

A List of Archetypes in Starfinder

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There are a lot of different options for archetypes now, and it's not immediately apparent what you may be giving up to take each one. Hopefully this guide is able to clear that up, with the different class options given up for each class shown, and the different levels of each archetype that are replaced. *Some classes delay features in order to give up other features at 9th.

Books: CRB: Core Rule Book. PW: Pact Worlds. SA: Starfinder Armory.

So, standard spiel about colors, though this is less aimed to be a guide about the archetypes and more a means to keep track of what they give up in each class:

Orange: This is an OK option. I'm not recommending it, but it's not bad

Green: I recommend this option.

Blue: This is a strong choice

Class	2nd	4th	6th	9th*	12th	18th
Envoy	Envoy Improvisation	Envoy Improvisation	Envoy Improvisation	Skill Expertise	Envoy Improvisation	Envoy Improvisation
The envoy has to give up their main identifying class feature for archetypes. The can still become a skill specialist in a few skills with Expertise (you only give up 1/5) as they keep all of their expertise talents, but you give up most of what it means to be an Envoy if you take an archetype that gives up too many Improvisations. It's saving grace is that unlike most classes, you get an Improvisation at 1st level, so you are not completely delaying that class feature. Steward officer gives extra uses to expertise skills, free longarm proficiency and specialization, and free demoralizes to force surrenders during readied attacks for only 2 improvs.						
Mechanic	Mechanic Trick	Mechanic Trick	Mechanic Trick	Override delayed until 10th, 10th level Mechanic Trick replaced	Mechanic Trick	Mechanic Trick
A drone mechanic is giving up nothing on the drone side of his class, and the other class features a mechanic gets can carry you past the lack of mechanic tricks. Delaying access to tricks just means more planning might be required to make sure all prerequisites are filled. Combos well with the Skyfire Centurion for a Drone bonded ally.						
Mystic	1 less spell known of highest level can cast	Lose access to highest level connection spell	Lose access to highest level connection power	Either: Healing Touch or 9th level feat	11th and 14th levels increases to channel skill bonus	Lose access to highest level connection power (stacks with 6th level as applicable)
Mystics give up versatility in their casting in order to add an archetype, and avoiding the 6th and 18th level replacements allows highest level connection powers still. Steward officer gives free longarm proficiency and specialization, and free demoralizes to force surrenders without giving up connection powers.						
Operative	Operative Exploit	Operative Exploit	Operative Exploit	1d8 Trick Attack damage	Operative Exploit	Operative Exploit
The operatives still get their 5th level specialization exploit, and only lose a potential bit of damage on their trick attack. With base Debilitating Trick options for flat footed or off target, the exploits help make operatives specialized, but missing a few for the right archetype abilities could be a fun build.						
Solarian	Stellar Revelation	Stellar Revelation	Stellar Revelation	Zenith Revelations delayed until 10th, 10th level Stellar Revelation replaced	Stellar Revelation	Stellar Revelation
The solarian is a lot like the mystic in that you get a Stellar Revelation at 1st level, but giving up any of the ones after that is giving up your main class feature.						
Soldier	Bonus Combat Feat	Bonus Combat Feat	Bonus Combat Feat	Secondary fighting style/technique delayed until 10th, 10th level combat feat replaced	Bonus Combat Feat	Bonus Combat Feat
Soldiers can already take feats at every odd level just like everyone else, so being careful in selection can let a fun or powerful archetype get added on without too much sacrificed.						
Technomancer	1 magic hack (Magic Hack class feature delayed until 5th level)	1 less spell known of highest level can cast	Cache capacitor delayed to 8th, where it replaces the magic hack	Techlore bonus delayed until 11th, 11th level magic hack replaced	Additional cache capacitor slot	Additional cache capacitor slot
Technomancers give up more than the mystic, as magic hacks are already gained less frequently than other similar class features. However, full spellcasting is retained, even if the highest spell level is less versatile.						

Archetype	2nd	4th	6th	9th	12th	18th
Phrenic Adept (CRB)	Limited Telepathy	Reroll Saving Throws	Arcane Sight	3rd level Spell-Like Ability	4th level Spell-Like Ability	1/day greater phrenic power
Become a psychic, picking up telepathy, 7 different SLAs, and a powerful 1/day capstone. The only archetype so far that gives up every possible class feature, it can change the way you play a class drastically, but for the soldier you are only giving up 6/20 feats over the course of your career for access to some powerful abilities. Recommended classes: any except mystic, as they already have all of the spells on their spell list.						
Starfinder Forerunner (CRB)	Gain Culture/Survival	Extra monster info	1RP: Regain CL stamina	N/A	N/A	N/A
The ability to get an extra useful piece of info per creature identified can be the difference between an easy fight and a long one. The other abilities						
Arcanamirium Sage	Cast <i>identify</i> and	N/A	Cast <i>augury</i> and gain	Cast <i>arcane sight</i> and can have 3	Spend 1 RP to recharge magic item	Can have 4 hybrid/magic items at

(PW)	identify items easier		expanded spell gem uses	hybrid/magic items at once	charges 1/day	once
The sage doubles magic item capacity at the end game, and allows the character to either cast spell gems expending a spell slot instead, or non-casters can use spell gem 1/day. This allows a lot of versatility in most builds that would be hard to duplicate otherwise.						
Divine Champion (PW)	Free Ring of Resistance	1RP: ignore DR/resist on one creature	1st/2nd connection spells as SLAs	N/A	3rd/4th connection spells as SLAs	5th/6th connection spells as SLAs
Depending on the chosen connection, getting 6 different SLAs, one of each level, can really expand a character’s versatility. The healer connection turns any character into a great backup healer, Mindbreaker and Star Shaman offer alternate ways to deal damage situationally, and the new Geneturge (Armory) can get spider climb and regenerate.						
Skyfire Centurion (PW)	N/A	Bonded Ally (BA), increase harrying/covering fire bonuses	Grant combat feat to BA for 10 rounds	Readied with BA: take the better of the 2 attack rolls	1/day/BA spend your own RP to restore hp to unconscious BA	N/A
With specific callouts to drones in the description, this is a great archetype for a drone focused mechanic. However, this archetype can make better use of the harrying/covering fire, so the Suppressive Fire feat could be combined. This archetype also has great buffs to starship combat, which seems to be quite rare, allowing you and your BA to both roll to hit and take the better of the two, or doubling the bonus to the Encourage action.						
Star Knight (PW)	Light armor prof or heavy armor prof or 20% fortification	Challenge: intimidate as part of attack	Order Specific Feature	N/A	Order Specific Feature	N/A
All classes currently give at least light armor proficiency, so you are either getting heavy armor proficiency in place of a class feature or 20% fortification. This stacks with other sources of fortification, so this can be a great way to get a little tankiness into any build. Free intimidate checks and weapon fusions or SLAs make this a great choice for any class.						
Starfinder Data Jockey (PW)	Use computers in place of other skills	N/A	Roll twice take higher on specific computer checks	Move action to ignore DR/resists	N/A	Better use of computers for other skill checks
By 8th level you get half computers ranks in two other skills, and can hack lower level computers with ease. The 9th level ability allows a skill check to ignore 5 DR/resists as a move action, or as your full round you can give that ability to your allies.						
Steward Officer (PW)	Gain Culture/Diplomacy	Bonus weapon feats	N/A	Demoralize and ready to attack	N/A	N/A
Use Diplomacy for demoralize attempts and culture to identify humanoids and monstrous humanoids. The 4th level feature gets Weapon Proficiency at 4th and Specialization at 6th, great for classes without longarms.						
Augmented (SA)	50% off 1 augment	2 augments in 1 slot	Stabilize easier and make a save vs bleeding/burning	Swift: 1RP, gain benefit based on personal augmentation	N/A	N/A
Bonus augmentations means this combines well with the Biotechnician theme’s 6th level ability to add another augmentation, though you can’t have 3 in one spot, 2 in 2 different spots still helps the 6th level ability, subtracting half your number of augments from your max to determine stabilization costs. 12 slots + 2 extras = -7 max RP. A level 20 character could have 19 RP, but with 18 RP, you could stabilize for 2 instead of 3.						