	1d10 So	30 ft.	Deafen	40 charges	4	2	Blast, unwieldy
Screamer, LFD	9	14,000	2d10 So	60 ft.	Deafen	80 charges	8	2	Blast, unwieldy
Screamer, HFD	15	107,500	4d10 So	60 ft.	Deafen	100 charges	10	2	Blast, unwieldy
UNCATEGORIZED									
NIL grenade launcher, merc	1	280	By grenade	60 ft.	—	6 grenades	1	2	Analog
NIL grenade launcher, squad	8	9,400	By grenade	70 ft.	—	12 grenades	1	3	Analog
IMDS missile launcher	10	18,200	—	80 ft.	—	1 missile	1	2	—

TABLE 7-6: SNIPER WEAPONS

TWO-HANDED WEAPONS	LEVEL	PRICE	DAMAGE	RANGE	Critical	CAPACITY	USAGE	BULK	SPECIAL
PROJECTILE									
Shirren-eye rifle, tactical	2	755	1d10 P	70 ft.	—	1 round	1	1	Analog, sniper (250 ft.), unwieldy
Shirren-eye rifle, advanced	8	9,350	2d10 P	70 ft.	—	4 rounds	1	2	Analog, sniper (500 ft.), unwieldy
Shirren-eye rifle, elite	13	54,000	4d10 P	80 ft.	—	6 rounds	1	2	Analog, sniper (750 ft.), unwieldy
Shirren-eye rifle, paragon	16	147,200	6d10 P	80 ft.	—	6 rounds	1	1	Analog, sniper (1,000 ft.), unwieldy
Shirren-eye rifle, warshot	20	740,800	10d10 P	80 ft.	—	4 rounds	1	1	Analog, sniper (1,000 ft.), unwieldy

TABLE 7-7: GRENADES

GRENADES	LEVEL	PRICE	RANGE	CAPACITY	BULK	SPECIAL
Frag grenade I	1	35	20 ft.	Drawn	L	Explode (1d6 P, 15 ft.)
Shock grenade I	1	130	20 ft.	Drawn	L	Explode (1d8 E, 15 ft.)
Smoke grenade	1	40	20 ft.	Drawn	L	Explode (smoke cloud 1 minute, 20 ft.)
Stickybomb grenade I	1	170	20 ft.	Drawn	L	Explode (entangled 2d4 rounds, 10 ft.)
Flash grenade I	2	275	20 ft.	Drawn	L	Explode (blinded 1d4 rounds, 5 ft.)
Incendiary grenade I	2	375	20 ft.	Drawn	L	Explode (1d6 F, 1d4 burn, 5 ft.)
Frag grenade II	4	700	20 ft.	Drawn	L	Explode (2d6 P, 15 ft.)
Screamer grenade I	4	725	20 ft.	Drawn	L	Explode (1d10 So, deafened 1d4 minutes, 15 ft.)
Shock grenade II	4	650	20 ft.	Drawn	L	Explode (1d12 E, 15 ft.)
Stickybomb grenade II	4	675	20 ft.	Drawn	L	Explode (entangled 2d4 rounds, 15 ft.)
Cryo grenade I	6	1,220	20 ft.	Drawn	L	Explode (1d8 C, staggered, 10 ft.)
Flash grenade II	6	1,350	20 ft.	Drawn	L	Explode (blinded 1d4 rounds, 10 ft.)
Incendiary grenade II	6	1,040	20 ft.	Drawn	L	Explode (2d6 F, 1d6 burn, 10 ft.)
Frag grenade III	8	2,560	20 ft.	Drawn	L	Explode (4d6 P, 15 ft.)
Incendiary grenade III	8	2,800	20 ft.	Drawn	L	Explode (3d6 F, 1d6 burn, 10 ft.)
Screamer grenade II	8	2,720	20 ft.	Drawn	L	Explode (2d10 So, deafened 1d4 minutes, 20 ft.)
Cryo grenade II	10	5,000	20 ft.	Drawn	L	Explode (2d8 C, staggered, 15 ft.)
Frag grenade IV	10	5,750	20 ft.	Drawn	L	Explode (6d6 P, 15 ft.)
Shock grenade III	10	5,380	20 ft.	Drawn	L	Explode (3d12 E, 15 ft.)
Stickybomb grenade III	10	5,410	20 ft.	Drawn	L	Explode (entangled 2d4 rounds, 20 ft.)
Flash grenade III	12	10,400	20 ft.	Drawn	L	Explode (blinded 1d6 rounds, 15 ft.)

TABLE 7-7: GRENADES (CONTINUED)

GRENADES (CONT.)	LEVEL	PRICE	RANGE	CAPACITY	BULK	SPECIAL
Incendiary grenade IV	12	9,380	20 ft.	Drawn	L	Explode (5d6 F, 3d6 burn, 15 ft.)
Screamer grenade III	12	11,300	20 ft.	Drawn	L	Explode (4d10 So, deafened 1d4 minutes, 25 ft.)
Cryo grenade III	14	21,100	20 ft.	Drawn	L	Explode (4d8 C, staggered, 20 ft.)
Frag grenade V	14	18,750	20 ft.	Drawn	L	Explode (10d6 P, 15 ft.)
Shock grenade IV	14	23,600	20 ft.	Drawn	L	Explode (6d12 E, 15 ft.)
Flash grenade IV	16	53,000	20 ft.	Drawn	L	Explode (blinded 1d8 rounds, 20 ft.)
Frag grenade VI	16	44,600	20 ft.	Drawn	L	Explode (12d6 P, 15 ft.)
Incendiary grenade V	16	44,000	20 ft.	Drawn	L	Explode (10d6 F, 5d6 burn, 15 ft.)
Screamer grenade IV	16	43,500	20 ft.	Drawn	L	Explode (7d10 So, deafened 1d4 minutes, 30 ft.)
Cryo grenade IV	18	108,500	20 ft.	Drawn	L	Explode (6d8 C, staggered, 20 ft.)
Frag grenade VII	18	96,900	20 ft.	Drawn	L	Explode (16d6 P, 15 ft.)
Incendiary grenade VI	18	108,800	20 ft.	Drawn	L	Explode (12d6 F, 6d6 burn, 15 ft.)
Frag grenade VIII	20	216,000	20 ft.	Drawn	L	Explode (20d6 P, 15 ft.)
Shock grenade V	20	110,000	20 ft.	Drawn	L	Explode (9d12 E, 15 ft.)

TABLE 7-8: SPECIAL WEAPONS

ONE-HANDED WEAPONS	LEVEL	PRICE	DAMAGE	RANGE	CRITICAL	CAPACITY	USAGE	BULK	SPECIAL
UNCATEGORIZED									
Carbonedge shuriken (10)	1	85	1d4 P	10 ft.	bleed 1d4	Drawn	-	-	Quick reload, thrown
Nyfiber net	2	460	-	10 ft.	-	Drawn	-	1	
TWO-HANDED WEAPONS									
TWO-HANDED WEAPONS	LEVEL	PRICE	DAMAGE	RANGE	CRITICAL	CAPACITY	USAGE	BULK	SPECIAL
UNCATEGORIZED									
Bow	1	255	1d6 P	60 ft.	-	Drawn	1	1	Quick reload

TABLE 7-9: AMMUNITION

STANDARD AMMUNITION	LEVEL	PRICE	CHARGES/CARTRIDGES	BULK	SPECIAL
Arrows	1	50	20	L	-
Battery	1	60	20	-	-
Battery, high-capacity	4	330	40	-	-
Battery, super-capacity	4	390	80	-	-
Battery, ultra-capacity	5	445	100	L	-
Darts	1	20	25	L	-
Flare	1	5	1	-	-
Mini-rockets	4	300	10	L	-
Petrol tank, standard	1	60	20	1	-
Petrol tank, high-capacity	3	280	40	2	-
Rounds, small arm	1	40	30	L	-
Rounds, longarm and sniper	1	75	25	L	-
Rounds, heavy	2	90	20	L	-
Scattergun shells	1	55	25	L	-

SPECIAL AMMUNITION	LEVEL	PRICE	CHARGES/CARTRIDGES	BULK	SPECIAL
Grenade arrow I	6	875	1	-	As any 1st-level grenade
Grenade arrow II	10	5,450	1	-	As any 5th- or lower-level grenade
Grenade arrow III	15	32,050	1	-	As any 10th- or lower-level grenade
Grenade arrow IV	20	245,000	1	-	As any 15th- or lower-level grenade
Tactical missile	10	5,700	1	1	Explode 6d8 B & P (30 ft.)
Advanced missile	13	14,600	1	1	13d8 B & F

TABLE 7-10: SOLARIAN WEAPON CRYSTALS

SOLARIAN WEAPON CRYSTALS	LEVEL	PRICE	DAMAGE	CRITICAL	BULK
Graviton crystal, least	5	2,900	+1d3	Knockdown	-

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

TABLE 7-10: SOLARIAN WEAPON CRYSTALS (CONTINUED)

SOLARIAN WEAPON CRYSTALS (CONT.)	LEVEL	PRICE	DAMAGE	Critical	BULK
Photon crystal, least	5	2,950	+1d3 F	Burn 1d6	—
W-boson crystal, least	5	3,050	+1d4	Bleed 1d6	—
Gluon crystal, least	6	3,900	+1d4	Wound	—
Graviton crystal, minor	8	9,200	+1d6	Knockdown	—
Photon crystal, minor	8	9,300	+1d6 F	Burn 1d6	—
W-boson crystal, minor	8	9,800	+1d6	Bleed 2d6	—
Gluon crystal, minor	9	11,500	+1d6	Severe wound	—
Graviton crystal, lesser	11	24,000	+2d6	Knockdown	—
Photon crystal, lesser	11	25,100	+2d6 F	Burn 1d6	—
W-boson crystal, lesser	11	26,200	+2d6	Bleed 2d6	—
Gluon crystal, lesser	12	30,800	+2d6	Severe wound	—
Graviton crystal, standard	14	69,800	+3d6	Knockdown	—
Photon crystal, standard	14	71,200	+3d6 F	Burn 2d6	—
W-boson crystal, standard	14	81,300	+3d6	Bleed 3d6	—
Gluon crystal, standard	15	94,200	+3d6	Severe wound	—
Graviton crystal, greater	17	251,000	+4d6	Knockdown	—
Photon crystal, greater	17	246,200	+4d6 F	Burn 3d6	—
W-boson crystal, greater	17	274,100	+4d6	Bleed 4d6	—
Gluon crystal, greater	18	330,300	+4d6	Severe wound	—
Gluon crystal, true	20	916,200	+6d6	Severe wound	—
Graviton crystal, true	20	727,100	+6d6	Knockdown	—
Photon crystal, true	20	729,500	+6d6 F	Burn 5d6	—
W-boson crystal, true	20	806,000	+6d6	Bleed 6d6	—

WEAPON SPECIAL PROPERTIES

Some weapons possess inherent special properties. A weapon's special properties are listed in the Special column entry in its corresponding weapons table. Details of these special weapon properties appear below.

Analog

This weapon does not use any advanced electronics, computer systems, or electrical power sources. It is immune to abilities that target technology. While this use of the word "analog" is not technically correct when referring to technology, use of the term in this way has become common throughout the Pact Worlds.

Archaic

This weapon deals 5 fewer damage unless the target is wearing no armor or archaic armor. Archaic weapons are made of primitive materials such as wood or common steel.

Automatic

In addition to making ranged attacks normally, a weapon with this special property can fire in fully automatic mode. No action is required to toggle a weapon between making normal ranged attacks and using automatic mode.

When you make a full attack with a weapon in automatic mode, you can attack in a cone with a range of half the weapon's range increment. This uses all the weapon's remaining ammunition. Roll one attack against each target in the cone, starting with those closest to you. Attacks made with a weapon in automatic mode can't score critical hits. Roll damage only once, and apply it to all targets struck. Each attack against an individual creature in the cone uses up the same amount of ammunition or charges

as taking two shots, and once you no longer have enough ammunition to attack another target, you stop making attacks.

For example, if you were using a tactical X-gen gun with 27 rounds remaining, you would target the nearest 6 creatures in the cone and use up all 27 rounds.

If more than one creature is equidistant and you don't have enough cartridges remaining to shoot at all equidistant creatures, determine randomly which one you target. You can't avoid shooting at allies in the cone, nor can you shoot any creature more than once, even if you have enough cartridges to fire more shots than you have targets. Attacks in automatic mode take the same penalties as other full attacks.

Blast

This weapon fires in a cone that extends only to its first range increment. You can't use it to attack creatures beyond that range.

For each attack you make with a weapon with the blast special property, roll one attack against each target in the cone, starting with those closest to you. Each attack takes a -2 penalty in addition to other penalties, such as the penalty to all attacks during a full attack. Roll damage only once for all targets. If you roll one or more critical hits, roll the extra critical damage only once (or any other special effects on a critical hit that require you to roll) and apply it to each creature against which you score a critical hit. You can't avoid shooting at allies in the cone, nor can you shoot any creature more than once.

Attacks with blast weapons ignore concealment. A blast weapon doesn't benefit from feats or abilities that increase the damage of a single attack (such as the operative's trick attack). Ammunition for blast weapons is designed for blast attacks, so you spend the usage amount only once for each cone of attacks.

Block

Only melee weapons can have the block special property, which represents some kind of guard or crossbar that can protect you from attacks by a foe you strike in melee. When you successfully strike a target with a melee attack using such a weapon, you gain a +1 enhancement bonus to your AC for 1 round against melee attacks from that target.

Boost

You can charge up a weapon with this special property as a move action. When you do, you increase the weapon's damage by the listed amount on the next attack you make with the weapon. Boosting expends charges from the weapon equal to its usage value. This increases the weapon's damage and is multiplied on a critical hit. Boosting a weapon more than once before firing it doesn't have any extra effect, and the extra charge dissipates if the weapon is not fired by the end of your next turn.

Bright

Attacks with bright weapons illuminate the area within 20 feet of you and your target for 1 round following the attack, increasing the illumination level by one step, to a maximum of normal light.

Disarm

When you attempt a disarm combat maneuver while wielding a weapon with the disarm special property, you gain a +2 bonus to your attack roll.

Entangle

A creature hit by an entangle weapon becomes entangled until it escapes with an Acrobatics check ($DC = 10 + \text{weapon's item level} + \text{the attacker's Dexterity modifier}$) or a Strength check ($DC = 15 + \text{weapon's item level} + \text{the attacker's Dexterity modifier}$). An entangled creature can attempt such a check as a move action. Some weapons (such as stickybomb grenades) have a maximum duration for this effect. See page 275 for information about the entangled condition.

Explode

Explosives have the explode special property, which lists the amount of damage the explosion deals, the damage type, special effects (with a duration, if necessary), and the radius of the explosion. When you attack with this type of weapon or ammunition, aim at a grid intersection. Each creature within the blast radius takes the listed damage but can attempt a Reflex saving throw for half damage. If the explode special property has any special effects other than damage, they are negated with a successful saving throw. Some exploding weapons, such as smoke grenades, don't deal damage, so they don't include the damage and damage type entries.

Injection

This weapon or its ammunition can be filled with a drug, an injury poison, or a medicinal compound. On a successful attack with the weapon (either the first attack if it's a melee weapon or an attack with the relevant piece of ammunition if it's a ranged weapon), the weapon automatically injects the target with the substance.

WEAPON SPECIAL PROPERTY AND CRITICAL HIT DCs

Some weapons that explode or cause critical hit effects (see page 182) allow the target to attempt a saving throw. The DC of such a saving throw is typically equal to $10 + \text{half the weapon's item level} + \text{one of your ability modifiers}$. Unless stated otherwise, the ability modifier corresponds to the ability score you'd normally use to make an attack with that weapon (Dexterity for a ranged or thrown weapon, and Strength for a melee weapon). Any penalty you would normally take to your weapon attack roll also applies to this DC, including penalties from the weapon's range increment.

Refilling the weapon with a new substance acts as reloading it and is a move action. Each different injectable material must be bought separately and can be used in any weapon with the injection special property. See page 231 for rules and prices for drugs, medicinals, and poisons.

Line

This weapon fires a projectile in a straight line that pierces through multiple creatures or obstacles. When attacking with such a weapon, make a single attack roll and compare it to the relevant Armor Class of all creatures and objects in a line extending to the weapon's listed range increment. Roll damage only once. The weapon hits all targets with an AC equal to or lower than the attack roll. However, if an attack fails to damage a creature or obstacle hit in the line (typically due to damage reduction or hardness), the path is stopped and the attack doesn't damage creatures farther away. A line weapon can't damage targets beyond its listed range. If you score a critical hit, that effect applies only to the first target hit in the line, and you roll the critical damage separately. If multiple creatures are equally close, you choose which one takes the effects of the critical hit. A line weapon doesn't benefit from feats or abilities that increase the damage of a single attack (such as the operative's trick attack).

Nonlethal

This weapon deals nonlethal damage. See page 252 for more information on how nonlethal damage works.

Operative

An operative can use the trick attack class feature (see page 93) with a weapon that has this special property. Any character can add her Dexterity modifier rather than her Strength modifier on melee attack rolls with weapons with this special property.

Penetrating

A penetrating weapon is designed to punch through large objects' outer layers, making it easier to damage them. A penetrating weapon ignores an amount of hardness equal to the weapon's level.

Powered

A melee weapon with an internal battery that must be charged to function has the powered special property, which lists its

OVERVIEW

CHARACTER CREATION

RACES

CLASSES

SKILLS

FEATS

EQUIPMENT

TACTICAL RULES

STARSHIPS

MAGIC AND SPELLS

GAME MASTERING

SETTING

PATHFINDER LEGACY

capacity and usage. Unlike with a ranged weapon, the usage is for 1 minute of operation rather than per attack, though using a powered weapon for less than 1 full minute still expends 1 full usage. The number of charges expended is equal to the usage \times the number of minutes the weapon is used, rounded up to the nearest minute. You can activate the power of the weapon as part of the action used to make an attack with it, and it automatically deactivates after 1 minute.

As with ranged weapons, you can recharge the battery of a powered melee weapon using a generator or a recharging station, or you can purchase new batteries for it. If you try to attack with a powered weapon that's out of charges, it functions as an improvised weapon (see page 169).

Quick Reload

You can reload this weapon as part of the same action as firing it, instead of taking a move action to reload.

Reach

Only melee weapons can have the reach special property. Wielding a weapon with reach gives you 10 feet of reach for attacks with that weapon. See Reach and Threatened Squares on page 255 for more information.

Sniper

Weapons with the sniper special property can be fired accurately at very long ranges if aimed properly. If you aim the weapon as a move action and then fire it on the same turn, use the value listed with the sniper special property as the weapon's range increment. You can still fire a sniper weapon as normal, but it has only the range listed under its normal range entry when you do.

Stun

You can set a weapon with the stun special property to stun mode (or reset it to normal mode) as a move action. While in stun mode, all the weapon's attacks are nonlethal. See page 252 for more about how nonlethal damage works.

Thrown

Ranged weapons that must be thrown and melee weapons that can be thrown as a ranged attack have the thrown special property. You apply your Strength modifier to damage rolls for thrown attacks. After you throw a weapon, it lands near your target and you must recover it if you want to attack with it again.

Trip

When you attempt a trip combat maneuver while wielding a weapon with this property, you gain a +2 bonus to your attack roll.

Unwieldy

Weapons with the unwieldy special property are large and awkward, can't be fired without cooling down first, or are otherwise difficult to use with repeated attacks. You can't use an unwieldy weapon as part of a full attack (or any other action in which you could make multiple attacks), you can't attack with it more than once per round, and you can't use it to make an attack of opportunity.

CRITICAL HIT EFFECTS

If your attack roll is a natural 20 and your attack total is equal to or greater than your target's AC, your attack is a critical hit. A critical hit means that you roll your damage twice (adding to each roll all your usual bonuses, including any additional damage from special abilities) and then add the rolls together to determine the damage dealt.

Some weapons have an additional critical effect that applies when you score a critical hit. These effects are as follows.

Arc

The attack's energy leaps to a second creature. This secondary target must be within 10 feet of your original target and must be the creature closest to the original target (you choose if multiple creatures are equidistant). Roll the amount of damage listed in the weapon's arc—the secondary target takes this damage (not multiplied by the critical hit), of whatever type the weapon deals.

Bleed

The target gains the bleeding condition (see page 273).

Burn

The target gains the burning condition (see page 273).

Corrode

The target takes corrode damage equal to the amount listed. This functions as the burning condition but deals acid damage rather than fire damage.

Deafen

The target must succeed at a Fortitude saving throw or be deafened (see page 275) for 1d4 minutes.

Injection DC +2

If the weapon is used to deliver a poison or drug of some kind, the save DC of that poison is increased by 2 when delivered on a critical hit.

Knockdown

The target is knocked prone (see page 277).

Severe Wound

Roll twice on Table 7-11: Wounding Weapons and choose your desired result. The target can still attempt any associated save.

Staggered

The target must succeed at a Fortitude save or be staggered (see page 277) for 1 round.

Stunned

The target is stunned (see page 277) for 1 round.

Wound

Roll on Table 7-11: Wounding Weapons. The target must succeed at a saving throw of the listed type (if any) or suffer the listed effect. If the creature lacks a specified location, use the general location.

TABLE 7-11: WOUNDING WEAPONS

D20	LOCATION	SAVE	EFFECT
1-10	General	—	Bleed 1d6
11-13	Eye (sensory)	Ref	Lost eye, -2 Perception
14-15	Leg (mobility)	Fort	Severed limb, -10 land speed
16-17	Arm (manipulation)	Ref	Severed limb, lose a hand
18-19	Vital organ	Fort	1d4 Con damage
20	Brain	Fort	Stunned 1 round

WEAPON DESCRIPTIONS

Statistics for each of the following weapons can be found on its corresponding weapon table. Weapons are generally listed in their associated categories, which group weapons that function and deal damage similarly and which sometimes have special rules that apply to all such weapons (such as laser or plasma weapons). Other groupings include grenades (see below), weapons with the operative special property (see page 184), and other weapons without weapon categories (see Uncategorized Weapons on page 189). Ammunition descriptions appear on page 190.

Cryo Weapons

Cryo weapons generate blasts of supercooled gas that can damage or incapacitate a target. The gas is kept within a charged cryochamber attached to the weapon. While primitive models simply sprayed these freezing chemicals like a flamethrower, modern models use a containment beam to deliver deadly frozen particles to targets at impressive ranges. Most cryo weapons automatically replenish their reservoirs of reactive chemicals by drawing and processing various gases from the atmosphere, needing only batteries to maintain their ammunition supply.

One of the most popular lines of cryo weapons are zero weapons, including zero cannons, pistols, and rifles. In common parlance, avalanche-class cryo weapons are the coldest and most dangerous, followed in descending order by blizzard-class, hailstorm-class, and frostbite-class cryo weapons.

Cryopike (Advanced, Tactical)

The haft of a cryopike is a long aluminum or carbon-steel shaft with an adjustable rubber grip. A cryopike emits a blast of supercooled gas from its tip that acts as a freezing blade.

Zero Cannon (Advanced, Elite, Tactical)

Zero cannons project a freezing line straight out from a generator, affecting any targets within the line. A pair of tanks in the cannon's heavy stock contain chemical coolants that produce a violent endothermic reaction when mixed in the insulated barrel.

Zero Pistol (Avalanche-Class, Blizzard-Class, Frostbite-Class, Hailstorm-Class)

Zero pistols have a weighted grip to balance their unusually heavy barrels. A cylindrical canister over the barrel contains and directs the coolants.

Zero Rifle (Avalanche-Class, Blizzard-Class, Frostbite-Class, Hailstorm-Class)

Zero rifles have long, bulky barrels and tend to be very front-heavy. A heavy tank over the barrel stores the rifle's coolant supply, contributing most of its bulk.

Flame Weapons

Flame weapons deal fire damage without using lasers or plasma. This flame damage usually comes via superheated metal coils or gas ignition, but weapon manufacturers may devise other methods as well. Flame weapons often have the ability to set targets on fire, dealing burn damage in addition to their initial fire damage when they land especially effective hits.

Most flame weapons rely on a reactive blend of hydrocarbons called petrol for ammunition, rather than batteries.

Flame Doshko (Blaze, Ember, Inferno, Solar Flare)

When activated, the blade of this doshko heats up by means of internal heating coils. The doshko deals fire damage and can also cause traumatic injuries.

Flame Pistol

A flame pistol shoots a line of ignited petrol from its barrel.

Flame Rifle

A flame rifle shoots a line of ignited petrol from its barrel.

Flare Gun, Survival

A survival flare gun is used to signal danger or call for help. Though not designed for combat, survival flare guns can deal fire damage at close range.

Flamethrower (Firedrake-Class, Hellhound-Class, Ifrit-Class, Phoenix-Class, Salamander-Class)

These portable flamethrowers consist of a heavy rifle-like design with an oversized petrol tank integrated into the weapon's stock.

Skyfire Sword (Inferno, Tactical)

Originally, these swords were known by their manufacturing ID, BSB-1750. Their popularity with the Skyfire Legion led to their colloquial name, Skyfire swords. Vents for burning gas jets line one edge of the hollow blade. When powered, magnetic fields contain and ignite the gases into a glowing corona of flames.

Grenades

Grenades are thrown weapons that detonate in an explosive radius when they reach the target. A grenade's listing on Table 7-7: Grenades shows its explosion radius. Some grenades have additional effects, such as blinded or entangled, that apply only to creatures in the explosion radius that fail a Reflex save against the grenade. The DC of the save is equal to $10 + \text{half the grenade's item level} + \text{your Dexterity modifier}$. Any penalty you take to your attack roll also applies to this save DC.

Cryo Grenade (I-IV)

Cryo grenades release a blast of supercooled chemicals on impact, which immediately coalesce into freezing particles.



OVERVIEW

CHARACTER CREATION

RACES

CLASSES

SKILLS

FEATS

EQUIPMENT

TACTICAL RULES

STARSHIPS

MAGIC AND SPELLS

GAME MASTERING

SETTING

PATHFINDER LEGACY

Flash Grenade (I-IV)

When detonated, a flash grenade releases a pulse of intense radiance.

Frag Grenade (I-VII)

A fragmentary, or frag, grenade explodes in a cloud of shrapnel.

Incendiary Grenade (I-VI)

Incendiary grenades detonate in a spray of superheated plasma.

Screamer Grenade (I-IV)

When detonated, a screamer grenade releases a piercing shriek of sonic energy.

Shock Grenade (I-V)

A shock grenade releases a pulse of electrical energy on impact.

Smoke Grenade

A smoke grenade deals no damage; instead, it releases a cloud of dense smoke. Each character who inhales smoke must succeed at a Fortitude saving throw each round (DC = 15 + 1 per previous check) or spend that round choking and coughing; he can do nothing else. A character who chokes for 2 consecutive rounds takes 1d6 nonlethal damage. (Active environmental protection from a suit of armor prevents this effect altogether.) Regardless of the armor a character wears, smoke obscures vision, granting concealment to anyone within it.

Stickybomb Grenade (I-III)

A stickybomb grenade detonates with a splash of adhesive resin.

Laser Weapons

Laser weapons emit highly focused beams of light that deal fire damage. These beams can pass through glass and other transparent physical barriers, dealing damage to such barriers as they pass through. Barriers of energy or magical force block lasers. Invisible creatures don't take damage from lasers, as the beams pass through them harmlessly. Fog, smoke, and other clouds provide both cover and concealment from laser attacks. Lasers can penetrate darkness, but they don't provide any illumination.

Laser weapons use various means to concentrate beams of light into deadly intensity. Some focus light through a faceted

crystal, while others focus the beam through a chemical cloud or ionized gas.

Artillery Laser (Aphelion, Azimuth, Corona, Parallax, Perihelion, Zenith)

Artillery lasers are heavy weapons designed to be effective against hardened targets such as vehicles and enemy bunkers.

Autobeam Artillery (Advanced, Elite, Tactical)

Though it lacks the penetrating power of an artillery laser, an autobeam artillery delivers sustained laser fire. It uses a rotating array of lenses to prevent the intense heat of sustained fire from melting the weapon's housing.

Autobeam Rifle (Advanced, Elite, Tactical)

Autobeam rifles can fire in automatic mode, spraying a cone of lasers from the barrel.

Laser Pistol (Aphelion, Azimuth, Corona, Parallax, Perihelion, Zenith)

The laser pistol is possibly the most common small arm used by explorers, guards, mercenaries, and traders. Laser pistols are light and reliable, yet they still deal a respectable amount of damage.

Laser Rifle (Aphelion, Azimuth, Corona, Parallax, Perihelion, Zenith)

With its snub, squared barrel and internal reinforcements, a laser rifle is sturdy and dependable.

Operative Weapons

Operative melee weapons are basic in design, but they are capable of dealing precise damage when wielded by a trained combatant. An operative can use the trick attack class feature with a weapon with the operative special property. Additionally, any character can add her Dexterity modifier rather than her Strength modifier to melee attack rolls with these weapons.

Baton (Advanced, Tactical)

A baton is a thin, solid metal shaft, usually with a textured rubber grip. A tactical baton can be used to inflict precise bludgeoning blows. An advanced baton, used by elite mercenary and security companies, often has an additional shaft, as well as a weighted end that can be powered to connect with substantially more force than a tactical baton.

Dagger (Molecular Rift, Ultrathin, Zero-Edge)

The thinness and lightness of daggers make them easy to carry or conceal. Ultrathin daggers have sharp, double-edged blades. Zero-edge daggers have blades—crafted with quantum technology—that are so fine, their edges blur. The blade of a molecular rift dagger looks translucent, as if it's made of glass, and its vibrating particles allow the dagger to slice through almost any substance. Most daggers are available with fixed, folding, or retractable blades.





OVERVIEW

CHARACTER CREATION

RACES

CLASSES

SKILLS

FEATS

EQUIPMENT

TACTICAL RULES

STARSHIPS

MAGIC AND SPELLS

GAME MASTERING

SETTING

PATHFINDER LEGACY

Incapsulator

When this nonreflective, dark-gray baton connects with a target, it discharges an electrical pulse that can stagger its victim.

Knife (Survival, Tactical)

These light blades can be used for both mundane tasks and combat. A typical survival knife has a fixed, single-edged, carbon-steel or ceramic blade and is treated against corrosion. Tactical knives have large, double-edged blades, often with a section of serrated blade near the haft, and they come in both fixed- and folding-blade designs; users may prefer one style or the other, but the two are identical in terms of price, weight, and damage dealt.

Peacemaker

This more advanced combat baton, known as a peacemaker, is a light metal rod that discharges a pulse that can be strong enough to knock a target to the ground.

Plasma Weapons

Superheated or electromagnetically charged gas becomes ionized plasma, which plasma weapons emit in a controlled blast. Ionized plasma deals both electricity and fire damage, tearing through organic flesh and metal alike. Plasma beams can be projected, as from a gun, or maintained in a steady beam with a powerful magnetic field, as the blade of a melee weapon.

Followers of Sarenrae popularized terms for the different intensities of plasma swords based on the heat they emit. The hottest, deadliest plasma weapon is a blue star, followed in descending order by white star, yellow star, red star, and finally tactical plasma weapons.

Plasma Cannon (Blue Star, Red Star, White Star, Yellow Star)

Plasma cannons shoot large, explosive blasts of ionized plasma. They are difficult to use and have a relatively short range for a heavy weapon, but their impact has devastating effect.

Plasma Caster (Blue Star, White Star)

Plasma casters fling bolts of ionized plasma at a target. They have good range and are easier to use than plasma rifles or pistols, but they strike only a single target.

Plasma Doshko (Blue Star, Red Star, White Star, Yellow Star)

The plasma versions of these traditional vesk weapons use the same popular naming convention as other plasma weapons.

Plasma Pistol (Blue Star, Red Star, White Star, Yellow Star)

Plasma pistols fire a line of ionized plasma out to a relatively short range. The plasma can continue to burn after contact.

Plasma Rifle (Blue Star, Red Star, White Star, Yellow Star)

Plasma rifles fire long lines of ionized plasma that lance through objects and opponents in their path.

Plasma Sword (Blue Star, Red Star, Tactical, White Star, Yellow Star)

A plasma generator is seated within this sword's hilt. A plasma-resistant ceramic housing focuses the beam with the assistance

of a localized force field, either in a single straight beam or along a magnetized blunted blade or wire-like lines. When the sword is unpowered, the plasma beam disappears.

Projectile Weapons

Projectile weapons fire solid rounds, such as bullets or rockets. While projectile weapons are relatively antiquated, they provide serviceable firepower at a reasonable price to many travelers and traders.

Acid Dart Rifle (Dual, Complex, Tactical)

An acid dart rifle has a nonreactive polymer reservoir that can be filled with whatever acid the wielder desires. The automatic loading process fills the rifle darts with acid as they are moved into the chamber. Dual acid dart rifles fire two darts simultaneously, while complex acid dart rifles hold concentrated doses of acid.

Autotarget Rifle

An automatic model of the basic rifle, autotarget rifles fire continuously for as long as the trigger is depressed and fresh rounds are available in the magazine.

Combat Rifle

This utilitarian rifle is favored by mercenaries who aren't looking for flashy weapons.

Crossbolter (Advanced, Dual, Elite, Paragon, Tactical)

This weapon resembles a rifle with a crossbeam near the end of the barrel. A crossbolter uses mechanical power to fire arrows along the barrel. Grenade arrows can also be fired with a crossbolter.

Gyrojet Pistol (Advanced, Elite, Tactical)

Gyrojet pistols fire mini-rockets that can hit with a force great enough to knock down targets. Gyrojet pistols are slightly larger than semiautomatic pistols, and they have a reinforced barrel.

Gyrojet Rifle (Advanced, Elite, Paragon, Tactical)

The longarm model of a gyrojet pistol, a gyrojet rifle fires mini-rockets with devastating force.

Hunting Rifle

This basic rifle is used mainly for personal defense and hunting. More advanced rifles have military uses.

Machine Gun (Heavy, Light, Medium, Squad)

The most basic and portable machine guns are known as squad guns for their popularity among mercenary groups. Light, medium, and heavy machine guns remain reliable heavy weapons for their automatic fire and damage capability.

Magnetar Rifle (Advanced, Elite, Paragon, Tactical)

The magnetar rifle uses magnetic fields to accelerate metallic rounds to high speeds. With few moving parts that can break down, it's a workhorse automatic rifle popular among planetary explorers.

Reaction Cannon (Advanced, Elite, Heavy, Light, Paragon, Tactical)

An ancient yet still popular vesk weapon, the reaction cannon uses advanced materials and technology to redirect the recoil of a projectile back into the projectile itself, making it an extremely damaging heavy weapon.

Scattergun (Grapeshot, Impact, Snub, Utility, Vortex)

A scattergun fires fragmentary shells in a spray from its barrel, dealing damage to all targets in range. The shortened barrel of the snub scattergun makes it easier to conceal. Grapeshot, impact, and vortex scatterguns are designed to deliver enhanced damage.

Seeker Rifle (Advanced, Elite, Paragon, Tactical)

Seeker rifles are single-shot projectile weapons. The line gained its name from korasha lashunta explorers, who favor the rifle for its reliability in hostile terrain.

Semi-Auto Pistol (Advanced, Elite, Paragon, Tactical)

The semiautomatic mechanism of this pistol discharges spent cartridges and reloads fresh ones in the barrel, provided a cartridge remains in the magazine.

Shirren-Eye Rifle (Advanced, Elite, Paragon, Tactical, Warpshot)

Shirren-eye rifles are named for their compound sights, which resemble the eyes of the insectile race, but are rarely manufactured by shirren companies. Shirren-eye rifles are extremely accurate and favored by snipers and sharpshooters.

Stellar Cannon (Heavy, Light)

A stellar cannon is a portable, handheld cannon that fires exploding shells filled with dense flechettes that shred nearby targets. Stellar cannons have a limited range, but they deal traumatic damage to large areas.

X-Gen Gun (Advanced, Elite, Paragon, Tactical)

X-gen guns are named for their external generator—a power pack that drives the automatic feed of the weapon. They are common on fortified bases and in large armed encampments.

Shock Weapons

Shock weapons emit powerful electrical blasts that can damage and potentially stun enemies. Ranged versions use a low-power laser to direct these weapons' electrical arcs. Electrical blasts can also leap to adjacent targets, making the weapons well suited for stunning groups of enemies. In general, tempest shock weapons are the most powerful, followed in descending order by storm, aurora, and static shock weapons.

Arc Emitter (Advanced, Tactical)

Arc emitters discharge a cone of electrical energy that can damage and stun anyone within its area. Advanced arc emitters can be used at a longer range and are used by military forces to stun and subdue groups of enemies.

Arc Pistol (Aurora, Static, Storm)

Arc pistols fire deadly, stunning blasts of electricity at ranged targets. They have a two-pronged emitter that directs the electrical blast and a bulky chamber that holds the capacitor.

Arc Rifle (Aurora, Static, Storm, Tempest)

Arc rifles fire deadly electrical blasts and have a longer range than arc pistols. Like arc pistols, arc rifles can stun targets that are not killed outright by the electricity damage.

Pulsecaster Pistol

A smaller version of an arc pistol, the pulsecaster sends a low-energy blast at its target. This blast stuns the target without dealing serious damage.

Pulsecaster Rifle

The pulsecaster rifle sends a low-voltage blast at its target and has a longer range than the handheld pulsecaster. The blast can stun the target and deal nonlethal damage.

Shock Caster (Aurora, Static, Storm, Tempest)

Shock casters fire a blast of electrical energy that explodes when it impacts, creating an electrical storm that can damage and stun anyone within its radius.

Shock Truncheon (Aurora, Static, Storm, Tempest)

These polycarbonate batons have a side-handle grip and a electrode-lined striking surface that delivers an electrical charge.

Solarian Weapon Crystals

Solarian weapon crystals are used by solarians to enhance their solar weapons. Complete rules for solarian weapon crystals appear in *Weapon Types* on page 170.

Graviton Crystal (Greater, Lesser, Minor, Standard, True)

Graviton crystals accelerate the impact of a weapon, dealing extra damage and potentially knocking down targets.

Photon Crystal (Greater, Lesser, Minor, Standard, True)

Photon crystals add compressed photonic energy to a weapon strike, adding fire damage and the potential to burn the target.

W-boson Crystal (Greater, Lesser, Minor, Standard, True)

W-boson crystals amplify the sheer amount of damage a weapon deals.

Gluon Crystal (Greater, Lesser, Minor, Standard, True)

Gluon crystals create an entropic field along the weapon that creates traumatic wounds.

Sonic Weapons

Sonic weapons emit sonar waves at frequencies that are designed to injure or incapacitate enemies. Many of them are termed “low-frequency devices” (LFDs) and “high-frequency devices” (HFDs) based on the frequencies at which they operate and damage foes.

Pulse Gauntlet (Banshee, HFD, LFD, Thunderstrike)

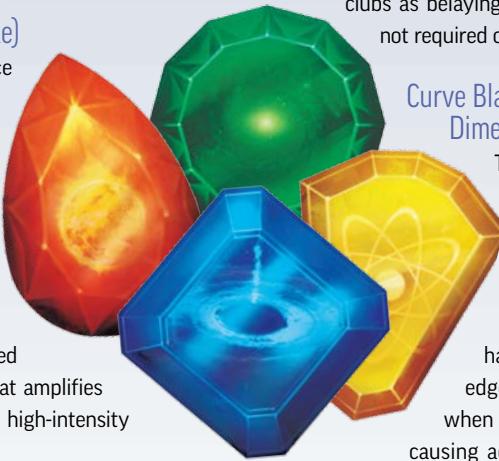
When a pulse gauntlet strikes its target, it releases a surge of sonic energy that can knock the target down. Pulse gauntlets are made of heavy-duty nylon with reinforced pads over the items' knuckles.

Screamer (HFD, LFD, Thunderstrike)

A screamer is a circular metal device with two handles on the back. The front of a screamer projects a cone of sonic energy that can damage and deafen anyone within the weapon's area of effect.

Sonic Pistol (Banshee, HFD, LFD, Thunderstrike)

Sonic pistols have a stocky barrel capped with a concave resonating chamber that amplifies and directs its sonic blast. They use high-intensity sound to shake molecules apart.



Sonic Rifle (Banshee, HFD, LFD, Thunderstrike)

A sonic rifle fires a blast that is loud enough to deafen targets in addition to damaging them. Sonic rifles have snub-nosed barrels and typically incorporate U-shaped prongs to improve beam stability.

Streetsweeper (HFD, LFD, Thunderstrike)

Streetsweepers are sonic weapons designed to deliver a low-intensity "punch" of sound. A streetsweeper can be overcharged to deliver a significant sonic blast that can knock down its target.

Uncategorized Weapons

The following weapons are not considered to be a part of any other weapon category, and they follow the normal rules for weapons unless defined otherwise in their descriptions.

Battleglove (Cestus, Gravity, Nova, Power):

Battlegloves are popular, economical choices for mercenaries and guards. These durable nylon-web or para-aramid gloves hold a weighted plate over the wearer's knuckles. You can hold other objects or weapons in a hand wearing a glove, but you can't use the glove to make attacks while doing so.

Bow

Modern compound bows are made of aluminum alloys, for superior lightness and durability. The string is made of high-performance polyethylene. Bows fire arrows as ammunition, and they can also be used with grenade arrows for more customized damage and effects.

Carbonedge Shuriken

The four-armed kasathas favor thrown weapons, so they are the most common users of these finely edged projectiles. Users of thrown weapons appreciate the light weight and keen edges of carbonedge shuriken.

Club

A club is any sort of blunt, oblong instrument with a haft suitable for gripping. Clubs can be made of stone, wood, or similar materials. Metal clubs exist as well, and they are usually hollow to keep them from being too heavy. Some Free Captains refer to clubs as belaying pins, though those archaic items are not required on starships.

Curve Blade (Buzzblade, Carbon Steel, Dimensional Slice, Ultrathin)

This graceful, curving blade further increases the drama inherent in sword fighting. Carbon steel blades bite deeply, causing bleeding wounds. The blade of an ultrathin curve blade looks delicate, but it is as hard as carbon steel and keeps a fine edge. Buzzblade curve blades vibrate when powered, tearing organic flesh and causing additional bleed damage. Dimensional slice curve blades have only a narrow visible blade area, surrounded by a solid aura; these are the sharpest and most dangerous curve blades on the market.

Devastation Blade (Apocalypse, Ruin, Wrack)

The overlarge devastation blade is a two-edged sword that creates terrifying wounds. Devastation blades are rarely subtle weapons, due to both their size and their often elaborate spiked designs.

Doshko (Advanced, Dimensional Blade, Molecular Rift, Tactical, Ultrathin, Zero-Edge)

The traditional weapon of the vesk, the doshko is composed of one to four triangular blades arranged in a row and attached to a long haft. Ideal for devastating overhand blows and catching and parrying enemy weapons, its use is a highly respected art form in traditional vesk society, but it also sees use by creatures of other races as a variant axe. Traditionally, doshkos are made of steel, but in recent decades they have been crafted using advanced metallurgic techniques and even quantum technology to improve the stabbing edges.

Ultrathin doshko blades look exceptionally delicate but hold a fine edge. Zero-edge doshkos appear to have a blurred edge, while molecular rift doshkos have translucent blades. Dimensional blade doshkos have a narrower visible blade, but the solid surrounding aura makes them vicious weapons.

Dueling Sword (Buzzblade, Molecular Rift, Ripper, Tactical, Ultrathin)

While dueling swords are crafted to be aesthetically pleasing and are often seen as a mark of rank or tradition, many warriors still train with them to deadly effect. The powered blades of both buzzblade and ripper dueling swords bring this danger into the modern era, while the molecular rift sword—though unpowered—uses a field of disrupted molecules along its blade to slice through nearly anything, and must be stored in a magnetic sheath that never actually touches the blade.

OVERVIEW

CHARACTER CREATION

RACES

CLASSES

SKILLS

FEATS

EQUIPMENT

TACTICAL RULES

STARSHIPS

MAGIC AND SPELLS

GAME MASTERING

SETTING

PATHFINDER LEGACY



RED STAR PLASMA DOSHKO
TYPE: Advanced melee (two-handed)
CATEGORY: Plasma
DAMAGE: 1d10 E & F
CRITICAL: Severe Wound



FANGBLADE
TYPE: Advanced melee (one-handed)
CATEGORY: –
DAMAGE: 1d12 S
CRITICAL: Bleed 1d8



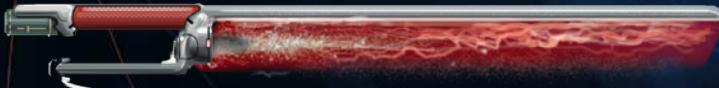
STATIC SHOCK TRUNCHEON
TYPE: Advanced melee (one-handed)
CATEGORY: Shock
DAMAGE: 1d12 E
CRITICAL: Arc 1d4



TACTICAL PLASMA SWORD
TYPE: Advanced melee (one-handed)
CATEGORY: Plasma
DAMAGE: 2d8 E & F
CRITICAL: Severe Wound



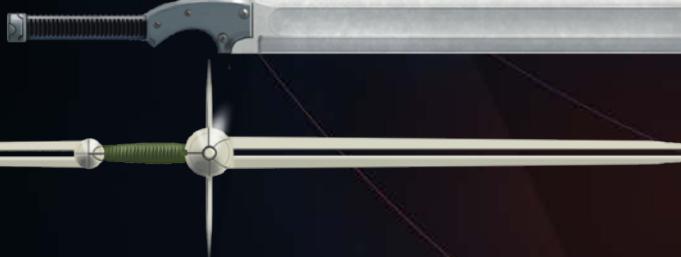
YELLOW STAR PLASMA SWORD
TYPE: Advanced melee (one-handed)
CATEGORY: Plasma
DAMAGE: 5d8 E & F
CRITICAL: Severe Wound



TACTICAL SKYFIRE SWORD
TYPE: Advanced melee (one-handed)
CATEGORY: Flame
DAMAGE: 2d4 F
CRITICAL: Burn 1d8



MOLECULAR RIFT LONGSWORD
TYPE: Advanced melee (one-handed)
CATEGORY: –
DAMAGE: 10d8 S
CRITICAL: –



GRINDBLADE
TYPE: Advanced melee (one-handed)
CATEGORY: –
DAMAGE: 4d10 S
CRITICAL: Bleed 2d8



WRACK DEVASTATION BLADE
TYPE: Advanced melee (two-handed)
CATEGORY: –
DAMAGE: 2d8 S
CRITICAL: –



MOLECULAR RIFT DUELING SWORD
TYPE: Basic melee (one-handed)
CATEGORY: –
DAMAGE: 10d6 S
CRITICAL: –



TACTICAL DUELING SWORD
TYPE: Basic melee (one-handed)
CATEGORY: –
DAMAGE: 1d6 S
CRITICAL: –



OVERVIEW

CHARACTER CREATION

RACES

CLASSES

SKILLS

FEATS

EQUIPMENT

TACTICAL RULES

STARSHIPS

MAGIC AND SPELLS

GAME MASTERING

SETTING

PATHFINDER LEGACY

Fangblade

Cheaper and less elegant than a ripper dueling sword, a fangblade is closer to an industrial chainsaw, with a toothed, motor-driven chain wrapped around its blade.

Grindblade

The sharp edge of a grindblade has been crafted with advanced micropitting technology that turns it into a destructive rasp at close to the molecular level, capable of inflicting hideous damage. So sharp and savage is their edge that most grindblade designers don't even bother giving them a point.

Hammer (Assault, Comet, Gravity Well, Meteoric)

Assault hammers have heavily weighted metal heads and relatively light aluminum or polycarbonate grips. Hammer heads can be custom-made with designs or logos imprinted on the surface. Comet, gravity well, and meteoric hammers have weighted or pneumatically driven heads that deliver accelerated blows.

IMDS Missile Launcher

IMDS (an acronym for "individual missile delivery system") missile launchers are the most common missile launchers currently on the market. IMDS launchers fire individual missiles as ammunition and use the damage listed for the missiles fired out of them.

Injection Glove

Injection gloves were originally designed for medical use, but they have been heavily altered to serve in combat as well. A flat cartridge containing an injectable substance (such as a medicinal or poison) is inserted into a slot in the pointer finger of the glove, where it connects with a retractable needle. When the pointer finger encounters resistance, the needle pops out and injects its contents. The needle is reset by pressing it against a hard surface (which can be done as part of reloading it).

Longsword

A longsword is a straight, double-edged blade that typically protrudes from a haft. Modern longswords are made of stainless steel, carbon steel, or, rarely, a custom material such as titanium or bainite.

Longsword, Dimensional Slice

The ultimate advancement in metallurgic technology, designed by a tech firm owned by Ulrikka Clanholdings, a dimensional slice blade looks like an elongated stiletto surrounded by a blade-shaped aura. The aura is solid to the touch and can slice through almost any material.

Longsword (Microserrated, Ultraserrated)

The single edge of this sword looks homogeneous to the naked eye, but it is actually made of thousands of microscopic teeth. The teeth tear through organic matter, causing significant damage and bleeding.

Longsword, Molecular Rift

The molecules of this longsword have been artificially agitated, creating a devastating disruption field along its blade. It must be stored in a magnetic sheath to avoid cuts and damage from casual contact.

Longsword, Sintered

A sintered longsword is made of compacted ceramics, forming a durable and finely edged blade.

Longsword, Ultrathin

The double-edged blade of an ultrathin longsword is made of dense metal that holds its edge and adds heft to a swing. The blade appears exceptionally thin and light, belying the damage it can deal.

Longsword, Zero-Edge

Crafted with quantum technology, the blade of this sword seems blurry due to its exceptionally fine edge.

Monowhip

Designed to deal maximum damage, a monowhip is woven of monofilament fibers reinforced with carbon particles. Weighted at one end and spooled from a tough carbon-fiber grip, it delivers surgical-quality lacerations with minimal strength. The cuts delivered are so clean that victims sometimes fail to notice a severed limb until they are overwhelmed by a rush of blood loss.

Needler Pistol

A favorite of assassins and battlefield medics alike, the needler pistol uses magnetic fields or pressurized gas to launch darts that inject a substance into the target. This injection gun can be fitted with cartridges containing medicine or poison.

Needler Rifle

Like the needler pistol, this injection gun can be fitted with cartridges containing medicine or poison. The needler rifle fires darts much farther than its smaller counterpart.

NIL Grenade Launcher (Merc, Squad)

NIL (an acronym for "neutronic individual launcher") grenade launchers are the most common grenade launcher available on the market. NILs can be fitted with any sort of grenade as ammunition. Grenades are loaded individually, rather than in magazines. You can load different types of grenades into a NIL grenade launcher, and you can select which grenade to fire as part of the action used to make an attack.

Nyfiber Net

Created from specialized nylon fibers that contract in response to struggle, nyfiber nets are weighted along the edges to more effectively entangle their targets.

Pike (Advanced, Elite, Tactical)

A pike is composed of a sharpened-aluminum, stainless-steel, or carbon-steel spike atop a light metal or polycarbonate staff.

Spear (Buzzblade, Gravity, Sentinel, Tactical, Zero-Edge)

Spears come in many varieties. Buzzblade spears vibrate at high frequency. Zero-edge spears employ quantum manufacturing to hone an edge so fine that it seems indistinct. The gravity spear uses a tiny gravity field generator to accelerate the weapon at the moment of impact.

Staff (Battle, Carbon, Hardlight, Repeller, Sentinel)

Staves are long and flexible, weighted on the end to provide extra striking power. Most staves are made from aluminum or fiberglass, though some are still made from wood.

Sentinel and repeller staves are made of conductive metal and deliver a painful, low-voltage charge that can stun opponents. The hardlight staff uses a core of unstable photonic gel to dramatically increase its mass every time it strikes a surface.

Starknife (Accelerated, Dimensional Slice, Lightspeed, Sintered, Tactical)

Four tapered metal blades surround the central ring of a starknife, which can be thrown or used to stab opponents. Accelerated and lightspeed starknives have gas-powered jets that fire when the starknife is wielded. Solid auras surround the blades of a dimensional slice starknife, which are manufactured with cutting-edge metallurgic techniques. In a sintered starknife, the metal blades are replaced with compressed ceramic blades.

Swoop Hammer (Advanced, Mach I, Mach II, Mach III, Tactical)

The combat head of a swoop hammer is affixed to an elongated haft. The extra reach of the haft allows for a greater swinging arc and accelerated damage.

Taclash (Numbing, Standard)

A tactical lash, or taclash as it is commonly called, is a length of nylon cord reinforced with carbon fibers. Taclashes were originally used by military organizations as a form of crowd control, and explorers and mercenaries came to appreciate the utility of the weapon. When a numbing taclash connects, a low electrical shock transmits through the lash. The shock is too mild to deal damage, but it can stun the target.

Unarmed Strike

An unarmed strike can be dealt with any limb or appendage. Unarmed strikes deal nonlethal damage, and the damage from an unarmed strike is considered weapon damage for the purposes of effects that give you a bonus to weapon damage rolls.

Ammunition

Ammunition is sold in multiples, as listed in the individual entries in Table 7-9: Ammunition on page 179.

Arrows

Arrow shafts are made of carbon fiber-reinforced plastic and have metal or ceramic heads.

Battery (High-Capacity, Super-Capacity, Ultra-Capacity)

Batteries charge powered weapons, but they can also be used to power an array of items, including powered armor and technological items. Batteries have a standardized size and weight, and items that take batteries all have a slot into which they fit, regardless of the item's actual size. Weapons that use batteries list the highest-capacity battery they are capable of using as well as how many charges from the battery that each shot consumes.

Darts

These light metal shafts each have a pointed tip and a reservoir to hold toxins or other appropriate substances that are typically liquid or viscous. While most combatants rely on darts to deliver toxins to enemies, particularly desperate or overworked field medics sometimes employ darts to conveniently deliver antitoxins, healing serums, and other beneficial drugs across a crowded battlefield. In these cases, medics often practice to improve their aim to ensure that this strategy is effective when employed.

Flare

Usually made of magnesium, flares burn brightly and can deliver some heat. You can ignite a flare by hand without the need for a flare gun. A lit flare burns for 1 hour, and it can be wielded in melee combat as an improvised weapon that deals 1d2 fire damage.

Grenade Arrow (I-IV)

The explosive tip of the arrow detonates on impact. A grenade arrow can be made using any handheld grenade. The miniaturized technology incorporated into the arrow increases its price substantially over an equivalent grenade.

Mini-Rockets

These long, tapered shells hold combustible material as well as a chemical propellant.

Missile (Advanced, Tactical)

Missiles are heavy, snub-nosed munitions with devastating explosive power. A missile's damage when fired from a missile launcher (such as an IMDS missile launcher) is listed in its entry in Table 7-9: Ammunition on page 179.

Petrol Tank (High-Capacity, Standard)

Petrol is a highly flammable blend of hydrocarbons that is used in flame weapons (and petrol is occasionally used by desperate adventurers as fuel or for other various utilitarian purposes). A petrol tank snaps easily into the housing of weapons that are specifically petrol-powered.

Rounds (Heavy, Longarm and Sniper, Small Arm)

Cased rounds are housed in magazines, which can be fitted into the appropriate weapon.

Scattergun Shells

These cartridges are packed with small metal spheres that scatter when the cartridge explodes.

SPECIAL MATERIALS

Some weapons can be crafted using materials that have innate special properties. Only cartridges of ammunition and melee weapons that deal bludgeoning, piercing, or slashing damage can be made out of special materials. If you make a weapon out of more than one special material, you get the benefit of only the most prevalent material.

Each of the special materials described below has a defined game effect. Some creatures have damage reduction making them resistant to all but a special type of damage (such as that dealt by evil-aligned weapons) or damage from weapons of a particular material (such as cold iron). Characters may choose to carry several different types of weapons, depending on the types of creatures they most commonly encounter.

TABLE 7-12: SPECIAL MATERIALS

TYPE	ITEM PRICE MODIFIER
Ammunition (adamantine alloy)	+50 credits per cartridge
Weapon (adamantine alloy)	+2,500 credits
Ammunition (cold iron)	+9 credits per cartridge
Weapon (cold iron)	+450 credits
Ammunition (silver)	+6 credits per cartridge
Weapon (silver)	+300 credits

Adamantine Alloy

Adamantine is a starmetal, one of several valuable metals mined from asteroids and planets throughout the universe. Pure adamantine is exceedingly rare and expensive, so weapons using adamantine are always made of an adamantine alloy. Weapons or ammunition fashioned from adamantine alloy overcome the damage reduction of creatures with DR/adamantine, such as many magical constructs, and have a natural ability to ignore hardness when sundering weapons or attacking objects, ignoring hardness less than 30 (see Breaking Objects on page 409). Weapons and ammunition without metal parts can't be made from adamantine alloy.

Cold Iron

Cold iron is mined from deep underground and forged at a lower temperature to preserve its delicate properties. Weapons or ammunition fashioned from cold iron overcome the damage reduction of creatures with DR/cold iron, such as demons and fey. Weapons or ammunition without metal parts can't be made from cold iron.

Silver

A complex process involving alchemy, magic, and metallurgy can bond silver to weapons or ammunition so that they overcome the damage reduction of creatures with DR/silver, such as lycanthropes. The silvering process can't be applied to nonmetal items, and it doesn't work on rare metals such as adamantine, cold iron, or starmetals.

WEAPON FUSIONS

A weapon fusion is a small, prepackaged add-on that can be attached to any weapon to infuse it with magic. Adventurers use weapon fusions to customize their weapons for a specific

enemy or to increase a weapon's overall effectiveness. Weapon fusions are magic unless stated otherwise. While this causes the weapons they are installed in to be considered hybrid items, in truth the weapon and the fusion still operate separately. An ability that affects a magic item could affect the fusion installed in a weapon, but that would not prevent the weapon's core function from operating normally unless the weapon was also independently a magic device. The *hybridized* fusion (see page 194) is an exception to this rule, as noted in its description. Weapons with fusions are considered magic for the purpose of overcoming damage reduction.

Installing and Transferring Fusions

A fusion can be installed in a chosen weapon when it's purchased or at any point afterward. It's also possible, though difficult and fairly expensive, to transfer fusions from one weapon to another. Any character trained in Mysticism can transfer a fusion; this costs half as much as it would to initially purchase the fusion, using the level of the new weapon to determine the price. Characters trained in Engineering or Mysticism can also install fusions, if necessary (for instance, if the PCs find an unused fusion as part of a treasure cache, or in the case of a character who used Mysticism to craft a fusion; see page 235 for more about crafting items). In either case, installing or transferring a fusion takes about 10 minutes of uninterrupted tinkering.

Fusion Seals

It is also possible to place a weapon fusion into a physical object, called a fusion seal, which can then be affixed to a specific weapon and even moved among different weapons. A fusion seal affects only weapons of a given level or less, as noted in parentheses after the name of the fusion seal. For example, a *holy* fusion seal that could be applied to any weapon of 10th level or lower would be written *holy* fusion seal (10th). Any decisions that must be made when a fusion is added to a weapon are made when a fusion seal is created, and they can't be changed.

A fusion seal's cost is based on the highest-level weapon the fusion seal can affect, and it is equal to 110% of the price of a weapon fusion for a weapon of that level. Removing a fusion seal and transferring it to a new weapon takes only 1 minute and does not require any specific skill training, but the fusion doesn't function until the seal has been in place on a weapon for 24 hours. A fusion seal can't be added to a weapon if doing so would cause the weapon's total level of fusions (including the level of the fusion seal) to exceed its item level or if the weapon is not a legitimate choice for the fusion within the fusion seal. Grenades, ammunition, and other consumable items can benefit from fusion seals, but the fusion seal is destroyed when the item is used.

A fusion seal can take the form of nearly any medallion or symbol, and when affixed to a weapon, it can even alter the aesthetics of that weapon. A *thundering* fusion seal might cause a weapon to be etched with storm clouds, runes of weather, or possibly even symbols of a god of

OVERVIEW

CHARACTER CREATION

RACES

CLASSES

SKILLS

FEATS

EQUIPMENT

TACTICAL RULES

STARSHIPS

MAGIC AND SPELLS

GAME MASTERING

SETTING

PATHFINDER LEGACY

storms if affixed by a worshiper of such a god. However, these alterations of appearance are not enough to conceal a weapon's basic function or type (a heavy reaction cannon with a *vorpal* fusion seal is still clearly a heavy reaction cannon, even if its appearance is altered to feature skulls and symbols of the Devourer). Fusion seals that alter weapons to feature a specific group's iconography are often used by organizations as a way of unifying the appearance of their members' weaponry.

Item Level

Each weapon fusion has an item level, and a fusion can't be placed on a weapon that has a lower level than the fusion's item level. Once it is attached to a weapon, a weapon fusion uses the weapon's item level for any of the weapon fusion's level-based effects.

Multiple Fusions and Multiple Targets

You can place multiple fusions on the same weapon, but only if the weapon's item level is equal to or greater than the combined total of all the fusions' item levels. A weapon cannot hold or benefit from additional fusions beyond this limit. A fusion that applies an effect to attacks applies it to all targets for spread weapons, automatic fire, explode weapons, and other effects with multiple targets.

Price

The price of a weapon fusion depends on the item level of the weapon into which it's being installed. Installing a fusion into a 7th-level weapon costs more than applying the same fusion into a 6th-level weapon, for instance. You can install a fusion into a grenade, a piece of ammunition, or another consumable item; such a fusion costs half the normal price of a weapon fusion for a weapon of the same level.

TABLE 7-13: WEAPON FUSION PRICES

WEAPON'S ITEM LEVEL	FUSION PRICE
1	120
2	360
3	440
4	680
5	720
6	1,040
7	1,560
8	2,300
9	2,600
10	3,580
11	4,880
12	6,920
13	9,760
14	11,700
15	17,800
16	27,000
17	40,500
18	60,300
19	90,000
20	135,000

WEAPON FUSION DESCRIPTIONS

Common weapon fusions are described below.

ANARCHIC

LEVEL 2

The *anarchic* fusion imbues a weapon with divine energy from a chaotic deity. Any attacks with the weapon are chaotic-aligned. Damage from the weapon bypasses DR/chaotic and ignores the energy resistance of lawful dragons and lawful outsiders. The *anarchic* fusion can't be added to weapons that have the *axiomatic* fusion.

ANCHORING

LEVEL 1

A weapon with the *anchoring* fusion has a chance to immobilize its targets. The weapon gains immobilization as a critical hit effect. If the weapon already has a critical hit effect, choose each time whether to apply the weapon's normal critical hit effect or the immobilization effect. A target affected by the immobilization critical hit effect is unable to move from its space under its own power for 1d4 rounds. It cannot use any form of movement, including teleportation effects, to change its position. If the target is entirely contained in a mobile object (such as a starship or large vehicle), the target is immobile relative to its location within that object. Other creatures and forces can move the target normally.

AXIOMATIC

LEVEL 2

The *axiomatic* fusion imbues a weapon with divine energy from a lawful deity. Any attacks with the weapon are lawful-aligned. Damage from the weapon bypasses DR/lawful and ignores the energy resistance of chaotic dragons and chaotic outsiders. The *axiomatic* fusion can't be added to weapons that have the *anarchic* fusion.

BANE

LEVEL 5

The *bane* fusion enhances the power of critical hits against certain foes. Against a designated foe, the *bane* weapon gains the stunned critical hit effect (see page 182). If the weapon already has a critical hit effect, when you score a critical hit against an appropriate foe, you can apply either the weapon's normal critical hit effect or the stunned effect. When you add this fusion to a weapon (or create it as a fusion seal), you must select a single creature type (aberration, animal, construct, dragon, fey, humanoid, magical beast, ooze, outsider, plant, undead, or vermin) against which it will apply. If you select humanoid or outsider, you must also select one subtype. The stunned critical hit effect applies only against creatures of the selected type (and subtype, if selected). Once selected, the creature type and subtype can't be changed.

BLASTING

LEVEL 2

The *blasting* fusion allows a weapon to make a single attack as a blast (see the blast weapon special property on page 180) once per day as a full action. This attack has a maximum range of 30 feet and deals half the weapon's normal damage. Only ranged weapons that don't have the automatic, explode, line, or thrown weapon special property can benefit from the *blasting* fusion. Weapons that don't require attack rolls to affect their targets also can't benefit from the *blasting* fusion.



HOLY FUSION



FLAMING FUSION

BLEEDING

LEVEL 5

The *bleeding* fusion weaves entropic energy into the weapon's form. The weapon gains the bleed critical hit effect (see page 182). The amount of damage taken each round from this effect is equal to 1d6 per 5 levels of the weapon, rounded down. If the weapon already has a critical hit effect, when you score a critical hit, you can apply either the weapon's normal critical hit effect or the bleed effect. Only weapons that deal piercing or slashing damage can have this fusion.

BURST

LEVEL 2

With the *burst* fusion, a weapon's energy damage can form a small explosion that spills onto a second target. The weapon gains the arc critical hit effect (see page 182). If the weapon already has a critical hit effect, when you score a critical hit, you can apply either the weapon's normal critical hit effect or the arc effect. The amount of damage dealt to the secondary target is equal to one-third the level of the weapon with the *burst* fusion (minimum 1). Only weapons that deal acid, cold, electricity, fire, or sonic damage can benefit from a *burst* fusion. If your weapon deals more than one type of energy damage, you select one of those types for the arc critical hit effect to apply to secondary targets when the fusion is added.

CALLED

LEVEL 1

A weapon with the *called* fusion can be teleported to its owner's hand as a swift action, even if the weapon is in the possession of another creature. This ability has a maximum range of 100 feet, and effects that block teleportation prevent the return of a *called* weapon. A weapon with the *called* fusion must be in your possession for at least 24 hours for this ability to function.

CORROSIVE

LEVEL 9

The *corrosive* fusion weaves the destructive power of acid into the weapon's form. Half the weapon's damage type is replaced with acid damage. You can activate or deactivate the *corrosive* fusion as a swift action. If the weapon already deals two types of damage, replace one of them with acid (you decide which damage type is replaced each time you activate the *corrosive* fusion). You can add this fusion only to a weapon that does not already deal acid damage. This fusion never causes a weapon that normally targets KAC to target EAC.

DEAFENING

LEVEL 3

With the *deafening* fusion, a weapon releases a blast of low-frequency sonic energy on impact. The weapon gains the deafen critical hit effect (see page 182). If the weapon already has a critical hit effect, when you score a critical hit, you can apply either the weapon's normal critical hit effect or the deafen effect. Only weapons that deal bludgeoning, piercing, slashing, or sonic damage can benefit from a *deafening* fusion.

DEFIANT

LEVEL 1

A weapon with the *defiant* fusion resists efforts to be removed from its wielder. If you are wielding it when you are knocked unconscious, panicked, or stunned, it stays in your hand. You also gain a bonus to your KAC against combat maneuvers to disarm the weapon equal to one-fifth the weapon's level (minimum +1).

DEVASTATING

LEVEL 5

You can apply the *devastating* fusion only to a weapon with two or more critical hit effects. When you score a critical hit with a weapon that has the *devastating* fusion, you can select two of the critical hit effects to apply to the target (even if you are normally required to select just one critical hit effect).

DISPELLING

LEVEL 3

A weapon with the *dispelling* fusion gathers spare wisps of latent magic during combat, which it can then unleash in a focused effort to dispel magic. The weapon gains *dispelling* as a critical hit effect in combat. This ability manifests only in high-stakes situations, so you must be in combat and facing a significant enemy (see page 242) for it to gain this critical hit effect. If there's any doubt about whether you're in combat or able to access the critical hit effect, the GM decides. If the weapon already has a critical hit effect, when you score a critical hit, you can apply either the weapon's normal critical hit effect or the *dispelling* effect. A target affected by the *dispelling* critical hit effect is the subject of a targeted *dispel magic*, as the spell, using the weapon's item level as the dispel check's caster level.

DISRUPTIVE

LEVEL 3

The *disruptive* fusion imbues a weapon with powerful positive energy designed to disrupt the magical forces that allow undead to exist. The weapon ignores any DR and energy resistance of undead creatures. Only weapons that deal bludgeoning damage can benefit from this fusion.

OVERVIEW

CHARACTER CREATION

RACES

CLASSES

SKILLS

FEATS

EQUIPMENT

TACTICAL RULES

STARSHIPS

MAGIC AND SPELLS

GAME MASTERING

SETTING

PATHFINDER LEGACY

DURABLE**LEVEL 1**

The *durable* fusion uses magical runes and reinforcements to significantly increase a weapon's toughness. When determining a weapon's hardness, Hit Points, and saving throws, treat its item level as being 5 higher. For more about calculating these values, see *Breaking Objects* on page 409.

ENTANGLING**LEVEL 2**

A weapon with the *entangling* fusion gains the entangle weapon special property (see page 181). Only a single attack each day may benefit from this property, and you must announce before making an attack that it is an entangle attack. Regardless of how many targets you can hit with a single attack from your weapon, only a single target of your choice is affected by the entangle condition. The entangle effect ends after 1d4 rounds if the target has not already escaped it. Only weapons that do bludgeoning, piercing, slashing, or cold damage can benefit from this fusion.

FLAMING**LEVEL 5**

The *flaming* fusion imbues a weapon with the fiery power of a star. Half the weapon's damage type is replaced with fire damage. You can activate or deactivate the *flaming* fusion as a swift action. If the weapon already deals two types of damage, replace one of them with fire (you decide which damage type to replace each time you activate the *flaming* fusion). You can add this fusion only to a weapon that does not already deal fire damage. This fusion never causes a weapon that normally targets KAC to target EAC.

FROST**LEVEL 5**

The *frost* fusion imbues a weapon with the icy cold of a dead world far from its system's sun. Half the weapon's damage type is replaced with cold damage. You can activate or deactivate the *frost* fusion as a swift action. If the weapon already deals two types of damage, replace one of them with cold (you decide which damage type to replace each time you activate the *frost* fusion). You can add this fusion only to a weapon that does not already deal cold damage. This fusion never causes a weapon that normally targets KAC to target EAC.

GHOST KILLER**LEVEL 5**

Attacks from a weapon with this fusion deal full damage to incorporeal creatures. They also pass into the Ethereal Plane, allowing such attacks to affect ethereal creatures normally. Weapons with the *ghost killer* fusion can also score critical hits against incorporeal creatures. In addition, an incorporeal creature (though not an ethereal one) can pick up, move, or wield a *ghost killer* weapon.

GLAMERED**LEVEL 1**

As a standard action, a weapon with the *glamered* fusion can be commanded to change its appearance to assume the form of another object of similar size. The weapon retains all its properties (including bulk) when disguised but does not radiate magic. Only true seeing or similar magic reveals the true nature of a *glamered* weapon while it is in disguise. After a *glamered*

weapon is used to make an attack, this fusion is suppressed for 1 minute.

HOLY**LEVEL 2**

A weapon with the *holy* fusion becomes blessed with divine energy from a good deity. Any attacks with the fused weapon are good-aligned. Damage from the weapon bypasses DR/good and ignores the energy resistance of evil dragons, evil outsiders, and evil undead. The *holy* fusion cannot be added to weapons that have the *unholy* fusion.

HYBRIDIZED**LEVEL 1**

A weapon with the *hybridized* fusion replaces much of its technological functions with magic counterparts. It gains the analog weapon special property (see page 180), and the core function of the weapon is considered to be a hybrid of magic and technology (rather than only the fusion counting as a hybrid item). A hybridized weapon still consumes ammunition and battery charges normally.

ILLUMINATING**LEVEL 1**

The *illuminating* fusion causes a weapon to gain the bright weapon special property (see page 181). You can deactivate this fusion as a move action, in which case the weapon acts as if it does not have the bright property until it is reactivated (which also requires a move action).

KNOCKDOWN**LEVEL 6**

With the *knockdown* fusion, a weapon disrupts a target's center of gravity. The weapon gains the knockdown critical hit effect (see page 182). If the weapon already has a critical hit effect, when you score a critical hit, you can apply either the weapon's normal critical hit effect or the knockdown effect. Only weapons that deal bludgeoning damage can benefit from this fusion.

MERCIFUL**LEVEL 2**

A weapon with the *merciful* fusion often hums pleasantly when at rest and makes soft, airy musical noises when it is used to make an attack. The magic of this fusion subdues the damaging effect of the weapon it is added to. While this fusion is active, the weapon's regular damage becomes nonlethal damage. If the weapon deals two types of damage, both of the damage types become nonlethal. You can activate or deactivate the *merciful* fusion as a swift action.

OMINOUS**LEVEL 1**

A weapon with the *ominous* fusion trails a shadowy haze behind it and moans a menacing dirge in battle. The weapon gains intimidation as a critical hit effect. If the weapon already has a critical hit effect, when you score a critical hit, you can apply either the weapon's normal critical hit effect or the intimidation effect. A target affected by the intimidation critical hit effect is shaken for 1d4 rounds (Fortitude save negates). A creature that gains the shaken condition from a weapon with the *ominous* fusion can't gain that condition again from the same weapon for 24 hours.

RETURNING**LEVEL 1**

You can add this fusion only to a weapon that has the thrown weapon special property. A *returning* weapon flies through the air back to you after you make a thrown ranged attack with it. It returns to you just before your next turn (and is therefore ready to use again in that turn). Catching the weapon when it comes back takes no action. If you can't catch it, or if you have moved since throwing it, the weapon drops to the ground in the square from which you threw it.

SEEKING**LEVEL 3**

The *seeking* fusion causes an attack from a weapon to veer toward its target. This negates any miss chance caused by the target having concealment, though it has no effect on miss chances from other sources (and does not offset the miss chance from a target having total concealment).

SHOCK**LEVEL 5**

The *shock* fusion weaves the electrical energy of the universe into the weapon's form. Half the weapon's damage type is replaced with electricity damage. You can activate or deactivate the *shock* fusion as a swift action. If the weapon already deals two types of damage, replace one of them with electricity (you decide which damage type to replace each time you activate the *shock* fusion). You can add this fusion only to a weapon that does not already deal electricity damage. This fusion never causes a weapon that normally target KAC to target EAC.

SPELLTHROWER**LEVEL 2**

A weapon with the *spellthrower* fusion is able to have a single spell gem loaded into it at a time. It takes 1 minute to load a spell gem, and only gems containing a spell with a casting time of one standard action or less and a spell level no greater than one-quarter the weapon's item level can be loaded into the weapon.

If you are proficient with and wielding the weapon, as a full action you can cast the spell contained within the spell gem rather than make a normal attack. This allows you to use the spell gem as if you were a spellcaster with the spell on your class's spell list.

Unlike the normal rules for using a spell gem, it does not matter if the gem's item level is higher than your caster level (even if your caster level is 0). However, if the spell gem's item level is higher than your base attack bonus, once you've spent the full action to cast the spell, you must succeed at an attack roll with the weapon against an AC equal to the spell gem's level + 1 or you fail to cast the spell. This roll represents your expertise with the weapon, and no actual attack or ammunition is used. If you fail to cast a spell from a spell gem, the spell is expended harmlessly and the spell gem is destroyed.

THUNDERING**LEVEL 9**

The *thundering* fusion imbues a weapon with heightened frequency vibrations. Half the weapon's damage type is replaced with sonic damage. You can activate or deactivate the *thundering* fusion as a swift action. If the weapon already deals two types of damage, replace one of them with sonic (you

decide which damage type to replace each time you activate the *thundering* fusion). You can add this fusion only to a weapon that does not already deal sonic damage. This fusion never causes a weapon that normally target KAC to target EAC.

TRAILBLAZER**LEVEL 1**

A weapon with the *trailblazer* fusion manages to alter the nature of its attacks to overcome the penalties of some natural environmental effects. Its attacks ignore the cover provided by bogs and the cover creatures submerged at least chest deep in water receive from attacks made from the surface. Fire damage dealt by the weapon to underwater targets does half normal damage (rather than the normal one-quarter), and other attacks made underwater deal full damage (rather than the normal half damage).

Additionally, ranged attack rolls with the weapon don't take a penalty due to the effects of storms, strong and severe winds, or windstorms. It can even be used to make ranged attacks in severe storms as if they were typical storms and in hurricane-force winds as if they were strong winds.

See Biomes on page 396 for more information on environments that impose attack penalties, and see Underwater Combat on page 405 for rules on attacking submerged targets.

UNHOLY**LEVEL 2**

The *unholy* fusion imbues a weapon with divine energy from an evil deity. Any attacks with the fused weapon are evil-aligned. Damage from the weapon overcomes DR/evil and ignores the energy resistance of good dragons and good outsiders. The *unholy* fusion can't be added to weapons that have the *holy* fusion.

VENOMOUS**LEVEL 2**

A weapon with the *venomous* fusion gains the injection weapon special property (see page 181). Only a single attack each day may benefit from this property, and you must announce before making an attack that it is an injection attack. Regardless of how many targets you can hit with a single attack from your weapon, only a single target of your choice is exposed to the drug, medicinal, or poison when you use the injection property in an attack. Only weapons that deal piercing or slashing damage can benefit from this fusion.

VORPAL**LEVEL 10**

With the *vorpal* fusion, a weapon can tear between the molecules of a creature. The weapon gains the severe wound critical hit effect (see page 182). If the weapon already has a critical hit effect, when you score a critical hit, you can apply either the weapon's normal critical hit effect or the severe wound effect. Only a weapon that deals bludgeoning, piercing, or slashing damage can benefit from this fusion.

WOUNDING**LEVEL 7**

The *wounding* fusion causes a weapon to deal exceptionally traumatic damage. The weapon gains the wound critical hit effect (see page 182). If the weapon already has a critical hit effect, when you score a critical hit, you can apply either the weapon's normal critical hit effect or the wound effect.



OVERVIEW

CHARACTER CREATION

RACES

CLASSES

SKILLS

FEATS

EQUIPMENT

TACTICAL RULES

STARSHIPS

MAGIC AND SPELLS

GAME MASTERING

SETTING

PATHFINDER LEGACY

ARMOR

Armor is usually the easiest and most cost-effective way for creatures to protect themselves. Whether you are skimming through space aboard a mercenary vessel, attending a diplomatic meeting on a space station, or descending to a planet's surface to explore, armor provides you with protection against attacks and hostile environments.

Modern armor is made of many different substances, including carbon fiber, ceramic, fabric, metal, and polymers. Most are constructed from a combination of materials, and some even use archaic materials such as animal hide. Creatures wear armor to protect themselves, but also to express their personal style.

Most suits of armor consist of a helmet, gloves, boots, and a bodysuit that offers head-to-toe protection. Unless otherwise specified, the boots include a functionality that can anchor your feet to a solid surface in a zero-gravity environment, allowing you to orient yourself or return to normal footing when needed (for more about moving in zero-g, see page 402).

READING ARMOR TABLES

Each entry on the armor tables starting on page 197 describes a single suit of armor, with the following statistics.

- ➊ **Level:** The armor's item level (see page 167).
- ➋ **Price:** This is the price in credits of the suit of armor.
- ➌ **EAC Bonus:** This is the bonus your armor adds to your Energy Armor Class, which protects against attacks from laser weapons, plasma cannons, and the like (see page 240).
- ➍ **KAC Bonus:** This is the bonus your armor adds to your Kinetic Armor Class, which protects against projectiles, most melee weapons, and other solid objects (see page 240).
- ➎ **Maximum Dex Bonus:** You normally add your Dexterity modifier to your Armor Class (for both EAC and KAC), but it's limited by your armor. Your armor's maximum Dexterity bonus indicates how much of your Dexterity modifier you can add to AC. Any excess Dexterity doesn't raise your AC further and is simply ignored for this purpose.
- ➏ **Armor Check Penalty:** You take a penalty to most Strength- and Dexterity-based skill checks equal to this number. See Chapter 5 for a more complete list of which skills apply.
- ➐ **Speed Adjustment:** While wearing the armor, your speed is adjusted by this number.
- ➑ **Upgrade Slots:** You can improve your armor with magic and technological upgrades. This entry shows how many total upgrades your armor can accommodate. Some armor upgrades are larger or more complicated and take up multiple upgrade slots (see page 204).
- ➒ **Bulk:** This is the bulk of the item (see page 167).

WEARING ARMOR

A character's class and feats determine what kinds of armor they can wear. Further details about wearing armor are below.

Armor Proficiency

If you are wearing armor with which you are not proficient, you take a -4 penalty to both EAC and KAC (see page 240). A character

who is proficient only with light armor can wear heavier armor effectively by selecting the Heavy Armor Proficiency feat.

Donning Armor

The time required to don or remove armor depends on its type. Light armor requires 4 rounds to don or remove, while heavy armor requires 16 rounds to don or remove.

Armor that is at least 8th level but less than 16th level takes half the normal time to don or remove. Armor of 16th level or higher takes one-quarter the normal time to don or remove, to a minimum of one full action.

Modern suits of armor are designed so that you can don or remove armor without assistance.

Don Hastily

You can hastily don armor in half the normal time, to a minimum of one full action. The armor check penalty, maximum Dexterity bonus, and armor bonus for hastily donned armor are each 1 worse than normal.

ARMOR SIZE

Armor comes in different sizes for different creatures, and you might have to adjust a suit of armor to fit you if it wasn't made for your race. A ysoki can't effectively wear armor made for a human, and a kasatha needs to adjust armor that was made for a two-armed creature. If it's in doubt whether a creature can fit the suit, the GM decides whether the armor needs to be adjusted. When you buy armor new, the purchase price includes any adjustments.

Adjusting Armor

If you get secondhand armor that wasn't tailored for you, you can have it adjusted, which requires a successful Engineering check (DC = 10 + 2 × the armor's level). Alternatively, you can spend 10% of the armor's purchase price to have it adjusted by a professional—typically an armorsmith or anyone with multiple ranks in Engineering.

ENVIRONMENTAL PROTECTIONS

Space can be an inhospitable place, with countless dangerous worlds within it. Unless otherwise specified, all armors protect you from a range of hazards to ensure that you can survive for at least a few days if you must make emergency repairs to the hull of a starship, explore an alien world, or endure exposure to an environmental breach in a space station. Some armors do this through an environmental field (a minor force field specially attuned to pressure and temperature that does not reduce damage from attacks), while others can be closed with helmets and airtight seals. The most common environmental dangers are detailed in Environment beginning on page 394.

Activation and Duration

A suit of armor's environmental protections last for a number of days equal to its item level. Activating or deactivating these environmental protections takes a standard action if you are wearing the suit (assuming the armor was properly donned). If you have access to a suit that is unattended or worn by a

TABLE 7-14: LIGHT ARMOR

ARMOR MODEL	LEVEL	PRICE	EAC BONUS	KAC BONUS	MAXIMUM DEX BONUS	ARMOR CHECK PENALTY	SPEED ADJUSTMENT	UPGRADE SLOTS	BULK
Estex suit I	1	410	+0	+1	+5	-1	-	2	1
Second skin	1	250	+1	+2	+5	-	-	1	L
Stationwear, flight suit	1	95	+0	+1	+6	-	-	0	L
Freebooter armor I	2	750	+2	+3	+4	-	-	0	L
Kasatha microcord I	2	460	+1	+3	+3	-1	-	0	1
Carbon skin, graphite	3	1,220	+3	+4	+4	-1	-	1	1
Stationwear, casual	3	1,300	+1	+2	+6	-	-	0	L
Defrex hide	4	2,250	+5	+5	+4	-	-	1	L
Lashunta tempweave, basic	4	1,950	+4	+4	+5	-	-	1	L
D-suit I	5	2,980	+5	+6	+5	-	-	1	L
Estex suit II	5	2,700	+4	+5	+5	-1	-	3	1
Stationwear, business	5	2,600	+2	+3	+6	-	-	0	L
Freebooter armor II	6	4,720	+6	+8	+5	-	-	1	L
Kasatha microcord II	6	3,670	+6	+8	+4	-1	-	1	1
Stationwear, elite	6	4,100	+4	+5	+7	-	-	0	L
Ysoki refractor suit	6	4,120	+7	+7	+5	-	-	2	L
AbadarCorp travel suit, silver	7	7,250	+6	+7	+7	-	-	0	L
D-suit II	7	6,900	+8	+9	+5	-	-	2	L
Estex suit III	7	5,500	+7	+8	+5	-1	-	4	1
Kasatha microcord III	8	9,000	+9	+11	+5	-1	-	2	1
Lashunta tempweave, advanced	8	8,500	+9	+10	+6	-	-	3	L
AbadarCorp travel suit, gold	9	12,100	+9	+10	+8	-	-	0	L
D-suit III	9	13,300	+11	+12	+6	-	-	3	L
Carbon skin, white carbon	10	19,650	+12	+14	+5	-1	-	3	1
Freebooter armor III	10	16,900	+12	+13	+6	-	-	3	L
Kasatha microcord IV	11	23,800	+13	+15	+5	-1	-	3	1
AbadarCorp travel suit, platinum	12	34,600	+12	+13	+8	-	-	0	L
Hardlight series, squad	12	30,750	+15	+15	+6	-	-	4	L
D-suit IV	13	45,800	+16	+17	+6	-	-	4	L
Estex suit IV	13	49,250	+15	+16	+6	-1	-	6	1
Echelon fashion, ready to wear	14	71,300	+15	+16	+8	-	-	0	L
Freebooter armor IV	14	60,600	+17	+18	+6	-	-	4	L
Carbon skin, diamond	15	126,400	+17	+19	+7	-1	-	4	1
Hardlight series, elite	15	123,500	+18	+18	+7	-	-	4	L
Swarmsuit	15	95,200	+18	+19	+6	-	-	4	L
Shotalashu armor	16	149,500	+19	+20	+7	-	-	5	L
D-suit V	17	244,300	+20	+21	+7	-	-	5	L
Echelon fashion, bespoke	17	285,000	+18	+19	+8	-	-	0	L
Freebooter armor V	18	367,650	+20	+21	+8	-	-	5	L
D-suit VI	19	552,000	+21	+22	+8	-	-	6	L
Carbon skin, nanotube	20	825,000	+21	+23	+8	-1	-	6	1
Hardlight series, specialist	20	928,000	+22	+22	+8	-	-	6	L

TABLE 7-15: HEAVY ARMOR

ARMOR MODEL	LEVEL	PRICE	EAC BONUS	KAC BONUS	MAXIMUM DEX BONUS	ARMOR CHECK PENALTY	SPEED ADJUSTMENT	UPGRADE SLOTS	BULK
Ceremonial plate, troop	1	110	+1	+3	+2	-3	-10 ft.	3	3
Golemforged plating I	1	250	+2	+5	+0	-3	-10 ft.	0	3
Lashunta ringwear I	1	415	+2	+4	+2	-2	-5 ft.	0	2
Hidden soldier armor	2	465	+3	+5	+2	-2	-5 ft.	1	2
Iridishell, basic	2	755	+3	+6	+2	-2	-5 ft.	0	2
Thinplate	2	1,000	+4	+6	+2	-3	-10 ft.	1	3
Defiance series, squad	3	1,220	+5	+8	+1	-4	-10 ft.	1	3
Golemforged plating II	3	1,610	+5	+7	+2	-2	-10 ft.	1	3
Ceremonial plate, officer	4	2,275	+6	+8	+2	-2	-5 ft.	1	2

TABLE 7-15: HEAVY ARMOR (CONTINUED)

ARMOR MODEL	LEVEL	PRICE	EAC BONUS	KAC BONUS	MAXIMUM DEX BONUS	ARMOR CHECK PENALTY	SPEED ADJUSTMENT	UPGRADE SLOTS	BULK
Lashunta ringwear II	5	2,970	+8	+10	+2	-2	-5 ft.	1	2
Vesk overplate I	6	3,910	+9	+11	+3	-2	-5 ft.	1	2
Ceremonial plate, commander	7	7,350	+10	+12	+2	-3	-10 ft.	5	3
Defiance series, elite	7	6,300	+10	+13	+2	-4	-10 ft.	2	3
Golemforged plating III	7	5,500	+10	+12	+3	-2	-5 ft.	2	2
Lashunta ringwear III	8	8,420	+12	+14	+3	-2	-5 ft.	3	2
Vesk overplate II	8	10,250	+13	+15	+2	-3	-10 ft.	3	3
Iridishell, advanced	9	13,100	+13	+15	+3	-	-	3	2
Skyfire armor, pinion	9	14,200	+14	+16	+3	-2	-5 ft.	4	2
Defiance series, specialist	10	16,950	+15	+18	+2	-4	-10 ft.	3	3
Golemforged plating IV	11	24,800	+15	+17	+3	-3	-10 ft.	6	3
Lashunta ringwear IV	11	27,100	+16	+18	+4	-3	-5 ft.	4	2
Vesk overplate III	11	23,400	+16	+18	+3	-2	-5 ft.	4	2
Aegis series, squad	12	45,200	+17	+19	+3	-5	-10 ft.	5	3
Iridishell, superior	12	42,250	+17	+18	+4	-	-	4	2
Vesk monolith I	12	39,650	+16	+18	+4	-2	-5 ft.	5	2
Skyfire armor, exident	13	53,600	+18	+20	+4	-2	-5 ft.	5	2
Golemforged plating V	14	63,750	+18	+20	+4	-3	-10 ft.	7	3
Vesk overplate IV	14	71,850	+19	+21	+4	-2	-5 ft.	5	2
Enginerunner	15	120,900	+21	+22	+4	-	-	5	2
Lashunta ringwear V	15	94,200	+20	+22	+4	-2	-5 ft.	5	2
Steelbones	16	145,500	+21	+23	+4	-3	-5 ft.	6	2
Vesk monolith II	16	163,400	+22	+24	+4	-3	-5 ft.	6	2
Aegis series, elite	17	209,000	+23	+27	+3	-5	-10 ft.	6	3
Vesk overplate V	18	415,800	+24	+26	+4	-3	-5 ft.	7	2
Vitrum plate	18	365,650	+23	+24	+5	-	-	4	1
Voidshield armor	19	610,250	+25	+26	+5	-3	-5 ft.	7	2
Aegis series, specialist	20	932,000	+25	+28	+4	-4	-10 ft.	7	3
Vesk monolith III	20	827,250	+26	+27	+5	-2	-5 ft.	7	2

helpless creature, you can turn on its environmental protection as a full action, but turning it off requires a Computers check to hack the system, treating the suit as a computer with a tier equal to half the suit's item level (the base DC to hack a computer is equal to $13 + 4$ per tier).

The duration of a suit's environmental protections does not need to be expended all at once, but it must be expended in 1-hour increments. Recharging this duration requires access to a functioning starship or an environment recharging station (publicly available in most technologically advanced or average settlements) and takes 1 minute per day recharged. Most of the recharging stations that replenish devices, such as batteries and power cells (see page 234), also recharge armor's environmental protections, and using them to recharge suits is typically free of price. All other functions on a suit of armor with no duration remaining still work normally.

Breathing and Pressure

All armor can facilitate self-contained breathing, protecting you against vacuums, smoke, and thick, thin, and toxic atmospheres (including any airborne poison or disease). Self-contained breathing functions underwater and in similar liquid environments. This protection allows you to breathe in a corrosive atmosphere (see page 395) to prevent suffocation, but it isn't strong enough

to prevent a corrosive atmosphere from dealing acid damage to both you and your armor. A suit of armor with an upgrade that grants acid resistance reduces any acid damage taken from a corrosive atmosphere normally. Any vision impairment from the environment (such as smoke or water) still applies.

Radiation

Armor protects you against low levels of radiation (see page 403) and grants a +4 circumstance bonus to saving throws against higher levels of radiation. Armor of 7th level and higher grants immunity to medium radiation levels and provides a +6 circumstance bonus to saving throws against higher levels of radiation. No armor's bonuses apply to saves against radiation sickness, regardless of the level of radiation exposure that caused you to contract it.

Temperature

Armor's environmental protections reasonably protect you against both cold (temperatures below -20° F) and heat (air temperatures over 140° F). This prevents you from having to attempt Fortitude saving throws to avoid damage from the environment, and it prevents you from taking any damage listed for breathing in the environment. This does not protect against cold or fire damage from other sources or against environments

that deal damage without allowing a Fortitude saving throw or breathing the atmosphere (such as lava..)

ARMOR DESCRIPTIONS

The suits of armor listed in the tables are described below.

AbadarCorp Travel Suit (Gold, Platinum, Silver)

AbadarCorp executives popularized these light armor business suits for boardrooms and diplomatic meetings. Contingent force fields and concealed rebreathers protect the wearer in hostile environmental conditions. Higher grades of travel suits offer more protection—along with a designer label.

Aegis Series (Elite, Specialist, Squad)

Aegis suits of heavy armor cover wearers entirely, leading to the suits' nickname of "personal tanks." Helmet visors are narrow or nonexistent, instead projecting video and audio feeds to the wearer. Power-assisted limbs allow the wearer to move intuitively with the suit on.

Carbon Skin (Diamond, Graphite, Nanotube, White Carbon)

Though these suits of light armor appear to be made of stiff fabric, they are actually woven from carbon fibers. Higher-quality carbon skins are reinforced with carbon allotropes, such as white carbon or diamond, and the heightened sheen of the fabric hints at their expensive construction.

Ceremonial Plate (Commander, Officer, Troop)

While this heavy armor of sculpted metal plates offers good protection to the wearer, its main purpose is to intimidate enemies. Often used for honor guards, military exercises, or parades, ceremonial plate is usually brightly colored or made of shining metal, with elaborate helmets.

D-Suit (I-VI)

Disembarkment suits, or d-suits, are designed for spacefarers who expect to leave their ship and visit a planet's surface. Most d-suits are jumpsuits or flight suits worn under reinforced breeches, heavy boots, and a thick jacket. A helmet or rebreather and a utility belt with an attached holster complete the outfit.

Defiance Series (Elite, Specialist, Squad)

The defiance series of heavy armor is the workhorse of squad armor. A formed hard shell overlays a suit of paraaramids, creating a bulky and solid protective outfit. Defiance series helmets have wide, tinted visors to allow peripheral vision.

Defrex Hide

Made from the hide of a ferocious mammal native to Vesk-2, this light armor is popular among vesk but less often worn by other races. Tanned stretches of the creature's thick hide are stitched together with metal wires, and the suits are reinforced with metal studs or scales.

Echelon Fashion (Bespoke, Ready to Wear)

Modeled after the universe's most cutting-edge fashions, this

lightly armored clothing is available in daring modern designs, using force fields and the highest-tech fibers to create any sort of outfit imaginable. Bespoke echelon fashions are often tailor-made for the orderer and meant to look unique.

Engineerunner

The ysoki popularized this seemingly lightweight but incredibly durable heavy armor. Small squares of dense metal lie between two layers of reinforced fiber weave, giving the appearance of a padded flight suit but offering considerably more protection.

Estex Suit (I-IV)

Estex is a thick, durable fabric most often used to make flight suits and environmental suits. Estex suits cover the wearer from the neck down and can be modified with armor upgrades as needed. Higher-quality estex suits grant a better level of protection and allow for more upgrades, though they are often bulkier than comparable suits of light armor.

Freebooter Armor (I-V)

Popularized by the Free Captains of the Diaspora, freebooter armor features an armored jacket or breastplate, heavy boots and gloves, numerous straps and hidden weapons, and a helmet. Novice explorers and mercenaries beginning their career sometimes choose freebooter armor for the air of rakish experience this light armor lends its wearer.

Golemforged Plating (I-V)

An economical choice for many mercenaries, golemforged plating is one of the universe's most popular heavy armors. Golemforged plating consists of a close-fitting polycarbonate suit fitted with ports and sockets to fit most armor customization options. Suits of golemforged plating include flexible boots and gloves as well as a standard helmet with a clear visor.

Hardlight Series (Elite, Specialist, Squad)

The last word in light infantry armor, hardlight series armor features an inflexible, lightweight breastplate, limb guards, and a helmet over a smooth and formfitting jumpsuit. Manufacturers often make custom armor for military organizations, but off-the-rack armor of differing qualities is also available to mercenaries and explorers.

Hidden Soldier Armor

Made by the kasatha, these suits of heavy armor are so named for their slotted helmets, which reveal only the eyes. A rebreather lets the wearer keep their faces completely covered. A ceramic breastplate, shoulder guards, bracers, and greaves protect the wearer while facilitating the graceful kasathan close-combat style.

Iridishell (Advanced, Basic, Superior)

These gleaming metal plates lock together to form a suit of heavy armor reminiscent of an insect's shell. Although the iridishell was initially designed for shirrens, its beauty combined and functionality makes it a popular choice for many. More expensive suits of iridishell not only offer more protection

OVERVIEW

CHARACTER CREATION

RACES

CLASSES

SKILLS

FEATS

EQUIPMENT

TACTICAL RULES

STARSHIPS

MAGIC AND SPELLS

GAME MASTERING

SETTING

PATHFINDER LEGACY

**GRAPHITE CARBON SKIN**

TYPE: Light Armor
EAC: +3
KAC: +4
MAX DEX BONUS: +4



FREEBOOTER ARMOR I
TYPE: Light Armor
EAC: +2
KAC: +3
MAX DEX BONUS: +4

**SHOTALASHU ARMOR**

TYPE: Light Armor
EAC: +19
KAC: +20
MAX DEX BONUS: +7

**SQUAD DEFIANCE SERIES**

TYPE: Heavy Armor
EAC: +5
KAC: +8
MAX DEX BONUS: +1

**SQUAD HARDLIGHT SERIES**

TYPE: Light Armor
EAC: +15
KAC: +15
MAX DEX BONUS: +6



OVERVIEW

CHARACTER CREATION

RACES

CLASSES

SKILLS

FEATS

EQUIPMENT

TACTICAL RULES

STARSHIPS

MAGIC AND SPELLS

GAME MASTERING

SETTING

PATHFINDER LEGACY



but feature elaborate designs with gold or silver trim and embedded jewels.

Kasatha Microcord (I-IV)

These suits of ribbed protective fabric are slightly less advanced than comparable light armor but still provide good-quality protection at an affordable price. Kasatha-made microcord suits are typically one-piece outfits of dark colors, sometimes with glowing trim, but other manufacturers produce such suits in a variety of colors and styles.

Lashunta Ringwear (I-V)

These beautiful suits of heavy armor feature engraved metal bands that fit above and below the body's major joints. Metal guards, woven chain sheets, and force fields stretch between the bands to form a complete set of protective gear. Tinted crystals are often added during the forging process to the ore used for ringwear to create glimmering suits of different hues.

Lashunta Tempweave (Advanced, Basic)

Lashuntas developed tempweave light armor by threading temperature-regulating wires through reinforced clothing. The result is a protective, flexible outfit that maintains a comfortable temperature for the wearer. Most tempweave outfits feature a fitted tunic over breeches, making them a popular choice for explorers venturing to hot or humid environments.

Second Skin

This flexible body stocking fits tightly against its wearer and can be worn under ordinary clothes. If a second skin matches the wearer's skin tone, this type of light armor can be difficult to detect. A second skin can also accept upgrades, making it popular for celebrities, diplomats, and other individuals who want protection without appearing to wear armor.

Shotalashu Armor

The lashunta shotalashu cavalry wear this protective gear while riding their bonded saurian mounts. Layers of thin, ablative plates make for light armor that moves with the rider while providing maximum protection. Military merchants have taken to creating knock-off shotalashu armor in more modern styles, as some of the traditional nature themes are no longer fashionable.

Skyfire Armor (Exident, Pinion)

These suits of interlocking metal and ceramic plates are usually highly decorated. Gold trim, exaggerated shoulder guards, and stylized Skyfire logos on the breastplates are common. These iconic outfits are worn by the storied members of the Skyfire Legion, though other groups and individuals have copied the Legion's distinctively decorated heavy armor. Skyfire armor ordinarily comes with force fields that encase the wearer's head when needed.

Stationwear (Business, Casual, Elite, Flight Suit)

Many types of reinforced clothing afford protection without sacrificing comfort or fashion. The prevalence of this kind of light armor on Absalom Station has led to the colloquial term

"stationwear." Stationwear ranges in style from casual wear to business suits and more formal garb. The usual environmental protections of armor are concealed in the design of these outfits. The grades of armor—business, casual, elite, and flight suit—refer to the quality of the garments, not the style.

Steelbones

A framework of metal ribs covers this suit of heavy armor. Force fields bridge the gaps between the metal ribs, which give the armor the macabre look of a metal skeleton. Officers of the Corpse Fleet favor this armor for its unsettling appearance, but steelbones can be worn by anyone who values an intimidating style.

Swarmsuit

Inspired by Swarm technology and designed specifically for shirrens, a swarmsuit is a collection of ablative plates backed with reinforced padding and linked with mesh straps. The light armor's unique arrangement makes it perfect for creatures with unusual physiologies. The wearer arranges the straps in a comfortable formation and slides the ablative plates to cover vulnerable areas.

Thinplate

Devised by androids, thinplate is a dense polyethylene layer that looks lightweight while providing significant protection. This type of heavy armor is thin enough to be worn under loose outfits, but the rigid polyethylene restricts movement and slows the wearer. Thinplate can be molded into a variety of styles, though a simple breastplate plus limb guards is the most common form.

Vesk Monolith (I-III)

The ultimate battle gear, pioneered by the vesk, these suits of heavy armor have a dappled polycarbonate shell that resembles stone in texture. A monolith suit looks like a massive articulated golem formed of stone plates. Despite its size, monolith armor moves easily thanks to its power-assisted joints. Sigils and personal emblems can be "chiseled" on the breastplate or shoulder guards of a monolith suit to signal the wearer's allegiance.

Vesk Overplate (I-V)

These utilitarian suits of heavy armor reflect the brute strength of their inventors. Overplate makes no concession to comfort. Instead, each polycarbonate suit is solid, dense, and often unadorned, though the high-quality craftsmanship of each suit is apparent. Overplate has a reputation for withstanding any sort of trauma, thanks to its coating of thermoplastic resin.

Vitrum Plate

Made of transparent polyethylene, vitrum plate resembles a suit of carved crystal. Though the material is hard as metal, it shimmers and refracts light like glass. The difficulty of compressing polyethylene to preserve its lightness while affording such protection makes this type of heavy armor expensive.

Voidshield Armor

Constructed from interlocking carbon nanotubes, voidshield armor is a matte black and remarkably thin. Android armormsmiths were the first to develop this heavy armor, and most suits bear

a mechanical, robotic design. Voidshield armor sets are suitable for many upgrades and are popular among experienced explorers.

Ysoki Refractor Suit

The innovative ysoki created this reinforced jumpsuit layered with energy-reflective foil. This light armor is undeniably noticeable, but it also protects against energy attacks with the same efficacy as it does kinetic attacks. Ysoki refractor suits are popular among all races now and can be tinted in different metallic shades.

POWERED ARMOR

Unlike light and heavy armor, powered armor requires its own battery, and comes with a fully charged battery at purchase. Powered armor uses the same type of batteries as other items, including charged weapons, and the battery for a suit of powered armor can be recharged as normal using a generator or recharging station (see page 234), or it can be replaced with a new battery when spent (see Table 7-9: Ammunition for battery pricing).

Using Powered Armor

Powered armor augments the wearer's Strength and has weapon mounts on which ranged weapons can be installed. More about using powered armor is below.

Entering and Exiting

Getting into or exiting a suit of powered armor requires a full action. Unless noted otherwise, a suit of powered armor has an electronic lock preventing anyone from opening it without knowing the passcode. The passcode can be determined with a successful Computers check ($DC = 15 + \text{double the armor's level}$).

Powered Armor Proficiency

Characters can gain proficiency with powered armor by taking the Powered Armor Proficiency feat (see page 160) or at 5th level through the soldier's guard fighting style. Lacking proficiency in powered armor comes with more significant drawbacks than with other types of armor. If you are wearing powered armor with which you are not proficient, you take a -4 penalty to both EAC and KAC, you are always flat-footed and off-target, and you move at half speed. If the armor has a special form of movement (such as a fly speed), you cannot use that movement.

POWERED ARMOR DESCRIPTIONS

The following explains powered armor's statistics entries. Specific suits of powered armor are described on page 204. Each suit of powered armor's price is listed in Table 7-16: Powered Armor.

EAC and KAC Bonuses

These are the bonuses the powered armor adds to your Energy Armor Class, which protects against attacks from laser weapons and the like, and to your Kinetic Armor Class, which protects against projectiles and other solid objects.

The cockpit of powered armor is too small to fit a person wearing heavy armor. If you're wearing light armor while in powered armor, you gain the higher of the EAC bonuses and the higher of the KAC bonuses between the two suits of armor, and you take the worse maximum Dexterity bonus and armor

check penalty. Powered armor is normally designed to be operated by any roughly humanoid creature of Small or Medium size—only creatures not matching those criteria must have the armor tailored to fit them (see Adjusting Armor on page 196).

Maximum Dexterity Bonus

You normally add your Dexterity modifier to your EAC and KAC, but it's limited by your powered armor. A suit of powered armor's maximum Dexterity bonus indicates how much of your Dexterity modifier you can add to your AC. Any excess Dexterity bonus doesn't raise your AC further.

Armor Check Penalty

You take a penalty to most Strength- and Dexterity-based skill checks equal to this number.

Speed

Rather than using your normal speed, the powered armor has a maximum land speed of its own. In some cases, powered armor has additional movement types as well.

Strength

When wearing powered armor, the armor determines your effective Strength. You use it for all Strength-based rolls. Even if your Strength is higher, you're limited to the armor's Strength.

Damage

When you make an unarmed melee attack with the powered armor, it deals damage equal to the armor's listed damage value plus its Strength modifier.

Size

A suit of powered armor has the listed size, so you may take up more space when you're wearing it.

Some suits of powered armor list a reach in parentheses after size. Powered armor with a reach greater than 5 feet allows you to attack creatures within that range in melee even if they aren't adjacent to you. Add the reach of the powered armor to the reach of any weapons you wield using the powered armor.

Capacity and Usage

Powered armor requires a great deal of electricity to function, and it has a battery capacity and usage value.

A suit of powered armor's battery capacity indicates the number of charges its battery holds. This battery can be recharged as normal using a generator or a recharging station (see page 234), or it can be replaced with a new battery (see Table 7-9: Ammunition). You can put a battery with a smaller charge capacity into powered armor, but you can't recharge one to hold more than its maximum number of charges.

Powered armor's usage indicates how long a single battery charge runs the armor. For example, a character in a battle harness with a fully charged battery can use that powered armor for 20 hours before its battery needs to be replaced or recharged. Once you have entered a suit of powered armor, you can tell how many battery charges it has remaining, if any. You can turn a suit of powered armor on or off as a standard action, and you do not

OVERVIEW

CHARACTER CREATION

RACES

CLASSES

SKILLS

FEATS

EQUIPMENT

TACTICAL RULES

STARSHIPS

MAGIC AND SPELLS

GAME MASTERING

SETTING

PATHFINDER LEGACY

need to use all charges for a suit of powered armor consecutively, but you must use them in 1-charge increments.

If you're in armor that's out of power, you are flat-footed and off-target, you don't benefit from the armor's Strength or damage, and you can't attack with it or cause it to move. None of its mounted weapons (see below) or upgrades (see Armor Upgrades below) function, even if they have their own power sources. You can't attempt any Strength- or Dexterity-based skill checks, and the armor's maximum Dexterity bonus is +0 (or the armor's regular maximum Dexterity bonus, if lower). You can still exit the armor.

Weapon Slots

Ranged weapons can be installed in most powered armor. The maximum number is equal to the powered armor's weapon slots.

Upgrade Slots

You can improve your powered armor with technological and magical upgrades (see below). This entry shows how many total upgrades your powered armor can accommodate. Some larger or more complicated upgrades take up multiple upgrade slots.

Bulk

A powered armor's listed bulk refers to its bulk when it is picked up or carried as cargo, and it does not count toward your own normal carrying capacity. When you're wearing powered armor, you use that armor's Strength to determine your carrying capacity. Count everything you're wearing, everything the powered armor is holding, and any armor upgrades and weapons mounted to the powered armor against this bulk limit.

TABLE 7-16: POWERED ARMOR

ARMOR MODEL	LEVEL	PRICE
Cargo lifter	4	2,150
Battle harness	5	3,450
Spider harness	10	19,500
Flight frame	11	27,100
Jarlslayer	15	125,500

BATTLE HARNESS

EAC BONUS +9	KAC BONUS +12	
MAX DEX BONUS +2	ARMOR CHECK PENALTY -4	SPEED 30 feet
STRENGTH 18 (+4)	DAMAGE 1d10 B	SIZE Medium
CAPACITY 20	USAGE 1/hour	
WEAPON SLOTS 1	UPGRADE SLOTS 1	BULK 20

The battle harness is the basic powered armor frame used by infantry units in professional militaries.

CARGO LIFTER

EAC BONUS +0	KAC BONUS +7	
MAX DEX BONUS +0	ARMOR CHECK PENALTY -10	SPEED 15 feet
STRENGTH 20 (+5)	DAMAGE 1d10 B	SIZE Large (5-foot reach)
CAPACITY 40	USAGE 1/minute	
WEAPON SLOTS 0	UPGRADE SLOTS 0	BULK 34

A cargo lifter consists of a simple metal frame atop slow-moving legs or treads. Rather than having articulated hands, its arms

end in specialized gripping tools meant to lift bulky containers. A cargo lifter can't use weapons and takes a -4 penalty to all attack rolls. It can carry 10 bulk more than normal for its Strength score without becoming encumbered or overburdened.

FLIGHT FRAME

EAC BONUS +12	KAC BONUS +19	
MAX DEX BONUS +3	ARMOR CHECK PENALTY -5	SPEED 30 feet, fly 30 feet (average)
STRENGTH 22 (+6)	DAMAGE 2d6 B	SIZE Huge (10-foot reach)
CAPACITY 100	USAGE 1/minute	
WEAPON SLOTS 3	UPGRADE SLOTS 4	BULK 40

This massive, sleek machine is shaped like a person and equipped with powerful thrusters built into the feet and attached to the back, giving it a fly speed with average maneuverability.

JARLSLAYER

EAC BONUS +18	KAC BONUS +24	
MAX DEX BONUS +4	ARMOR CHECK PENALTY -6	SPEED 20 feet
STRENGTH 29 (+9)	DAMAGE 2d8 B	SIZE Large (10-foot reach)
CAPACITY 100	USAGE 1/minute	
WEAPON SLOTS 2	UPGRADE SLOTS 2	BULK 43

The dwarven-built jarlslayer suit is traditionally shaped like a stocky, heavily armored dwarf with articulated hands, though other races have created sleeker, more modern-looking versions.

SPIDER HARNESS

EAC BONUS +10	KAC BONUS +13	
MAX DEX BONUS +5	ARMOR CHECK PENALTY -4	SPEED 25 feet, climb 25 feet
STRENGTH 18 (+4)	DAMAGE 1d10 P	SIZE Large (10-foot reach)
CAPACITY 40	USAGE 1/minute	
WEAPON SLOTS 1	UPGRADE SLOTS 2	BULK 28

This suspension harness has six arachnid legs. Each leg has a gravitic attraction device at the tip, allowing the armor to climb up walls and even walk across ceilings. The armor grants the wearer a climb speed of 25 feet. A spider harness also has powered arm braces that attach to the wearer's arms, allowing the wearer to use weapons.

ARMOR UPGRADES

A creature can personalize armor by purchasing and installing armor upgrades, described below, which add bonuses or customized abilities to armor. Some individuals keep a collection of upgrades at hand, swapping them out as needed (requiring 10 minutes to replace the unit and resecure all connections). Explanations of entries for upgrades' statistics follow.

Capacity

For a technological armor upgrade that requires charges to function, this entry lists the maximum size battery the upgrade can hold. The batteries that upgrades hold can be recharged as normal using either a generator or a recharging station (see page 234). A magic armor upgrade that can be

TABLE 7-17: ARMOR UPGRADES

UPGRADE	LEVEL	PRICE	SLOTS	ARMOR TYPE	BULK
Infrared sensors	1	200	1	Any	L
Quick-release sheath	1	325	1	Any	L
Radiation buffer	1	200	1	Any	L
Tensile reinforcement	1	150	1	Any	-
Automated loader	2	750	1	Powered	1
Jump jets	2	1,000	1	Light, heavy	L
Force field, brown	3	1,600	2	Any	L
Backup generator	4	2,100	1	Any	1
Exit pod	4	1,750	1	Heavy, powered	2
Targeting computer	4	2,250	1	Any	-
Electrostatic field, mk 1	5	3,000	1	Any	-
Jetpack	5	3,100	1	Light, heavy	1
Load lifter	5	2,550	1	Any	-
Thermal capacitor, mk 1	5	3,600	1	Any	-
Filtered rebreather	6	4,600	1	Any	1
Force field, purple	6	4,550	2	Any	L
Phase shield	6	4,325	1	Heavy, powered	1
Deflective reinforcement	7	7,500	1	Any	1
Sonic dampener	7	7,150	1	Any	L
Force field, black	8	10,500	2	Any	L
Haste circuit	8	9,250	1	Light, heavy	L
Electrostatic field, mk 2	9	13,000	1	Any	-
Forcepack	9	13,100	1	Light, heavy	1
Force field, white	10	20,000	2	Any	L
Electrostatic field, mk 3	12	35,000	1	Any	-
Force field, gray	12	40,000	2	Any	L
Thermal capacitor, mk 2	12	36,250	1	Any	-
Spell reflector, mk 1	13	47,950	1	Light, heavy	1
Force field, green	14	80,000	2	Any	L
Titan shield	14	75,000	1	Powered	2
Thermal capacitor, mk 3	15	120,000	1	Any	-
Force field, red	16	180,000	2	Any	L
Force field, blue	17	280,000	2	Any	L
Force field, orange	18	400,000	2	Any	L
Spell reflector, mk 2	18	360,000	1	Light, heavy	1
Force field, prismatic	20	1,000,000	2	Any	L

used a certain number of times runs on magical charges; these charges are integral to the construction of the item and can't be replenished with generators or batteries. Charges for a magic item either refresh each day or never refresh.

Usage

This entry lists how many charges are consumed when the armor upgrade is used. This might be per activation or a certain duration. If an armor upgrade uses a certain number of charges over an interval, the upgrade's abilities can be shut off before that amount of time has passed, but it still uses charges for the full interval. For instance, an upgrade that uses charges at a rate of 2 per round would still use 2 charges if activated for half a round.

Upgrade Slots

Each suit of armor contains a certain number of upgrade slots. This represents the maximum number of times the armor can be modified while still functioning. If you install upgrades beyond

the maximum, the armor and all upgrades attached to it cease to function until you remove enough upgrades to bring the armor down to its maximum number of upgrade slots or fewer.

Some upgrades use more than one upgrade slot, as noted in the Armor Slots entry in Table 7-17: Armor Upgrades.

Magic Upgrades

Some armor upgrades are magic or a hybrid of magic and technology. This is indicated next to the upgrade's name. If neither magic nor hybrid is listed after an item, it's a technological item.

ARMOR UPGRADE DESCRIPTIONS

Specific armor upgrades are described below.

AUTOMATED LOADER

This device attaches to powered armor and consists of a small robotic arm and a storage compartment that holds up to 2 bulk of ammunition and batteries. You can activate the automated



loader as a move action to reload or recharge a weapon that's mounted to the powered armor (but not to replace the batteries of the powered armor itself). Abilities that let you reload faster than a move action don't apply to an automated loader.

This upgrade can be installed only in powered armor.

BACKUP GENERATOR

You can connect charged electric items such as batteries to this miniature generator to recharge them. The electricity comes from the kinetic energy of your movement, which generates 1 charge every 10 minutes of movement. No more than one item can be plugged in at a time, and the generator doesn't produce charges when you're resting or otherwise stationary.

DEFLECTIVE REINFORCEMENT

This upgrade gives your armor a uniquely slippery texture. Your armor grants you DR 5/-. In addition, your armor check penalty is reduced by 2 when you attempt an Acrobatics check to escape.

ELECTROSTATIC FIELD

This field over your armor grants you electricity resistance, and any creature that touches you or deals damage to you with a melee weapon takes electricity damage. The resistance granted and damage dealt depend on this upgrade's type, as noted below.

- **Mk 1:** Resistance 5 and 1d6 electricity damage.
- **Mk 2:** Resistance 10 and 2d6 electricity damage.
- **Mk 3:** Resistance 15 and 3d6 electricity damage.

EXIT POD

This body harness fits into a suit of powered armor or is built into the frame of heavy armor, allowing you to exit the armor as a move action instead of as a full action. Entering the armor is no faster with an exit pod.

This can be installed only in heavy armor or powered armor.

FILTERED REBREATHER

This upgraded rebreather supplements your armor's ability to provide fresh air and filters out common toxins and poisonous vapors. Armor with this upgrade can provide fresh air for a number of weeks equal to its level. You also gain acid resistance 5 and a +2 bonus to saving throws against poison and disease.

FORCE FIELD

You can activate or deactivate your armor's force field as a standard action. Once active, the device generates an invisible force field around you, including all your worn and carried items. The force field blocks solids and liquids but not gases or light (including laser beams). You can breathe while the field is active, but you can't eat or drink.

While a force field is active, you gain a number of temporary Hit Points depending on the force field's power. All damage dealt to you is subtracted from the force field's temporary Hit Points first. A force field has fast healing, meaning that it regains temporary Hit Points at a fixed rate each round at the end of your turn, up to its normal maximum. If the force field's temporary Hit Points are reduced to 0, it is inactive until the end of your next turn, when its fast healing restores some of its

Hit Points. The charge capacity, amount of temporary Hit Points granted, and rate of fast healing vary according to the force field's color code. A force field has a usage of 1 charge per round.

More powerful force fields also have a fortification ability, which gives a percentage chance that a critical hit is treated as a normal attack, dealing normal damage and not applying any critical effect. You roll your fortification percentage chance before the critical hit's damage is rolled. If a force field is inactive, its fortification ability does not function. A suit of armor cannot support more than one force field upgrade.

TABLE 7-18: FORCE FIELDS

COLOR	CAPACITY	TEMP HP	FAST HEALING	FORTIFICATION
Brown	10	1	1	0%
Purple	10	5	2	0%
Black	10	10	3	0%
White	20	15	4	0%
Gray	20	20	5	0%
Green	20	25	6	20%
Red	40	30	7	40%
Blue	40	35	8	60%
Orange	40	40	9	80%
Prismatic	100	50	10	100%

FORCEPACK (HYBRID)

CAPACITY 100

USAGE 2/round

A *forcepack* grants you a fly speed of 60 feet (average maneuverability). You can use this for "cruising flight" at a usage of 1 charge per minute, but you are flat-footed and off-target while doing so. Changing from normal flight to cruising flight, or vice versa, is a standard action. A *forcepack* can't lift you if you're encumbered.

This upgrade can be installed only in light or heavy armor.

HASTE CIRCUIT (MAGIC)

CAPACITY 10

USAGE 1/round

You can activate the *haste circuit* as a swift action to gain the benefits of a *haste* spell until you spend another swift action to deactivate it or it runs out of charges. A *haste circuit*'s charges replenish each day.

This upgrade can be installed only in light or heavy armor.

INFRARED SENSORS

You gain darkvision with a range of 60 feet.

JETPACK

CAPACITY 40

USAGE 2/round

You gain a fly speed of 30 feet (average maneuverability). You can use this for "cruising flight" at a usage of only 1 charge per minute, but you are flat-footed and off-target while doing so. Changing from normal flight to cruising flight or vice versa is a standard action. A jetpack can't lift you if you're encumbered.

This upgrade can be installed only in light or heavy armor.

JUMP JETS

CAPACITY 20

USAGE 2/action

You can activate jump jets as part of a move action in order to



FORCE FIELD

AUTOMATED LOADER

JETPACK

fly during your movement. You can fly up to 30 feet (average maneuverability) with a maximum height of 10 feet, or you can fly up to 20 feet straight up. You must land at the end of your move action. Jump jets can't lift you if you're encumbered.

This upgrade can be installed only in light or heavy armor.

LOAD LIFTER

This set of artificial muscles increases the amount of bulk you can carry while wearing your armor by 3.

PHASE SHIELD

CAPACITY 40

USAGE 2

You can activate this upgrade to generate a glowing, translucent blue shield on one of your arms that helps you block incoming attacks. Activating or deactivating the shield takes a move action. While the shield is active, you gain a +1 enhancement bonus to EAC. The phase shield interferes with your ability to use the arm it's installed on, so while the phase shield is active, you can hold an item in that hand but not use it or make attacks with it.

This can be installed only in heavy or powered armor.

QUICK-RELEASE SHEATH

This articulated compartment can hold a one-handed weapon of no more than light bulk. You can activate this upgrade as a swift action to put the item in your hand as though you'd drawn it.

RADIATION BUFFER

This device grants a +2 bonus to your initial saving throw against radiation (see page 403) in addition to any bonuses from your armor's environmental protection. This doesn't provide any bonus to saves against the secondary effects of radiation.

SONIC DAMPENER

This device muffles the incidental sounds you make, and sonic attacks lose power in your vicinity. You gain sonic resistance 5 and reduce your armor check penalty by 1 when making Stealth checks.

SPELL REFLECTOR (MAGIC)

CAPACITY 1

USAGE 1

You can activate a *spell reflector* as a reaction when you're targeted by a spell. This does not affect spells that include

an area you are in or affect you in other ways; it affects only those that target you specifically. The spell is reflected on its caster, as if the caster had been the target. The type of *spell reflector* determines the highest level of spell it can reflect. A *spell reflector*'s charge replenishes each day.

This upgrade can be installed only in light or heavy armor.

- **Mk 1:** You can reflect a spell of 4th level or lower.
- **Mk 2:** You can reflect a spell of 6th level or lower.

TARGETING COMPUTER

This targeting computer helps you compensate for poor visibility conditions. Ignore concealment on attacks you make. This doesn't have any effect against targets with total concealment.

TENSILE REINFORCEMENT

When calculating your armor's hardness and Hit Points (see page 409), treat it as if its item level were 5 higher.

THERMAL CAPACITOR

This upgrade regulates heat, protecting you from extreme temperatures. You can exist comfortably in conditions between -50° and 170° F without needing to attempt Fortitude saves. In addition, the armor grants cold resistance and fire resistance. The amount depends on the capacitor's type, as listed below.

- **Mk 1:** Resistance 5
- **Mk 2:** Resistance 10
- **Mk 3:** Resistance 15

TITAN SHIELD

CAPACITY 40

USAGE 10

This emitter generates a wide, unidirectional energy shield that protects against incoming attacks. You can activate or deactivate the shield as a move action. When you activate it, choose one edge of your space. The shield extends along three continuous edges in a straight line centered on the chosen edge. The shield provides cover against attacks coming from the far side of the shield but not against attacks originating from the side you're on.

If you move, you can reposition your shield, moving it to a different edge of your space. You can also spend a move action to reposition the shield without leaving your space.

This upgrade can be installed only in powered armor.

OVERVIEW

CHARACTER CREATION

RACES

CLASSES

SKILLS

FEATS

EQUIPMENT

TACTICAL RULES

STARSHIPS

MAGIC AND SPELLS

GAME MASTERING

SETTING

PATHFINDER LEGACY

AUGMENTATIONS

Many explorers and mercenaries modify their own bodies with technological or biological gear called augmentations. These are modifications to your body that give you special abilities and bonuses. Once installed, they become a part of your body and generally can't be affected by abilities that destroy or disable objects or target technological items or creatures. As far as attacks and abilities are concerned, a cybernetic or vat-grown arm is no more (or less) vulnerable than your original biological limb.

SYSTEM

All augmentations have a system entry indicating the part of the body into which it must be installed. You can't have more than one augmentation on the same part of your body.

In some cases, such as with augmentations installed in limbs, you can install an augmentation into a single general type of body part, such as any single one of your feet or hands. In these cases, the augmentation lists the acceptable body parts into which the augmentation can be installed. You can install a single augmentation on each limb of which you have multiples. For example, if you're a kasatha, you could install a separate augmentation on each of your four hands, as long as each of those augmentations requires only a single hand.

If an augmentation requires multiple limbs for installation—such as climbing suckers, which require all feet, or a speed suspension, which requires all legs—the augmentation's systems entry indicates that requirement. The augmentation's description will also indicate whether a limb-based upgrade requires the replacement of a limb or the augmentation of an existing limb. In the case of augmentations that specifically replace a lost limb, such as a polyhand or a prosthetic limb, you cannot attach such an augmentation to an existing limb, due to the way these upgrades are manufactured.

Common Systems: Although exceptions do exist, most augmentations require installation into one of the following body systems: arm (or all arms), brain, ears, eyes, foot (or all feet), hand (or all hands), heart, leg (or all legs), lungs, spinal column, skin, and throat.

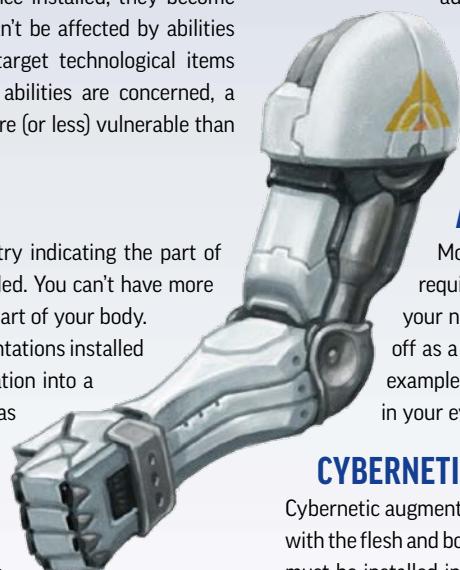
IMPLANTATION

Getting an augmentation installed requires the services of a professional cybernetic surgeon or someone with ranks in Medicine equal to the level of the augmentation. A session with a cybernetic surgeon usually takes 1 hour per level of the augmentation. The price of such implantation procedures is included in the prices listed for each augmentation.

REMOVING AUGMENTATIONS

You might want to have an augmentation removed, usually because you want to install a different one in the same system of your body. This removal usually occurs during

surgery to install new cybernetics. Biotech usually kills off the old augmentation while it's integrating with your body, allowing you to purge the dead biotech naturally. Because augmentations are coded to your body, it's not possible to resell an old augmentation, nor can you reimplant one into a different person. The price of a new augmentation includes the price and time to remove the old augmentation.



ACTIVATION

Most augmentations work continuously. Those requiring some degree of control are plugged into your nervous system, and you can turn them on or off as a standard action unless otherwise noted. For example, you could activate or deactivate cybernetics in your eyes to observe different visual phenomena.

CYBERNETICS

Cybernetic augmentations use machines and circuitry integrated with the flesh and bone of the recipient. In most cases, cybernetics must be installed into the body by a trained surgeon—a process that takes 1 hour per level of the augmentation and the price of which is covered in the price of the cybernetic. Cybernetics are more than just machine implants: they are complex meldings of technology and the living host's own organs. This allows them to be hardened against assaults that affect other technologies in ways robots and other entirely technological creatures can't. Cybernetics are not subject to any effect or attack that targets technology unless it specifies that it affects cybernetics.

CARDIAC ACCELERATOR

PRICE 3,850

SYSTEM
Heart

LEVEL 6

This implant plugs directly into your heart and can be triggered to overclock the performance of your heart and circulatory system. When you run, charge, or take a move action to move, you can spend 1 Resolve Point to increase your speed (in the relevant mode of movement) by 20 feet for that action. This extra movement is treated as an enhancement bonus.

Alternatively, you can spend 1 Resolve Point as a reaction when you attempt a Reflex saving throw to gain a +1 enhancement bonus to your roll.

CYBERNETIC ARM

SYSTEM
Spinal column

MODEL	LEVEL	PRICE
Single	11	24,750
Dual	14	70,150

Made of ultralight materials, this fully cybernetic arm fuses to your spinal column, exoskeleton, or equivalent body structure and functions as a full arm. You can hold an additional hand's worth of equipment. This lets you have more items at the ready, but it doesn't increase the number of attacks you can make in combat. You must have a Strength score of 12 to use a cybernetic arm effectively.

TABLE 7-19: CYBERNETICS

NAME	LEVEL	PRICE	SYSTEM
Hideaway limb, standard	1	150	Arm or leg
Prosthetic limb, standard	1	100	Arm and hand, or leg and foot
Respiration compounder	1	250	Lungs
Vocal modulator	1	125	Throat
Datajack, standard	2	625	Brain
Darkvision capacitors, standard	3	1,750	Eyes
Prosthetic limb, storage	3	1,450	Arm and hand, or leg and foot
Retinal reflectors	3	1,350	Eyes
Speed suspension, minimal	4	1,900	All legs
Datajack, high-density	5	2,600	Brain
Dermal plating, mk 1	5	3,025	Skin
Hideaway limb, quickdraw	5	3,050	Arm or leg
Wide-spectrum ocular implant	5	2,825	Eyes
Cardiac accelerator	6	3,850	Heart
Dermal plating, mk 2	7	6,950	Skin
Darkvision capacitors, advanced	8	9,000	Eyes
Datajack, accelerated	8	8,525	Brain
Speed suspension, standard	8	8,800	All legs
Dermal plating, mk 3	9	17,975	Skin
Cybernetic arm, single	11	24,750	Spinal column
Dermal plating, mk 4	12	48,850	Skin
Speed suspension, complete	12	32,900	All legs
Darkvision capacitors, long-range	13	48,950	Eyes
Cybernetic arm, dual	14	70,150	Spinal column
Dermal plating, mk 5	14	105,000	Skin
Polyhand	14	71,000	Hand
Dermal plating, mk 6	16	163,500	Skin
Dermal plating, mk 7	19	542,000	Skin

Dual cybernetic arms consist of a pair of arms, one on each side of your body, and let you hold two additional hands' worth of equipment. You need a Strength score of 14 to use dual cybernetic arms effectively.

DARKVISION CAPACITORS			SYSTEM Eyes
MODEL	LEVEL	PRICE	
Standard	3	1,750	
Advanced	8	9,000	
Long-range	13	48,950	

These replacement eyes allow you to see in total darkness, giving you darkvision with a range of 60 feet. They operate by sending out low-powered ultraviolet lasers that are then detected by receptors within the capacitors. When your capacitors are in operation, their lasers can be detected by creatures that have darkvision capacitors or can otherwise see ultraviolet light.

Advanced darkvision capacitors have the benefits of a wide-spectrum ocular implant (see page 211). Long-range darkvision capacitors function like advanced capacitors but provide a darkvision range of 120 feet.

DATAJACK			SYSTEM Brain
MODEL	LEVEL	PRICE	
Standard	2	625	
High-density	5	2,600	
Accelerated	8	8,525	

This cybernetic includes a programmable data port that allows you to access different types of computers and digital storage media. Any handheld computer can be inserted directly into the port, while larger systems need to be connected by an adapter cable. Having the system connected directly to your nervous system obviates the need for an interface to access data on a system. Actually operating the system requires you to use the Computers skill as usual. Some closed systems don't allow data access or require you to do some rewiring to connect with a datajack (usually an Engineering check).

Advanced datajacks make it easier to process and send information through the datajack. With a high-density datajack, you gain a +1 circumstance bonus to Computer checks when accessing a system via your datajack. An accelerated datajack instead provides a +2 bonus.

DERMAL PLATING			SYSTEM Skin
MODEL	LEVEL	PRICE	DR
Mk 1	5	3,025	1
Mk 2	7	6,950	2
Mk 3	9	17,975	3
Mk 4	12	48,850	4
Mk 5	14	105,000	5
Mk 6	16	163,500	6
Mk 7	19	542,000	7

OVERVIEW

CHARACTER CREATION

RACES

CLASSES

SKILLS

FEATS

EQUIPMENT

TACTICAL RULES

STARSHIPS

MAGIC AND SPELLS

GAME MASTERING

SETTING

PATHFINDER LEGACY

You line your skin with hardened composite plates that deflect physical attacks. You gain an amount of damage reduction that depends on the model of your dermal plating. If you have natural damage reduction equal to or greater than your dermal plating, adding dermal plating increases the value of your natural DR by 1. If you have natural DR of a value less than your dermal plating, the value of DR from your dermal plating increases by 1.

HIDEAWAY LIMB

MODEL	LEVEL	PRICE
Standard	1	150
Quickdraw	5	3,050

This compartment is hidden inside one of your limbs. You can conceal items inside and protect them with a simple passcode. The compartment can hold items of negligible bulk and items of light bulk that are either relatively small or can be folded or contracted to fit. A hideaway in a leg (in a human) can hold more than one in an arm, and the creature's size also adjusts the capacity. The GM decides what can fit.

When the compartment is closed, the seam in your flesh is difficult to detect. You gain a +2 bonus to Sleight of Hand checks to conceal items in a hideaway limb. Though this compartment can usually foil a simple pat down, most security checkpoints include a scan that can detect such devices. Retrieving an item from a hideaway limb is a move action instead of a standard action.

This type of augmentation is for Small and Medium creatures only. Hideaway limbs for creatures larger than Medium typically cost more but can hold items of greater size or bulk.

If you have a quickdraw hideaway limb, the compartment is integrated with a specific weapon. This allows you to draw the weapon as a swift action or as part of making an attack or full attack (similar to using the Quick Draw feat). A quickdraw hideaway limb works only if the limb is one you can normally aim and attack with, typically an arm. You can't, for example, put a quickdraw hideaway limb in your leg and have the weapon spring into your hand.

You can have a mount installed in a quickdraw limb that holds the weapon in place while you shoot. You still can't use your hand for other purposes, but you gain a +2 bonus to KAC against disarm attempts. The mount can't hold a weapon that requires more than one hand to operate. You can't hide other objects inside a quickdraw hideaway limb—there's room for only the weapon.

Nothing stored in a hideaway limb is considered part of the cybernetic, and the stored item does not gain the cybernetic's immunity to attacks affecting technological devices.

POLYHAND

PRICE 71,000

SYSTEM
Hand

LEVEL 14

You replace your entire hand with a hand made of reprogrammable microscopic adamantine prisms. With either a mental command or a programmable interface built into the hand, you can reconfigure your hand into the shape of various tools. The hand can contain programming for nine different tools, in addition to a configuration for a normal hand for your species. As a move action, you can switch the setting, causing the adamantine pieces to realign into the shape of the chosen tool. The tool has all the flexibility of the normal tool (or of a hand, if set to that).

Programming a new tool into the polyhand takes 10 minutes, and you must choose either to fill an empty slot or to replace a programmed tool. The tool replicated must be 8th level or lower. The polyhand can replicate the moving parts of a tool, but you must supply any fuel or batteries needed for the tool to function. The tool cannot produce substances, and since it's not very conductive (important so as to avoid shocking the user), it can't serve as a power conduit or data transmission line. The GM has final say in deciding which tools you can duplicate. The tools within engineering kits and similar kits can be duplicated, subject to the restrictions above.

You can't replace the hand setting based on your biology, which is required for the polyhand to function properly. You can add a hand corresponding to another species in any slot that isn't reserved; for instance, a human could program her polyhand to replicate a shirren hand. This can't duplicate features of a unique individual, such as thumbprints. You can install a polyhand into a prosthetic limb that replaces an arm as if the prosthetic were a natural arm.

The adamantine construction makes the polyhand extremely durable (see page 408 in Chapter 11 for more information about adamantine). This doesn't change the amount of unarmed strike damage, no matter the form your polyhand is in. The polyhand can't maintain structural integrity if extended too far, so it can't assume a form more than one and a half feet long in any dimension. Consequently, it can't extend your reach.

PROSTHETIC LIMB

SYSTEM
Arm and hand, or leg and foot

MODEL	LEVEL	PRICE
Standard	1	100
Storage	3	1,450

This prosthesis replaces a missing limb. It restores functionality, but it is no more durable than and doesn't otherwise function differently than a normal limb for your species. A prosthetic limb can replace one you've lost, or you can have a limb removed in order to replace it with a prosthetic.

A storage prosthetic limb has a built-in concealed storage compartment, which functions as a hideaway limb (see above).

RESPIRATION COMPOUNDER

SYSTEM
Lungs

PRICE 250

LEVEL 1

A respiration compounder consists of a series of modules that attach to your lungs, letting you survive longer without having to breathe. Treat your Constitution score as though it were doubled for the purpose of how long you can hold your breath. You also gain a +4 bonus to Constitution checks to continue holding your breath. This doesn't protect you from other dangers of an airless environment.

The compounder also filters your air, granting a +2 bonus to saving throws against inhaled poisons or other airborne toxins.

RETINAL REFLECTORS

SYSTEM
Eyes

PRICE 1,350

LEVEL 3

These sheets of reflective material can be implanted behind the retina, granting you low-light vision and a +1 enhancement bonus to vision-based Perception checks.

SPEED SUSPENSION

MODEL	LEVEL	PRICE	SYSTEM
Minimal	4	1,900	All legs
Standard	8	8,800	
Complete	12	32,900	

You increase your land speed by replacing joints and tendons in your legs with high-performance cybernetics. A minimal speed suspension replaces only a few parts, increasing your land speed by 10 feet. A standard suspension is more invasive and increases your land speed by 20 feet. Replacing all your leg joints and tendons with a complete speed suspension increases your land speed by 30 feet. You can install a speed suspension into prosthetic legs. Extra speed from these augmentations is treated as an enhancement bonus.

VOCAL MODULATOR**PRICE** 125**SYSTEM**
Throat**LEVEL** 1

A vocal modulator includes a series of miniature actuators built specifically to reshape your voice box, along with miniature hyper-resonant chambers that dynamically close or open. This allows you to change the pitch, timbre, and tone of your voice. You can more easily imitate accents or pronounce alien languages. When using Disguise to change your appearance, you gain a +2 circumstance bonus if the change in your voice also helps your disguise (at the GM's discretion).

WIDE-SPECTRUM OCULAR IMPLANT**PRICE** 2,825**SYSTEM**
Eyes**LEVEL** 5

These cybernetic spheres replace your eyes entirely. You gain low-light vision, as well as the ability to see infrared and ultraviolet light. These enhancements grant you a +2 bonus to vision-based Perception checks and allow you to notice some things people who can see only the red-violet light spectrum can't, including the lasers from darkvision capacitors (see page 209). This doesn't grant you darkvision, but in darkness you can see significant sources of heat due to your infrared vision.

BIOTECH

Functioning similarly to cybernetics, biotech items include modifications to your DNA combined with implants of biological origin that integrate into your physiology. Biotech mostly operates by the same rules as cybernetics and uses the same implantation slots.

TABLE 7-20: BIOTECH

NAME	LEVEL	PRICE	SYSTEM
Gill sheath	1	95	Lungs
Dragon gland, wyrmling	2	755	Throat
Venom spur	2	625	Hand
Wildwise	2	500	Throat
Adaptive biochains	3	Varies	Varies
Climbing suckers	3	1,200	All feet
Tympanal cluster	4	2,150	Ears
Skin of the chameleon	6	4,050	Skin
Dragon gland, standard	10	19,125	Throat
Dragon gland, wyrm	16	181,500	Throat

ADAPTIVE BIOCHAINS**SYSTEM**
Varies**PRICE** Varies**LEVEL** 3

You can duplicate the effects of cybernetics with biotech by using adaptive biochains—microscopic cells that can reform themselves into replacements for technology within the body of a living host. This replicates the effects of any cybernetic augmentation, but it costs an additional 10% due to the price of the biochains. Adaptive biochains can also be used to replace any existing cybernetic with a biotech version of the same device; doing so has the same price and time as introducing a new adaptive biochain.

CLIMBING SUCKERS**SYSTEM**
All feet**PRICE** 1,200**LEVEL** 3

The soles of your feet become covered in fleshy slats you can open and close, providing you a climb speed of 20 feet (see page 259). You don't need to attempt Athletics checks to traverse a vertical or horizontal surface (even upside down). You don't benefit from climbing suckers unless you're barefoot or wearing custom clothing, and you can not be wearing more than light armor. Climbing suckers integrate into your natural feet and do not require you to replace your feet and legs. Climbing suckers can be installed into the feet of prosthetic legs.

DRAGON GLAND**SYSTEM**
Throat**MODEL****LEVEL****PRICE**

Wyrmling	2	755
Standard	10	19,125
Wyrm	16	181,500

You implant an arcanicus gland modified to function for a creature of your race at the back of your throat. You can trigger this gland as a standard action to expel a breath weapon in a 15-foot cone as an extraordinary ability. Choose the damage type when the organ is biocrafted, picking from the following list: acid, cold, electricity, or fire. You are not harmed by using your own breath weapon. Once you've used your breath weapon, you can't use it again until you've rested for 10 minutes to regain Stamina Points, though you can spend 1 Resolve Point at any point to recharge it immediately.

A wyrmling dragon gland deals 3d6 damage, a standard gland deals 9d6 damage, and a wyrm gland deals 18d6 damage. Targets in the area can attempt a Reflex save ($DC = 10 + \text{half your level} + \text{your Constitution modifier}$) to take only half damage.

GILL SHEATH**SYSTEM**
Lungs**PRICE** 95**LEVEL** 1

An external lining striated with oxygen-filtering nodules coats the outside of your lungs. If you breathe in water, it filters into the lining, where the nodules extract the oxygen and deposit it into your lungs. This lets you breathe underwater or in the air. You still exhale normally.

SKIN OF THE CHAMELEON**SYSTEM**
Skin**PRICE** 4,050**LEVEL** 6

This biotech modification replaces pigmentation cells in your skin. You can alter your skin to mimic the terrain or lighting

OVERVIEW

CHARACTER CREATION

RACES

CLASSES

SKILLS

FEATS

EQUIPMENT

TACTICAL RULES

STARSHIPS

MAGIC AND SPELLS

GAME MASTERING

SETTING

PATHFINDER LEGACY

conditions around you, giving you a +3 circumstance bonus to Stealth checks. You must be wearing custom clothing and no more than light armor to benefit from this biotech.

TYMPANAL CLUSTER

SYSTEM
Ears

PRICE 2,150

LEVEL 4

A tympanal cluster consists of multiple small membranes of various sizes that can detect a wide range of sounds. They give you a +2 circumstance bonus to hearing-based Perception checks.

VENOM SPUR

SYSTEM
Hand

PRICE 625

LEVEL 2

You implant a retractable stinger and venom sac into your hand. You can extend this stinger as a swift action but only while you aren't holding anything in that hand. Attacks with your stinger deal 1d6 piercing damage and automatically inject venom into the target. An affected creature can attempt a Fortitude saving throw ($DC = 10 + \text{half your level} + \text{your Constitution modifier}$) to resist the effects of your venom. On a failed save, the creature takes 2d6 damage immediately and must attempt a new Fortitude saving throw at the start of its turn each round to end the effect. Each time it fails this save, it takes an additional 2d6 damage. Effects such as *remove affliction* and antitoxin affect this venom as though it were a poison.

Once used, the venom sac doesn't refill until the next time you rest to regain Stamina Points. While it's empty, you can still attack with the stinger but can't envenomate your target.

WILDWISE

SYSTEM
Throat

PRICE 500

LEVEL 2

The soft purple fungus called wildwise attaches itself to your vocal cords and extends fine filaments into portions of your brain. It allows you to communicate in a general sense with animals and with magical beasts with an Intelligence score of 1 or 2. You can attempt Diplomacy checks to influence such creatures as well as understand in very vague terms information they try to convey to you. The information they give you usually consists of simple concepts such as "danger," "food," or "that way."

PERSONAL UPGRADES

Personal upgrades are a special class of augmentation that do not follow the normal system-limitation rules. Instead, these are broad upgrades that make changes across your entire body, while still allowing for other augmentations. Put more simply, buying a personal upgrade is the easiest way to increase your ability scores.

Personal upgrades may be cybernetics, biotech upgrades, mystical crystals, nanite enhancements, or various other forms of enhancement, and each permanently grants you additional ability score points. Using any of these sorts of items counts as a personal upgrade.



You can gain a total of three personal upgrades, regardless of the source. Each personal upgrade item has a model number: mk 1, mk 2, or mk 3. A mk 1 personal upgrade grants you +2 points to a single ability score, a mk 2 personal upgrade grants +4 points to a single ability score, and a mk 3 personal upgrade grants you +6 points to a single ability score. Each of your personal upgrades must be a different model number (for example, you cannot have three mk 1 upgrades, but you can have a mk 1, a mk 2, and a mk 3). You can boost an existing personal upgrade by paying the difference in price between the current model and the next higher model. For example, if you have a mk 1 synaptic accelerator granting you +2 points of Strength, you could increase that to a mk 2 synaptic accelerator granting you a total +4 points of Strength by paying 5,100 credits (the difference in price between the mk 1 and mk 2 models). Be sure to keep track of what upgrades you have applied to which ability scores.

Below are three typical examples of personal upgrades: one each for purely technological upgrades, purely magical upgrades, and hybrid upgrades. These distinctions have no rules differences, but some societies may view them differently.

TABLE 7-21: PERSONAL UPGRADES

MODEL	LEVEL	PRICE	ABILITY
Mk 1	3	1,400	+2
Mk 2	7	6,500	+4
Mk 3	14	75,000	+6

ABILITY CRYSTAL (MAGIC)

This crystal formed a mystical connection to the memories of heroes long ago. Any character can spend 1 hour communing with the crystal to gain additional ability points. This counts as a personal upgrade of the appropriate model number. Once a character has used the crystal, its magic is forever spent.

SYNAPTIC ACCELERATORS (TECHNOLOGY)

These implants supercharge the synaptic connections in your brain, allowing you to process information faster and send impulses throughout your body more effectively. Synaptic accelerators grant you additional ability points. This counts as a personal upgrade of the appropriate model number.

It takes an hour to install a synaptic accelerator, and once a character has benefited from its technology, it is forever spent.

SYNERGIZING Symbiote (HYBRID)

These tiny, biovat-grown, tadpole-like creatures form symbiotic relationships with other animals by attaching to their bodies and instinctively maximizing efficiency in the hosts' biological systems, losing their own independence and functionally becoming a new organ. Synergizing symbiotes grant additional ability points. This counts as a personal upgrade of the appropriate model number. It takes an hour to implant a synergizing symbiote, and once a character has benefited from it, it is forever spent.

COMPUTERS

Computers control most of the modern tools and conveniences in the Starfinder universe, from simple door locks to advanced overminds controlling all incoming and outgoing traffic from a spacedock. Almost anything can be found hiding inside their mainframes, from the plans for wondrous new technological marvels to some of the darkest corporate secrets imaginable. That said, most computers consist of simple information and control systems. Gaining access to computers in order to reach their files and control modules is a common occurrence in the game—and even sometimes required. The following rules are designed to give GMs the tools necessary to design computer systems that are both interesting and challenging.

BASICS

Each computer system is made up of various simple statistics that tell the GM how the computer functions, what it knows, what it controls, and what it can do to defend itself. This information is presented in the following terms.

Tier

The computer's tier indicates its overall technological sophistication, from 1 to 10. A tier-1 computer might be something as simple as a common datapad, a door lock, or a lighting controller, whereas a tier-10 computer represents the systems managing the engine core of a space station or the mainframe of an Aspis Consortium intersystem office. Note that the workstation of a tier-10 computer mainframe might itself be only a tier-3 computer, but it cannot in any way access or control the full mainframe, even if hacked; it can interface with only the components to which it has been granted access. Thus, access to the mainframe itself and features it controls requires hacking its tier-10 defenses.

The tier of a computer determines its base price and the base DC to hack into its system using a Computers check. Both of these are modified by the modules and countermeasures installed on a system (see Modules and Countermeasures below). The base DC to hack a computer is equal to $13 + 4$ per tier.

User Interface

A computer's control module is the input device and display designed to allow you to enter commands into and receive data from the computer. In the Pact Worlds, most user interfaces include a keyboard, view screen, microphone, and speakers, to allow typed, spoken, or gesture-based commands to be given to the computer and to deliver graphic or audio data from the computer. These kinds of user interfaces come free with any system, and a computer can have as many as ten user interfaces per point of bulk the computer has (though normally only public systems or computers used by large companies do this).

It is also possible for a user interface to exist only as a broadcast device (such as a comm unit), or even to have another smaller computer act as a user interface (using a control module). You can set a computer to use this kind of user interface for free when you buy it, though you must pay for the additional device separately, or you can install (or remove) user interfaces using



the disable or manipulate module task of the Computers skill to alter a user interface. Such additional user interfaces do not count against the total modules a computer can have.

You can use a hacking kit to access a computer without using a user interface, but this requires you to have physical contact with the computer or to make contact through an infosphere or similar network that is linked to the computers.

Size

Computers can be extremely small, but miniaturizing such units without sacrificing computational power or durability increases a computer's price. At base, a computer has a bulk equal to its tier squared. Computers with light bulk or negligible bulk can be worn easily on the wrist or clipped to communications devices and used without having to hold them in a hand. Any computer with a bulk of 1 or more must be held or set on a sturdy surface to be used. Computers with a bulk of 25 or more are not designed for portability, and normally they are permanently mounted to furniture or a vehicle or starship. You can reduce the size of a computer with the miniaturization upgrade (see page 216).

Access and Authorization

Computers are designed for users to quickly and easily gain access to their files and functions. A computer may have unsecured access, which allows anyone able to interact with its user interface to perform basic functions. In such cases it usually has secured root access, so more crucial features remain available to only a select few. A computer can have unsecured root access, but this is normally only the case for a newly-purchased computer, and the first owner is expected to establish secure root access as soon as possible.

Access

Access means you are able to use all the basic functions of the computer, which generally includes retrieval of any information not stored in a secure data module (see page 215), the ability to send and receive messages from other devices or systems

OVERVIEW

CHARACTER CREATION

RACES

CLASSES

SKILLS

FEATS

EQUIPMENT

TACTICAL RULES

STARSHIPS

MAGIC AND SPELLS

GAME MASTERING

SETTING

PATHFINDER LEGACY

connected to the computer (which may include access to a planetary infosphere), and control of any minor functions (such as door controls, entertainment systems, light switches, and other common household devices) controlled by the computer.

In most cases, it is obvious at a glance whether a computer's user interface has unsecured access or whether it is necessary to attempt a Computers check to hack the system.

Root Access

Root access is a more advanced form of access that allows you to use all of a computer's functions and modules, bypass or set conditions for its countermeasures, and look at, copy, add to, and delete any of its secured data. With root access, you can also grant a specific individual with access the ability to use a specific module or countermeasure you control that would not normally be available to the base access level.

You can gain root access only when a computer is first purchased, when it is granted by another creature that already has root access, or when you make a successful Computers check to hack the system and beat the computer's normal DC by 20 or more. Normally, root access applies to a computer as a whole, but modules behind a firewall can have their own separate root access permissions.

Secured Computers

Most systems attempt to balance access and security with a two-step verification process to confirm authorized access, entailing both a physical security key (which might be nearly any tangible object, such as a keycard, palm print, or even another computer) and a password (often a fairly long string of characters entered through a keyboard, but also potentially a voiceprint or song, a telepathic command, or a riddle easily understood if you know the context).

Characters who are authorized, have the security object, and know the password can access a computer and use it for its intended purpose without needing to hack into it. Both a security key and a password can limit a character's access to only some modules or tiers of a computer and don't allow the user to access other functions. If you attempt to hack a computer, you gain a significant advantage if you acquire its security key or password, each giving you a +5 bonus to Computers checks to hack. However, the access granted by such security measures can easily be revoked by someone who already has access to the computer if that individual knows you have somehow obtained a security key or learned a password. Similarly, if you use either a security key or password to gain a bonus to a Computers check and then fail that check by 5 or more, the system automatically locks access against further attempts from the specific security credential used, which no longer grants its bonus to future checks.

Basic Functions

Computers are good at storing data, making calculations, manipulating and sorting information, performing rote tasks, and combining these tasks (often in the form of apps or programs). A computer may be set up to perform any of these functions in a general way, and it's impossible to define everything a computer can possibly do. In general, computers can be treated as tools

that streamline tasks that would otherwise demand significant bookkeeping, computation, sorting, tracking, or viewing, as long as the needed data can be input. Such tasks are normally part of a computer's basic functions (though the data they need might well be kept behind a firewall, in a secure data module, or both), and ultimately it is up to a GM to determine a computer's total capacity for performing such basic functions.

A basic function can also control a simple device such as a fire-suppression system, remote door, or a video camera—anything with simple on and off functions. New basic functions of this type can be added with a successful DC 10 Computers check, though the GM has final say on what an appropriate basic function is for a computer. Anything more complex that would normally require a creature to operate must be controlled through a control module (see page 215).

Modules

Modules define what a computer is capable of doing beyond its basic functions. Computers can have any number of modules. These typically fall into one of four categories: control, secure data, spell chips, and upgrades. Control modules can operate a device or object that is in some way linked to the computer, such as a video camera or even a connected robot. A secure data module contains a vast amount of information, from technical blueprints to financial ledgers or perhaps personal correspondence. Spell chips are special magic items that allow a computer to generate spell effects. Finally, upgrades are simply improvements to the computer system that increase the difficulty of hacking the computer, expand its reach, or make it faster and easier to use. For more information about common computer modules, see Modules on page 215.

Countermeasures

Countermeasures are specific actions that occur if someone tries to hack into a computer system. Some spring into action only if someone attempts and fails a Computers check to hack the system, while others activate whenever anyone tries to access the machine in any way. The most basic countermeasures simply remove access from a user or specific user interface, whereas more advanced countermeasures might alert robot sentries or even emit a lethal shock. A computer can have a maximum number of countermeasures equal to its tier. For more details about common computer countermeasures, see Countermeasures beginning on page 216.

TABLE 7-22: COMPUTER TIERS

TIER	PRICE	DC TO HACK
1	50	17
2	250	21
3	1,250	25
4	5,000	29
5	10,000	33
6	20,000	37
7	40,000	41
8	80,000	45
9	160,000	49
10	320,000	53

TABLE 7-23: MODULE, UPGRADE, AND COUNTERMEASURE PRICING

FEATURE	PRICE
MODULES	
Control, complex	10% of controlled device
Secure data, average	10 credits
Secure data, large	Varies
Secure data, specific	1 credit
Spell chip	110% of component spell gem
UPGRADES	
Artificial personality	10% of computer's base price
Hardened	50% of computer's base price
Miniaturization	10% of computer's base price
Range I (100 feet)	5 credits
Range II (1 mile)	50 credits
Range III (planetwide)	100 credits
Security	Varies ¹
Self-charging	10% of computer's base price
COUNTERMEASURES	
Alarm	10 credits
Fake shell	50% of computer's base price + 10% of price of control and data modules
Feedback	500 credits
Firewall	20% of computer's base price
Lockout	100 credits
Shock grid	Varies ²
Wipe	10 credits

¹ See Table 7-24: Security Modules for more details.

² See Table 7-25: Shock Grids for more details.

MODULES

Computers can have any number of modules installed. Modules can be partitioned off from other parts of a computer if placed behind firewall countermeasures, which increases their security. A computer can have multiple modules of the same type, but the bonuses they grant to a system generally do not stack with themselves. For example, a system could have three copies of the security I module (which each grant a +1 bonus to the DC), but they do not stack to increase the DC to break into the computer.

Note that modules are a combination of both hardware and software, and as such typically cannot be physically removed without damaging the system or rendering it inoperable. With the right amount of skill and time, a module can be disabled or manipulated, but this typically cannot be done during combat. See the Computers skill on page 137 for more information.

Module pricing is provided on Table 7-23: Module, Upgrade, and Countermeasure Pricing.

Control

The control module allows the computer to operate a complex device, to which it must be in some way connected. (Simpler devices can be controlled as part of a computer's basic functions.) Some countermeasures might make use of a computer's control modules when activated. Gaining control of a computer allows the user to activate the devices in any way allowed by the control module. The price of a control module depends on the complexity of the object being controlled. The control module for a more complex device, such as a spy drone,

starship, vehicle, or weapon turret, costs 10% of the device to be controlled.

When controlling a basic device that essentially has an on/off switch, the computer simply gains access to that switch and can activate or deactivate the connected device as instructed. When in charge of a device that can already operate autonomously (such as a robot or another computer), the controlling computer can give orders to that device. When operating a device that requires a skill check or attack roll (such as a computer hooked to a med-bed or weapon), the controlling computer can either allow a creature with authorized access to attempt a skill check or attack roll, or attempt the skill check or attack roll itself. When making its own check, the computer is assumed to have an attack bonus equal to its tier, proficiency with any weapon it controls, and a total skill bonus equal to $2\frac{1}{2} \times$ its tier. Such controlled objects are normally mounted to a specific location (such as a controlled longarm placed in a turret with line of sight to the computer's terminal), in which case the mount and related components are included in the control unit price.

A computer can also control another computer. In this case, hacking one computer allows you to attempt to hack any computer it controls, but this does not automatically give you access to those other computers. It's common for a lower-tier computer to be set up to control a higher-tier computer, such as when a clerk's desk computer is linked to a company mainframe. In these cases, the lower-tier computer can only send specific, authorized commands to the higher-tier computer, though it can still be used as an access point in an attempt to hack the higher-tier computer.

Secure Data

This module contains secured data relative to a specific topic, and is almost never available without root access or an action by someone with root access to grant another user the ability to access the secure data module. Since a secure data module serves to store information too important or sensitive to let fall into the hands of your average hacker, it is frequently also kept behind a firewall.

Secure data might consist of a few simple documents or a vast library of technical specifications. The only requirement is that the data be limited to one general topic (such as a ship's design, correspondence among members of a group, local maps and charts, etc.); additional topics require additional data modules. The price of the module depends on the topic's size. A data module suitable for a specific small topic (such as a video log, a financial ledger, or a building schematic) costs 1 credit. A data module for an average topic (such as engineering specifications for a gun, a company's employee database, or a large array of maps) costs 10 credits. Modules for large topics (such as the plans for a starship, a space station's operations log, or a company's master records) cost at least 100 credits and might cost as much as 1,000 credits. In addition to storing data that might be valuable on its own (such as plans for a military invasion), a data module allows a character with access to it to take 20 when attempting a skill check to recall knowledge on a topic related to the data module's contents.

Spell Chips

It is possible to create spell gems (see page 224) in the form

OVERVIEW

CHARACTER CREATION

RACES

CLASSES

SKILLS

FEATS

EQUIPMENT

TACTICAL RULES

STARSHIPS

MAGIC AND SPELLS

GAME MASTERING

SETTING

PATHFINDER LEGACY

of chips that can be slotted into a computer system. A user capable of utilizing an equivalent spell gem with access to the computer in which such spell chips are installed can cast the related spells whenever controlling the computer and gains a +2 circumstance bonus to any skill check involving these spells. Spell chips cost 110% of a spell gem (page 224) with the same spells. When a spell is expended from a spell chip, the chip itself is not destroyed, and the spells can be reloaded into the spell chip for 90% of the normal price of a new spell chip.

Upgrades

These modules improve the overall effectiveness, security, and utility of a computer system. A computer system can have any number of these modules, but their effects generally do not stack. For a better effect, a more expensive module must be purchased and installed on the computer.

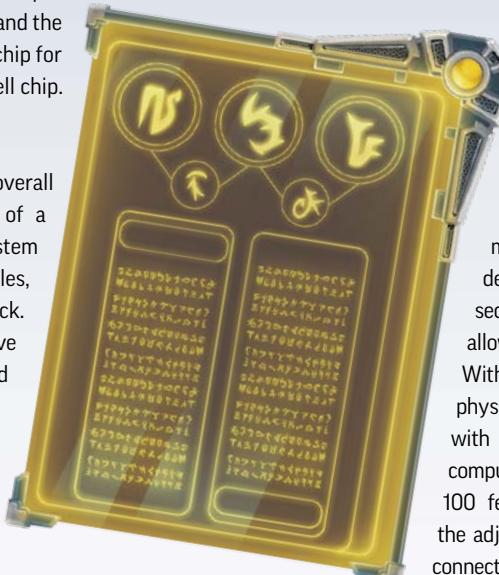
Artificial Personality

An artificial personality is a program designed to allow a computer to hold conversations in plain language with both users and creatures that lack access. Such computers are often given a name and are capable of parsing expressions, slang, social cues, tone of voice, and similar elements beyond a literal understanding of spoken or written words. They can respond appropriately through algorithms and lists of billions of known phrases and expressions, developed by programmers over centuries to allow for extremely natural-sounding conversations. Such computers can even display what appear to be emotions and insights. However, unlike androids, computers with artificial personalities have not attained true consciousness. The ability of an artificial personality to hold a conversation, learn names and habits, and even give advice is based purely on its complex code and extensive lexicons.

The primary advantage of an artificial personality is that an authorized user can operate the computer by giving simple spoken or typed commands in plain language and receive information from the computer the same way. On starships traveling far from civilized systems for months or years at a time, some owners also appreciate hearing a friendly voice and having someone to talk to, despite knowing that the “someone” isn’t an actual conscious being. Artificial personalities are sophisticated enough that the computer can attempt Bluff, Diplomacy, Intimidate, and Sense Motive checks with a total bonus equal to $2 \times$ its tier. This upgrade costs 10% of the base price of the computer.

Hardened

The computer and its systems are encased in armored and energy-resistant shells. The computer’s hardness increases by 10, and it gains a +8 bonus to saving throws against energy attacks and effects that specifically target computers or electronic systems. This upgrade costs 50% of the base price of the computer.



Miniaturization

Treat your computer as 1 tier lower when calculating its bulk, to a minimum of tier -1. A tier-0 computer has light bulk, and a computer of tier -1 has negligible bulk. You can buy this upgrade multiple times. Each time it costs 10% of the base price of the computer.

Range

While most computers have access to remote systems and local infospheres, this connection does not necessarily extend to other devices. A computer that controls a comm unit can use that comm unit to send and receive messages but cannot use it to control devices. The range upgrade provides a secure, remote connection to a device which allows it to be controlled from a distance. Without this upgrade, a computer must be physically connected to the devices it controls with its control modules. Range I allows the computer to control a device wirelessly within 100 feet, and costs 5 credits (this includes the adjustments to both the computer and the connected device). Extending this range to 1 mile (Range II) costs 50 credits, while increasing it to planetwide (Range III) costs 100 credits (requiring an infosphere connection for both the computer and device).

Security

This bolsters the overall security of the computer, increasing the DC of the Computers check to hack the computer and gain access to its modules. This upgrade comes in multiple ranks, each stronger and more secure than the last. Refer to Table 7-24: Security Modules to determine the DC increase and the price (in percentage of the base price of the computer). A computer cannot benefit from more than one security upgrade.

TABLE 7-24: SECURITY MODULES

RANK	DC INCREASE	PRICE
Security I	+1	25% of computer's base price
Security II	+2	50% of computer's base price
Security III	+3	75% of computer's base price
Security IV	+4	100% of computer's base price

Self-Charging

While most computers can operate for up to 24 hours on internal batteries, this upgrade makes it so that the computer can function for up to 1 week on its internal power alone. Multiple purchases of this upgrade each extend the time by 1 additional week. This upgrade costs 10% of the base price of the computer.

COUNTERMEASURES

Countermeasures form a computer system’s last defense against hackers trying to compromise it. Countermeasures are specifically designed to activate when an unauthorized



OVERVIEW

CHARACTER CREATION

RACES

CLASSES

SKILLS

FEATS

EQUIPMENT

TACTICAL RULES

STARSHIPS

MAGIC AND SPELLS

GAME MASTERING

SETTING

PATHFINDER LEGACY

user attempts unsuccessfully to access the system, usually by entering an incorrect password or by failing to bypass other security precautions. Some activate the moment a user tries to get into the system and deactivate only once the correct password has been entered. In either case, a computer can have a number of countermeasures equal to its tier.

Prices for countermeasures are listed on Table 7-23: Module, Upgrade, and Countermeasure Pricing.

Alarm

One of simplest countermeasures, this program sends an alert to a specific individual or station if someone attempts to breach the system. If the computer has a control module connected to an actual alarm, this countermeasure can trigger that alarm. If the computer controls a robot, trap, or weapon, an alarm can also activate them. The alarm countermeasure costs 10 credits.

Fake Shell

This particularly cunning countermeasure creates an entirely fake network and system directory for anyone accessing the system that fails to bypass this countermeasure. The phony network has cloned control modules and data modules to make it appear to be the actual system, but the control modules do not actually work and the data modules contain garbage files. A character can uncover this ruse with a successful Computers check with a DC equal to the system's DC + 5. You automatically get a new check each minute with a cumulative +2 circumstance bonus until you discover the ruse. The fake shell countermeasure costs 50% of the base price of the computer plus 10% of the price of its control and data modules.

Feedback

This countermeasure unleashes insidious virus software into any system that tries to hack it, causing damage to that system and its programming. If you fail a check to hack the computer by 5 or more, any device used in the attempt to break into the system is infected and becomes unreliable, resulting in a -5 penalty to all skill checks involving the infected equipment. You can remove a virus from an infected system if you succeed at a Computers check with the same DC as hacking the computer that has the feedback countermeasure. At the GM's discretion, feedback viruses can have other effects instead, such as granting a +5 circumstance bonus to anyone attempting to hack the infected system. A feedback countermeasure costs 500 credits.

Firewall

This countermeasure does nothing to the intruder but instead partitions off modules behind an additional layer of security. Accessing the hidden modules requires another successful Computers check, usually with a DC equal to the original DC + 2. A computer can have multiple firewalls to block off multiple modules, but no one module can be protected by more than a single firewall. A firewall costs 20% of the base price of the computer.

Lockout

A lockout countermeasure freezes a system if a user repeatedly fails attempts to access it, causing it to become

entirely inaccessible. Generally, this does not mean that the system is powered down, and other modules and countermeasures can still take automated actions. Lockouts last a specified period of time, typically 10 minutes, 1 hour, or 1 day, but any time frame can be specified. A lockout cannot be disabled, even by a user with the correct passwords and credentials. It is possible to bypass a lockout by accessing physical components of the computer, requiring a successful Engineering check with the same DC as the check to hack the computer.

A standard lockout activates if there are three failed attempts to access or hack the computer within 24 hours and costs 100 credits. A lockout can be set to allow a different number of failed attempts before activating or to last a different amount of time. If the computer has an alarm, it can be set to inform a specific terminal or communication device when each failed attempt occurs and when the lockout is activated.

Shock Grid

The computer and its surrounding environment are protected by a grid of conductive material that transmits a shock to anyone who fails to access the system. This has two settings: one meant to stun and one meant to kill. Normally, the stun setting happens first, with a warning about lethal force should the intruder make another attempt. The stun setting forces all creatures within 10 feet of the terminal to succeed at a Fortitude saving throw or be stunned for 1 round. The lethal setting affects nearby creatures like the stun setting but also deals electricity damage to all creatures within 10 feet of the computer, allowing a Reflex save for half damage. The save DC, damage dealt, and price all depend upon the rank of the shock grid, as indicated on Table 7-25: Shock Grids. Each rank added counts as one countermeasure when determining the total number of countermeasures a system can have. Only computers fixed permanently to a floor or similar surface can have shock grids.

TABLE 7-25: SHOCK GRIDS

RANK	DC	DAMAGE	PRICE
1	20	8d6	500
2	22	10d6	2,000
3	24	12d6	5,000
4	27	14d6	20,000
5	30	16d6	50,000

Wipe

The system deletes specified data when an unauthorized breach is detected. This usually causes a number of data modules to be deleted from the system. Unless the owner is incredibly paranoid, this countermeasure is usually set to trigger only after two or more failed attempts to enter the system (so as to prevent accidental deletion due to a failed password attempt). Wipes don't definitively remove data, however, unless the physical module containing the data is destroyed. Information deleted through a wipe can be recovered with 8 hours of work and a successful Computers check ($DC = 10 + \text{the DC to hack the computer}$). A wipe countermeasure costs 10 credits.

TECHNOLOGICAL ITEMS

Technology is everywhere in Starfinder, and includes any number of devices useful to adventurers, such as those presented on Table 7-26: Technological Items. Unless otherwise indicated, activating or deactivating an item is a standard action. Items that can be activated to modify an action you're taking last for the duration of that action (such as those that modify skill checks), in which case activating the item is part of that action.

Unless otherwise specified, technological items use a battery and are subject to special abilities that work against items using batteries, charges, or technology. If an item doesn't specify a usage, it needs very little power and has an internal battery designed to function for decades or even centuries without recharging. Items with a specified usage use a battery that comes fully charged when purchased. Such batteries can be recharged as normal using generators or recharging stations (see Professional Services on page 234), or they can be replaced (see Table 7-9: Ammunition for battery prices).

- ➊ **Name:** An item's name is its colloquial title, a particular brand name, or its scientific name.
- ➋ **Model:** Some items come in multiple versions, each with varying effectiveness. These items list multiple models, with a price and level entry for each.
- ➌ **Price:** This is the price in credits to purchase or craft the item. The prices listed for each item represent common, mass-produced versions of each item. Brand-name items typically cost twice as much, while more luxurious versions can cost three times as much or more.
- ➍ **Level:** The level of the item is the minimum level you have to be to craft the item, as well as a rough approximation of the item's effectiveness compared to your character level.
- ➎ **Hands:** If an item is handheld, this entry indicates how many hands you must have free to utilize the item properly and gain its benefits. Most items can be carried in one hand while you're not using them unless they're especially unwieldy or heavy, as decided by the GM.
- ➏ **Bulk:** The item's bulk (see page 167) appears here.
- ➐ **Capacity:** This lists the maximum capacity for an item that requires charges to function. An item that holds electrical charges can be replenished with a battery (see page 190).
- ➑ **Usage:** This entry lists how many charges are consumed when the item is used. This might be per activation, or it might cover a certain duration. If an item uses a certain amount of charges over an interval, it uses charges for the full interval even if the item is shut off before that amount of time has passed. For instance, an item that uses charges at a rate of 2 per minute would still use 2 charges if activated for only 30 seconds.

Of course, there's a vast array of technological devices available in most settlements—well beyond the number that could possibly be presented in any real-world book. In general, any minor piece of equipment with a real-world equivalent (alarm clock, camera, digital keys for vehicles you own, timer, watch, and so on) can be purchased with GM approval, costs 5 credits and has light bulk.

TECHNOLOGICAL ITEM DESCRIPTIONS

Technological items found on Table 7-26 are described below. Where items are grouped into a category, that category and the items that fall into it are listed in a single entry.

Cable Line (Adamantine Alloy, Titanium Alloy)

Industrial-strength cabling is typically woven from hundreds of cords of high-durability plastic that are often coated in metal for added strength, usually adamantine or titanium alloy.

Comm Unit

A personal comm unit is pocket-sized device that combines a minor portable computer (treat as a tier-0 computer with no upgrades or modules) and a cellular communication device, allowing wireless communication with other comm units in both audio- and text-based formats at planetary range (see page 272). A personal comm unit also includes a calculator, a flashlight (increases the light level one step in a 15-foot cone), and several entertainment options (including games and access to any local infospheres). You can upgrade a personal comm unit to function as some other devices (such as full computers and scanners) by spending credits equal to 110% of the additional device's price.

Comm units that function at system-wide and unlimited ranges aren't as portable; they include built-in generators that provide the necessary amount of power. Short-term use of these units can be purchased in most major settlements (see page 234).

See page 430 for more about Pact Worlds communications.

Detonator

This conical device primes and detonates explosives (including grenades) with a push of a button. Programming a detonator to a specific package of explosives takes 1 minute, after which the detonator can be triggered in one of several ways. The detonator can be set to ignite its payload with the simple press of a button (no action), a four-digit command code (a move action), or a complex input method, such as scanning your retina or thumbprint (a full action). You choose the triggering method when setting the detonator. A detonator detonates its payload only if it is within 500 feet, but some detonators can make use of signal-boosting technologies at the risk of becoming vulnerable to countermeasures like signal jammers and other effects. Explosives have the same price, effect, and weight as grenades (see page 183). If you successfully set an explosive on a stationary object with a detonator using the Engineering skill, the explosive's damage ignores half of the object's hardness.

Fire Extinguisher

As a standard action, you can deploy a fire extinguisher to end a burn effect on any one creature or object of Medium or smaller size. Extinguishing a Large creature or object takes 2 rounds, and the number of rounds required doubles with each size category beyond Large. A fire extinguisher can function for 20 rounds (which need not be consecutive) and can be recharged for 10% of the purchase price.

TABLE 7-26: TECHNOLOGICAL ITEMS

Name/Model	Level	Price	Hands	Bulk	Capacity	Usage
CABLE LINES						
Cable line, titanium alloy	1	5/10 ft.	—	L/10 ft.	—	—
Cable line, adamantine alloy	2	500/10 ft.	—	L/20 ft.	—	—
COMM UNITS						
Personal	1	7	1	L	80	1/hour
System-wide	6	4,000	—	20	—	—
Unlimited	12	32,000	—	40	—	—
LOCKS						
Simple	1	100	2	L	—	—
Average	3	1,000	2	L	—	—
Good	6	3,600	2	L	—	—
Superior	14	60,000	2	L	—	—
MEDICAL GEAR						
Medkit, basic	1	100	2	1	—	—
Medpatch	1	50	1	L	1	1
Medkit, advanced	5	2,700	2	1	—	—
Sprayflesh	5	440	1	L	1	1
Medical lab	7	7,000	2	50	—	—
PORTABLE LIGHTS						
Beacon	1	25	2	1	10	1/hour
Flashlight	1	1	1	L	10	1/hour
Lantern	1	1	1	L	10	1/hour
Spotlight	1	25	2	1	10	1/hour
RESTRAINTS						
Binders	1	5	—	—	—	—
Manacles	4	350	—	1	—	—
OTHER						
Signal jammer	Varies	Level squared × 100	—	L	12	1/10 minute
Detonator	1	150	1	L	5	1/use
Fire extinguisher	1	15	1	L	20	1/round
Tool kit	1	20	—	L	—	—
Grappler	2	700	—	L	20	1/minute
Holoskin	2	500	—	L	20	1/10 minute
Tool kit, engineering specialty	2	445	—	L	—	—
Laser microphone	5	2,725	2	L	10	1/minute
Spy drone	6	4,550	—	L	20	1/minute
Motion detector	7	6,000	1	L	10	1/hour
X-ray visor	9	15,000	—	L	40	1/round
Regeneration table	16	45,000	2	20	—	—

Grappler

A grappler is a high-tech anchoring device that can be attached to a cable line as a move action. The cable line can instead be threaded through the grappler, which takes 1 minute but adds the cable line's hardness and HP to the hardness and HP of the grappler (and vice versa). A grappler has clamps that can slide from its base along a cable line attached to it, allowing it to be climbed as easily as a knotted rope (see Athletics on page 136).

You can attach a grappler through which a cable line is threaded to an immobile object that's at least 5 feet in width with a ranged attack against AC 5. If the grappler is fired at a moving object or a smaller object, you must hit that object's KAC + 8 to attach the grappler to the object. After it's attached, the grappler remains anchored until either you give a release command as a move action, the grappler is pried free with an

Athletics check equal to the attack roll you made to attach it, or the grappler is destroyed. If a cable line attached to or threaded through a grappler is destroyed but the grappler itself was not damaged, the cable line is destroyed, but the grappler is unharmed. In this case, the grappler loses the excess hardness and HP that a threaded cable line added to it.

You can also target a creature with the grappler. This is resolved as a grapple combat maneuver, but a creature struck with the grappler can still use its hands, and its movement is only restricted to remain within range of the length of the grappler's cable. In addition to the normal rules for escaping a grapple, the target can pry itself loose with a successful Athletics check (DC equal to your attack roll to grapple the target). Or, it can perform a sunder combat maneuver (see page 246) against the grappler. Even if the combat maneuver

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

doesn't destroy the attached cable, the creature escapes the grapple.

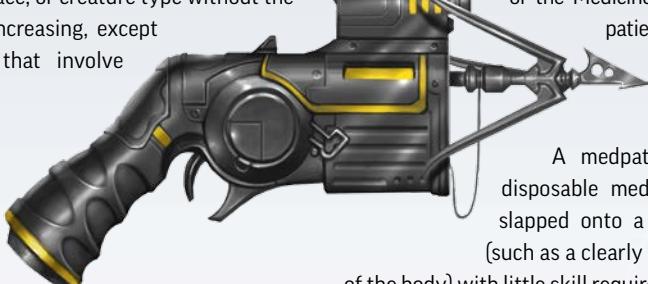
A grappler can be thrown as a grenade or set over the muzzle of a ranged weapon that targets KAC, in which case it has half the normal range increment of the weapon, and you use any weapon proficiency and bonuses to attack you have with that weapon. A grappler can be reused.

Holoskin

This holographic projector is generally mounted to a belt or arm strap. It can be programmed using the Disguise skill to project a different appearance. When you use a holoskin, you can disguise major features, race, or creature type without the DC of your Disguise check increasing, except against Perception checks that involve physical examination.

Laser Microphone

This handheld sensor allows you to hear through normally sound-impervious materials at great range. It grants you sense through (hearing), but only through materials that are 1 inch thick or thinner, and each Perception check attempted using it takes a full action, during which you are flat-footed.



Lock (Average, Good, Simple, Superior)

Locks are extremely advanced reusable devices, able to secure any fastening or closure by bonding with its surface and then holding fast. Locks usually open with a code, security chip, or voice command. Successful Engineering checks can disable locks. Locks come in four levels of quality—simple, average, good, and superior—which determine the DC of Engineering checks to open them without the proper key or code. A lock takes two hands to secure or open with a security chip. For more information on locks, including the Engineering DCs to open them, see the Engineering skill on page 141.

Medical Gear (Advanced Medkit, Basic Medkit, Medical Lab, Medpatch, Sprayflesh)

Medical gear allows you to attempt Medicine checks and determines the DC of Medicine checks to treat deadly wounds. See the Medicine skill on page 143 for more information.

Advanced Medkit

The advanced medkit adds more-advanced and specialized tools to diagnose and treat ailments. The advanced medkit can be used in the same way as a basic medkit, but the DC to treat deadly wounds is only 20, and you gain a +2 insight bonus to Medicine checks to treat drugs, diseases, and poisons. Additionally, you can use an advanced medkit to set up a temporary one-patient medical lab, though this requires 10 minutes. You can then provide long-term care to a single patient using the temporary medical lab, with a DC 30 Medicine check.

Basic Medkit

The basic medkit has spray antiseptic, bandages, and handheld instruments designed to examine, explore, and treat common ailments. The basic medkit allows you to attempt DC 25 Medicine checks to treat deadly wounds.

Medical Lab

A full medical lab contains beds, diagnostic equipment, sensors, and tools, and even a small surgical theater. A medical lab is not generally portable unless installed in a starship or vehicle of Huge or larger size. It allows you to treat up to three patients at once, and you can use the treat deadly wounds task of the Medicine skill twice per day on each patient. It otherwise functions as an advanced medical kit.

Medpatch

A medpatch is a simple, all-in-one, disposable medical device designed to be slapped onto a wound or area of concern (such as a clearly diseased or poisoned section of the body) with little skill required. A medpatch allows you to attempt a Medicine check untrained with a +10 circumstance bonus, but only for the first aid, long-term stability, treat disease, and treat drugs or poison tasks.

Sprayflesh

Sprayflesh is an advanced biotech medical device that sprays neutral biomass into a wound or area of concern (such as a clearly diseased or poisoned section of the body). If you have ranks in Medicine, a dose of sprayflesh allows you to attempt a check to treat deadly wounds on a creature that has already received its limit of treat deadly wound benefits for the day. If you succeed at a DC 25 Medicine check, the next time such a creature rests for 10 minutes and spends a Resolve Point to regain Stamina Points, it can instead gain the benefit of your Medicine check to treat deadly wounds. If you are not trained in Medicine, a dose of sprayflesh acts as a medpatch.

Motion Detector

This handheld scanner is capable of detecting sweeping kinetic moves, such as the locomotion of creatures and vehicles. Motion detectors have blindsense (vibration) out to 30 feet, but you must take a move action each round to use the sensor.

Portable Light (Beacon, Flashlight, Lantern, Spotlight)

A portable light, sometimes called an electric torch, is one of several different devices that use batteries to create light sources. A portable light increases the light level by one step in an area determined by its model, as follows: flashlight (20-foot cone), lantern (10-foot radius), beacon (50-foot radius), and spotlight (100-foot cone).

Regeneration Table

A regeneration table is a medical bed that uses the most advanced medical technology known in the Pact Worlds to

restore a creature's body to full function from nearly any mishap or injury, including death. It does this with quantum-locked nanites held in a suspended state from which they can become nearly any form of matter, including stem cells for biological creatures or mechanical components for artificial creatures like androids or Akiton's anacites. The table both reads the creature's own genetic code (or equivalent data) and uses supercomputing predictive algorithms to determine what damage or affliction is present, then attempts to restore the subject to perfect health based on that information.

A living creature using a regeneration table is affected as if a 6th-level *mystic cure* spell as well as the *remove affliction* and *restoration* spells were cast on it. A dead creature is affected as if *raise dead* were cast on it. A regeneration table has an effective caster level of 20th.

As a result of its need to perfectly attune itself to one creature suffering one exact set of ailments and the expenditure of its quantum state particles, a regeneration table functions only once and is then inert and useless.

Restraints (Binders, Manacles)

Binders are simple, single-use, resin-cord restraints that can be placed only on helpless, pinned, or willing creatures (a standard action). A pair of binders immobilizes two limbs of your choice. A creature can escape binders with a successful Acrobatics check (DC = 20 + 1-1/2 × your level).

Manacles are reusable wrist restraints made of hardened metal or ceramics and keyed to open with a security chip, code, or voice command (determined when they are manufactured). Manacles can be placed only on helpless, pinned, or willing creatures (a standard action). Manacles prevent two arms from holding or using any object. A creature can escape manacles with a successful DC 30 Acrobatics check.

Signal Jammer

This handheld device, originally designed by the Stewards for military uses, is used by corporations and criminals alike. Signal jammers are available at any item level from 1 to 20 and can be purchased for a price equal to 100 credits × the square of the item level of the jammer. When activated, a signal jammer interrupts broadcast signals within 4 miles. If attached to a larger broadcasting station (such as those found aboard a starship), the range increases to 12 miles. A signal jammer blocks all communication devices from sending and receiving broadcasts. Each signal jammer is designed to affect one specific broadcasting medium (such as radio or wireless). You can attempt a Computers or Engineering check to bypass a signal jammer's effects or to determine the location of the jammer. The DC to bypass a signal jammer is 15 + the signal jammer's level, and attempting this check takes 1 minute.

Spy Drone

A spy drone is a Tiny remote drone designed specifically to

make observations at a distance. This acts as the flight drone of a 1st-level mechanic (and you control it as if you were a 1st-level mechanic, using its remote control or a computer with an added module to control the spy drone), except it cannot make any attacks and it has no weapon mounts, no feats, and no ability to add drone mods. Its skill unit is always Stealth. It cannot speak, but it does understand one language (chosen by you at the time of purchase) and allows you to attempt Perception checks using your own bonus when you directly control it (as the master control ability of a mechanic drone).

A drone can be upgraded with any one of the following technological items by paying 125% of the item's price: flashlight, grappler, lantern, laser microphone, motion detector, scanner, or X-ray visor. The price of buying and installing one upgrade includes the price of replacing an old upgrade on a drone, if applicable.

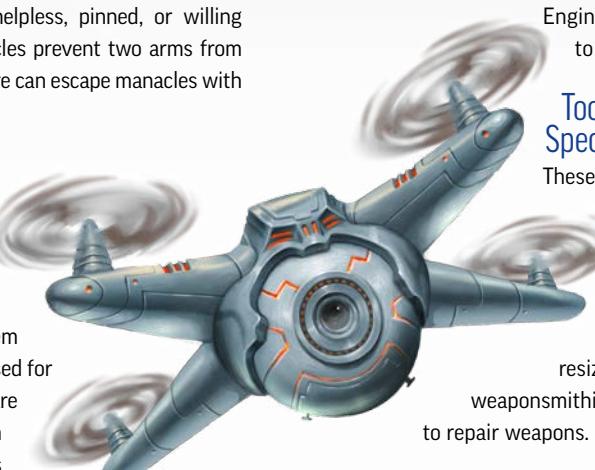
Tool Kit

A tool kit is a set of specialized tools and devices not worth purchasing individually, but which as a collection are required for a given task or provide a circumstance bonus to certain skill checks. The types of tool kits are: disguise kit (required for Disguise checks to change appearance), engineering kit (Engineering checks without one take a -2 penalty), hacking kit (required for most Computer checks; see page 137 for more information), navigator's tools (grants a +4 bonus to Survival checks when orienteering), professional's tools (provides a +4 bonus to Profession checks for one profession), rider's kit (provides a +4 bonus to Survival checks to ride creatures), and trapsmith's tools (provides a +4 bonus to

Engineering or Mysticism checks to arm or disarm traps).

Tool Kit, Engineering Specialty

These kits each provide a +2 circumstance bonus to a specific use of the Engineering skill. Using an armorcrafter kit gives you a +2 bonus to repair, resize, or upgrade armor. A weaponsmithing kit gives you a +2 bonus to repair weapons.



X-Ray Visor

This sensor is worn as an adjustable viewer resting over the eyes, like goggles or thick glasses. It sends out X-rays and interprets the information gathered as an image it imposes over your normal vision. This grants sense through (vision), though it is blocked by materials one-fifth as dense as those that block normal sense through (2 feet of wood or plastic, 1 foot of stone, 2 inches of common metal, or 1 inch of lead or any starmetal) and limits you to black-and-white vision while in use. You don't gain the benefit of any other special visual senses (such as low-light vision) while the visor is active, and you can't attempt sight-based Perception checks beyond 60 feet. Activating or deactivating the sensor is a move action.



OVERVIEW

CHARACTER CREATION

RACES

CLASSES

SKILLS

FEATS

EQUIPMENT

TACTICAL RULES

STARSHIPS

MAGIC AND SPELLS

GAME MASTERING

SETTING

PATHFINDER LEGACY

MAGIC ITEMS

While plenty of technology in Starfinder incorporates magical elements, some items operate solely through eldritch principles and thus follow different rules.

This section covers magic items not addressed under another rules system (such as weapon fusions or augmentations). Magic items are often divided into held, worn, and consumable items.

Held items (such as orbs and rods) must be held in a hand or similar appendage and activated manually like a weapon.

Worn magic items are things like rings, cloaks, amulets, and gloves. Just as your armor has a limited number of upgrade slots, you can only wear up to two magic items at once and have both function normally—beyond that, the magical fields start to interfere with each other. You can't wear more than one of the same type of item (two cloaks, two hats, etc.) except for rings. If you put on an additional worn magic item beyond these first two, it does not function until you have no more than two total magic items worn. This limitation applies specifically to worn magic items, and does not apply to armor upgrades, held items, weapon fusions, augmentations, magic armor, consumables, or other forms of magic, all of which function normally.

Lastly, consumables are magic items like serums or spell ampoules that create an immediate and temporary effect when ingested.

CHARGES

In a few rare cases, magic items require charges. However, such charged magic items function differently than charged technological items, whose batteries must be recharged or replaced. A magic item's charges are inherent to the construction of the item and can't be replenished with generators or batteries. Charges for a magic item either refresh each day or never refresh, depending on the item.

TABLE 7-27: MAGIC ITEMS

ITEM	LEVEL	PRICE	BULK
AEON STONES			
Clear spindle	1	245	—
Iridescent spindle	2	740	—
Dark blue rhomboid	10	18,000	—
Pearly white spindle	11	25,000	—
RING OF RESISTANCE			
Mk 1	2	735	—
Mk 2	6	4,200	—
Mk 3	10	18,100	—
Mk 4	14	70,000	—
Mk 5	18	361,500	—
SPELL AMPOULE			
0	2	200	L
1st	3	300	L
2nd	6	700	L
3rd	10	3,000	L
SPELL GEM			
0	1	50	L
1st	2	140	L

ITEM (CONTINUED)	LEVEL	PRICE	BULK
2nd	5	450	L
3rd	8	1,400	L
4th	11	3,700	L
5th	14	10,600	L
6th	17	36,650	L
TIARA OF TRANSLOCATION			
Mk 1	14	11,750	L
Mk 2	16	185,000	L
Mk 3	18	410,000	L
Mk 4	20	875,000	L
OTHER			
Charge cloak	1	200	L
Ring of whispers	1	300	—
Amulet of camouflage	3	1,400	—
Ring of sustenance	5	2,925	—
Staff of mystic healing	5	3,700	1
Glove of storing	6	4,600	L
Rod of cancellation	9	2,100	L
Shadow orb	10	2,850	L
Ring of cosmic alignment	11	25,000	—
SERUMS			
Serum of appearance change	1	75	L
Serum of healing, mk 1	1	50	L
Serum of sex shift	3	350	L
Serum of enhancement (all types)	5	475	L
Serum of healing, mk 2	5	425	L
Serum of healing, mk 3	9	1,950	L

MAGIC ITEM DESCRIPTIONS

The magic items from Table 7-27: Magic Items are described below. Serums are grouped together at the end of this section.

Aeon Stones

Aeon stones are magic gemstones that orbit your head (or the nearest equivalent of a head, for species that lack heads) and grant you a constant magic effect. They do not count toward your worn magic item limit, and there's no limit to the number you can have orbiting you. They are most common in the Azlanti Star Empire, which also has unique ways of using such stones, but the most common types of aeon stones can be found in magic shops in many major settlements. Aeon stones are categorized by their shape and color, with all stones of the same shape and color having the same magic abilities.

Placing an aeon stone in orbit around your head is a standard action, and removing it is a move action. An aeon stone must be in orbit for you to benefit from its abilities. The stone orbits at a distance of 3 inches to 3 feet, as you prefer, but always outside any armor or helmet you wear. An orbiting aeon stone has an Armor Class equal to 12 + your character level, and it can be attacked directly or even grappled (a successful grapple check plucks the stone out of its orbit and into the attacker's hand).

Most aeon stones (including all those presented here) are capable of glowing with a bright light. As a standard action, you can activate or deactivate the illumination of an aeon stone, which glows brightly enough to increase the light level in your square by one step (see Vision and Light on page 261).

Each *aeon* stone also has at least one other power that comes into effect when in orbit around you, detailed in the individual descriptions below.

Clear Spindle: This *aeon* stone sustains you by negating the need for food or water.

Dark Blue Rhomboid: This *aeon* stone grants you a +2 insight bonus to Perception and Sense Motive skill checks.

Iridescent Spindle: This *aeon* stone sustains you by negating the need to breathe.

Pearly White Spindle: This *aeon* stone increases your caster level by 1. This affects only calculations that directly refer to your caster level, such as caster level checks and spells with a duration of 1 round/level. It does not affect your spells known or spells per day. If you do not normally have a caster level, this does not give you any ability to know or cast spells.



Amulet of Camouflage

This modest amulet projects a simple pattern over your outer layers of armor, clothing, and equipment, which helps you blend into the background. When in an environment with a maximum distance at which Perception checks can be attempted, rolls to see at what range other creatures can attempt Perception checks against you are rolled twice, and the lower result applies. See Chapter 11 for more information on the Perception ranges of different environments. The amulet's magic isn't powerful enough to make you invisible or grant a bonus to Stealth checks. You can activate or deactivate this camouflage as a standard action.

Charge Cloak

A *charge cloak* can power devices that depend on electrical charges as if it were a battery. The cloak produces 4 charges each day, but they must be used as a single unit. Thus you could power a single attack from a yellow star plasma sword, which has a usage of 4, but you could also make only a single attack with a sub zero pistol, which has a usage of 1. The item must be one which uses charges or a battery, rather than petrol, rockets, rounds, or other forms of ammunition or power. You must be wearing or touching the item to be charged. You cannot use this item to recharge a battery or item; it can only be used to directly power an item for a single usage.



Glove of Storing

This simple glove is surprisingly smooth to the touch. While holding an item no larger than 2 bulk in the hand wearing it, you can command a *glove of storing* to shrink the held item to microscopic size and negligible bulk, and merge it with the palm of the glove. Returning the item to its original scale requires a mere snap of the fingers wearing the glove. You can store or retrieve an item within a *glove of storing* as a swift or move action. A *glove of storing* can store only one item at a time, and if the glove's effect is suppressed or dispelled, any stored item immediately returns to its original size.

Ring of Cosmic Alignment

This majestic ring is forged from twin bands of mithral and adamantine. If you have the stellar mode class feature, whenever you start a turn of combat attuned to a stellar mode and choose to become unattuned, you can immediately gain 1 attunement point for the stellar mode that opposes the mode you began your turn in. For instance, if you began the turn in photon mode and choose to become unattuned, you can use the ring to gain 1 graviton attunement point. Using this ability is a swift action.

Ring of Resistance

This ring grants you magic protection against attacks and effects to which you are particularly vulnerable. You gain an enhancement bonus to saving throws with your lowest base saving throw bonus. If two or three of your base saving throw bonuses are tied for lowest value, you select which category gains this bonus when you first put on the ring, and this choice does not change unless a different base saving throw bonus later becomes your lowest bonus. The bonus is determined by the model of the *ring of resistance*.

TABLE 7-28: RING OF RESISTANCE

RING	BONUS
Mk 1	+1
Mk 2	+2
Mk 3	+3
Mk 4	+4
Mk 5	+5

Ring of Sustenance

This ring provides you with life-sustaining nourishment, negating the need for food or drink while the ring is worn. Additionally, the ring's magic refreshes your body and mind while worn, so you need only 2 hours of sleep each day to gain the benefits of 8 hours of rest. If you cast spells, you can prepare spells after only 2 hours, but you still can't prepare spells more than once per day. The ring must be worn for a full week before its magic takes effect, and if removed you must wear it for another week to reattune it to you.

Ring of Whispers

This simple gold band helps you hear when specific names are spoken. The ring can be attuned to recognize up to five proper names known to you, such as specific people, places, or things. The ring cannot be attuned to words that are not used as proper names. Attuning a *ring of whispers* to a new name takes 10 minutes, and if the new name exceeds the five-name limit, the oldest attuned name ceases to be attuned.

The ring grants you a +5 insight bonus to hearing-based Perception checks and sense through (hearing), but both abilities apply only to allow you to hear one of the attuned names being spoken. This allows you to potentially hear a name being spoken a room away or even through soundproof glass, but not any other sounds or conversations.

Rod of Cancellation

This device pulses with strange powers that drain items of all magical properties. When you touch a hybrid or magic item with a *rod of cancellation*, the item must succeed at a Will saving throw (DC = 10 + half your level + your Charisma bonus) or lose all magic abilities, becoming a mundane item of its type. If the touched item is being held or worn by a character, the item can use its bearer's Will save bonus in place of its own, if better. Upon draining an item, the rod itself becomes nonmagical and cannot be used again. Drained items can be restored only with *wish* or *miracle*.

Shadow Orb

While you hold this small orb of black glass, it puts forth tendrils of darkness that capture nearby light. The light level within a 20-foot radius of you decreases by one step. Lasers fired at you are bent toward the orb. This gives laser attacks against you a +1 circumstance bonus to hit, but also grants you fire resistance 5 against laser attacks.

Spell Ampoules

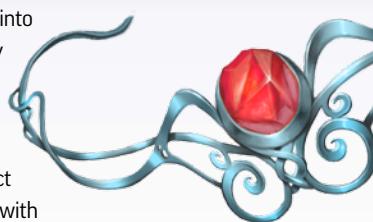
Spell ampoules are injectable magic, where the essence of a magic spell has been condensed into a liquid form and prepared for injection into a creature. Known colloquially as "spell amps," these ready-to-use magic injections can be used only once. A spell amp duplicates the effect of a beneficial spell (a spell with "harmless" in its Saving Throw or Spell Resistance entry), excluding divination spells or spells that create some link between the caster and the target. In addition, the spell must be 3rd level or lower, have a casting time of 1 minute or less, and target one or more creatures (but not spells that target just the spellcaster). If a spell targets both creatures and objects, it only affects creatures when used as a spell amp. If a spell requires expending a Resolve Point to cast, it also requires the user to spend a Resolve Point when used as a spell amp (if you choose not to spend a Resolve Point or don't have any Resolve Points remaining, the spell amp has no effect).

A spell amp always has an item level equal to three times the level of the spell it duplicates (treat as a 2nd-level item for spell amps with 0-level spells), and a caster level equal to its item level. Creating a spell ampoule has the same requirements as creating a spell gem (see below).

You can only use a spell ampoule on yourself or a willing or unconscious creature. Injecting yourself or a willing creature with a spell ampoule is a standard action, while injecting an unconscious creature is a full action. Spell amps take effect as if the spell had been cast upon the creature injected. When you are injected with a spell amp, you get to make any decisions about the spell's effect as if you were the caster of the spell—you are both the effective target and the caster of the effect.

Spell Gem

Consisting of one or more lattices of carefully arranged lines



of rare metal and bits of precious stone in a silicon casing, each lattice in a spell gem is encoded with magical writings equivalent to the casting of a single, specific spell. Holding a spell gem in your hand unlocks little-used portions of your mind, granting you the ability to temporarily cast the spell encoded within the gem without using up your daily spell slots. You must hold the spell gem in your hand throughout the spell's casting time and must spend at least a standard action using the spell gem, even if the spell's casting time is shorter. Each spell stored within a spell gem can be cast only once, after which the magic encoded within the spell gem's lattice is forever expended.

Only spellcasters are capable of using spell gems—if you aren't a spellcaster, you're unable to make use of the knowledge that the gem unlocks. You don't need to know the spell within a spell gem to use it, but the spell must be on your class's spell list (or have otherwise been added to your spell list) and you must have a high enough key ability score to cast it. If the spell gem's

item level is higher than your caster level, once you've spent the full casting time of the spell, you must succeed at a caster level check with a DC equal to the spell gem's item level + 1 or you fail to cast the spell. If you fail to cast a spell from a spell gem, the spell remains within the gem and you can attempt to use it again.

To craft a spell gem, you have to know the spell you're encoding into the gem. If a spell requires expensive materials as part of its casting (such as *raise dead*), you must provide those while crafting the gem, and the gem's price is increased by the price of the components. You can create larger, compound spell gems with multiple spells in multiple lattices, with a price equal to the total price of all spells stored within it. Such spell gems can be used to cast only one spell at a time.

Staff of Mystic Healing

Available in a variety of shapes and sizes, a *staff of mystic healing* usually takes the form of an archaic shepherd's crook, carved with pre-Gap runes of origin denoting prosperity and long life. If you have the healing touch class feature, you can use that ability one additional time per day while holding the staff. You cannot use more than one *staff of mystic healing* each day to gain more than one additional use of healing touch, and a *staff of mystic healing* works only once per day.

Tiara of Translocation

This shimmering circlet is crafted from rare metals and seems to bend and distort light around it, creating an eerie halo of light around your brow. Once per day, a *tiara of translocation* allows you to teleport yourself and up to 5 additional creatures, functioning as a *teleport* spell. Unlike the spell, the range at which you can use this item varies based upon its model, as described below. You cannot use a *tiara of translocation* to travel between the planes, and it refuses to function at all while in the Drift.

TABLE 7-29: TIARA OF TRANSLOCATION

TYPE	TELEPORTATION
Mk 1	Any point within 200 miles
Mk 2	Any point within 2,000 miles
Mk 3	Any point within the same star system
Mk 4	Any point within the same galaxy

SERUMS

Serums are vials of magic liquid that you can imbibe as a standard action or carefully trickle down the throat of a helpless or unconscious creature as a full action. Serums are normally 1 ounce of liquid (though it is possible to make serums with larger volumes, these are no more effective than standard serums), and lose potency if they are mixed with any other material. A serum can be used only once. Regardless of a serum's actual item level, all serum vials have their hardness and Hit Points calculated as if they were 1st-level items.

Serum of Appearance Change

Upon drinking this elixir, your coloration and the general form of your features instantly and permanently changes. Within the range that is normal for your race and sex, you can select any skin tone, hair and eye color, and alter the nature of such things as the shape of your nose or chin, the length of your fingers, broadness of your frame, and so on. You are still recognizable as yourself unless you attempt a Disguise check to alter your features enough to conceal your identity (comparing the result of this Disguise check to any effort to determine if you are the same person as your original appearance). In no case can you take on the exact appearance of another creature (even with a Disguise check; the level of control is not that fine).

Serum of Enhancement

This vial of performance-enhancing serum unlocks or enhances aspects of your body and mind. Imbibing this serum grants a living creature bonuses based upon the type of serum imbibed, as described below. The effects of a serum of enhancement last 1 hour.

Commando

The creature gains a +2 insight bonus to Acrobatics and Athletics checks, and it gains temporary Hit Points equal to half its level. If lost, these temporary Hit Points cannot be restored, and they do not stack with any other source of temporary Hit Points.

Diplomat

The creature gains a +2 insight bonus to Bluff and Diplomacy checks. Creatures with an Intelligence of 3 or greater also gain the ability to comprehend, speak, and understand one language that it has heard in the last 10 minutes.

Scientist

The creature gains a +2 insight bonus to Computers, Engineering, and Physical Science checks and can attempt checks with all three skills untrained.



Sensate

The creature gains a +1 insight bonus to Life Science and Mysticism checks and can attempt checks with both skills untrained.

Sneak

The creature gains a +2 insight bonus to Sleight of Hand and Stealth checks and can attempt checks with both skills untrained.

Warrior

The creature gains a +2 insight bonus to Intimidate and Sense Motive checks, and whenever it successfully demoralizes an opponent, it increases the number of rounds that the opponent is shaken by 1.

Serum of Healing

This vial of medical serum quickly sets bones and repairs other physical damage. It restores Hit Points when administered to a living creature.

TABLE 7-30: SERUM OF HEALING

TYPE	HEALING
Mk 1	1d8 Hit Points
Mk 2	3d8 Hit Points
Mk 3	6d8 Hit Points

Serum of Sex Shift

Mass production has rendered this once-rare serum easy and inexpensive to obtain among the Pact Worlds. Upon drinking this elixir, your biology instantly transforms to take on a set of sexual characteristics of your choice, changing both your appearance and physiology accordingly. You have some mild control over the details of this change, but you retain a strong "family resemblance" to your former appearance.

The elixir's magic functions instantaneously and cannot be dispelled. Your new anatomy is as healthy and functional as your previous body's, potentially allowing you to conceive, carry, or bear children (depending on your species' biology). Drinking a second elixir of sex shift either reverts you back to a former form or allows you to adopt other sexual characteristics, as you choose. The elixir has no effect if you are unwilling, and the presence of certain sex-specific biological processes, such as gestation, may prevent this serum from taking effect.

OVERVIEW

CHARACTER CREATION

RACES

CLASSES

SKILLS

FEATS

EQUIPMENT

TACTICAL RULES

STARSHIPS

MAGIC AND SPELLS

GAME MASTERING

SETTING

PATHFINDER LEGACY

HYBRID ITEMS

Hybrid equipment makes use of both technology and magic; though not necessarily in equal measure, both forces are crucial to the item's function. Effects that modify or otherwise apply to magic or technological items also work when applied to hybrid items.

Charges

In some cases, hybrid items may require charges. However, such charged hybrid items typically function in a different way from charged technological items, whose batteries must be recharged or replaced. A hybrid item's charges are inherent to the construction of the item and can't be replenished with generators or batteries. Charges for a hybrid item either refresh each day or never refresh, depending on the item.



Wearing Hybrid Items

Hybrid items you wear on your body count as magic items when you are determining how many you can use at once (see page 222). You can wear only up to two total hybrid or magic items at a time for them to both function normally. Like for magic items, you cannot wear more than one of the same type of hybrid item except for rings. For instance, you could not wear both a *mindlink circlet* and a *tiara of translocation*. You cannot wear a magic item and hybrid item of the same type at the same time.

TABLE 7-31: HYBRID ITEMS

ITEM	LEVEL	PRICE	BULK
Starstone compass	1	3	L
Mindlink circlet, mk 1	2	1,600	L
Efficient bandolier	4	2,000	L
Psychic booster	4	2,000	L
Digital harrow deck	5	3,500	L
Mnemonic editor, mk 1	5	500	10
Null-space chamber, mk 1	5	3,050	L
Mindlink circlet, mk 2	8	11,000	L
Null-space chamber, mk 2	9	12,250	L
Mnemonic editor, mk 2	10	3,000	10
Null-space chamber, mk 3	13	50,000	L
Mindlink circlet, mk 3	14	78,000	L
Mnemonic editor, mk 3	15	20,000	10
Null-space chamber, mk 4	17	250,000	L
Mnemonic editor, mk 4	20	125,000	10

HYBRID ITEM DESCRIPTIONS

The hybrid items from Table 7-31 are described below.

Digital Harrow Deck

A *digital harrow deck* is a modernization of an archaic means of fortune-telling whose roots trace back to vanished

Golarion. Once per day, you can activate the deck as a full action. It projects holograms of 54 cards, which buzz around you. To begin the reading, you ask a question aloud to the harrow deck, causing all of the cards to come together as a deck; then, the deck uses hundreds of advanced pseudomystical calculations to deal a three-by-three array of cards for you, which it then uses to vocally interpret the circumstances surrounding your question.

This works as the *augury* spell, with a spell level equal to the deck's item level.

Additionally, a mystic who has a *digital harrow deck* and who also knows *augury* can ignore the spell's requirement that a Resolve Point be spent to cast it. A mystic can do this a number of times per day equal to his Wisdom bonus.

A technomancer can designate a *digital harrow deck* as her spell cache. If she does, the deck's AI integrates with her own consciousness, providing her with a +1 bonus to her caster level for divination spells and effects. Additionally, she can spend 1 Resolve Point as a swift action when she casts a technomancer spell to draw upon the algorithms that allow the deck to function, adding a +1 insight bonus to the spell's save DC.

Efficient Bandolier

This bandolier fits over any Medium creature and contains five compartments, each corresponding to a specific type of weapon: melee weapons, small arms, longarms, heavy weapons, and explosives. Each compartment contains an extradimensional space designed to house up to 1 bulk of ammunition or batteries (for this purpose, 10 batteries or pieces of ammunition with no bulk count as having light bulk). The bandolier does not accumulate bulk even as its compartments are filled.

Each *efficient bandolier* includes an advanced AI capable of controlling the bandolier's robotic components to suit your needs. As a swift action, you can command an *efficient bandolier* to draw up to 1 bulk worth of batteries or ammunition, placing the items directly into one of your hands.

Mnemonic Editor

A *mnemonic editor* consists of a complex series of brain implant injectors, *digital harrow deck* autoreaders, illusion runes, and virtual-reality programs, all controlled by an enchanted analysis computer and attached to a mobile surgical bed. The network of magic and technology is capable of removing experiences from a patient strapped to the bed over the course of a single 24-hour session. Skills and knowledge can be excised, lessons unlearned and muscle memory altered. Memories are not lost entirely; the patient still recalls what it did during its life, whom it met, and how it felt about the moments it experienced, but the impact of

those experiences is subtly altered. The device then creates a new set of experiences—clearly artificial but no less effective—by leaving impressions and implanting new knacks, muscle memory, reflexes, and skills.

If you use a *mnemonic editor*, you can undo 2 character levels' worth of decisions about which class levels you took, which feats you selected, how you applied any level-based increases to ability scores, how you assigned new skill ranks, and so on. All decisions you made as a result of advancing over the previous 2 character levels you gained are undone. You then make new selections, including new class levels, feats, skills, and the like, as if you had regained the 2 missing character levels. Go through the normal process of advancing your character through each of these 2 levels.

Each *mnemonic editor* works only once—the strain on its technology and the consequences of rewriting your past to even this small degree cause it to break down into valueless junk after a single session. Additionally, the alterations made to you render it more difficult for such extraordinary procedures to be effective in the future. A mk 1 *mnemonic editor* cannot be used on you if you have already benefited from one in the past. However, it is possible to use a more advanced mk 2 model that functions in the same manner, even if you have already used a mk 1 *mnemonic editor*. Of course, you can only benefit from a mk 2 *mnemonic editor* once. There exist even more advanced mk 3 and mk 4 models, and each can be used on you once even after you have used a lower-level *mnemonic editor*, but they are so expensive that they are usually produced only upon request.

Mindlink Circlet

Although items with powers similar to those of the *mindlink circlet* have existed in the Pact Worlds for thousands of years, the technological components of the this useful item were an innovation that made its powers readily available. The effects of a *mindlink circlet* depend upon its model, as described below.

- **Mk 1:** You can telepathically communicate with any creatures within 30 feet with which you share a language. This functions like a shirren's limited telepathy racial trait.
- **Mk 2:** You can telepathically communicate with any creatures within 100 feet with which you share a language. This otherwise functions like a shirren's limited telepathy racial trait.
- **Mk 3:** You can telepathically communicate with any creatures within 100 feet that are capable of understanding language, including languages you do not understand. This otherwise functions like a shirren's limited telepathy racial trait.

Null-Space Chamber

A *null-space chamber* is a circular device often designed to be strapped to an arm or backpack. When you press a button on the side, the device creates a circular extradimensional rift to a pocket space, the size of which is determined by the *null-space chamber*'s model. You can close it by pressing the button again, causing the entrance to the space to disappear. Anything stored within the space remains, however, traveling with the item. The *null-space chamber* can be opened and closed only from the outside.

The only air within the pocket space is that which enters when you open the entrance. The device does not accumulate bulk even as its pocket space is filled. Each *null-space chamber*

REWORKING YOUR CHARACTER

A GM has the final decision on whether or not you may rework your character, changing decisions you previously made, and whether you are required to use a *mnemonic editor* to do so. A GM can decide that *mnemonic editors* are not available and cannot be crafted, created, or accessed through any means. A GM might also let a player to change a feat or class level if the player and GM agree it makes sense to do so, without resorting to such a device. The *mnemonic editor* provides an in-world explanation for mechanical changes made to a character. For example, it gives a character who started as an envoy but decided to study the ways of mysticism (and was seen casting spells) a plausible way to suddenly lose that spellcasting ability if the player decides that multicasting as an envoy/mystic isn't as fun as expected.

is associated with its own particular extradimensional space. Each *null-space chamber* can carry a set amount of bulk, after which it can no longer be closed (even if it has room left for more material). Spells and items that contain or create extradimensional spaces, such as other *null-space chambers*, do not function within a *null-space chamber*'s pocket dimension.

A readout on a *null-space chamber* automatically catalogs all items within it, and if the chamber is open, you can call up any such item and have it placed in your hand as a full action.

- **Mk 1:** You can close up to 25 bulk in this device's pocket space, a 3-foot cube. It can hold enough air for one Medium creature or two Small creatures for 10 minutes.
- **Mk 2:** You can close up to 50 bulk in this device's pocket space, a 6-foot cube. It can hold enough air for one Medium creature or two Small creatures for 2 hours.
- **Mk 3:** You can close up to 100 bulk in this device's pocket space, a 9-foot cube. It can hold enough air for one Medium creature or two Small creatures for 2 days.
- **Mk 4:** You can close up to 200 bulk in this device's pocket space, a 12-foot cube. It can hold enough air for one Medium creature or two Small creatures for 1 week.

Psychic Booster

This circlet, originally designed by lashuntas, fits over the wearer's brow and wraps around the wearer's antennae (if any). A *psychic booster* augments the power of your inherent psychic abilities. If you have telepathy, the range of your telepathy doubles. (For instance, if you have limited telepathy out to a range of 30 feet, the range increases from 30 feet to 60 feet.)

Starstone Compass

This small, clockwork navigational device hones in on mystical signals emitted by the Starstone resting at the heart of Absalom Station, calculating the compass's precise distance from and direction relative to the enigmatic font. While you are in the Pact Worlds system, this device lets you automatically know which direction Absalom Station is in relation to your current location, and it grants you a +2 insight bonus to Piloting checks when astrogating throughout the Pact Worlds system.

OVERVIEW

CHARACTER CREATION

RACES

CLASSES

SKILLS

FEATS

EQUIPMENT

TACTICAL RULES

STARSHIPS

MAGIC AND SPELLS

GAME MASTERING

SETTING

PATHFINDER LEGACY

VEHICLES

Vehicles range from simple personal transports to massive airships and sea vessels. The rules for vehicles and vehicle chases are found in Chapter 8, starting on page 278. Starships are handled differently from vehicles—see Chapter 9 for more on starships. Statistics for specific vehicles are detailed below.

A vehicle stat block contains the following entries.

- **Name and Level:** These list the vehicle's name and item level.
- **Price:** This entry lists the vehicle's price in credits. The availability of some vehicles might be restricted, and a player must ask the GM what is available for purchase.
- **Size and Vehicle Type:** This entry lists the vehicle's size and whether the vehicle is built for land, water, atmospheric flight, or a combination thereof, followed by its dimensions.
- **Speed:** The speed entry first lists the vehicle's drive speed, followed by its full speed, and concludes with its speed in miles per hour for overland movement over the terrain type for which the vehicle was designed. If the speed entry doesn't list a movement type, the vehicle can move only on the ground. If the speed entry lists only swim, the vehicle must move underwater, and if the speed entry lists only fly, the vehicle must fly (though most flying vehicles can also move on the ground). Some vehicles have hover speeds, which means they can move overland and over water but not underwater.
- **EAC and KAC:** These entries indicate the Energy Armor Class and Kinetic Armor Class for the vehicle.
- **Cover:** This entry indicates the type of cover the vehicle gives its pilot and passengers. This might vary based on circumstances—a passenger hanging out of a window to fire a weapon doesn't get the full benefit of the vehicle's cover.
- **HP:** This entry lists the vehicle's Hit Points. If the vehicle is reduced to or below the number of HP listed in parentheses, it's broken. While broken, the vehicle takes a -2 penalty to its AC and collision DC, its Piloting modifier decreases by 2, and its full speed and mph speed are halved. If a vehicle is reduced to 0 HP, it's wrecked. A wrecked vehicle can't be piloted, and it might be difficult or impossible to repair. If the vehicle is in water when it is wrecked, it sinks; if it is flying, it falls.
- **Hardness:** As an object, a vehicle has hardness (see page 409). Any damage a vehicle takes is reduced by its hardness.
- **Attack:** This entry indicates an attack the vehicle has, the damage it deals, and the DC to avoid it (if any). Most vehicles have only collision attacks, which deal bludgeoning damage. (See Vehicle Collision Damage on page 229 and the ram and the run over action on page 279 for more on collisions.)
- **Modifiers:** The vehicle imposes these modifiers on the attack rolls and listed skill checks of its pilot and passengers. The attack roll penalty worsens at full speed, as indicated in parentheses.
- **Systems:** The vehicle's special systems, such as autocontrol (see page 280), autopilot (see page 280), or comm units (see page 218), are listed here, if it has any.
- **Passengers:** If the vehicle can carry extra passengers, this entry lists how many the vehicle can hold in addition to the pilot.
- **Special Abilities:** Any abilities unique to the vehicle are described in full at the end of the stat block.

SAMPLE VEHICLES

These vehicles are found in the Pact Worlds and nearby systems.

GOBLIN JUNKCYCLE

LEVEL 1

PRICE 425

Medium land vehicle (5 ft. wide, 5 ft. long, 2 ft. high)

Speed 15 ft., full 250 ft., 28 mph

EAC 10; **KAC** 11; **Cover** none

HP 6 (5); **Hardness** 5

Attack (Collision) 2d4 (DC 9)

Modifiers -1 Piloting, -2 attack (-3 at full speed)

Systems unstable engine

SPECIAL ABILITIES

Unstable Engine (Ex) Once the junkcycle becomes broken, its engine

explodes in 1d4 rounds (even if it's been wrecked), dealing 3d6 fire damage to anyone riding the vehicle and 1d6 fire damage to anyone within 10 feet (Reflex DC 8 half).

BASIC ENERCYCLE

LEVEL 1

PRICE 700

Large land vehicle (5 ft. wide, 10 ft. long, 3 ft. high)

Speed 20 ft., full 200 ft., 22 mph

EAC 10; **KAC** 12; **Cover** none

HP 7 (3); **Hardness** 5

Attack (Collision) 2d4 (DC 8)

Modifiers +2 Piloting, -1 attack (-3 at full speed)

Passengers 1

EXPLORATION BUGGY

LEVEL 1

PRICE 1,000

Large land vehicle (5 ft. wide, 10 ft. long, 4 ft. high)

Speed 15 ft., full 350 ft., 40 mph

EAC 12; **KAC** 14; **Cover** partial cover

HP 14 (7); **Hardness** 5

Attack (Collision) 4d4 (DC 10)

Modifiers +0 Piloting, -2 attack (-4 at full speed)

Passengers 3

TORPEDO MINISUB

LEVEL 1

PRICE 1,500

Large water vehicle (5 ft. wide, 10 ft. long, 3 ft. high)

Speed 20 ft., full 200 ft., 22 mph (swim)

EAC 12; **KAC** 14; **Cover** total cover

HP 10 (5); **Hardness** 5

Attack (Collision) 4d4 (DC 10)

Modifiers +2 Piloting, -1 attack (-3 at full speed)

Passengers 1

URBAN CRUISER

LEVEL 2

PRICE 2,210

Large land vehicle (10 ft. wide, 10 ft. long, 4 ft. high)

Speed 20 ft., full 500 ft., 55 mph

EAC 14; **KAC** 15; **Cover** improved cover

HP 24 (12); **Hardness** 5

Attack (Collision) 5d4 (DC 11)

Modifiers +0 Piloting, -2 attack (-4 at full speed)

Systems autocontrol, planetary comm unit; **Passengers** 3

POLICE CRUISER

LEVEL 4

PRICE 6,195

Large land and air vehicle (10 ft. wide, 10 ft. long, 5 ft. high)

Speed 25 ft., full 650 ft., 75 mph (ground and fly)**EAC** 17; **KAC** 19; **Cover** improved cover**HP** 50 (25); **Hardness** 7**Attack (Collision)** 5d6 (DC 13)**Attack (Front)** autodisabler (3d8 electricity, ammo 2)**Modifiers** +2 Piloting, -2 attack (-4 at full speed)**Systems** autopilot (Piloting +13), planetary comm unit; **Passengers** 1 plus 2 prisoners**SPECIAL ABILITIES**

Autodisabler (Ex) The police cruiser's autodisabler is programmed to damage only vehicles. On a critical hit with the autodisabler, the target vehicle malfunctions for 1d4 rounds. During this time, the affected vehicle's pilot can't spend more than one move action per round on controlling the vehicle.

ALL-TERRAIN TRANSPORT

LEVEL 6

PRICE 8,370

Huge land vehicle (10 ft. wide, 20 ft. long, 7 ft. high)

Speed 10 ft., full 450 ft., 50 mph**EAC** 13; **KAC** 16; **Cover** total cover**HP** 90 (45); **Hardness** 8**Attack (Collision)** 7d8 (DC 12)**Modifiers** -4 Piloting, -3 attack (-6 at full speed)**Systems** autopilot (Piloting +13), planetary comm unit; **Passengers** 7**PUMP-JET SUB**

LEVEL 6

PRICE 13,150

Huge water vehicle (10 ft. wide, 20 ft. long, 7 ft. high)

Speed 10 ft., full 450 ft., 50 mph (swim)**EAC** 13; **KAC** 16; **Cover** total cover**HP** 90 (45); **Hardness** 10**Attack (Collision)** 7d8 (DC 12)**Modifiers** -4 Piloting, -3 attack (-6 at full speed)**Systems** autopilot (Piloting +13), planetary comm unit; **Passengers** 7**HOVER POD**

LEVEL 7

PRICE 14,850

Large land and water vehicle (10 ft. wide, 10 ft. long, 4 ft. high)

Speed 30 ft., full 550 ft., 65 mph (hover)**EAC** 17; **KAC** 20; **Cover** cover**HP** 80 (40); **Hardness** 4**Attack (Collision)** 5d10 (DC 17)**Modifiers** +3 Piloting, -2 attack (-4 at full speed)**Systems** autocontrol, planetary comm unit; **Passengers** 3**VEHICLE COLLISION DAMAGE**

A vehicle's collision damage and the DC to avoid it are based on its item level and modified by its size (if other than Large), as shown in Table 7-32 below. Some systems can increase this damage. If the vehicle's size reduces its collision damage to 0 dice, it deals 0 damage on a collision.

TABLE 7-32: VEHICLE DAMAGE AND SIZE

ITEM LEVEL	DAMAGE	DC
1/4	2d4 B	7
1/3	2d4 B	8
1/2	3d4 B	9
1	4d4 B	10
2	5d4 B	11
3	5d4 B	12
4	5d6 B	13
5	5d8 B	13
6	6d8 B	14
7	6d10 B	15
8	7d10 B	16
9	8d10 B	16
10	9d10 B	17
11	10d10 B	18
12	11d10 B	19
13	12d10 B	19
14	14d10 B	20
15	15d10 B	21
16	17d10 B	22
17	18d10 B	22
18	20d10 B	23
19	23d10 B	24
20	25d10 B	25

VEHICLE SIZE	DAMAGE	DC MODIFIER
Diminutive	-4 dice	+8
Tiny	-3 dice	+6
Small	-2 dice	+4
Medium	-1 die	+2
Large	—	—
Huge	+1 die	-2
Gargantuan	+2 dice	-4
Colossal	+3 dice	-6



OVERVIEW

CHARACTER CREATION

RACES

CLASSES

SKILLS

EQUIPMENT

TACTICAL RULES

STARSHIPS

MAGIC AND SPELLS

GAME MASTERING

SETTING

PATHFINDER LEGACY

OTHER PURCHASES

Beyond weapons, armor, and crucial technological, magical, and hybrid equipment, explorers and adventurers need food, clothing, survival supplies, and other basic gear. Characters can also spend their hard-earned credits on lodging, services, and transportation. The equipment and services in this section are not considered technological or magical unless they specify otherwise.

PERSONAL ITEMS

The following personal items are readily available in most places that sell gear. Prices for each item listed below are found in Table 7-33: Personal Items.

Backpack (Consumer, Industrial)

Backpacks have numerous pockets for storing items that you might need while adventuring and include industrial-strength straps for attaching additional items for easy access. Padded bands strap across the wearer's chest and waist to evenly distribute the backpack's weight, and it can carry roughly 2 bulk of items. When fitted properly and worn, the bulk of the backpack itself does not count against your bulk carried (though it does if you carry it in your hands), but the bulk of any items within it does.

Consumer

When wearing a properly fitted consumer backpack, you treat your Strength score as 1 higher for the purpose of determining your carrying capacity.

Industrial

When wearing a properly fitted industrial backpack, you treat your Strength score as 2 higher for the purpose of determining your carrying capacity. This does not stack with the effect of a consumer backpack.

Bonding Epoxy

Bonding epoxy is a two-part adhesive plastic kept in a handheld dispenser that automatically mixes the components as they are dispensed. A single dispenser can be used five times. The dispensers cannot be reloaded, and a new dispenser must be purchased if additional epoxy is desired.

As a full action you can coat up to a 1-square-foot area with the epoxy. Anything held against the area bonds to it over 1d4 rounds as the epoxy dries. This requires a full action each round to maintain contact between the objects, and anything resisting (such as a creature) must be pinned or helpless to be held in place during this drying period. Dispensed epoxy that is not used within 1 minute hardens and loses its ability to bond objects together.

Pulling apart objects bonded together with this epoxy requires a successful DC 20 Strength check. If the objects are carefully fitted together (requiring 1 minute and a successful DC 20 Engineering check), the Strength DC to separate them increases to 25.

Clothing (Environmental, Everyday, Formal, Professional, Travel)

Clothing is mass produced throughout the Pact Worlds, and the residents of the system are never wanting for clothes. Clothing is often worn both under and over armor, and its benefits apply in nearly all situations. Clothing comes in several varieties based upon its intended purpose, as described below.

Environmental

Each environmental outfit is designed with a specific climate in mind, and wearing such an outfit in an extreme environmental condition it is tailored for grants a benefit as follows: cold climates (+2 circumstance bonus to Fortitude saves against environmental cold dangers), dust storms (reduce damage from dust storms with windstorm-magnitude winds by 1), extreme gravity (reduce damage from extreme gravity environments by 1), heat climates (+2 circumstance bonus to Fortitude saves against environmental heat dangers), radiation (+1 circumstance bonus to saving throws against radiation effects), and zero gravity (+2 circumstance bonus to Acrobatics or Athletics checks to stop movement or climb along handholds in zero-g). See Chapter 11 for more information on environmental dangers.

The benefit of an environmental outfit can be added to another type of clothing (including a different environmental outfit) by doubling and adding together the price of both types of clothing.

Everyday

Clothes designed for everyday wear come in a dazzling array of colors and styles, many of which are tailored to specific cultures or planets. Most characters choose their everyday wear based on their personal preferences.

Formal

Formal wear is designed for a specific social function, such as a wedding or funeral, and commonly differs from planet to planet and even from culture to culture. Lacking the proper formal wear at a social event can cause you to take a penalty of up to -4 to Bluff, Diplomacy, and Disguise checks at the function, as determined by the GM.

Professional

Each set of professional wear is tailored to the tasks of a specific Profession skill and accommodates the needs of its wearer while also conveying an air of expertise and professionalism. You gain a +1 circumstance bonus to Profession checks to earn a living while wearing an appropriate professional outfit.

Travel

A travel outfit offers additional comfort and support during overland travel. You add 2 miles per 8-hour day of overland movement while wearing a traveling outfit. You also gain a +1 circumstance bonus to Constitution checks to avoid taking nonlethal damage resulting from a forced march. See Overland Movement on page 258 for more details.



OVERVIEW

CHARACTER CREATION

RACES

CLASSES

SKILLS

FEATS

EQUIPMENT

TACTICAL RULES

STARSHIPS

MAGIC AND SPELLS

GAME MASTERING

SETTING

PATHFINDER LEGACY

Gear Clamp

A gear clamp is designed to place a piece of equipment into an easily accessible position. This is often on a belt or the exterior of a suit of armor, but it can also place equipment in convenient locations when you are lurking in a tree or working in a zero-g environment. Affixing a gear clamp in place is a full action, but any object easily and conveniently held in one hand can be added to or removed from a gear clamp as easily as drawing or sheathing a weapon. Gear clamps are designed to have a trick release, with thousands of models each using a unique combination of clicks, spins, tugs, and twists to release attached gear. If you are not familiar with a specific clamp's trick (by reading the instructions when you buy the clamp, having it demonstrated, or owning it and periodically testing its function), adding or removing equipment takes a full action. A successful DC 25 Strength check is required to separate material attached by a clamp.

Hygiene Kit

This kit contains all of the tools and products needed to practice good grooming and hygiene. Kits designed for specific races include supplies (such as scale-care products for vesk or antennae grooming for lashuntas or shirrens) that are of less use to other creatures.

Space Suit

Although this high-tech suit offers little protection against attack, it does provide all the same environmental protections as a suit of armor (see page 196). Unlike armor, a space suit is not designed for the rigors of combat. Whenever you take damage while wearing a space suit, you must succeed at a Reflex saving throw (DC equal to the damage dealt) or the space suit's life systems suffer catastrophic failure, gaining the broken condition and losing all environmental protections in 1d6 hours unless the suit is repaired. If you fail such a saving throw while the suit already has the broken condition, you lose all environmental protections in 1d6 minutes unless the suit is repaired. You can't wear a space suit while also wearing any type of armor, even if that armor is broken.

Tent (Mass Produced, Mobile Hotelier)

Tents are designed to protect their occupants from the ravages of the elements. A standard tent has an occupancy of two people. You can double the occupancy of a tent by doubling its price, triple it by tripling its price, and so on.

Mass Produced

A mass-produced tent is insulated, sturdy, and capable of ventilating to prevent overheating or stuffiness without sacrificing protection. It allows characters within to treat extreme cold weather as severe cold weather, treat severe cold weather as typical cold weather, and ignore the effects of typical cold weather. It adjusts the severity of hot weather in a similar fashion. See page 400 for more information on cold dangers and page 402 for more information on heat dangers. A mass-produced tent does not protect against smoke, catching on fire, lava, radiation, or other environmental hazards.

Mobile Hotelier

Tents known as mobile hoteliers are advanced and include systems that provide their occupants the same environmental protections as armor (see page 196) while active. A mobile hotelier requires a 20-charge battery to provide this protection, uses 1 charge every 8 hours, and is considered a technological item for effects and abilities that target or disable technology. Even if this protection is removed, the tent can still be used as a mass-produced tent.

TABLE 7-33: PERSONAL ITEMS

ITEM	LEVEL	PRICE	BULK
BACKPACK			
Consumer	1	3	1
Industrial	1	25	1
CLOTHING			
Environmental	1	10	L
Everyday	1	1	L
Formal	1	5	1
Professional	1	5	L
Travel	1	10	L
TENT			
Mass produced	1	2	1
Mobile hotelier	1	50	1
OTHER			
Bonding epoxy	1	400	L
Gear clamp	1	100	L
Hygiene kit	1	3	1
Space suit	1	25	1

DRUGS, MEDICINALS, AND POISONS

The drugs, medicinals, and poisons appear by category on Table 7-34: Drugs, Medicinals, and Poisons and are detailed below. The table includes pricing for individual types of these items, and they all have negligible bulk. The rules for how drugs and poisons can affect a character can be found in Afflictions (see page 414).

Drugs

Though numerous pharmaceuticals and similar substances can be referred to as drugs, this entry refers specifically to narcotics that are not typically used for medicinal purposes. Drugs are normally weaponized by loading a single dose into a weapon with the injection weapon property, such as an injection glove or needler pistol. Drugs can also be slipped into the food or drink of a target, normally requiring both that a character succeed at a DC 20 Sleight of Hand check and that the imbiber fail a separate DC 20 Perception check to notice the change in the drugged food or drink. For more information about drugs, including stat blocks for specific drugs and details about addiction and their other effects, see Afflictions on page 414.

Medicinals

Though numerous pharmaceuticals and similar substances can be referred to as medicinals, this entry refers specifically to substances primarily used to treat ailments and which lack

addictive properties. However, many medicinals can also be used to help incapacitate a target or capture one largely unharmed. Medicinals can be delivered in the same way as drugs, including via a successful attack with a weapon with the injection weapon special property.

The three most common categories of medicinals are described below. Regardless of a medicinal's effects, its price is tied to its tier, as shown on Table 7-34: Drugs, Medicinals, and Poisons.

Analgesic

An analgesic deadens sensory input and is used by medical professionals to reduce sensations of pain. If you take or are injected with an analgesic, you are flat-footed for 1 round per tier of the medicinal. You also gain a bonus (equal to the analgesic's tier) to saving throws against pain effects for 10 minutes per tier of the medicinal.

Antitoxin

An antitoxin is a broad-spectrum medicinal designed to weaken all poisons in your system. When you take or are injected with an antitoxin, you gain a bonus (equal to 3 + the medicinal's tier) to saving throws against poison for a number of hours equal to its tier.

Sedative

Numerous mild sedatives commonly available for purchase have legitimate medical uses, but they are also popular among some bounty hunters to help capture their quarries alive. If you take or are injected with a sedative, you take nonlethal damage. A tier 1 sedative deals 1d4 nonlethal damage, a tier 2 sedative deals 2d4 nonlethal damage, a tier 3 sedative deals 4d4 nonlethal damage, and a tier 4 sedative deals 8d4 nonlethal damage. When suffering from an emotion or fear effect that allows a saving throw to negate it, you can take or be injected with a sedative that permits you to immediately attempt a new saving throw with a bonus equal to the sedative's tier to end the effect, as long as it's not a permanent or instantaneous effect.

Poisons

Poisons are normally weaponized by loading a single dose into a weapon with the injection special property, such as an injection glove or needler pistol. It's also possible to add a dose of poison to a melee weapon that deals piercing or slashing damage, though this takes a standard action and requires the poison to be in a vial that's already in hand. For more information on poisons, including their effects and how they work, see Afflictions on page 414.

TABLE 7-34: DRUGS, MEDICINALS, AND POISONS

SUBSTANCE	LEVEL	PRICE	DOSE
DRUGS			
Hyperleaf	1	95	1
Dreamshiver	5	2,500	1
Transdimensional pesh	10	14,000	1
Megaopiate	12	22,000	1

SUBSTANCE	LEVEL	PRICE	DOSE
MEDICINALS			
Tier 1	1	150	1
Tier 2	5	3,000	1
Tier 3	10	15,000	1
Tier 4	15	23,500	1
POISONS			
Id moss	2	175	1
Insanity mist	4	4,000	1
Blue whinnis	8	1,400	1
Green lotus extract	8	1,500	1
Ungol dust	9	12,500	1
Black lotus extract	20	140,000	1
Deathblade	20	132,500	1

TRADE GOODS

The trade goods found on Table 7-35: Trade Goods are described below. Trade goods can normally be sold for their full value, subject to the GM's discretion. These are given only as common baselines, most applicable to the Pact Worlds, as regional variances can have a significant impact on the value of trade goods.

Fine Art

Fine art can be nearly anything, though as trade goods those items with a set, singular, physical existence (paintings, sculpture, and so on) are more easily bought and sold than performance art (though, for example, the sole copy of a famous vesk play could be valuable until broadly disseminated). Fine art can be of nearly any price or bulk, as determined by the GM.

Gems

Gems are valued for their scarcity, their beauty, and, in some cases, their utility for some forms of magic rituals and technology. The value of a gemstone is determined by many factors, including size, rarity, clarity, cut, polish, and potential cultural influences. Gems considered of low quality are usually priced at 5–45 credits. Gems rated as semiprecious are generally priced at 50–95 credits. Gems rated as precious are generally priced at 150–450 credits, and those rated as jewels are generally priced at 1,000–4,500 credits. Gems rated as grand jewels are priced no lower than 5,000 credits, and the rarest and most valued can be worth hundreds of thousands or even millions of credits.

Grain

Grain is a common staple and can be considered representative of a wide range of basic foods. Of course, grain prices vary wildly, but the price given here is a baseline for a typical grain, packaged and shipped in bulk amounts.

Textiles

Common textiles include good linen and most synthetic fabrics. Fine textiles are of higher quality, with more visual appeal, higher durability, or both. Various silks, satins, and similar cloths are typical fine textiles, though more exotic materials exist in this category. Truly luxurious fabrics, including marramas and samite, can easily cost much more than even the best fine fabrics.

UPB

A universal polymer base, or UPB, is the basis for most technology in the Pact Worlds, the Veskarium, and many other systems. Each UPB is a tiny multifunction component, not much larger than a grain of rice, capable of being configured to act as a brace, capacitor, circuit, diode, fastener, insulator, lens, modulator, pipe, resistor, and dozens of other constituent parts. UPBs can even be spun out into fabric, broken down into component chemicals, reconstituted into new chemicals, or supplemented with base materials (such as dirt or sand) to form massive braces or walls. The right combination of hundreds or even thousands of UPBs can create everything from a comm unit to a laser weapon to powered armor. In their raw form, UPBs have a bulk of 1 per 1,000 UPBs, though when aligned and configured they can easily take up less bulk, and when configured for a specific purpose that calls for a minimum size and bracing (possibly combining them with inert materials), they can have a higher bulk.

UPBs are so ubiquitous that they are usable as currency in many major settlements and trade hubs. While credsticks are a more convenient and secure way to carry value, UPBs have the advantage of direct utility and untraceability. They are a popular way to pay smugglers and criminals, but they are also useful for trade missions to systems with UPB technology that don't use credits as currency. The value of the Pact Worlds' credit is based on the economic utility of a single UPB.

TABLE 7-35: TRADE GOODS

ITEM	PRICE	BULK
Fine art	Varies	Varies
Gem	Varies	—
Grain	1	1
Textiles, common	1	L
Textiles, fine	100	L
UPB (1000)	1000	1

FOOD AND DRINK

The food and drinks found on Table 7-36: Food and Drinks are described below. A surprisingly wide range of creatures, including all the Starfinder core races, can survive on the same basic nutritional ingredients. In the Pact Worlds, most food is mass produced; even most restaurant meals are prepared from precut and premeasured ingredients.

Field Rations

A field ration is prepackaged food that can easily sustain you but lacks flavor and visual appeal. Field rations generally consist of chewy, brownish blocks of processed nutrients, which contain enough moisture to provide a day's worth of water intake. While it is possible to survive for weeks on nothing but field rations, it's not a pleasant experience.

Intoxicant (Minor, Superior)

Table 7-36: Food and Drinks shows the price and bulk of a single serving of an intoxicating beverage or inhaled substance, which in the Pact Worlds is most often alcohol or tobacco.

An intoxicant's potency can be minor or superior. A minor intoxicant might be beer or wine, which takes a few servings to cause any physiological effects. A superior intoxicant is usually a strong spirit, such as whiskey, that can start producing effects after a single serving. Unlike drugs, intoxicants are usually not addictive, although a GM might rule that a PC who partakes of too much of an intoxicant on a regular basis might begin to suffer the effects of an addictive drug (as described in Afflictions on page 417).

Meal (Poor, Common, Good)

A meal is usually purchased close to the time it is consumed, often at a restaurant or from a street vendor. Most such meals are mass produced in the Pact Worlds, and it is relatively cheap and easy to get food in just about any remotely civilized area. Poor-quality meals are either nutritious but bland, or tasty but unhealthy. Common-quality meals are both tasty and nourishing. Good meals are gourmet in taste and offer higher-quality nutrition.

R2E

These self-contained "Ready-to-Eat" pouches contain a day's worth of nourishing entrees and side dishes, plus a portable snack or dessert. Each R2E also includes disposable utensils, a single-use flameless ration heater, and an accessory pack containing breath freshener, a disposable cup, a napkin, seasonings, and drink powder. Each R2E has a shelf life of one century, and the pouch is made of a durable, easy-seal material.

TABLE 7-36: FOOD AND DRINKS

ITEM	PRICE	BULK
INTOXICANT		
Minor	1	L
Superior	10+	L
MEAL		
Poor	1	L
Common	3	L
Good	5	L
OTHER		
Field ration	1/week	1/week
R2E	1	L

SERVICES

The following services are typical for a variety of worlds, especially near points of interest and notable trade settlements.

Lodgings

Lodging prices are given per night, but paying for longer periods in advance can reduce this price. In general, you can find accommodations at half to one-quarter the listed price if you book in advance and pay for them in 30-day blocks. Most lodgings are designed for Medium or Small creatures able to survive in the local environment; prices for unusually large tenants or those in need of special atmosphere or gravity conditions run up to 10 times as much. Most lodgings have free access to unsecured sections of the local infosphere and basic entertainment options.



OVERVIEW

CHARACTER CREATION

RACES

CLASSES

SKILLS

FEATS

EQUIPMENT

TACTICAL RULES

STARSHIPS

MAGIC AND SPELLS

GAME MASTERING

SETTING

PATHFINDER LEGACY

Efficiency

An efficiency is a small living quarters designed for one or two people, normally no bigger than 250–300 square feet. Beds fold down from the walls and may serve double duty as sofas. A restroom and shower are common, as is a minimal kitchen.

Sleep Pod

A sleep pod has an area not much bigger than that of a bed, and is available as a stand-alone pod in a public area or as the smallest room or apartment available in a hotel or living complex. Frequently, 3–5 sleep pods are stacked atop each other in each section, and a hallway may have hundreds of such units. Showers and restroom facilities are often communal, and no allowance is made for cooking or cleaning.

Suite

A suite forms a complete set of living quarters with multiple rooms, including a kitchen and full bathroom, plus laundry facilities either within the suite or available nearby.

Professional Services

These services assume an individual or small group is hired legally in free-market conditions. Efforts to hire criminals, mercenaries, or businesses fall under the purview of the GM, though unskilled laborers can be hired relatively cheaply (see Table 7–38).

Communications

Those without access to a starship's comms system can send and receive messages at system-wide or unlimited range (see page 272) by paying an individual or business. System-wide communications cost 5 credits per minute, and unlimited-range communications cost 10 credits per minute.

Professional Freelancer

Entertainers, experts, porters, and tradesfolk often lack time or interest in taking jobs outside of their normal work. Those who do are freelancers, who build a circle of regular clients and get paid directly by those to whom they provide services.

The price of hiring a freelancer is based on the typical total bonus she has in a specific relevant skill (often Profession), representing her skill level. However, the GM can determine a specific freelancer actually has a bonus much higher or lower than the norm for someone at her pay rate.

Even professional freelancers won't generally take work that places them in serious danger, and those few who do are likely to insist on pay rates two to 10 times higher than those listed.

Spellcasting

Professional spellcasters are common only in major settlements and often require advance appointments and insist on security measures when dealing with new clients. Many are associated with a church, guild, or major corporation, and they may only work for groups and individuals associated with such organizations. It's generally not possible to convince a professional spellcaster to travel to an unsecured location to cast spells, and any who do agree to it will insist on much higher payment rates (anywhere from 10 to 100 times the normal price).

If a spell requires an expenditure of credits, add that price to the price of having a professional spellcaster cast it. If a spell requires an expenditure of Resolve Points to be cast, increase the price of having it performed by a professional spellcaster by 50%; most professional spellcasters will only cast one such spell each day.

Recharging Stations

Most settlements of any significant size have public recharging stations for batteries and power cells. To recharge the full capacity of a spent battery or power cell takes 1 round per charge and costs half the price of the battery or cell. You can recharge a partially depleted battery or cell, but the price for doing so is the same as if it were fully spent. At the GM's discretion, some larger starships might have onboard recharging stations. These might offer recharging at low or no cost, but they typically take 1 minute per charge to recharge a battery or power cell.

Transportation

Travel prices assume transport at a typical, second-class, basic level of accommodation and assistance—for example, being assigned to common guest quarters on a starship (with six passengers per room), having an assigned seat on a grav-train, waiting a few minutes for a nearby robo-taxi to pick you up, and so on. More private and luxurious travel options normally exist, costing anywhere from two to 10 times as much. Starships in particular often have good and luxurious quarters that offer better accommodations (see the guest quarters expansion bay option on page 299 for more details on the amenities of each typical level of starship accommodations). Truly exceptional options exist for the ultrarich, which can cost 1,000 times as much as common travel.

Cheaper options are often also available, such as steerage transportation in a converted cargo hold, or standing-room-only cars for grav-train rides. These normally cost half to one-quarter the listed price, though at the GM's discretion even cheaper options (possibly those illegally ignoring various safety laws) could exist.

It is sometimes possible to procure long-distance passage at reduced prices or even for free by providing a desired service for the transport provider. Taking on common jobs such as a guard, gunner, cook, entertainer, or porter can sometimes facilitate travel on a tight budget. The prices given also assume a Medium or Small creature with no need for special accommodations or environmental conditions different from those of the vessel used. Unusually large creatures or those that require different atmospheres, gravity levels, or light levels than the vessel transporting them can easily see the price double, triple, or more depending on the inconvenience and risks involved.

Grav-Train

A grav-train is a hovering, multisection mass transport that runs a specific ground route, generally over a metal or ceramic rail. It is the cheapest way to move overland, but it requires significant infrastructure to operate and only runs to set locations on a (sometimes unreliable) schedule.

Robo-Taxi

This simple form of urban transport is generally similar to an urban cruiser but is assumed not to have the expense of a driver.

In most major cities, dispatch can send a robo-taxi within a few minutes of a request to the company by infosphere or comm unit.

Sea Vessel

Planets with large bodies of water often develop extensive commerce and transit networks by ship, hovership, and even submarine. This transport is slower than travel by plane, but cheaper per mile (and considered more relaxing by many travelers). Some planets have rigid lighter-than-air vessels as well, such as dirigibles, which tend to have similar accommodations, pricing, and speeds.

Starship

Travelers between planets almost exclusively use starships, most often those with Drift drives (though orbital shuttles and short-range transports traveling between moons or asteroids close to one another typically do not use Drift engines).

Suborbital Flight

For quick trips from point to point on a planet, the fastest option is generally a suborbital flight. The price assumes a single seat and a small common area for storage; larger seats or even small cabins cost five to 10 times as much.

TABLE 7-37: LODGINGS

LODGING	PRICE
Efficiency	3 per night
Sleep pod	1 per night
Suite, 1-2 beds	5 per night per bed
Suite, 3-4 beds	10 per night per bed

TABLE 7-38: PROFESSIONAL SERVICES

SERVICE	PRICE
Communications	5 or 10 per minute
Professional freelancer	Skill bonus × 2 per day
Spellcasting, 0-level spell	20
Spellcasting, 1st-level spell	100
Spellcasting, 2nd-level spell	350
Spellcasting, 3rd-level spell	1,000
Spellcasting, 4th-level spell	3,000
Spellcasting, 5th-level spell	9,000
Spellcasting, 6th-level spell	30,000
Unskilled labor	4 per day or 1 per hour

TABLE 7-39: RECHARGING STATIONS

TIME	PRICE
1 round/charge	1/2 price of battery or cell

TABLE 7-40: TRANSPORTATION

METHOD	PRICE
Grav-train passage	1 per 100 miles
Robo-taxi passage	1 per 10 miles
Sea vessel passage	1 per 50 miles
Starship passage, common	50 per day of travel
Starship passage, good	300 per day of travel
Starship passage, luxurious	1,000 per day of travel
Suborbital flight	1 per 25 miles

CRAFTING EQUIPMENT AND MAGIC ITEMS

Rather than buying mass-produced, mass-marketed equipment, characters with the right skills can construct their own equipment. This takes time, and due to the economies of scale enjoyed by multisystem corporations and shops with dedicated construction machines and drones, it does not save you any money. However, it allows you to acquire exactly what you need, as long as you can meet the construction requirements.

A player character can create all the items presented in this chapter as long as he has the skills, materials, tools, and time needed to construct it. He must have a number of ranks in the appropriate skill equal to the item level of the item to be created. For weapons, armor, vehicles, and technological equipment, the appropriate skill is Engineering. For magic fusions and magic items, the appropriate skill is Mysticism. For hybrid items, you must have the required ranks in both Engineering and Mysticism. For drugs, medicinals, and poisons, the skill can be either Life Science or Physical Science. For any food or drink, the appropriate skill is Life Science. For computers, you can use either Computers or Engineering, and you can construct a computer with a tier equal to half your ranks in the skill. For items that are not considered any of these categories (such as most clothes, tents, and so on) either Engineering or Mysticism can be used. At a GM's discretion, an appropriate Profession skill can be used for a narrower range of items. For example, a character with Profession (weaponsmith) might be able to make technological, hybrid, and magic weapons and weapon fusions, but no other items.

Crafting items requires you to have access to tools and a workshop or similar space. Most starships have an appropriate area set aside, and such space can be rented at the same price as lodgings in major cities (with the size of the lodging being equivalent to the size of the workshop, which limits the size of items that can be constructed and how many people can work on a single item at one time). Creating an item normally has a base time of 4 hours. If your number of ranks in the appropriate skill to craft an item exceeds that item's level by 5 or more, you can craft that item in half the base time. If your ranks exceed the item level by 10 or more, you can create the item in one-quarter the base time. Objects larger than a Medium creature take twice as long to craft for each size category larger.

To create an item, you must have UPBs with a total value equal to the price of the item to be created. At the GM's discretion, you can scavenge similar items for parts, allowing 10% of the scavenged item's value to count toward the UPBs needed. Even magic and hybrid items are created using UPBs, as the Mysticism skill is used to form the materials into runes and specific implements for rituals utilized in the creation of magic devices.

Custom-built equipment has a few advantages over mass-produced items. If you have a skill that allows you to repair an item you crafted, you can do so in half the normal time. When determining the hardness, Hit Points, and saving throws of an item you have crafted, treat its item level as if it were 2 higher. (For more about calculating these values, see Breaking Objects on page 409.)

OVERVIEW

CHARACTER CREATION

RACES

CLASSES

SKILLS

FEATS

EQUIPMENT

TACTICAL RULES

STARSHIPS

MAGIC AND SPELLS

GAME MASTERING

SETTING

PATHFINDER LEGACY



TACTICAL RULES

8



TACTICAL RULES

While many ordinary citizens of the Pact Worlds go their entire lives without seeing combat, adventurers and explorers often stumble into situations where a laser pistol or a chainsword is their best option, or they might find themselves fighting for their lives from the back of a vehicle. Combat and tactical play are common parts of the Starfinder Roleplaying Game, and the following chapter explains how these crucial and wide-spanning rules work.

From high-level descriptions of how tactical combat works in Starfinder and robust breakdowns of tactical actions to in-depth explanations of key tactical concepts and special abilities, this chapter contains everything you need to know about tactical play in Starfinder.

HOW COMBAT WORKS

Combat in Starfinder is cyclical. After initial steps that begin a battle, every character acts in turn through a regular cycle of rounds until the combat ends. Regardless of how it plays out, combat follows this sequence.

- 1. Determining Awareness:** The GM establishes whether any combatant is surprised when combat breaks out. PCs and NPCs usually attempt Perception checks to determine whether they are aware that a fight has started.
- 2. Determining Initiative Order:** The GM and players roll initiative checks for those characters able to act. In combat, characters will act in order of their initiative check results—also known as their initiative counts—from highest to lowest. This order is called the initiative order.
- 3. Surprise Round:** If some but not all of the characters are surprised, combat begins with a surprise round, during which only characters who aren't surprised can act and their choice of actions is limited (see Surprise below). After the surprise round, if any, the GM and players roll initiative checks for any characters that have not yet done so. The GM inserts these characters into the initiative order based on their initiative counts.
- 4. First Normal Combat Round:** All characters act according to initiative order. The full suite of options is available to the combatants when they act, including moving and attacking.
- 5. Continuing Combat:** After all the characters have had a turn, the next normal combat round begins and characters again act in the initiative order determined for this combat. Step 5 then repeats until the combat ends. If a new character enters combat, she rolls an initiative check to determine her initiative count, and the GM inserts her into the established initiative order.

Beginning and Ending Combat

The GM determines when combat begins, often by telling players to roll initiative checks. As long as there are enemies to fight or threats for which it is important to determine who acts

in what order, the characters are considered to be in combat. When the GM has decided there are no imminent, known threats left, the combat ends and initiative no longer dictates when characters can act. When the only creatures remaining on one side are so insignificant that they pose no real threat to characters from the opposing side, such as foes with a CR 4 or more below the average level of the PCs, the GM can decide whether the characters are still in combat. See Significant Enemies on page 242 for more on how to gauge this.

Initiative

When a combatant enters battle, she rolls an initiative check to determine when she'll act in each combat round relative to the other characters. An initiative check is a d20 roll to which a character adds her Dexterity modifier plus any other modifiers from feats, spells, and other effects. The result of a character's initiative check is referred to as her initiative count. The GM determines a combat's initiative order by organizing the characters' initiative counts in descending order. During combat, characters act in initiative order, from highest initiative count to lowest initiative count; their relative order typically remains the same throughout the combat.

If two or more combatants have the same initiative count, the order in which they act is determined by their total initiative modifiers (the character with the highest modifier acts first). If there is still a tie, the tied characters should each roll a d20, and whoever rolls highest goes first. This final method of determining which character's initiative order is earlier is often referred to as “rolling off.” However, if the GM allows it, characters whose initiative results are a tie might decide among themselves which character acts first based on strategies or other tactical factors.

A character rolls to determine her initiative count only once in each combat. Even if a character can't take actions—for example, if she's under the effect of a *hold person* spell or is otherwise paralyzed—the character retains her initiative count for the duration of the encounter. The exception is when a character takes an action that results in her initiative changing (see the Ready an Action and Delay on page 249).

Any characters who enter combat after it has already begun roll initiative checks when they first enter combat. The GM then inserts them into the initiative order based on their initiative counts.



OVERVIEW

CHARACTER CREATION

RACES

CLASSES

SKILLS

FEATS

EQUIPMENT

TACTICAL RULES

STARSHIPS

MAGIC AND SPELLS

GAME MASTERING

SETTING

PATHFINDER LEGACY



Combat Round

Each combat round represents 6 seconds in the game world, and there are 10 rounds in 1 minute of combat. A round normally allows each character involved in a combat situation to act. Each time a character acts in a round's normal order, it's called her turn.

Each combat round's activity begins with the character with the highest initiative count and then proceeds to the remaining characters in order of their initiative. When a character's turn comes up in the initiative order, that character performs his entire round's worth of actions. For some exceptions, see Other Actions on page 249; for example, delaying can change the order in which you take your turn. Regardless, in a normal combat round on her turn, a character can perform either a full action or a handful of shorter actions (see Actions in Combat on page 244 for more details about the actions characters can take).

When the rules refer to a "full round," they usually mean a span of time from a particular initiative count in one round to the same initiative count in the next round. Effects that last a certain number of rounds end just before the same initiative count on which they began. Thus, if a spell with a duration of 1 round is cast on initiative count 14, it ends just before initiative count 14 on the following round.

Surprise

When a combat starts, if a character is not aware of her opponents, she is surprised. The GM determines whether each character is aware by calling for Perception checks or other

WHO IS SURPRISED?

A surprise round occurs if some but not all characters involved in a combat are unaware of opponents about to attack. Sometimes all the combatants on a side are aware of their opponents, sometimes none are, and sometimes only a few are. Sometimes several combatants on each side are aware while the rest are surprised. When you can sneak up and catch your enemies by surprise, you enjoy a powerful advantage. It's one way stealthy characters can even the odds when facing foes with superior combat abilities.

relevant checks. Surprised combatants take penalties until they have acted in combat.

If some but not all of the combatants are aware of their opponents when combat breaks out, a surprise round takes place before normal combat rounds begin. In order of the characters' initiative results (highest to lowest; see Initiative below), combatants who started the battle aware of their opponents can each take either a standard or move action during the surprise round. Characters can also take swift actions during the surprise round.

If no characters or all characters are aware of their opponents, no surprise round occurs, and combat proceeds as normal.

Surprised Combatants: During combat, combatants who are surprised at the start of battle have the flat-footed condition (see page 276). As a result, they take a -2 penalty to their Armor Class. Once a character has become aware and acted, she is no longer flat-footed due to being surprised.

COMBAT BASICS

This section presents the key terms and calculations needed to adjudicate the most basic elements of combat: attacking and defending. For a full breakdown of all actions characters can take in combat, see Actions in Combat on page 244.

WHO CAN I ATTACK?

Combat normally takes place on a battle map with a grid of 1-inch squares, each representing a 5-foot-by-5-foot area, with miniature figures representing characters and monsters. Most player characters and many monsters occupy a single 5-foot square, though some bigger creatures occupy multiple squares. The space a character occupies is usually referred to as her square, though the terms “space” and “square” can be used interchangeably. See Size and Space on page 255 for more information.

In general, you can fire a ranged weapon at any enemy you can see on the battle map, though this becomes harder the farther away an enemy is. Likewise, you can use a melee weapon to attack an enemy in any square you threaten, which means the squares adjacent to your space, including diagonally, though you may be able to attack creatures farther away if you have reach. See Reach and Threatened Squares on page 255 for more details.

ATTACK ROLL

An attack roll represents your attempt to hit your opponent in melee or from range on your turn in a round. When you make an attack roll, you roll a d20 and add your attack bonus (see Ranged Attacks and Melee Attacks below, as well as the Basic Attack and Damage Bonuses sidebar on page 241). Various other bonuses can apply from class features, feats, and so on. If your result equals or exceeds the target’s Armor Class, you hit and deal damage.

Ranged Attacks

When making a ranged attack, you use a ranged weapon to shoot at an opponent from a distance. If you’re attacking with a thrown weapon, your ranged attack bonus equals your base attack bonus (determined by your class and level; see Chapter 4) + your Strength modifier. Otherwise, your attack bonus for a ranged attack equals your base attack bonus + your Dexterity modifier.

When you make a ranged attack, you might also take a penalty for shooting or throwing your weapon beyond the distance listed as its optimal range (see Range and Penalties on page 245).

Melee Attacks

When making a melee attack, you use a melee weapon to strike an opponent in hand-to-hand combat. Your attack bonus for a melee attack is equal to your base attack bonus (determined by your class and level; see Chapter 4) + your Strength modifier.

Automatic Misses and Hits

A natural 1 (the d20 comes up 1) on an attack roll is always a miss. A natural 20 (the d20 comes up 20) is always a hit. A natural 20 is also a possible critical hit, which could deal more damage (see Critical Hits on page 245).

ARMOR CLASS (AC)

Your Armor Class (AC) represents how hard it is for opponents to land a solid damaging blow on you. Your Armor Class (AC) is the minimum attack roll result that an opponent needs to hit you and deal damage. Armor Class is divided into two categories: Energy Armor Class (EAC) and Kinetic Armor Class (KAC). Any reference to Armor Class, including bonuses and penalties, applies to both EAC and KAC unless otherwise specified.

Your EAC and KAC are primarily determined by your armor bonus (most often from a suit of armor you wear) plus your Dexterity modifier. Calculate your EAC and KAC using the following formula: $10 + \text{your armor's EAC or KAC armor bonus (whichever is appropriate)} + \text{your Dexterity modifier}$.

Most suits of armor provide separate armor bonuses to EAC and KAC. However, some suits of armor’s conditions prevent you from using your full Dexterity bonus. Various other bonuses can apply from class features, feats, special circumstances, and so on. For more information on bonuses, see page 266.

Energy Armor Class (EAC)

Your Energy Armor Class (EAC) represents the defenses you have against attacks that only deal damage as a result of some kind of energy (such as acid, cold, electricity, fire, or sonic damage). When an opponent’s attack would deal only energy damage (if he is using, for example, a laser pistol), his attack roll result is compared to your EAC to determine whether he hits you. Some weapons and effects that use magical or exotic untyped energies might also target your EAC; the description of the weapon or effect tells you if this is the case.

Kinetic Armor Class (KAC)

Your Kinetic Armor Class (KAC) represents the defenses you have against attacks that primarily deal damage as a result of a physical impact. This generally includes attacks that deal bludgeoning, piercing, or slashing damage (usually described as “kinetic attacks”), as well as impacts from falling and damage from crushing or constriction. When a foe’s attack would deal such damage (if he is using, for example, a starknife), even if it also deals energy damage, his attack roll result is compared to your KAC to determine whether he hits.

DAMAGE

If your attack hits, you deal damage. Damage first reduces a target’s current Stamina Points and then the target’s Hit Points (see Injury and Death on page 250 for more information). In most cases, the type of weapon used determines the amount of damage you deal, though specialization in groups of similar weapons (see the Weapon Specialization feat on page 163) and other abilities can increase that amount. Some weapons and abilities may add further effects in addition to dealing damage.

Strength Modifier

When you hit with a melee or thrown ranged weapon, add your Strength modifier to your damage roll’s result. However, do not

add your Strength modifier to the damage of your grenades and nonthrown ranged attacks.

Multiplying Damage

Sometimes you multiply your damage by some factor, such as on a critical hit (see page 245). In this case, you do not literally multiply your damage roll result by that factor. Instead, you roll the damage (adding all modifiers) the number of times specified and total the results. If you multiply damage more than once, each multiplier applies to the original, unmultiplied damage. Thus, doubling damage twice is equivalent to rolling the damage (adding all modifiers) three times—once for the original damage and once for each doubling.

Minimum Damage

If penalties reduce a damage result to less than 1, a hit still deals 1 nonlethal damage (see Nonlethal Damage on page 252).

Ability Damage

Certain creatures and magical effects can cause temporary or permanent ability damage, which lowers a particular ability score and can reduce its modifier, therefore affecting a range of statistics and rolls. See Ability Damage, Ability Drain, and Negative Levels on page 252 for more information.

STAMINA POINTS AND HIT POINTS

Whenever you take damage, it first reduces your Stamina Points (SP). Any damage you take beyond your Stamina Points reduces your Hit Points (HP). When your Hit Point total reaches 0, you fall unconscious and are dying, and you lose 1 Resolve Point (RP) each round unless you are stabilized. When your Resolve Points reach 0 but you would lose additional Resolve Points from dying or for any other reason, you're dead. For example, if you have 6 Stamina Points and take 9 damage, your Stamina Points are reduced to 0, you lose 3 Hit Points, and all subsequent damage reduces your HP until you regain Stamina Points. See Injury and Death on page 250 for more information.

SAVING THROWS

When you are subject to an unusual effect, such as those imposed by some special weapons and magical attacks, in most cases you can attempt a saving throw (often simply called a “save”) to avoid or reduce the effect. When you attempt a saving throw, you roll a d20 and add your base saving throw bonus (determined by your class and level; see Chapter 4) and an associated ability score modifier (see below). You might also have other abilities, feats, or items that further modify your saving throws. If your result equals or exceeds the saving throw Difficulty Class (see below), your saving throw is successful.

Saving Throw Types

The three kinds of saving throws are Fortitude, Reflex, and Will.

Fortitude

Fortitude saving throws measure your ability to stand up to physical punishment or attacks against your vitality and health. Apply your Constitution modifier to your Fortitude saving throws.

BASIC ATTACK AND DAMAGE BONUSES

For ease of reference, the following are the basic formulas for calculating ranged attack bonuses, ranged damage, melee attack bonuses, and melee damage. Various other bonuses to attacks and damage can apply from class features, feats, special circumstances, and so on. For more information on bonuses, see page 266.

Ranged Attack

Base attack bonus + Dexterity modifier – any range penalty (see page 245)

Ranged Attack with a Thrown Weapon

Base attack bonus + Strength modifier – any range penalty (see page 245)

Ranged Damage

Weapon damage

Ranged Damage with a Thrown Weapon

Weapon damage + Strength modifier

Melee Attack

Base attack bonus + Strength modifier

Melee Damage

Weapon damage + Strength modifier

Reflex

Reflex saving throws test your ability to dodge area attacks and unexpected situations. Apply your Dexterity modifier to your Reflex saving throws.

Will

Will saving throws reflect your resistance to mental influence as well as many magical effects. Apply your Wisdom modifier to your Will saving throws.

Saving Throws in Play

This subsection explains how to determine the difficulty of a saving throw, the result of a successful saving throw, and other key elements in play.

Difficulty Class (DC)

A saving throw against an effect has a Difficulty Class (DC) determined by the effect. For most class features, the DC of an effect you create equals $10 + \text{half your class level} + \text{your key ability score modifier}$. For spells, this is $10 + \text{the level of the spell} + \text{your key ability score modifier}$. See page 181 to find the DC for weapon special properties and critical hit effects. The description of an effect from an item normally lists a saving throw DC.

Automatic Failures and Successes

A natural 1 (the d20 comes up 1) on a saving throw is always a failure. A natural 20 (the d20 comes up 20) is always a success.

OVERVIEW

CHARACTER CREATION

RACES

CLASSES

SKILLS

FEATS

EQUIPMENT

TACTICAL RULES

STARSHIPS

MAGIC AND SPELLS

GAME MASTERING

SETTING

PATHFINDER LEGACY

Forgoing a Saving Throw

You can voluntarily forgo a saving throw and willingly accept the result of an effect or spell. If you have special resistance to magic, you can suppress that resistance to accept the result (though doing so takes a standard action; see page 335).

Success

If you succeed at a saving throw against an effect that has no obvious physical indications, you feel a hostile force or a warning tingle but cannot deduce the exact nature of the attack. Likewise, if a creature specifically targeted by one of your effects succeeds at its saving throw, you can generally tell that the creature has succeeded. You do not sense when creatures succeed at saves against effects you create that don't target a single creature.

Saving Throw Terminology

When a spell, an item, or another effect notes that it allows a saving throw, it typically includes the following terminology to describe the result of a successful saving throw. If it does not allow a saving throw, this entry simply says "none."

Negates

This means that the effect has no impact if you succeed at your saving throw.

Partial

This means that the effect has a lessened impact if you succeed at your saving throw. Some lesser effect occurs, as defined in the effect's description.

Half or Half Damage

This means the effect deals half the normal amount of damage if you succeed at your saving throw.

Disbelieves

A successful saving throw lets you ignore the effect (this usually applies only to illusion effects).

Object

Effects that deal damage generally affect unattended objects normally but don't damage held or attended objects unless the effect specifies that they do. Effects that do something other than deal damage affect objects only if their descriptions specifically say so (this is common only with spells) or if they note "(object)" in the description of the effect's saving throw. An object's total saving throw bonus for Fortitude, Reflex, and Will saves is equal to the object's item level (see page 167). An object you're holding or wearing uses your saving throw bonus if it is better than the object's own saving throw bonus. Items with an item level of 0 do not receive saving throws when unattended.

Harmless

Normally only spells note whether they are harmless. Such a spell is usually beneficial, not harmful, but if targeted, you can attempt a saving throw, if you like.

ABILITY CHECKS

Sometimes a situation will call for you to attempt an ability check: a Strength check, a Dexterity check, a Constitution check, an Intelligence check, a Wisdom check, or a Charisma check. In this case, simply roll a d20 and add the modifier for that associated ability score. It's possible for an ability score modifier to be negative. In this case, subtract that amount from your d20 roll.

OTHER RULE TERMS

In addition to the basic combat mechanics and statistics detailed above, the following terms and rules are also frequently used in Starfinder, both in and out of combat.

Allies and Enemies

Sometimes an ability targets or requires an enemy or an ally, such as the envoy's watch out improvisation. You count as your own ally unless an ability says otherwise. The GM has the final say on whether someone is an enemy or ally; you can't declare one of your fellow party members to be an enemy or an enemy to be an ally just to trigger a special ability.

Significant Enemies

The GM can and should declare that an ineffectual foe is not enough of a threat to count as an enemy for effects that grant you a benefit when you do something to an enemy or have an enemy do something to you. For example, an envoy's inspiring boost lets her restore Stamina Points to a nearby ally in danger; if the last remaining foe is a malfunctioning robot that can deal only 1 damage each round, the GM should declare the robot isn't a significant enemy, since otherwise the ally could regain all his Stamina without needing to rest or spend Resolve, even though he's in no real danger. In general, a creature with a CR less than or equal to your character level – 4 is not a significant enemy.

Armor Proficiency

Most classes grant proficiency with light armor, and more melee-oriented classes, such as soldiers, grant proficiency with heavy armor. If you are wearing armor with which you are not proficient, you take a -4 penalty to your Armor Class.

Powered Armor

Characters can gain proficiency with powered armor by taking the Powered Armor Proficiency feat (see Chapter 6) or via certain class features. Powered armor imposes more significant drawbacks on wearers who aren't proficient with it than other types of armor. If you are wearing powered armor with which you are not proficient, you take a -4 penalty to Armor Class, you are always flat-footed and off-target (see page 276), and you move at half speed. If the armor has a special form of movement (such as the flight speed of a flight frame), you cannot use that form of movement.

Multiplying More Than Once

When you are asked to multiply a value or roll more than once, the multipliers ($\times 2$, $\times 3$, and so on) are not multiplied by one another. Instead, you combine them into a single multiplier, with each extra multiple adding 1 less than its value to the first multiple.



OVERVIEW

CHARACTER CREATION

RACES

CLASSES

SKILLS

FEATS

EQUIPMENT

TACTICAL RULES

STARSHIPS

MAGIC AND SPELLS

GAME MASTERING

SETTING

PATHFINDER LEGACY

For example, if you apply a $\times 2$ multiplier twice, the result is equivalent to multiplying the value by 3 (or rolling the damage three times), not multiplying it by 4.

Rounding

Occasionally the rules might ask you to round a result or value. Unless otherwise stated, always round down. For example, if you are asked to take half of 7, the result would be 3.

Weapon Proficiency

Most classes grant proficiency with basic melee weapons and small arms. Combat-oriented classes, such as solarian and soldier, grant proficiency with more categories of weapons, as noted in each class's Weapon Proficiency section. All characters are proficient with any natural weapons they might have, such as a claw or bite attack. If you use a weapon with which you are not proficient, you take a -4 penalty to attack rolls with that weapon, and the DC for any saving throws against that weapon's special effects likewise takes a -4 penalty.

Weapon Specialization

At 3rd level, all classes grant specialization in groups of weapons, which increases the damage you deal with those weapons. See the Weapon Specialization feat on page 163 for more details.

Wielding Weapons

When the rules refer to wielding a weapon, it means you are holding a weapon with the correct number of hands and can thus make attacks with it. For example, if you are holding a small

arm or one-handed melee weapon in a hand, you are considered to be wielding the weapon. If you are carrying a longarm or two-handed melee weapon in one hand or wearing a holstered or sheathed weapon, you are not wielding that weapon.

Rerolls and Rolling Twice

Some abilities allow you to reroll a failed die roll—usually an attack roll, a saving throw, or a skill check. Unless an ability says otherwise, you must decide to use a reroll as soon as you know the result of your first roll but before the GM tells you the outcome or you declare the use of any other ability. You use your rerolled result only if it is better than your original result.

There are also abilities that allow you to make two rolls for a specific die roll and take the better of the two results. These abilities require you to decide to roll twice prior to the die roll. Some abilities allow you to force a foe to roll twice and take the worse of the two results. These abilities also must be announced prior to a die roll being made.

In most cases, once an ability to either reroll or roll twice (or force a foe to roll twice) has been applied, no other similar ability can be applied to that same specific die roll. There are exceptions, however. If one character forces a foe to roll twice and take the worse result, that enemy can still apply the ability to roll twice and take the better result. The reverse is also possible—counteracting the advantage of rolling twice by forcing a foe to roll twice with a worse result. In both cases, the two abilities negate one other, resulting in a single die roll being made. That die roll cannot then benefit from an ability that would allow a reroll.

ACTIONS IN COMBAT

The specific actions you can perform in combat are detailed in this section. For quick reference, specific combat actions are organized by their type in the Actions in Combat sidebar.

ACTION TYPES

An action's type essentially tells you how long the action takes to perform within the framework of a 6-second combat round. There are five types of actions: standard actions, move actions, swift actions, full actions, and reactions.

In a normal round, you can perform one standard action, one move action, and one swift action, or you can instead perform one full action. Most characters will rarely perform swift actions, though occasionally using a special ability or class feature is a swift action. You can use your standard action to perform either a move action or a swift action, if you wish, and you can also use your move action to perform a swift action. You can also take one reaction each round, even if it isn't your turn; however, reactions happen only in response to certain defined triggers. There are some other actions that do not fall into the normal action types.

Key Combat Actions

The following actions are common in combat and crucial to maximizing your character's efficiency while fighting.

Standard Action

Performing a standard action is generally the main component of your turn. Most commonly, you use it to make an attack, cast a spell, or use a special power.

Move Action

Performing a move action allows you to take tactical actions that, while secondary to your standard action, are still key to your success. The most common move action is to move up to your speed (see Speed on page 255).

Swift Action

Performing a swift action consumes a very small amount of time and is used only in rare cases. A common swift action is dropping to a prone position.

Full Action

A full action consumes all your effort during your turn, meaning if you choose to take a full action, you can't take any other standard, move, or swift actions that turn. The most common full action is the full attack.

Reaction

A reaction is a special action you can perform even if it isn't your turn. An attack of opportunity (see page 248) is one of the most common reactions, and is the only reaction any character can use regardless of class. Your class or other special abilities might make other types of reactions available to you. Regardless, reactions always have triggers that specify when you can use them.

ACTIONS IN COMBAT

Standard Action

- Activate an item
- Attack (melee or ranged)
- Cast a spell
- Combat maneuver
- Concentrate to maintain a spell
- Covering fire
- Dismiss a spell
- Feint
- Fight defensively
- Harrying fire
- Total defense
- Use a special ability

Move Action

- Crawl
- Direct or redirect an effect
- Draw or sheathe a weapon
- Guarded step
- Manipulate an item
- Move your speed
- Reload
- Stand up

Swift Action

- Change grips
- Drop prone
- Charge
- Coup de grace
- Fight defensively
- Full attack
- Run
- Withdraw

Reaction

- Attack of opportunity

Other Actions

- Combat banter
- Delay
- Drop an item
- Ready an action
- Use a skill

Restricted Activity

In some situations, you may be unable to take all of your actions (for example, when you are paralyzed by a *hold person* spell or are acting in the surprise round of combat). The condition or ability that restricts your actions explains which actions you can or can't take. Regardless, you can't take a full action if you're unable to take a standard action, a move action, and a swift action.

STANDARD ACTIONS

A standard action is usually the main action you take each round, other than movement. Below are examples of standard actions.

Activate an Item

Many technological and magic items, such as a cybernetic hand, don't need to be activated. Certain items, however, do need to be activated to have an effect. Unless otherwise noted, activating such an item is a standard action.

Attack

Making a single attack is a standard action.

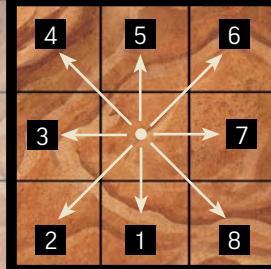
Melee Attacks

With a melee weapon, you can strike any opponent in a square adjacent to your space. You add your Strength modifier to your melee attack rolls and to your melee damage rolls.

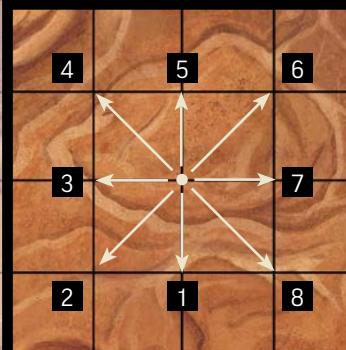
Some melee weapons in Chapter 7 have the reach special property, as indicated in their descriptions, and some monsters have natural reach. Typically, a character or monster with reach

MISSING WITH A THROWN WEAPON

Target is a square.



Target is a grid intersection.



Roll 1d8 to determine where a missed thrown weapon lands.

can attack any foe within their reach (see Reach and Threatened Squares on page 255 for more details).

Ranged Attacks

With a ranged weapon, you can shoot or otherwise attack a target that is within the weapon's maximum range and in your line of effect (see page 271). You add your Dexterity modifier to your ranged attack rolls, but not to your ranged damage rolls.

Ranged Attacks with a Thrown Weapon

With a thrown weapon or a grenade, you can make a ranged attack at a target that is within the weapon's maximum range and in your line of effect (see page 271). You add your Strength modifier to your ranged attack rolls with a thrown weapon, and to your damage rolls with weapons with the thrown special property. Do not add your Strength modifier to damage rolls with grenades.

Targeting a Grid Intersection

When using a thrown weapon that has an area effect, such as a grenade, you target a specific grid intersection on a tactical battle map, rather than a specific creature. Treat this as a ranged attack against AC 5.

Missing with a Thrown Weapon

If you miss on a ranged attack with a thrown weapon, the weapon lands in a random square or grid intersection as appropriate near your target. To determine where it lands, roll 1d8. This determines the initial misdirection of the throw, with 1 falling short (off-target in a straight line toward the thrower), and 2 through 8 rotating around the target creature or grid intersection in a clockwise direction, as illustrated in the diagram above. After you've determined the misdirection of the throw, roll 1d4. The result is how many squares away in that direction the weapon lands.

For example, after a missed ranged attack with a grenade, a player rolls 1d8 with a result of 1. This indicates that the grenade's initial misdirection falls short of the target intersection. Then, the player rolls 1d4 with a result of 2. This determines that the grenade actually lands at an intersection 2 squares in front of the target intersection.

Range and Penalties

A ranged weapon's range increment is listed along with its other statistics (see Chapter 7). If you make an attack with a ranged weapon from a distance greater than its listed range, you take a cumulative -2 penalty to the attack roll for each full range increment of distance between you and the target beyond the first (or fraction thereof).

For most ranged weapons, the maximum range is 10 range increments, or 10× the number listed as the weapon's range. For thrown weapons, the maximum range is 5 range increments. Some ranged weapons have different maximum ranges, but if so, their descriptions specify their maximum ranges.

Critical Hits

When you make an attack roll and get a natural 20 (the d20 comes up 20), you hit regardless of your target's AC. If the total result of your attack roll meets or exceeds the target's EAC or KAC (as appropriate for your attack), you've also scored a critical hit. You roll your damage twice, each time with all your usual bonuses and including any additional damage from special abilities, and then add the rolls together. Some weapons inflict a special effect on a target of a critical hit, in addition to dealing double damage (see page 182).

If the total result of your attack is less than your target's relevant AC, your attack still hits on a natural 20, but it deals damage normally.

OVERVIEW

CHARACTER CREATION

RACES

CLASSES

SKILLS

FEATS

EQUIPMENT

TACTICAL RULES

STARSHIPS

MAGIC AND SPELLS

GAME MASTERING

SETTING

PATHFINDER LEGACY

Cast a Spell

The vast majority of spells require at least a standard action to cast, and sometimes more. Spells that take more than a round to cast require a full action each round until they are complete. For more information about how spells and magic work, see Chapter 10.

Casting While Threatened

Casting a spell takes a significant amount of concentration, forcing you to lower your defenses briefly. When you cast a spell, it gives targets threatening you in melee a chance to make an attack of opportunity against you (see Attack of Opportunity on page 248), unless the spell specifies otherwise—normally only the case for a few spells with a range of touch. If this attack of opportunity hits and damages you, you fail to cast the spell and lose the spell slot. For more information about threatened squares, see page 255.

Combat Maneuver

As a standard action, you can attempt one of the following combat maneuvers. For each maneuver, choose an opponent within your reach (including your weapon's reach, if applicable) and then make a melee attack roll against the opponent's KAC + 8. The effects of success vary depending on the maneuver, as described below.

Bull Rush

You knock the target back 5 feet, plus 5 additional feet for every 5 by which the result of your attack roll exceeds the target's KAC + 8. If an obstacle is in the way, the target stops at the obstacle instead.

Dirty Trick

You make an unorthodox attack to briefly hinder the target. A dirty trick could be throwing sand in the target's eyes, jamming a rock into his actuators, or any other improvised action designed to put your opponent at a disadvantage. Your target is blinded, deafened, entangled, off-target, shaken, or sickened (your choice) for 1 round, plus 1 additional round for every 5 by which the result of your attack roll exceeds the target's KAC + 8 (see Conditions beginning on page 273 for information on these conditions). The target can remove the condition as a move action. A dirty trick is normally a melee attack, but a GM can allow certain actions to count as dirty tricks at range, in which case you take a -2 penalty to your attack roll for every 5 feet between you and the target.

Disarm

You knock an item the target is holding out of the target's hands and onto the ground. If you have a hand free, you can automatically grab the item with your hand before it falls.

Grapple

You hold the target in place. You must have at least one hand free to perform a grapple combat maneuver. Your target has the grappled condition, meaning she can't move from her current space and takes further penalties until she either uses a standard action to attempt a grapple combat maneuver to grapple you (giving you the grappled condition) or uses the escape task of the Acrobatics skill to break free. If the result of your attack roll equals or exceeds the target's KAC + 13, the

target is instead pinned for the same duration, and she can't take any actions that involve moving her limbs other than to attempt to escape.

The grappled or pinned condition lasts until the end of your next turn, unless you renew it on your next turn with another grapple combat maneuver. The condition ends immediately if you move away. As long as you have one target grappled or pinned, you cannot attempt to grapple another. The grappled and pinned conditions are further detailed in Conditions on pages 276–277.

When you renew a grapple, you can remove one item from the target's body that can be easily accessed, including most weapons and equipment (but not worn armor). Doing so immediately ends the grapple.

Reposition

You change the target's position to a different location still within your reach and within 5 feet of its original placement. You can move the target 5 additional feet for every 5 by which the result of your attack roll exceeds the target's KAC + 8, but all movement must remain within your reach. You cannot move the target past an obstacle.

If you reposition a creature as a full action, you can move a distance equal to the distance you repositioned your target (up to your move speed), dragging the target along with you.

Sunder

You deal damage to one object held in the target's hand or accessible on its body. The object must be something that could be drawn easily by the target as a move action (see Draw or Sheathe a Weapon on page 247). The damage is reduced by an amount equal to the object's hardness (see Smashing an Object page 409).

Trip

You knock the target prone if it is on the ground. A target in the air instead descends 10 feet, falling prone if this causes it to fall to the ground. A target in zero gravity is instead knocked off-kilter. The prone and off-kilter conditions are further detailed on pages 276–277.

Concentrate to Maintain a Spell

Some spells require continued concentration to keep them going. Concentrating to maintain a spell is a standard action (see Duration on page 270 for more information about concentration).

Covering Fire

You can use your standard action to make a ranged attack that provides covering fire for an ally. Make a ranged attack roll against AC 15. If you hit, you deal no damage but the selected ally gains a +2 circumstance bonus to AC against the next attack from a creature in your line of effect (see page 271), so long as that attack occurs before your next turn.

Dismiss a Spell

Dismissing an active spell is a standard action (see Duration on page 270 for more information about dismissible spells).



OVERVIEW

CHARACTER CREATION

RACES

CLASSES

SKILLS

FEATS

EQUIPMENT

TACTICAL RULES

STARSHIPS

MAGIC AND SPELLS

GAME MASTERING

SETTING

PATHFINDER LEGACY

Feint

You can use your standard action to feint by attempting a Bluff check. The DC of this check is equal to either 10 + your opponent's Sense Motive total skill bonus or $15 + 1\frac{1}{2} \times$ the opponent's CR, whichever is greater. You can't feint against a creature that lacks an Intelligence score, and you cannot take 10 or take 20 (see page 133 in Chapter 5) on a Bluff check to feint. When you successfully feint, you treat your opponent as flat-footed for your next attack against him before the end of your next turn.

Fight Defensively

You can fight defensively when attacking as part of a standard action. If you do, you take a -4 penalty to attacks you make in that round but gain a +2 bonus to AC until the start of your next turn.

Harrying Fire

You can use your standard action to make a ranged attack that distracts a foe in your line of effect. Make an attack roll against AC 15. If you hit, you deal no damage, but the next ally to attack that foe gains a +2 circumstance bonus to her next attack roll, as long as that attack occurs before your next turn.

Total Defense

You can defend yourself as a standard action. Starting at the beginning of this action, you get a +4 bonus to your Armor Class until the start of your next turn. You can't combine total defense with other actions that increase your AC, nor can you make attacks of opportunity while benefiting from total defense.

Use a Special Ability

There are three types of special abilities: extraordinary, spell-like, and supernatural. Special abilities often carry the parenthetical abbreviations (Ex), (Sp), or (Su) to indicate whether they are extraordinary, spell-like, or supernatural abilities. Some are ongoing, while others are use-activated. For more details, including descriptions of specific special abilities, see page 262.

Using a special ability is usually a standard action, unless it is an ongoing ability or the ability says otherwise. In rare cases, an ability might take a full action or a move action to activate. In most cases, a use-activated special ability cannot be activated as a swift action. Using a spell-like ability typically provokes attacks of opportunity (see page 248) unless stated otherwise.

MOVE ACTIONS

Most move actions don't require a check unless the circumstances are more difficult than normal. For instance, opening a door normally doesn't require a check, but it does if the door is locked. The following actions are move actions.

Crawl

You can crawl 5 feet as a move action. A crawling character is considered prone.

Direct or Redirect an Effect

Some technology and spells allow you to redirect an effect to new targets or areas. Redirecting requires a move action unless the technology or spell states otherwise.

Draw or Sheathe a Weapon

Drawing a weapon so that you can use it in combat or putting it away so that you have a free hand requires a move action. This action includes activating or deactivating the weapon. This also applies to weapon-like objects that are easily accessible, such as remote controls and most tools or sensors you can carry and use with one hand. If your weapon or weapon-like object is stored in a pack or otherwise out of easy reach, you must instead retrieve it as a stored item before you can use it (see Manipulate an Item below).

Exception: If you have a base attack bonus of +1 or higher, you can combine drawing or sheathing a weapon or weapon-like object with moving up to your speed as a single move action.

Guarded Step

You can carefully step 5 feet as a move action. This movement doesn't provoke attacks of opportunity (see page 248), even if you're in a threatened square (see page 255).

Manipulate an Item

Moving or manipulating an item is usually a move action. This includes retrieving or putting away a stored item, picking up an item, moving a heavy object, and opening a door.

Move Your Speed

The simplest move action is moving up to your speed (see Speed on page 255 for more information). Many nonstandard modes of movement are also covered under this action, including burrowing (using your natural burrow speed, if you have one), climbing and swimming (using either the Athletics skill or your natural climb or swim speed, if you have one), or flying (using the Acrobatics skill if you have either access to flight or a natural fly speed). See Additional Movement Types on page 258 for more details.

Reload

Unless stated otherwise, reloading is a move action that includes grabbing ammunition you have readily available. Some weapons require different actions to reload; see the weapon's description.

Stand Up

This special form of move action allows you to stand up from a prone position.

SWIFT ACTIONS

You won't commonly use a swift action, but occasionally you need to perform an action that is significantly less demanding than a move action. Some skills use swift actions, but special abilities are almost never swift actions.

Change Grips

Changing your grip on a weapon, such as going from wielding a two-handed weapon with both hands to holding it in one hand, is a swift action.

Drop Prone

Dropping to a prone position in your space is a swift action.

FULL ACTIONS

A full action requires your entire turn to complete. If you take a full action, you can't take your usual standard, move, and swift actions. The following actions are full actions.

Charge

Charging is a full action that allows you to move up to double your speed and make a melee attack at the end of the movement. You can draw a weapon during a charge attack if your base attack bonus is at least +1.

Charging carries tight restrictions on how you can move. You must move at least 10 feet (2 squares), and all movement must be directly toward the designated opponent, though diagonal movement is allowed. You must have a clear path toward the opponent, and you must move to the space closest to your starting square from which you can attack the opponent. If this space is occupied or blocked, you can't charge. If any line from your starting space to the ending space passes through a square that blocks movement, slows movement (such as difficult terrain), or contains a creature (even an ally), you can't charge. You can still move through helpless creatures during a charge. If you don't have line of sight (see page 271) to the opponent at the start of your turn, you can't charge that opponent.

Attacking on a Charge: After moving, you can make a single melee attack. You take a -2 penalty to the attack roll and a -2 penalty to your AC until the start of your next turn. You can't move any farther after the attack. Some classes, including solarian and soldier, grant abilities that modify attacks made on charges.

Coup de Grace

As a full action, you can deliver a special attack called a coup de grace to an adjacent helpless opponent. You automatically hit and score a critical hit. If the target survives the damage, he must succeed at a Fortitude saving throw ($DC = 10 +$ your level or CR) or die. However, if the target is immune to critical hits, the coup de grace does not deal critical damage or effects, nor does it force the target to succeed at a saving throw or die.

Fight Defensively

You can fight defensively when attacking as a full action. If you do so, you take a -4 penalty to all attacks in that round (in addition to the normal penalties for making a full attack) to gain a +2 bonus to your AC until the start of your next turn.

Full Attack

You can spend a full action to make two attacks, each with a -4 penalty to the attack rolls. These attacks can be made with the same weapon or different weapons, though certain weapons have a firing speed so slow that you can't shoot them more than once in a round, even with a full attack. These weapons have the unwieldy special property (see page 182).

Certain weapons have special individualized full attacks. For instance, some weapons have a fully automatic attack mode. Sometimes special full attacks, such as the soldier's onslaught class feature, require specialized training in order to gain their benefits.

Run

You can run as a full action. When you run, you can move up to four times your speed in a straight line. You gain the flat-footed condition, and you can't run if you must cross difficult terrain or can't see where you're going. Running provokes attacks of opportunity (see below). You can run for a number of rounds equal to your Constitution score. See page 258 for information on long-distance running.

Withdraw

Withdrawing from melee combat is a full action. When you withdraw, you can move up to double your speed. The square you start out in is not considered threatened by any opponent you can see, and therefore visible enemies don't get to make attacks of opportunity against you when you move from that square. Unseen enemies still get attacks of opportunity against you, and you can't withdraw from combat if you're blinded and have no other precise senses (such as blindsight).

If, during the process of withdrawing, you move out of a threatened square other than the one you in which started, enemies can make attacks of opportunity as normal. See Attack of Opportunity below for more information.

REACTIONS

A reaction is a special action you can take even if it's not your turn, but only after a defined and concrete trigger. You can't use a reaction before the first time you act in a combat. You can take only one reaction each round; you regain your reaction at the start of your turn.

Unless their descriptions state otherwise, purely defensive reactions interrupt the triggering action: resolve the reaction first, then continue resolving the triggering action. Otherwise, resolve the reaction immediately after the triggering action.

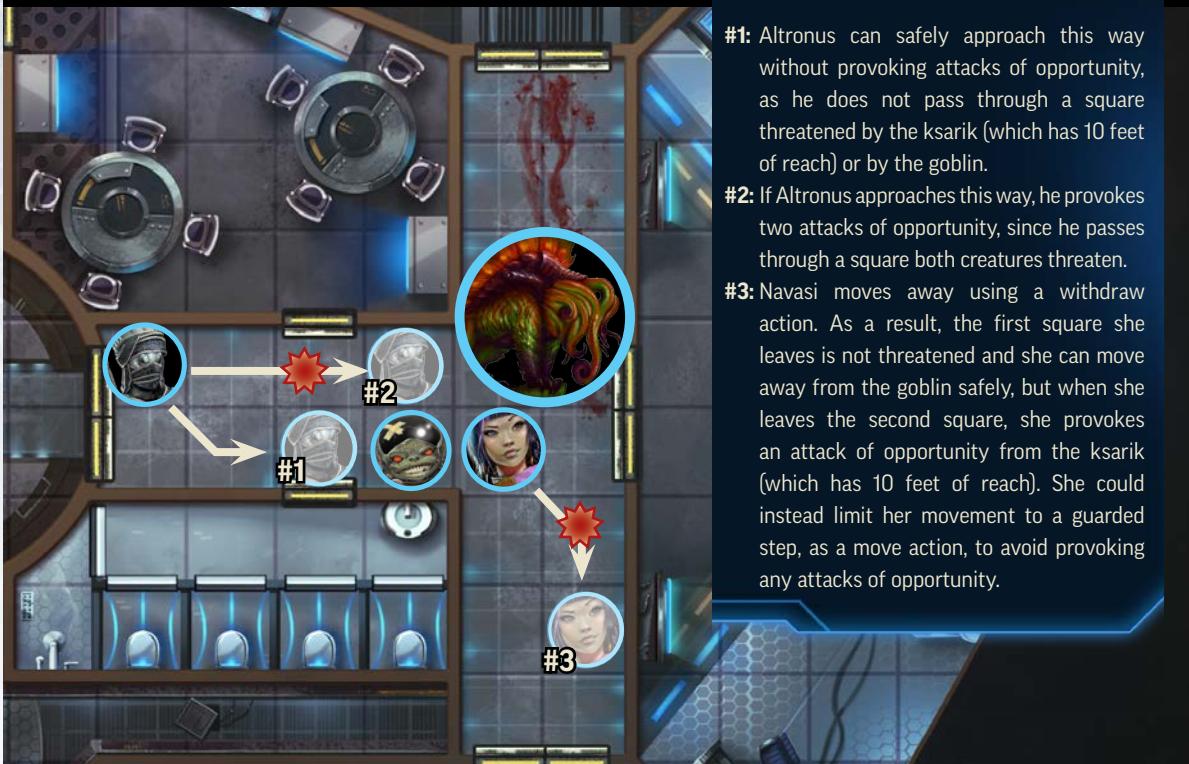
You gain access to most reactions through feats, items, and class features, but an attack of opportunity is a reaction that is universally available to all characters.

Attack of Opportunity

An attack of opportunity is a special melee attack you can make against a target you threaten (usually an adjacent opponent), even if it is not your turn. See Reach and Threatened Squares on page 255 for more details on threatening. You can use your reaction to make an attack of opportunity against an opponent in any of these three cases.

- ➊ When you threaten a space and the opponent moves out of that space in any way other than a guarded step (see page 247) or withdraw action (see above), you can use your reaction to make a melee attack against the opponent.
- ➋ When the opponent in a space you threaten makes a ranged attack, you can use your reaction to make a melee attack against the opponent.
- ➌ When the opponent in a space you threaten casts a spell or uses a spell-like ability, you can use your reaction to make a melee attack against the opponent. However, some spells or spell-like abilities state in their descriptions that they don't provoke attacks of opportunity, so be sure to confirm that the enemy has provoked your reaction before you take it.

ATTACKS OF OPPORTUNITY



#1: Altronus can safely approach this way without provoking attacks of opportunity, as he does not pass through a square threatened by the ksrak (which has 10 feet of reach) or by the goblin.

#2: If Altronus approaches this way, he provokes two attacks of opportunity, since he passes through a square both creatures threaten.

#3: Navasi moves away using a withdraw action. As a result, the first square she leaves is not threatened and she can move away from the goblin safely, but when she leaves the second square, she provokes an attack of opportunity from the ksrak (which has 10 feet of reach). She could instead limit her movement to a guarded step, as a move action, to avoid provoking any attacks of opportunity.

Attacks of opportunity are always resolved before the action that triggers them. You don't take a penalty to the attack roll when making an attack of opportunity in the same round you took a full attack, but you do take any other attack penalties that would normally apply to your attacks. Making an attack of opportunity does not affect your ability to make attacks normally when it is your turn.

OTHER ACTIONS

The following actions are important but used less frequently.

Combat Banter

While actually trying to convince someone using a skill takes actions, banter and quips are a hallmark of science fantasy stories, and the game wouldn't flow naturally if you could only talk in initiative order. Thus, you can speak an amount that makes sense, at the GM's discretion, without spending any of your actions, even if it isn't your turn.

Delay

If you aren't sure what to do when it's your turn, you can delay taking an action until other characters have taken their turns. You must declare that you are delaying before taking any actions on your turn (this does not require spending any of your actions). After any creature takes its turn in the initiative order, you can come out of delay and take your turn. This changes your initiative count to the current initiative count for the remainder of the combat. If you used a reaction on your previous turn and then chose to delay, you still regain your reaction at the beginning of your original turn, not when you take your delayed actions.

Drop an Item

You can drop any item or items that you're holding into your square or into an adjacent square at any time without spending any actions.

Ready an Action

You can prepare to take an action when a certain trigger occurs by using a standard action. Decide on a standard, move, or swift action and a trigger. You can take the action you chose when the trigger happens. This changes your initiative count to the current initiative count for the remainder of the combat. If you used a reaction on your previous turn and then chose to ready an action, you still regain your reaction at the beginning of your original turn, not when you take your readied action.

If your readied action is purely defensive, such as choosing the total defense action if a foe you are facing shoots at you, it occurs just before the event that triggered it. If the readied action is not a purely defensive action, such as shooting a foe if he shoots at you, it takes place immediately after the triggering event. If you come to your next turn and have not yet performed your readied action, you don't get to take the readied action (though you can ready the same action again).

Use a Skill

Like using skills in different circumstances, using a skill in combat usually (but not always) requires taking an action. The action required when using a skill depends on the skill and the specific task you're trying to accomplish. The skill descriptions in Chapter 5 detail a number of common tasks for each skill and which types of actions they require, if any.

OVERVIEW

CHARACTER CREATION

RACES

CLASSES

SKILLS

FEATS

EQUIPMENT

TACTICAL RULES

STARSHIPS

MAGIC AND SPELLS

GAME MASTERING

SETTING

PATHFINDER LEGACY

INJURY AND DEATH

Your Hit Points (HP) measure how hard you are to kill. No matter how many Hit Points you lose, you aren't hindered in any way until your Hit Points drop to 0. In addition, you have Stamina Points (SP) that work like Hit Points but replenish more easily, and you have Resolve Points (RP), which you can use to keep yourself from walking through death's door. See page 22 for more about Resolve Points.

TAKING DAMAGE

The most common way that your character gets hurt is to take damage and lose Stamina Points or Hit Points.

Stamina Points

Stamina Points represent the ability to turn a serious blow into a less serious one or to shrug off some attacks through sheer toughness. They act as a buffer that absorbs damage before it starts to deplete your Hit Points. When you take damage, you lose Stamina Points first, then you subtract any leftover damage from your Hit Points. If a creature doesn't have Stamina Points, damage is subtracted directly from its Hit Points.

Hit Points

Hit Points measure your ability to take physical punishment and keep going. Running out of Hit Points can be deadly.

Effects of Hit Point Damage

Damage doesn't affect you until your current Hit Points reach 0. If you take damage to your Hit Points equal to or greater than the Hit Points you have remaining, you are reduced to 0 HP, and you're knocked unconscious and dying (see below). It doesn't matter how many Stamina Points you later regain (see Recovering Stamina Points on page 251) if you're out of Hit Points. You can't be reduced to fewer than 0 HP (however, see Massive Damage below).

For example, suppose Navasi has 17 HP and 1 SP. She takes 12 damage, is now at 6 HP and 0 SP, and can function normally. On the next enemy's turn, that enemy deals 15 damage to her, reducing Navasi to 0 HP. Navasi falls unconscious and is dying.

Massive Damage

If you take damage from a single attack that reduces you to 0 HP and there is damage remaining, you die instantly if the remaining damage is equal to or greater than your maximum Hit Points. If you take damage from a single attack equal to or greater than your maximum Hit Points while you have 0 current HP, you die.

Suppose Navasi has a maximum of 22 HP, but she currently has 5 HP and 0 SP. She takes 30 damage from an enemy. Navasi is reduced to 0 HP, with 25 damage remaining. Since this damage is greater than her maximum Hit Points, Navasi dies.

DYING

If your Hit Points reach 0, you are dying. You immediately fall unconscious and can take no actions.

While dying, you lose 1 Resolve Point each round at the end of your turn. (If your Hit Points reached 0 during your turn, such

as from an attack of opportunity you provoked, you do not lose a Resolve Point until the end of your next turn.) This continues until either you die or stabilize (see Stabilizing below).

DEAD

When your Hit Point total is 0, if you are not stable and you have no Resolve Points remaining but would lose Resolve Points for any reason, you're dead. If you have 0 RP when you are first reduced to 0 HP, you have 1 round to be healed or stabilized. If you have not been healed or stabilized by the end of your turn on the next round, you're dead (see page 275 for more details on the dead condition).

You can also die from taking ability damage or ability drain equal to your Constitution score or from having a number of negative levels equal to your character level (see Ability Damage, Ability Drain, and Negative Levels on page 252).

Nonetheless, certain types of powerful magic and technology can restore life to a dead character, such as a 4th-level *mystic cure* spell or a *raise dead* spell.

Monster and NPC Death

Most monsters and NPCs don't have Resolve Points, so injury and death work differently for them. A monster or NPC reduced to 0 HP is dead, unless the last bit of damage it took was nonlethal damage (see page 252), in which case it is knocked unconscious. If it is ever important to know exactly when a monster dies, such as if you want to capture the creature alive, the GM can decide that a monster reduced to 0 or fewer Hit Points with lethal damage dies in 3 rounds unless it takes any additional damage or receives healing. If a monster or NPC has Resolve Points, the GM can choose whether the monster dies at 0 HP or if it uses the normal rules for dying and death.

STABILIZING

There are several ways to stabilize a dying creature, including first aid, healing, and spending Resolve Points. Once stable, you are no longer dying and no longer lose Resolve Points, but you still have 0 Hit Points and are unconscious.

First Aid

You can stabilize a dying creature and keep it from losing any more Resolve Points with a successful DC 15 Medicine check.

Healing

You can stabilize a dying creature and keep it from losing any more Resolve Points with any sort of healing, such as the *stabilize* spell. Healing that raises a dying creature's Hit Points to 1 or higher makes it conscious and fully functional again, just as if it had never been reduced to 0 HP.

Using Resolve Points

If you are dying and have enough Resolve Points, you can use them to stabilize. If you're stable, you can use Resolve Points to regain consciousness and stay in the fight (see below).

Stabilize

If you are dying and you have enough Resolve Points, you can spend a number of Resolve Points equal to one-quarter your maximum (minimum 1 RP, maximum 3 RP) on your turn to immediately stabilize. This means you're no longer dying, but you remain unconscious and at 0 HP. If you don't have enough Resolve Points remaining, you cannot use this option and continue to lose Resolve Points as normal as per the dying rules.

Stay in the Fight

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

Long-Term Stability

If you are unconscious and stable but lack the Resolve Points to stay in the fight, there is a chance you will eventually recover on your own. After 1 hour elapses, you must attempt a Constitution check (see Ability Checks on page 242). If the result of this check is 20 or higher, you regain 1 HP and become conscious again. If the result of the check is at least 10 but less than 20, you don't regain any Hit Points, but you remain stable and you must attempt another Constitution check 1 hour later. If the result of the check is 9 or lower, you die. You must continue attempting a Constitution check once per hour until you regain consciousness or until you die. After 8 hours, if you have not regained consciousness or died, you regain consciousness and recover 1 HP per character level, as if you had a full night's rest (see Recovering Hit Points Naturally below).

If a healer or medic is tending you while you are unconscious and stable, the attendant can attempt a DC 15 Medicine check each hour before you attempt your Constitution check. If the Medicine check is successful, you gain a +2 bonus to your Constitution check, and if your Constitution check result is less than 10, you treat it as if the result were a 10.

CONSTITUTION CHECK RESULT	OUTCOME
20 or higher	Heal 1 HP, regain consciousness
10-19	Remain stable, attempt new check in 1 hour
9 or lower	Die

TAKING DAMAGE WHILE DYING OR STABLE

While you are dying, if you have any Stamina Points, any damage you take still reduces those first. The first time each round you take Hit Point damage (whether from an attack or from continuous damage, such as from a bleed effect), you lose 1 Resolve Point. At any point after that in the round, if a single source (such as one attack) deals Hit Point damage greater than half your maximum Hit Points but less than your maximum Hit Points, you lose 1

additional RP. As mentioned earlier, if you would lose Resolve Points but have no Resolve Points remaining, you die instantly. If you take damage equal to or greater than your maximum Hit Points from a single attack, you also die instantly.

If you take damage while unconscious but stable, you are once again dying and no longer stable.

HEALING

After taking damage, you can recover Hit Points through natural healing or through magical or technological healing. You can't regain more Hit Points than your maximum Hit Point total.

Recovering Stamina Points

You can regain all your Stamina Points by spending 1 RP and taking 10 uninterrupted minutes of rest. After a full night's rest (8 hours of sleep or more), you regain your Stamina Points automatically. Some special abilities also let you regain Stamina Points.

Recovering Hit Points Naturally

With a full night's rest (8 hours of sleep or more), you recover 1 HP per character level. Any significant interruption during your rest prevents you from healing that night.

If you undergo complete bed rest for 24 hours, you recover 2 HP per character level.

Magical and Technological Healing

Various abilities, devices, and spells can restore Hit Points or increase the recovery rate of your natural healing. Unless otherwise specified, these types of healing restore only Hit Points, not Stamina Points.

Healing Limits

You can never recover more Hit Points than you lost or raise your current Hit Points higher than your maximum Hit Points, nor can you recover more Stamina Points than you lost or raise your current Stamina Points higher than your maximum Stamina Points.

Recovering from Ability Damage

Temporary ability damage heals at the rate of 1 point per night of rest (8 hours) for each affected ability score. Complete bed rest for 24 hours restores 2 points for each affected ability score. Ability drain does not heal naturally. See Ability Damage, Ability Drain, and Negative Levels on page 252 for more information.

TEMPORARY HIT POINTS

Certain effects, such as force fields, give you temporary Hit Points. These Hit Points are in addition to your current Hit Points and Stamina Points, and any damage you take is subtracted from your temporary Hit Points first. Any damage in excess of these temporary HP reduces your Stamina Points (and then your actual Hit Points) as normal. If the effect that grants the temporary HP ends or is counteracted, any remaining temporary HP go away.

When temporary Hit Points are lost, they can't be regained or restored like a character's normal Hit Points or Stamina Points can be, though some sources of temporary Hit Points have their own rules on how to restore lost temporary Hit Points.

OVERVIEW

CHARACTER CREATION

RACES

CLASSES

SKILLS

FEATS

EQUIPMENT

TACTICAL RULES

STARSHIPS

MAGIC AND SPELLS

GAME MASTERING

SETTING

PATHFINDER LEGACY

NONLETHAL DAMAGE

Nonlethal damage represents harm that can knock you out instead of killing you. Some weapons deal only nonlethal damage, while others can be set to deal nonlethal damage when desired. You can deal lethal damage with a nonlethal weapon and vice versa.

Dealing Nonlethal Damage

Most attacks that deal nonlethal damage work like any other attacks, and they deal damage to your Stamina Points or Hit Points as normal. However, when nonlethal damage would reduce you to 0 or fewer Hit Points, you are reduced to exactly 0 HP and fall unconscious, but you are stable instead of dying.

Lethal Damage with a Weapon That Deals Nonlethal Damage

You can use a weapon that deals nonlethal damage to deal lethal damage instead, but you take a -4 penalty to your attack roll.

Nonlethal Damage with a Weapon That Deals Lethal Damage

You can use a weapon that deals lethal damage to deal nonlethal damage instead, but you take a -4 penalty to your attack roll.

ABILITY DAMAGE, ABILITY PENALTIES, ABILITY DRAIN, AND NEGATIVE LEVELS

Some monster attacks or harmful effects might directly damage or drain one or more of a character's ability scores, or they might impose negative levels. If you take ability drain or negative levels, you might no longer meet the prerequisites for certain feats or abilities, and thus be unable to use them.

Ability Damage

Some monsters can cause ability damage, which penalizes one or more of your ability scores. This can add up quickly, so you need to track the total ability damage you've taken to each ability score.

For every 2 damage you take to an ability score, reduce your ability modifier by 1 for skills and other statistics affected by that ability. If your total damage to one ability is equal to your score in that ability, you cease taking damage to that ability score, but you fall unconscious until the amount of damage is less than your score. However, if you take Constitution damage that equals your Constitution score, you instead immediately die.

You recover from ability damage to each affected ability score at a rate of 1 per day. Spells such as *lesser restoration* can also heal ability damage.

Reductions to your ability score modifier from ability damage affect skill checks and ability checks that use that ability score, as well as on the DCs of spells and other abilities based on that score. If you take damage to your key ability score, you also lose 1 RP for every 2 damage you have taken to that ability score. The entries below describe other rolls affected by the reduced modifier.

Strength: Attack rolls that rely on Strength (usually melee or thrown) and weapon damage rolls that rely on Strength (usually melee or thrown).

Dexterity: Armor Class, attack rolls that rely on Dexterity (usually ranged), weapon damage rolls that rely on Dexterity (such as operative weapons), initiative checks, and Reflex saves.

Constitution: Fortitude saves. You also lose a number of Stamina Points equal to your level for every 2 damage you have taken to Constitution. For example, if you're 4th level and you took 5 Constitution damage, you'd lose 8 SP.

Wisdom: Will saves.

Ability Penalties

Sometimes you might take a penalty to ability checks or to an ability score, rather than ability damage. These penalties affect your modifier the same way as damage, but they are only temporary and can't result in your falling unconscious or dying.

Ability Drain

More severe than ability damage, ability drain reduces your ability score permanently. Note that this affects your score directly instead of penalizing your modifier, so 1 ability drain changes your modifier if your original ability score was even, but not if it was odd. Modify all statistics related to the ability's new value. This might make you lose skill ranks along with Resolve Points, Stamina Points and other bonuses gained from having a high ability score. If you take ability drain in the middle of a battle, the GM might have you treat it as damage until after the fight so recalculating your statistics doesn't slow the game. Ability drain doesn't heal naturally but can be healed by the *restoration* spell.

In general, if any ability score is reduced to 0 from ability drain, you fall unconscious. If that score is Constitution, you instead immediately die.

Negative Levels

If you have 1 or more negative levels, you take certain penalties and might even die. For each negative level you have, you take a cumulative -1 penalty to your ability checks, your AC, attack rolls (including combat maneuvers), saving throws, and skill checks. In addition, you reduce your current and total Hit Points and Stamina Points by 5 for each negative level you have. You are also treated as 1 level lower for the purpose of level-dependent variables (such as spellcasting) for each negative level you have. If you are a spellcaster, you do not lose any spell slots as a result of negative levels. If your negative levels equal your total character level (or CR, for monsters), you die.

Negative levels are temporary, unless the effect that bestows them specifies they are permanent. If you have temporary negative levels, you can attempt a saving throw each day to remove those negative levels. The DC is the same as the DC of the effect that caused the negative levels. If you have negative levels from multiple sources, you must attempt a separate saving throw to remove the negative levels from each source.

If an effect imposes permanent negative levels, they are treated just like temporary negative levels, but you do not receive a saving throw each day to remove them. Permanent negative levels can be removed through spells such as *restoration*. If you die, permanent negative levels remain even after you are restored to life. If your permanent negative levels equal your total number of class levels (or CR, for monsters), and you are brought back to life using spells such as *mystic cure* or *raise dead*, you remain alive for 3 rounds but then die again if you have not also benefited from a *restoration* spell or similar effect within that time.

COMBAT MODIFIERS

Several factors can influence combat or grant you modifiers to attack rolls or other statistics.

CONCEALMENT

Originating from sources such as dense smoke and battlefield position, concealment obscures precise senses and imposes a miss chance on attacks. When you have concealment, it's harder for enemies to see you clearly. This might be due to your position on the battlefield, or it might be due to another effect that makes it more difficult for enemies to perceive and hit you with an attack.

To determine whether you have concealment from a creature's ranged attack, choose a corner of the enemy's square. If any line from this corner to any corner of your square passes through a square that provides concealment or the border of such a square, you have concealment. Also use these rules when a creature makes a melee attack against a target that isn't adjacent to it.

When a creature is making a melee attack against an adjacent target, the target has concealment if its space is entirely within an effect that grants concealment.

Additionally, some effects provide concealment against all attacks, regardless of whether any intervening concealment exists.

Concealment Miss Chance

Concealment gives the target of a successful attack a chance that the attacker actually missed. This is called a miss chance. Normally, the miss chance for concealment is 20%. Make the attack normally; if the attacking creature would hit, the target

must roll a 20 or lower on a d% roll (see page 513) to avoid being struck. Multiple concealment conditions do not stack.

Varying Degrees of Concealment

Certain situations can provide more or less of a miss chance than typical concealment. In this case, it is up to the GM to determine a character's degree of concealment.

Total Concealment

If a creature has line of effect to you but not line of sight (see page 271), you have total concealment. An enemy can't attack you when you have total concealment, though it can attack into a square it thinks you occupy. A successful attack into a square occupied by an enemy with total concealment has a 50% miss chance (instead of 20%).

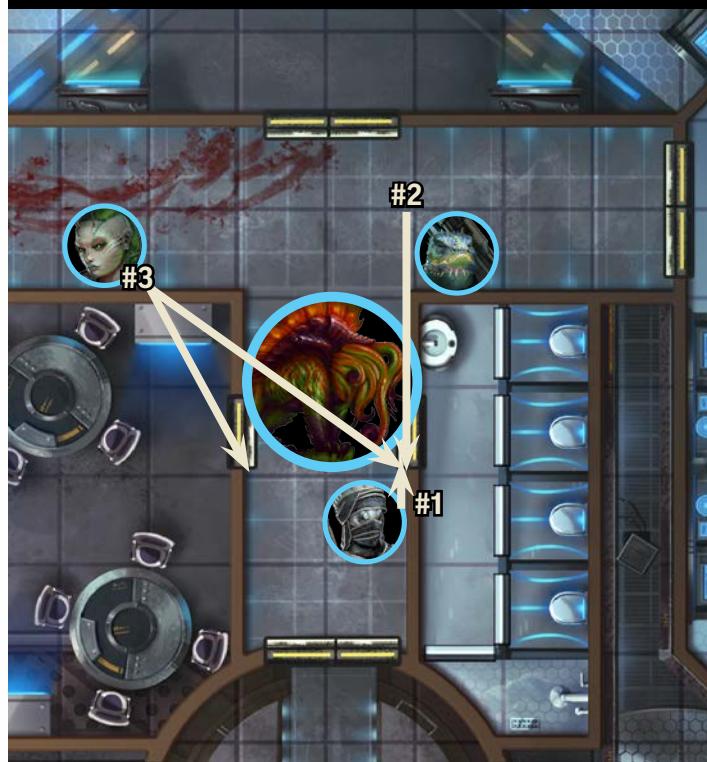
Ignoring Concealment

Concealment might be ineffective. Dim light or darkness doesn't provide concealment against creatures with darkvision. Creatures with low-light vision can see in dim light as if it were normal light.

COVER

Cover does not necessarily block precise senses, but it does make it more difficult for enemies to hit you. To determine whether your target has cover from your attack, choose a corner of your square. If any line from this corner to any corner of the target's square passes through a square or border that blocks line of effect

COVER



#1: Altronus is adjacent to the ksarik, and nothing blocks him from reaching it. The ksarik does not have cover against him, but he also does not have cover against it. If Altronus makes a ranged attack against the ksarik, he provokes an attack of opportunity from it.

#2: Obozaya is adjacent to the ksarik, but lines from every corner of her square to all the corners of the ksarik's square pass through or run along the border of a wall. The ksarik has cover from her, and she has cover from it. Thus she can make a ranged attack without provoking an attack of opportunity from the ksarik.

#3: Raia attacks at range, and no matter what corner she chooses, some lines from it pass through a solid surface, meaning that the ksarik has cover from her attacks.

OVERVIEW

CHARACTER CREATION

RACES

CLASSES

SKILLS

FEATS

EQUIPMENT

TACTICAL RULES

STARSHIPS

MAGIC AND SPELLS

GAME MASTERING

SETTING

PATHFINDER LEGACY

FLANKING



#1: Altronus and Raia are flanking the ksarik because they can draw a line to each other that passes through opposite sides of the ksarik. Both Altronus and Raia receive a +2 bonus to attack rolls made against the ksarik.

#2: Obozaya is not flanking the ksarik because she cannot draw a line to Altronus or Raia that passes through opposite sides of the ksarik. Obozaya cannot draw a line to Navasi, because Navasi is not adjacent to the ksarik and does not threaten it.

#3: The ksarik has reach and thus threatens Navasi. The space goblin and the ksarik flank Navasi, as they can draw a line between them that passes through opposite sides of Navasi's square. If the ksarik didn't have reach to Navasi, though, it and the space goblin would not be flanking her.

or provides cover, or through a square occupied by a creature, the target has cover. Cover grants you a +4 bonus to AC and a +2 bonus to Reflex saves against attacks that originate from a point on the other side of the cover from you. Note that spread effects can extend around corners and negate these bonuses.

Cover and Attacks of Opportunity

If you have cover relative to an enemy, it can't make an attack of opportunity against you.

Low Obstacles and Cover

A low obstacle (i.e., a wall half your height) provides cover, but only to creatures within 30 feet (six squares). The attacker ignores the cover if he's closer to the obstacle than his target is.

Soft Cover

Creatures, even enemies, between you and the source of an effect provide you with cover against ranged attacks, giving you a +4 bonus to AC. However, soft cover provides no bonus to Reflex saves, nor does soft cover allow you to attempt a Stealth check.

Partial Cover

If more than half of you is visible, your bonuses from cover are reduced to +2 to AC and +1 to Reflex saving throws.

Improved Cover

In some cases, such as when a target is hiding behind a gun port in a defensive wall, cover provides greater bonuses to AC and

Reflex saves. In such situations, the normal bonuses to AC and Reflex saves are doubled (to +8 and +4, respectively).

Total Cover

If an enemy doesn't have line of effect to you (see page 271), you have total cover from the enemy. A creature can't make an attack against a target that has total cover.

FLANKING

When making a melee attack, you gain a +2 bonus to attack rolls if your opponent is threatened (see page 255) by another creature on its opposite border or opposite corner. Only a creature that threatens the opponent can grant this bonus, and your bonus from flanking can never be higher than +2. Creatures with a reach of 0 feet can't flank an opponent.

When in doubt about whether two characters who threaten an opponent flank it, trace a line between the two attackers' centers. If the line passes through opposite borders or corners of the opponent's space, then the opponent is flanked.

Exception: If a creature takes up more than one square, it gets the flanking bonus if any square it occupies counts for flanking.

PRONE

If you are lying on the ground, you are prone. When prone, you take a -4 penalty to melee attack rolls. You also gain a +4 bonus to your Armor Class against ranged attacks but take a -4 penalty to your AC against melee attacks. If you are knocked down in zero gravity, you're off-kilter (see page 276) instead of prone.

MOVEMENT AND POSITION

It's often very important to know where all the creatures involved in an encounter are, as well as what terrain and other objects are present. The rules for movement and positions work best when keeping track of positions using a battle map and miniatures. A battle map is typically divided into a grid of 1-inch squares, each of which represents a 5-foot-by-5-foot area. Starfinder uses miniatures on the 30 mm scale (meaning a miniature of a 6-foot-tall creature is approximately 30 mm tall), available at paizo.com or your local gaming store.

The rules below cover moving in environments with normal gravity conditions. For more about movement in zero gravity, see page 402.

SIZE AND SPACE

Creatures come in different sizes and can occupy multiple squares. The square or squares a creature occupies are also referred to as the creature's space. Occasionally objects are defined with these same size categories.

There are nine size categories, and each determines the specific amount of space a creature takes up. The size categories are Fine, Diminutive, Tiny, Small, Medium, Large, Huge, Gargantuan, and Colossal.

Fine, Diminutive, and Tiny

These creatures take up less than 1 square of space. This means that more than one such creature can fit into a single square. A Tiny creature typically occupies a space only 2-1/2 feet across, so four can fit into a single square. Up to 25 Diminutive creatures or 100 Fine creatures can fit into a single square.

Small and Medium

Most player characters are Small or Medium, and creatures of these size categories take up a single 5-foot square of space.

Large, Huge, Gargantuan, and Colossal

Creatures in these size categories take up more than 1 square of space. See Table 8-1: Creature Size on page 256 for more details.

REACH AND THREATENED SQUARES

Your reach is the distance at which you can attack foes in melee combat. If you are wielding a melee weapon or are otherwise capable of making a melee attack (e.g., if you have your own natural weapons), you threaten all squares into which you can make a melee attack, even when it is not your turn (the exception is unarmed strikes—if you're making unarmed strikes, you don't threaten other squares). Generally, that means you threaten all squares adjacent to your space, including diagonally. An enemy that takes certain actions while in a square you threaten provokes an attack of opportunity from you (see page 248).

A creature's natural reach refers to its reach in melee combat when it is not wielding a weapon with the reach special property. Small and Medium creatures have a natural reach of 5 feet. When wielding a weapon with the reach special property, you threaten all squares that you can reach

with your weapon. This typically extends a Small or Medium creature's reach to 10 feet. For more about the reach weapon special property, see page 182 in Chapter 7.

Creatures that take up less than 1 square of space typically have a natural reach of 0 feet, meaning they can't reach into adjacent squares unless using weapons with the reach special property. They must enter an opponent's square to attack in melee. This movement may provoke an attack of opportunity from the opponent. You can attack into your own square if you need to, so you can attack such creatures normally. Since they have no natural reach, they do not threaten the squares around them. You can thus move past them without provoking attacks of opportunity, and they also can't flank enemies.

Creatures that take up more than 1 square of space typically have a natural reach of 10 feet or more. Such a creature usually can make an attack of opportunity against you if you approach it, because you must enter and move within the range of its reach before you can attack it. You do not provoke this attack of opportunity if you take a guarded step to approach it. When wielding a weapon with the reach special property, such creatures extend their reach by 5 feet.

If your reach is 10 feet, you threaten the second square of a diagonal (this is an exception to the normal rule for calculating distance along a diagonal; see Diagonals on page 256 for more information). If your reach is anything other than 10 feet, calculate the diagonal distance of your reach normally.

SPEED

Your speed is how far you can move with a single move action. Your speed depends mostly on your race and your armor type, though magic and equipment can also impact it. Wearing heavy armor or carrying too much can reduce your speed (see Armor and Carrying Capacity in Chapter 7 for more details).

If you use two move actions in a round (sometimes called a "double move"), you can move up to double your speed. If you spend the entire round running (using the run action; see page 248), you can move up to quadruple your speed.

A creature's land speed refers to how far it moves across the ground with its appendages. Most Medium creatures have a land speed of 30 feet (6 squares). If a creature has additional movement speeds, such as a climb speed or a fly speed, those speeds are listed in the creature's statistics separately (see Additional Movement Types on page 258). If a rule references speed without specifying a movement type, it refers to whatever movement type you are using.

MOVEMENT SCALES

Movement occurs in different movement scales, detailed on the following pages. Tactical movement, for combat, is measured in feet (or 5-foot squares) per round. Local movement, for exploring the immediate area, is usually measured in feet per minute, though you can also track movement on a local scale in rounds, as in tactical movement. Overland movement, for getting from place to place, is measured in miles per hour or miles per day.

OVERVIEW

CHARACTER CREATION

RACES

CLASSES

SKILLS

FEATS

EQUIPMENT

TACTICAL RULES

STARSHIPS

MAGIC AND SPELLS

GAME MASTERING

SETTING

PATHFINDER LEGACY

Starships use their own movement scales for moving between planets and systems and for tactical starship combat. See Space Travel on page 290 and Starship Combat on page 316 for more details on these movement scales.

Modes of Movement

While moving at the different movement scales, creatures generally walk, hustle, or run.

Walk

A walk represents unhurried but purposeful movement (typically 30 feet per round or 3 miles per hour for an unencumbered PC).

Hustle

A hustle is a jog (about 6 miles per hour for an unencumbered PC). When you are taking the move your speed action (see page 247) to move in the same round that you perform a standard action or another move action or when you move your speed twice in a single round, you are hustling when you move.

Run

A running pace for a character is moving four times her speed (about 120 feet per round or 12 miles per hour for an unencumbered PC). When you are taking the run action (see page 248), you are running when you move.

TACTICAL MOVEMENT

Tactical movement is used for round-by-round combat and is typically tracked using a battle map with a grid of 1-inch squares and miniatures representing all combatants. Characters generally don't walk during combat, for obvious reasons; they hustle or run instead. When you move your speed and take another action, you are hustling for about half the round and doing something else the other half.

Measuring Distance

As a general rule, distance during tactical combat is measured assuming that 1 square equals 5 feet.

TABLE 8-1: CREATURE SIZE

SIZE CATEGORY	HEIGHT OR LENGTH ¹	WEIGHT ²	SPACE	NATURAL REACH (TALL ³)	NATURAL REACH (LONG ³)
Fine	6 in. or less	1/8 lb. or less	1/2 ft.	0 ft.	0 ft.
Diminutive	6 in.-1 ft.	1/8-1 lb.	1 ft.	0 ft.	0 ft.
Tiny	1-2 ft.	1-8 lbs.	2 1/2 ft.	0 ft.	0 ft.
Small	2-4 ft.	8-60 lbs.	5 ft.	5 ft.	5 ft.
Medium	4-8 ft.	60-500 lbs.	5 ft.	5 ft.	5 ft.
Large	8-16 ft.	500 lbs.-2 tons	10 ft.	10 ft.	5 ft.
Huge	16-32 ft.	2-16 tons	15 ft.	15 ft.	10 ft.
Gargantuan	32-64 ft.	16-125 tons	20 ft.	20 ft.	15 ft.
Colossal	64 ft. or more	125 tons or more	30 ft. ³	30 ft.	20 ft.

¹ This means a biped's height or a quadruped's body length (nose to base of tail).

² These numbers assume that the creature is roughly as dense as a regular animal. A creature made of stone will weigh considerably more, and a gaseous creature will weigh much less.

³ These values are typical for creatures of the indicated size. Some exceptions exist.

Diagonals

When measuring distance, count the first diagonal as 1 square, the second as 2 squares, the third as 1, the fourth as 2, and so on. You can't move diagonally past a hard corner (such as the corner of a building or starship or the side of a doorframe), but you can move diagonally past a creature (even an opponent) or less rigid objects, such as plant life.

Closest Creature

Sometimes it's important to determine the closest square or creature to a location. If two squares or creatures are equally close, the creature taking the action that requires the closest square be determined decides which square counts as closest.

Moving through Occupied Squares

You may be able to move through an occupied square without difficulty in certain circumstances, with different effects based on the creature in a given square, as noted below.

Ally

Unless you are charging, you can move through a square occupied by an ally or a friendly character. When you do so, that creature doesn't provide you with cover (see page 253).

Opponent

You can't normally move through a square that is occupied by an opponent, but you can move through a square that is occupied by a helpless opponent without penalty. Some creatures, particularly very large ones, present an obstacle even when helpless; in such cases, each such square you move through counts as 2 squares. It is also possible to use the tumble task of the Acrobatics skill to move through a square occupied by an opponent (see page 136). Some creatures break these rules. A creature that completely fills the squares it occupies (such as a 5-foot-cube robot) cannot be moved past, even with the Acrobatics skill or similar abilities.

Ending Your Movement

You can't end your movement in the same square as another creature unless that creature is helpless.

TACTICAL MOVEMENT



#1: Altronus's first move costs him 5 feet (or 1 square). His next costs 5 feet also, but his third (his second diagonal) costs 10 feet. Next, he moves into difficult terrain, which also costs him 10 feet. At this point, Altronus has moved 30 feet—one move action. The last square is a diagonal move in difficult terrain, which costs 15 feet; he must spend another move action to move this far.

#2: The ksarik moves a total of 20 feet (or 4 squares). The ksarik cannot cut across the corner to get to its final position and must fully move around it, as indicated.

Terrain and Obstacles

From cargo crates and wrecked vehicles to vines and rocky rubble, many terrain features affect your movement.

Difficult Terrain

Difficult terrain, such as heavy undergrowth, piles of junk, or steep stairs, hampers movement. Each move into a square of difficult terrain counts as 2 squares of movement. Each diagonal move into a difficult terrain square counts as 3 squares. You can't run or charge across difficult terrain. If you occupy multiple squares with different kinds of terrain, you can move only as fast as the most difficult terrain will allow. Flying and incorporeal creatures are not hampered by most difficult terrain, though a dense tree canopy or web of chains might count as difficult terrain for flying creatures.

Squeezing

In some cases, you have to squeeze into or through an area that isn't as wide as the space you take up. You can squeeze through or into a space that is at least half as wide as your normal space. While squeezing, you move at half your speed and are considered to have the entangled condition (see pages 275).

Special Movement Rules

These rules cover special movement situations.

Ending Movement in an Illegal Space

Sometimes you may need to end your movement while moving

through a space where you're not allowed to stop. When that happens, you stop in the last legal position you occupied.

Double Movement Cost

When your movement is hampered in some way, your movement usually costs double the normal amount. For example, each square of movement through difficult terrain counts as 2 squares, and each diagonal move through such terrain counts as 3 squares (just as two diagonal moves normally do).

If a movement cost is doubled twice, then each square counts as 4 squares (or as 6 squares if moving diagonally). If movement cost is doubled three times, then each square counts as 8 squares (12 if diagonal) and so on. This is an exception to the general rule regarding multiplying values.

Minimum Movement

Despite whatever penalties to your speed you might have, as long as you can move at all you can take a full action to move 5 feet (1 square) in any direction, even diagonally. This rule doesn't allow you to move through impassable terrain or to move when all movement is prohibited. Such movement provokes attacks of opportunity as normal (despite the distance covered, this move isn't a guarded step).

LOCAL MOVEMENT

While exploring an area, you can measure your local movement in feet per minute if a round-by-round accounting of actions isn't necessary. You can walk or hustle without a problem on

OVERVIEW

CHARACTER CREATION

RACES

CLASSES

SKILLS

FEATS

EQUIPMENT

TACTICAL RULES

STARSHIPS

MAGIC AND SPELLS

GAME MASTERING

SETTING

PATHFINDER LEGACY

the local scale, and you can run for a number of rounds equal to your Constitution score on the local scale without needing to rest. After that you must attempt a Constitution check (DC = 10 + 1 for each previous check) each round to continue running. When you fail this check, you must stop running. Once you have run to your limit, you must rest for 1 minute (10 rounds) before running again. During a rest period, you can move no faster than you can for a normal move action.

OVERLAND MOVEMENT

Characters covering long distances cross-country use overland movement. Overland movement is measured in miles per hour or miles per day. A day represents 8 hours of actual travel time when traveling on foot or on a mount. Vehicles with a single pilot or a very small crew can travel for about 10 hours in a day. Large vehicles that operate continuously with a large crew on multiple shifts can travel continuously for 24 hours.

SPEED	20 FEET	30 FEET	40 FEET
1 ROUND (TACTICAL)			
Walk	20 ft.	30 ft.	40 ft.
Hustle	40 ft.	60 ft.	80 ft.
Run	80 ft.	120 ft.	160 ft.
1 MINUTE (LOCAL)			
Walk	200 ft.	300 ft.	400 ft.
Hustle	400 ft.	600 ft.	800 ft.
Run	800 ft.	1,200 ft.	1,600 ft.
1 DAY (OVERLAND)			
Walk	16 miles	24 miles	32 miles

Walk

You can walk for 8 hours during a day without a problem. Walking for longer than that can wear you out (see Forced March below).

Hustle

You can hustle for 1 hour without a problem. Hustling for a second hour in between sleep cycles deals 1 nonlethal damage to you, and each additional hour deals twice the damage taken during the previous hour of hustling. If you take any nonlethal damage from hustling, you become fatigued (see page 276). When you recover from this nonlethal damage, you also eliminate the fatigued condition.

Run

You can't run overland for an extended period of time. Attempts to run and rest in cycles effectively work out to a hustle.

Terrain

The terrain through which you travel affects the distance you can cover while traveling. The table below shows you how to modify travel times based on the type of terrain and the quality of the path you're following. A highway is a major, mostly straight, paved road. A road is typically a dirt track. A trail is like a road, except that it allows only single-file travel

and does not benefit a party traveling with vehicles. Trackless terrain is a wild area with no paths.

TERRAIN	HIGHWAY	ROAD OR TRAIL	TRACKLESS
Desert (all temperatures)	×1	×1/2	×1/2
Forest (typical)	×1	×1	×1/2
Forest (dense)	×1	×3/4	×1/4
Hill	×1	×3/4	×1/2
Marsh	×1	×3/4	×1/2
Mountain	×3/4	×3/4	×1/2
Plains	×1	×1	×3/4
Urban	×3/4	×1/2	×1/2

Forced March

In a day of normal walking, you walk for 8 hours, and then you spend the rest of your daylight time making and breaking camp, resting, and eating. However, you can walk for more than 8 hours in a day by making a forced march. For each hour of marching beyond 8 hours, you must succeed at a Constitution check (DC = 10 + 2 per extra hour) or you take 1d6 nonlethal damage. If you take any nonlethal damage from a forced march, you become fatigued (see page 276). When you recover from this nonlethal damage, you also eliminate the fatigued condition. Still, it's quite possible to march yourself into unconsciousness by pushing yourself too hard.

EVASION AND PURSUIT

In round-by-round movement, when simply counting off squares, it's impossible for a slow character to get away from a fast character without mitigating circumstances. Likewise, it's easy for a fast character to get away from a slower one.

When the speeds of the two characters are equal, there are a few simple ways to resolve a chase. If one creature is pursuing another—both are moving at the same speed—and the chase continues for at least a few rounds, the characters can attempt opposed Dexterity checks to see who is the faster individual over those rounds. If the creature being chased wins, it escapes. If the pursuer wins, it catches the fleeing creature.

Sometimes a chase occurs overland and could last all day, with the two sides only occasionally getting glimpses of each other at a distance. In the event of a long chase, all parties can attempt opposed Constitution checks to determine which one can maintain the pace the longest. If the creature being chased rolls the highest, it gets away. If not, the pursuer runs down its prey, outlasting it through superior stamina.

Vehicle chases follow their own rules; see Vehicle Chases starting on page 282.

ADDITIONAL MOVEMENT TYPES

Some creatures have modes of movement other than walking and running, such as burrowing, climbing, flying, and swimming. Such creatures have a specific speed listed for each movement type. Generally speaking, these additional movement types follow the normal rules for movement, except as detailed below.



OVERVIEW

CHARACTER CREATION

RACES

CLASSES

SKILLS

FEATS

EQUIPMENT

TACTICAL RULES

STARSHIPS

MAGIC AND SPELLS

GAME MASTERING

SETTING

PATHFINDER LEGACY

Burrowing

If you have a burrow speed, you can use move actions to tunnel through dirt. You cannot tunnel through rock unless you have an ability that states otherwise. You can move your full burrow speed while burrowing, but you cannot run (see page 248). Most burrowing creatures do not leave behind tunnels other creatures can use unless they have an ability that states otherwise; instead, the dirt closes up behind them as if they had not been there.

Climbing

If you have a climb speed, you can use move actions to climb slopes, walls, and other steep inclines, and you don't need to attempt an Athletics check to climb except in hazardous circumstances (see the Athletics skill starting on page 136). You are not flat-footed (see page 276) while climbing. You receive a +8 bonus to all Athletics checks to climb and can always take 10 while climbing, even if distracted or threatened. You can move your full climb speed when you use the move action while climbing, but you cannot run. You can move double your climb speed with a successful Athletics check to climb, but you take a -5 penalty to the check. Creatures without a climb speed use the Athletics skill to climb.

Flying

If you have a fly speed, you can use move actions to fly through the air. A creature with a fly speed has one of three maneuverability classes: clumsy, average, or perfect. Creatures with clumsy maneuverability take a -8 penalty to Acrobatics checks to fly, while those with perfect maneuverability gain a +8 bonus to these checks. Creatures with average maneuverability neither gain a bonus nor take a penalty to Acrobatics checks to fly. While you are flying, at the start of each turn, choose a primary direction for the round (including up or down). You can move your full fly speed in a straight line in that direction without the need for an Acrobatics check, as long as the wind conditions are favorable.

If you want to change direction while flying, it costs you an additional 5 feet of movement to turn 45 degrees. If you want to ascend, it costs you an additional 5 feet of movement for each square that you move upward. For example, suppose you have a fly speed of 60 feet. As a single move action, you can fly forward 20 feet, turn 45 degrees to the left, and fly one square diagonally (all of which costs 30 feet of your movement). You can then ascend 15 feet, which costs another 30 feet of movement. At this point, you have used your full 60 feet of flying movement, so your move action is over.

If you are flying in an area with zero or low gravity, movement to ascend does not cost extra squares. If you are flying in an area with high gravity, ascending costs double the extra squares of movement.

The Acrobatics skill also details other types of movement that can be made by flying creatures. These require successful Acrobatics checks, and these checks have consequences if



you fail. If you have clumsy maneuverability, you cannot use the hover option presented in the fly task of the Acrobatics skill (see page 135). If you have average maneuverability, all of the options in the fly task of Acrobatics are available to you. If you have perfect maneuverability, you do not have to attempt an Acrobatics check to use the avoid falling damage or hover options; you automatically succeed at these options (unless you are unconscious), though you can still attempt an Acrobatics check to hover as a swift action instead of a move action.

Swimming

If you have a swim speed, you can use move actions to swim through liquids, but you don't need to attempt an Athletics check to swim except in hazardous circumstances (see the Athletics skill starting on page 136). You receive a +8 bonus to all Athletics checks to swim, and you can always take 10 while swimming, even if you are distracted or threatened. You can move your full swim speed while swimming, and you can use the run action while swimming, provided that you swim in a straight line. Creatures without a swim speed use the Athletics skill to swim. A swim speed does not automatically impart the ability to breathe underwater.

SENSES

Just as actions determine what you can do in combat and movement determines how you get there to do it, senses determine what you can perceive and how. Different alien races might have many different senses, but essentially all senses are separated into precise and imprecise senses. A specific creature's senses are typically further refined into special abilities that more tightly detail how it perceives. These abilities include blindsight, blindsense, sense through, darkvision, and low-light vision, and the description of these abilities is found in Special Abilities beginning on page 262.

The broad definitions of creatures' types of senses are below, followed by an explanation of how they function.

PRECISE SENSES

Precise senses allow a creature to perceive the world in nuanced detail. For many creatures, the only precise sense they have is vision. Most other precise senses are collectively referred to as "blindsight," indicating that they are precise like vision but creatures can use them without needing to see.

IMPRECISE SENSES

Imprecise senses allow a creature to perceive certain details and clues about the world, which vary depending on the sense, but these are not sufficient for the creature to make out nuanced detail the way a human's sight does. For many creatures, their nonvisual senses are imprecise. Some creatures have extremely keen imprecise senses that, while still insufficient to provide details like a precise sense would, can greatly help the creatures detect stimuli in the absence of their precise senses; such senses are collectively referred to as "blindsense."

SPECIFIC SENSING MECHANISMS

Creatures with blindsense or blindsight typically perceive using a specific sense mechanism, indicated in parentheses after blindsense or blindsight in the creature's statistics. If this sense somehow becomes unusable, the creature loses access entirely to its blindsense or blindsight. The typical senses through which creatures can perceive are emotion, life, scent, sound, thought, and vibration.

Specific entries for blindsense, blindsight, and other senses can be found in Special Abilities beginning on page 262.

THE FOUR STATES OF AWARENESS

In gameplay, there are four different states of awareness that you can have with regard to another creature, which determine, for example, whether you surprise it when you engage it in combat or whether you can target a creature with an attack. These states of awareness are described below.

Unaware

When you are unaware of another creature, you don't even know it is present. Generally this occurs because the creature is hidden, you failed your Perception check to notice it, and the creature

hasn't yet performed any actions that would alert you to its presence. You cannot directly attack a creature you are unaware of, but it is subject to area effects.

Aware of Presence

When you are aware of another creature's presence, you don't necessarily know exactly where it is. Typically this occurs when the hidden creature has taken some action that revealed its general presence in the area but has successfully used Stealth since then to hide its exact location. If you have succeeded at a Perception check to notice a creature with an imprecise sense other than blindsense, you are aware of the creature's presence (if you have blindsense, a successful Perception check means you are aware of the creature's location; see below). You cannot directly attack a creature if you are only aware of its presence, but it is subject to area effects affecting its location.

In order to directly attack such a creature, you must pinpoint its exact location with an additional Perception check. If this check is successful and you are using an imprecise sense to pinpoint a creature, you become aware of the creature's location (see Aware of Location below). If this check is successful and you are using a precise sense to pinpoint a creature, you are observing the creature (see Observing below).

Aware of Location

When you are aware of a creature's location, you know exactly where the creature is located, but you still can't observe the creature with a precise sense such as vision. Generally, this occurs because you have blindsense, or because the creature is hidden but you have succeeded at a Perception check to pinpoint the creature with an imprecise sense. You must at least be aware of a creature's location in order to directly attack it, though it is considered to have total concealment from you (see page 253). It is, however, subject to area effects affecting that location.

Observing

When you are observing a creature, you can directly perceive the creature with a precise sense. Generally, this occurs when a creature is visible, when the situation makes it impossible for the creature use Stealth to hide, or when you have succeeded at a Perception check to pinpoint the creature using a precise sense such as blindsight. You must be observing a creature to use a ranged effect that targets a specific creature without requiring an attack roll to hit (such as *magic missile*). You can also make normal attacks, including ones using ranged abilities, against creatures that you are observing. Again, it is subject to area effects that affect its location.

A creature currently being observed can't attempt a Stealth check without first breaking that observation. To break observation, the creature must either mask itself from your precise senses (with darkness, fog, invisibility, or the like, but not with effects such as *displacement* that still leave a clear visual indicator of its location), move somewhere it can't be observed (a place with cover, for example), or use Bluff to create a distraction to momentarily break your observation of it.



OVERVIEW

CHARACTER CREATION

RACES

CLASSES

SKILLS

FEATS

EQUIPMENT

TACTICAL RULES

STARSHIPS

MAGIC AND SPELLS

GAME MASTERING

SETTING

PATHFINDER LEGACY



DEALING WITH UNSEEN CREATURES

If you are unaware of a creature, aware of a creature's presence, or aware of a creature's location, that creature is considered to be "unseen" for you. A stationary unseen creature has a +40 bonus to Stealth checks, but this bonus is reduced to +20 if the unseen creature moves (and these bonuses are negated for potential observers with blindsense). An unseen creature benefits from total concealment (50% miss chance) against attacks. In addition, you are considered flat-footed against an unseen creature's attacks.

If you are unaware of a creature or aware only of its presence, you cannot directly attack it. You must first succeed at a Perception check to pinpoint the creature's location, which then allows you to become aware of the creature's location (if using an imprecise sense) or to observe the creature (if using a precise sense). If an unseen creature makes a melee attack against you from a space adjacent to you, you automatically determine its location, though this doesn't stop it from moving after the attack.

VISION AND LIGHT

Because the majority of creatures in the Starfinder RPG use vision as their only precise sense, it's important to determine the limitations of vision.

Bright Light

All characters with vision can see clearly in bright light. Sources of bright light include direct sunlight outdoors, a nearby star shining through a starship viewport, powerful industrial lighting, or any source as bright or brighter than normal sunlight.

Normal Light

Normal light functions just like bright light, but it is less intense. Normal light includes the light conditions underneath a forest canopy during the day, typical indoor lighting, or the light from a flashlight or the *dancing lights* spell.

Dim Light

In dim light, you can somewhat make out shapes, but you can't see precise details well at all. Dim light includes moonlight outside at night and bright starlight, or a starship's emergency backup lights. An area just beyond the range of a light source has dim light. Creatures within an area of dim light have concealment (20% miss chance; see page 253) from creatures without darkvision or the ability to see in darkness. Because dim light is not ideal for observation, if you're in an area of dim light, you can attempt a Stealth check to conceal yourself from creatures without low-light vision, darkvision, or blindsight. Dim light does not affect creatures with low-light vision, which can see in dim light as if it were normal light.

Darkness

In darkness, creatures without darkvision effectively have the blinded condition (see page 273). Areas of darkness include an unlit chamber within a structure, most caverns, outside on a moonless night, or the surface of planets with distant or nonexistent stars. Unlike low-light vision and in areas of dim light, darkvision does not work exactly like normal vision in areas of darkness; rather, darkvision works only to a specified range and is in black and white.

SPECIAL ABILITIES

A number of creatures and characters with a variety of classes gain the use of special abilities. These abilities range from ones that can be activated in a way similar to spells to more static abilities that grant special senses or traits.

EXTRAORDINARY, SPELL-LIKE, AND SUPERNATURAL ABILITIES

Many abilities available to characters or monsters are classified as extraordinary, spell-like, or supernatural. Depending on which category they fall into, these abilities function as described below.

Extraordinary Abilities (Ex)

Extraordinary abilities are nonmagical. They cannot be disrupted in combat as spells can, they are not subject to dispelling, and they function normally in areas where magic is suppressed or negated. Despite not qualifying as magical, some extraordinary abilities may break the laws of physics.

The text of an extraordinary ability indicates what type of action is required to use it, as well as how often the creature can use it. If an extraordinary ability doesn't specify what type of action is required to activate it, it requires a standard action.

The DC of an extraordinary ability is typically equal to $10 + \text{half the level of the creature using it} + \text{the creature's relevant ability score modifier}$, as detailed in the ability's description.

Extraordinary abilities are often denoted with the abbreviation "Ex" in parentheses next to the ability's name.

Spell-Like Abilities (Sp)

Spell-like abilities are magical abilities that function very much like spells do (see Casting Spells starting on page 330). The main difference is that you gained the ability through a different means than normal spellcasters gain spells. A spell-like ability has a casting time of a standard action unless noted otherwise in the ability or spell description. Usually, a spell-like ability either can be used a specific number of times per day, can be used at will, or can affect a creature constantly. If a spell requires an expenditure of credits or Resolve Points as part of its casting, a creature that can cast the spell as a spell-like ability does not need to pay such costs. Creatures with spell-like abilities that can be made permanent still must pay any costs and take the listed amount of time to do so. In all other ways, a spell-like ability functions just like a spell.

Because it functions like a spell, using a spell-like ability in a threatened square usually provokes attacks of opportunity (see page 248) unless the text of the ability or the spell it emulates specifically says otherwise.

Spell-like abilities are subject to spell resistance and *dispel magic*. They do not function in areas where magic is suppressed or negated.

Just as for spells, a spell-like ability's caster level determines the ability's power (see Caster Level on page 331). If no caster level is specified in the ability's description, the caster level is equal to the creature's character level or CR. The DC of a spell-like ability is typically equal to $10 + \text{the spell's level} + \text{the Charisma modifier of the creature using it}$. If a class grants a spell-like ability that is not based on an actual spell, the ability's effective spell level is equal to the highest-level class spell the character could cast at the class level the ability is granted.

modifier of the creature using it. If a class grants a spell-like ability that is not based on an actual spell, the ability's effective spell level is equal to the highest-level class spell the character could cast at the class level the ability is granted.

Spell-like abilities are often denoted with the abbreviation "Sp" in parentheses next to the ability's name.

Supernatural Abilities (Su)

Supernatural abilities are magical but differ from spells in key ways. Unlike spells, which can be interrupted while being cast, supernatural abilities can't be disrupted in combat. They aren't subject to spell resistance or *dispel magic*, but they don't function in areas where magic is suppressed or negated.

The text of a supernatural ability indicates what type of action is required to use it, as well as how often it can be used. If a supernatural ability doesn't specify what type of action is required to activate it, it requires a standard action.

The DC of a supernatural ability is typically equal to $10 + \text{half the level of the creature using it} + \text{the creature's relevant ability score modifier}$, as detailed in the ability's description.

Supernatural abilities are often denoted with the abbreviation "Su" in parentheses next to the ability's name.

REGAINING DAILY-USE ABILITIES AND SPELLS

Some abilities have a limited number of uses per day. To regain uses of these abilities, 24 hours must have passed since you last regained uses of your abilities, and you must have rested for 8 continuous hours during that period.

You do not have to sleep for every minute of the rest period, but you must refrain from movement, combat, spellcasting, skill use, conversation, and any other fairly demanding physical or mental task during the rest period. If your rest is interrupted, each interruption adds 1 hour to the total amount of time you have to rest before regaining uses of your abilities. If for some reason you do not need to sleep, you still must have 8 hours of restful calm before regaining uses of your abilities.

Spellcasters such as mystics and technomancers follow the same rules to regain their daily spell slots, but they must spend 15 minutes concentrating after the rest period to ready their minds to regain their daily allotments of spell slots. Without such a period of concentration, spellcasters do not regain spell slots used up the day before.

ABILITY DESCRIPTIONS

Special abilities that are common in Starfinder are described below. The ability's source typically indicates whether it is extraordinary, spell-like, or supernatural. In general, if an ability's source does not indicate its type, the ability is extraordinary.

Blindsight

Blindsight is the ability to use an imprecise nonvisual sense (or a combination of senses; see page 260) to operate effectively without vision. Blindsight operates out to a range specified in the creature's description.



A creature with blindsense typically perceives using a specific sense, which is indicated in parentheses after the blindsense entry in the creature's statistics. If the indicated sense somehow becomes unusable—say, for example, if a creature that uses sound to perceive through its blindsense becomes deaf—the creature loses access entirely to its blindsense. The typical senses through which creatures with blindsense can perceive are emotion, life, scent, sound, thought, and vibration.

If you have the blindsense special ability and succeed at a Perception check to notice an unseen creature, you become aware of the creature's location. Blindsight negates the bonuses to Stealth checks that an unseen creature would otherwise receive, but unseen creatures still have total concealment against the attacks of creatures with blindsense, and creatures with blindsense are still flat-footed against the attacks of unseen creatures. See Dealing with Unseen Creatures on page 261 for more information.

Blindsight

Blindsight is a precise nonvisual sense (or a combination of senses; see page 260) that functions as a more potent version of blindsense. Blindsight operates out to a range specified in the creature's description.

A creature with blindsight typically perceives using a specific sense, which is indicated in parentheses after the blindsight entry in the creature's statistics. If the indicated sense somehow becomes unusable—say, for example, if a creature that uses scent to perceive through its blindsight loses its sense of smell—the creature loses access entirely to its blindsight. The typical senses through which creatures with blindsight can perceive are emotion, life, scent, sound, thought, and vibration.

If you have blindsight and succeed at a Perception check to notice a hidden creature, you are observing the creature. Blindsight negates concealment, *displacement*, invisibility, magical darkness, and similar effects, though a creature with blindsight still can't perceive ethereal creatures (see the *ethereal jaunt* spell on page 354). A creature with blindsight cannot be blinded (see page 273) and is not subject to gaze attacks (see the *Starfinder Alien Archive*).

Blindsight is still limited in many ways compared to normal vision. Blindsight never allows a creature to distinguish color or visual contrast, though it might be able to make out other features depending on the sense. A creature cannot read written text with blindsight, though it could still use tactile communication. Blindsight works underwater and in fog or smoke, but it typically does not work in a vacuum (although this depends on the nature of the sense; for instance, emotion-based blindsight would work in a vacuum).

Damage Reduction (DR)

Some creatures have the ability to instantly heal damage from attacks or ignore blows altogether; this is referred to as the damage reduction special ability. Damage reduction (DR) applies to kinetic damage—any bludgeoning, piercing, or slashing damage—that a character takes, regardless of that damage's source. It does not apply against damage with no damage type or any other damage type, including acid, cold, electricity, fire,

or sonic, though these can be mitigated by energy resistance (see page 264).

The numerical part of a creature's damage reduction is the amount of bludgeoning, piercing, and slashing damage the creature ignores from each attack. Weapons made from a certain material, magic weapons (any weapon with a weapon fusion; see page 191), and weapons imbued with a specific alignment often can overcome this reduction. This information is separated from the damage reduction number by a slash. For example, DR 5/cold iron means that you take 5 fewer damage from weapons that are not made from cold iron, DR 5/magic means you take 5 fewer damage from weapons that are not magic, and so on. If a dash follows the slash ("DR 5/-"), then the damage reduction is effective against bludgeoning, piercing, or slashing damage from any weapon, though some attacks have their own ability to overcome DR. Ammunition fired from a projectile weapon with a magic fusion or alignment is treated as a magic weapon or having the listed alignment for the purpose of overcoming damage reduction.

Sometimes, multiple types of weapon materials or alignments are indicated after the value of DR, indicating that the damage reduction can be overcome in multiple ways or requires a specific combination of effects to be overcome. For example, DR 5/lawful or magic means any weapon that is of a lawful alignment or that is magic can overcome the damage reduction. In contrast, DR 5/lawful and magic means only weapons that are both of a lawful alignment and magic overcome the damage reduction.

Whenever damage reduction completely negates the damage from an attack, it also negates most special effects that accompany the attack, such as an injury-based disease, an operative's debilitating trick, and poison delivered via an injury. Damage reduction does not negate ability damage, ability drain, energy damage dealt as part of an attack, or negative levels, nor does it affect poisons or diseases delivered by contact, ingestion, or inhalation. Attacks that deal no damage because of the target's damage reduction do not disrupt spells.

If you have damage reduction from more than one source, the two forms of damage reduction do not stack unless the sources granting the damage reduction specifically note otherwise. Instead, you get the benefit of the best damage reduction in a given situation. Rarely, an effect specifies that it increases a creature's existing damage reduction.

Sometimes damage reduction represents instant healing, while in other cases it reflects the creature's tough hide or body. In either case, you can see that a conventional attack hasn't been effective.

Darkvision

Darkvision is the ability to see with no light source at all, out to a range specified in the creature's description. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise—when a creature has darkvision, invisible objects and creatures are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally (see the *Starfinder Alien Archive*). The presence of light does not affect darkvision.

OVERVIEW

CHARACTER CREATION

RACES

CLASSES

SKILLS

FEATS

EQUIPMENT

TACTICAL RULES

STARSHIPS

MAGIC AND SPELLS

GAME MASTERING

SETTING

PATHFINDER LEGACY

Energy Resistance

A creature with resistance to energy has the ability to ignore some energy damage of a certain type (acid, cold, electricity, fire, or sonic) per attack. Each resistance ability is defined by what energy type it resists and how much damage is resisted. It doesn't matter whether the damage is from a mundane or magical source. If an attack deals both kinetic damage and energy damage (such as dealing 3d6 bludgeoning and 1d6 fire damage), energy resistance applies to the energy damage but doesn't reduce the kinetic damage.

If energy resistance completely negates the damage from an attack, it also negates most special effects that accompany the attack, such as an operative's debilitating trick or poison delivered via an injury. Energy resistance does not negate ability damage, ability drain, or negative levels dealt along with an energy attack, nor does it affect poisons or diseases delivered by contact, ingestion, or inhalation.

If you have energy resistance against the same energy type from more than one source, the two forms of energy resistance do not stack unless the sources of the energy resistance specifically note otherwise. Rarely, an effect specifies that it increases a creature's existing energy resistance.

Incorporeal

An incorporeal creature doesn't have a physical body. It is immune to all nonmagical kinetic attacks. All energy attacks and magical kinetic attacks deal half damage (50%) to it. An incorporeal creature takes full damage from other incorporeal creatures and effects, as well as from all force effects. Corporeal spells and effects that do not cause damage have only a 50% chance of affecting an incorporeal creature. An incorporeal creature is immune to critical hits.

Incorporeal creatures' attacks always target their enemies' Energy Armor Class. Incorporeal creatures cannot take any physical actions that would move or manipulate an opponent or its equipment, including combat maneuvers, nor are they subject to any such actions.

An incorporeal creature can enter or pass through solid objects but must remain adjacent to such an object's exterior, and so it cannot pass through the center of an object whose space is larger than its own. It can sense the presence of creatures or objects within squares adjacent to its current location (see page 260), but enemies have total concealment (50% miss chance; see Concealment on page 253) from an incorporeal creature that is inside an object. An incorporeal creature inside an object has total cover, but when it attacks a creature outside the object it has only cover (see Cover starting on page 253). An incorporeal creature cannot pass through a force effect. Incorporeal creatures pass through and operate in vacuum, water, and zero gravity as easily as they do in air. Incorporeal creatures cannot fall or take falling damage. They have no weight and do not set off traps that are triggered only by weight.

Incorporeal creatures move silently and cannot be heard with Perception checks unless they wish to be. Any sense (including blindsense or blindsight) based on scent, sound, or touch is ineffective at perceiving incorporeal creatures. These creatures

have an innate sense of direction and can move at full speed even when they cannot see.

Invisible

An invisible creature is visually undetectable. A creature using only an imprecise sense, or whose only precise sense is vision, can't observe an invisible creature, so the invisible creature is unseen by such a would-be observer. Creatures with blindsight can perceive invisible creatures normally, since blindsight is a precise sense that does not rely on vision, and thus can observe invisible creatures. See Senses on page 260 and Dealing with Unseen Creatures on page 261 for more information.

Invisible creatures remain invisible even in unusual environments, such as underwater, and when subject to effects such as fog or smoke. They are not magically silenced. They can still be heard, smelled, and felt as normal, even if other creatures can't see them. Invisible creatures leave tracks and can be tracked normally. A character looking for an invisible creature might find his quarry if the invisible creature drops an item, speaks, smells strongly, leaves an obvious trail, or performs some action that makes itself known. Finding an invisible creature in this way requires a Perception check as normal. If successful, and assuming your only precise sense is vision, you become aware of the invisible creature's presence, but you don't know its exact location. If you're looking for an invisible creature, the GM might rule that you have a bonus or penalty to your Perception checks based on the situation.

Items dropped or put down by an invisible creature become visible; items it picks up disappear if tucked into the clothing or pouches worn by the creature. Light, however, never becomes invisible, although a source of light can become so (thus creating the effect of a light with no visible source). Any part of an item that the creature carries but that extends more than 10 feet from it becomes visible.

Invisibility does not thwart divination spells or effects. Invisible creatures cannot use gaze attacks (see the *Starfinder Alien Archive*). If you are or become invisible while grappled, you gain a +2 circumstance bonus to your check to escape being grappled, but you gain no other benefit against the grappler.

Low-Light Vision

Characters with low-light vision can see in dim light as if it were normal light (see Vision and Light on page 261).

Sense Through

Sense through is the special ability to perceive things beyond an obstacle or barrier that would otherwise block normal senses. It allows a creature to attempt Perception checks into areas that would otherwise lie beyond its senses. Sense through augments a creature's precise or imprecise senses, rather than replacing them. For example, a creature cannot have a form of sense through based on vision unless it has standard vision. Sense through may be a supernatural power to sense things beyond normal perception or an extraordinary ability representing enhanced senses, and it can be granted by equipment (such as laser microphones and X-ray visors), natural