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Goal

To bring many of the beneficial changes made during the transition between PF1 to PF2 over to Starfinder. This house-ruled system will be referred to herein as Starfinder 2nd Edition, or SF2. The following is a list of high-level changes that are considered desirable to include in SF2:

1. Three Action Economy
2. Proficiency
3. Separate Skill Feats
4. Weapons
5. Armor
6. Runes
7. Focus System
8. Spell System
9. Wand and Staffs
10. Modular feats
11. Multiclassing/archetypes

The number of systems that are desirable from PF2, and the far-reaching effects each would have on Starfinder, indicates that the amount of work necessary to integrate the changes would be extensive. Even just

the action economy would impact the structure of every class, the value of different weapon types, and the flow of combat.

Proposed Approach

Instead of backporting all of the desirable PF2 rules to Starfinder, it is proposed that only the key rules elements of Starfinder be ported forward into the PF2 system. This would essentially create an add-on package for PF2 called SF2, which includes:

1. Classes
2. Ancestries
3. Technological Weapons, Armor, and Items
4. Technological Skills
5. Starship rules

This approach has the benefit of keeping all the core PF2 rules intact, so that they are utilized to their best advantage, while adding important Starfinder features in a manner consistent with how future PF2 supplements will be added. The PF2 framework also has more standardized math, which will allow improved house ruling balance.

Proof of Concepts:

1 Class Proof of Concept: Solarian

Method: Compare to most similar PF2 class, and make conversions as appropriate

Solarian is most similar to Monk, due to Stellar Mode being reminiscent of stances, revelations being similar to ki powers, and the weapon or defenses being built into the class. Also referring to Barbarian for similarities between Stellar Mode and Rage. This is the current worst-case conversion, since Solarian is the least readily analogous. This actually allows me to make some much needed modifications to Solarian to better fill the "jedi-esque" design space. Other classes would be as follows:

Envoy -> Bard (Spells traded out for Improvisations?)

Mechanic -> Ranger

Mystic -> Cleric or Sorcerer

Operative -> Rogue

Soldier -> Fighter

Technomancer -> Wizard or Sorcerer

Starfinder 2 Solarian Details

Key ability: Strength or Dexterity (Same as Monk and Champion, math indicates this is likely required)

Hit Points: 10 plus Con

Initial Proficiencies:

Perception: Trained

Saving Throws:

Fort: Expert

Ref: Expert (Solarian had bad reflex saves, despite being partly inspired by lightly armored jedi)

Will: Expert

Skills: Trained in a number of skills equal to 4 + int mod

Attacks:

Trained in simple weapons

Trained in unarmed attacks

Defenses:

Untrained in all armor (Heavy armor Solarian should be handled in feats)

Expert in unarmored defense (Can finally have Solar Armor provide armor-independent AC)

Class DC:

Trained in Solarian class DC

Class Features:

Level	Class Features
1	Ancestry and background, initial proficiencies, Solar Manifestation, Stellar Mode, Basic Zenith Feat, Solarian Feat
2	Solarian Feat, Skill Feat
3	General Feat, Skill Increase, Mystic Armament, Sidereal Influence
4	Solarian Feat, Skill Feat
5	Ability Boosts, Alertness, Ancestry Feat, Expert Strikes, Skill Increase
6	Solarian Feat, Skill Feat
7	General feat, Sidereal Influence, Path to Perfection, Skill Increase, Weapon Specialization
8	Solarian Feat, Skill Feat
9	Ancestry feat, Metal Armament, Solarian Expertise, Skill increase
10	Ability boosts, Solarian Feat, Skill Feat
11	General feat, Sidereal Influence, Second Path to Perfection, Skill increase
12	Solarian Feat, Skill Feat
13	Ancestry feat, Graceful Mastery, Master Strikes, Skill Increase
14	Solarian Feat, Skill Feat
15	Ability Boosts, General Feat, Greater Weapon Specialization, Sidereal Influence, Skill Increase, Third Path to Perfection
16	Solarian Feat, Skill Feat
17	Adamantine Armament, Ancestry Feat, Graceful Legend, Skill Increase
18	Solarian Feat, Skill Feat
19	General Feat, Sidereal Influence, Perfected Form, Skill Increase
20	Ability Boosts, Solarian Feat, Skill Feat

Solar Manifestation (Level 1):

At 1st level, you gain a physical manifestation of your stellar power. The base form of your solar manifestation, when not actively in use, is a mote of stellar energy slightly smaller than your fist that hovers near your head. Beyond the solar mote, your manifestation can take one of two additional forms: armor or a weapon. You must pick one solar manifestation (either armor or a weapon) upon taking your first level of solarian. You also choose whether your solar manifestation (in any form) either glows brightly with one color common to stars (including blue, red, white, or yellow) or is the perfect darkness of a black hole. A glowing solar manifestation, regardless of its form, sheds dim light in a 20-foot radius. You can shut off the light or darkness as a standard action in order to blend in or assist in stealth, but whenever you enter a stellar mode, the glow or darkness returns immediately. Once made, these choices cannot be changed.

Only you can interact with your solar manifestation, whether in mote, armor, or weapon form. No other creature or effect can affect your solar manifestation in any way, including disarming or sundering it.

Solar Armor

You can form your solar mote into a suit of armor made out of stellar energy that outlines your body. This armor appears to be made out of glowing light or solid darkness, as determined by the appearance of your solar manifestation, but it can take whatever general shape you choose, whether glowing armored plates of solidified stellar energy, a form-fitting suit of crackling energy, or an aura of stellar plasma. Your solar armor's general design has no impact on its function and doesn't give the armor any special abilities. Once you've selected the general design, you can't change it until you gain a new solarian level.

Your solar armor grants you either a +4 item bonus to your AC with a Dexterity modifier cap to your AC of +0, or a +1 item bonus to your AC, depending on your choice when you manifest your armor. You receive no benefit from your solar armor if you wear any other kind of armor. Forming or dismissing solar armor takes one interact action.

If you select solar armor as your solar manifestation, you also become trained in martial weapons.

Solar Weapon

You can seize your solar mote in one hand to form a melee weapon out of stellar energy. This weapon appears to be made out of glowing light or solid darkness, as determined by the appearance of your solar manifestation, but it can be whatever general shape you choose. Normal melee weapons like axes, swords, and spears are most common, but other shapes, such as a large rune of stellar energy, a mass of writhing energy tendrils, or an energized fist that fits over your own hand, are possible as well. Your solar weapon's general design has no impact on its function, and doesn't give the weapon any special abilities such as reach. Once you've selected the general design, you can't change it until you gain a new solarian level.

At 1st level, choose whether your solar weapon deals bludgeoning, piercing, or slashing damage. You can change the damage type each time you gain a new solarian level. Your solar weapon has the agile, finesse, unarmed and two-hand d8 traits, and deals damage equal to 1d6 + your Strength modifier. Solarian weapon crystals can increase your solar weapon's damage, and function as handwraps of mighty fists.

Forming or dismissing a solar weapon is an interact action that takes the same amount of effort as drawing or sheathing a weapon. Your solar weapon is automatically dismissed if it ever leaves your hand.

If you select solar weapon as your solar manifestation, you also become trained in light and medium armor.

Stellar Mode (Level 1):

The stellar forces you call on are attuned to either photons (representing the power of stars to emit heat, light, and plasma) or gravitons (representing the power of stars to attract and imprison objects through gravity). The ultimate expression of photon power is the supernova, when all of a star's energy is exerted outward, while the ultimate expression of graviton power is the black hole, where gravity is so strong that nothing, not even light, can escape it. The balance between these two opposing cosmic forces is the source of your power, and your stellar mode represents the strength of your connection with one or both of these forces—a relationship that shifts from one moment to the next as you use your stellar revelations.

When in battle, you enter a state of metaphysical alignment with cosmic forces. At the start of your first turn in combat, if you are conscious, you must choose one of three stellar modes: graviton, photon, or unattuned (see below).

At the start of each subsequent turn of combat, you must choose to either stay in your current stellar mode or to become unattuned. If you choose to stay in your mode, you gain another attunement point for that mode. As long as you have 1 or 2 attunement points in a mode, you are attuned to that mode. Once you reach 3 attunement points in a mode, you become fully attuned to that mode. Some of your stellar revelations are zenith revelations, which can be used only when you're fully attuned to one mode or the other. When you are fully attuned, you cannot gain more points in your mode, but you stay fully attuned until combat ends, your stellar mode ends, or you become unattuned. If you choose to become unattuned, you lose all attunement points you've accrued so far. At the start of your next turn, you can enter a new stellar mode or stay unattuned.

At the end of combat, your stellar mode ends. If you fall unconscious during an encounter, you become unattuned. If you regain consciousness while still under threat, you can enter a stellar mode on your first turn after regaining consciousness, as if it were the first round of combat; if combat ends before you regain consciousness, your stellar mode ends. If you are not in a stellar mode, for any reason, you are considered unattuned for the purposes of your stellar revelations.

Graviton Mode

When you enter graviton mode, you gain 1 graviton attunement point and become graviton-attuned. Some of your stellar revelations are graviton powers and get stronger if you're graviton-attuned. While graviton-attuned, you gain a +1 status bonus to Reflex saves.

Photon Mode

When you enter photon mode, you gain 1 photon attunement point and become photon-attuned. Some of your stellar revelations are photon powers and get stronger if you're photon-attuned. While photon-attuned, you gain a +1 status bonus to damage rolls (including damage rolls for your stellar powers). This bonus increases by 1 for every 6 solarian levels you have.

Unattuned

While unattuned, you gain no attunement points and you are neither photon-attuned nor graviton-attuned. You gain no benefits while unattuned.

Basic Zenith Feat (Level 1):

You gain the Basic Zenith Feat. A Zenith Spell is a special kind of Focus Spell which can either be used by expending a focus point or by ending a fully attuned mode. You add a focus point to your focus pool each time you gain a Zenith Spell, to a maximum of 3.

Mystic Armament (Level 3):

Solar Weapon: Focusing your will into your physical attacks imbues them with mystical energy. Your unarmed attacks become magical, allowing them to get past resistances to non-magical attacks. However, you still need an item such as *handwraps of mighty fists* to gain an item bonus to attack rolls or increase your attacks' weapon damage dice.

(!) Solar Armor: Focusing your will into your armor imbues it with mystical energy. You gain resistance 2 to your choice of energy damage.

Siderear Influence (Level 3):

Choose a skill to add to a list of skills you can meditate to become temporarily trained in. Gain a second at level 7, a third at level 11, a fourth at level 15, and a fifth at level 19.

Alertness (Level 5):

You remain alert to threats around you. Your proficiency rank for Perception increases to expert.

Expert Strikes (Level 5):

You've practiced martial arts and have now surpassed your former skill. Your proficiency ranks for unarmed attacks and simple weapons increase to expert. If you selected the Solar Armor manifestation, your proficiency rank for martial weapons increases to expert as well.

Path to Perfection (Level 7):

You have progressed along your own path to enlightenment. Choose your Fortitude, Reflex, or Will saving throw. Your proficiency rank for the chosen saving throw increases to master. When you roll a success on the chosen saving throw, you get a critical success instead.

Weapon Specialization (Level 7):

You've learned how to inflict greater injuries with the weapons you know best. You deal 2 additional damage with weapons and unarmed attacks in which you are an expert. This damage increases to 3 if you're a master, and 4 if you're legendary.

Metal Armament (Level 9):

Solar Weapon: You can adjust your solar weapon and armor to make unarmed attacks infused with the mystic energy of rare metals. Your unarmed attacks are treated as cold iron and silver. This allows you to deal more damage to a variety of supernatural creatures, such as demons, devils, and fey.

(!) Solar Armor: Focusing your will into your armor imbues it with mystical energy of metal. You gain resistance 2 to your choice of slashing, piercing, or bludgeoning damage.

Solarian Expertise (Level 9):

Your proficiency rank for your Solarian class DC increases to expert. If you have revelation spells, your proficiency rank for spell attacks and spell DCs with the tradition of magic you use for your revelation spells increases to expert.

Second Path to Perfection (Level 11):

You've learned to find perfection in every success. Choose a different saving throw than the one you chose for your path to perfection. Your proficiency rank for the chosen saving throw increases to master. If you roll a success with the chosen saving throw, you instead critically succeed.

Graceful Mastery (Level 13):

You move with perpetual grace in battle, eluding and turning aside blows. Your proficiency rank for unarmored defense increases to master. If you selected a Solar Weapon, your light and medium armor proficiency ranks increase to expert.

Master Strikes (Level 13):

You have honed your skill in using your body as a weapon. Your proficiency ranks for unarmed attacks and simple weapons increase to master. If you selected Solar Armor, your martial weapon proficiency increases to master as well.

Greater Weapon Specialization (Level 15):

Your damage from weapon specialization increases to 4 with weapons and unarmed attacks in which you're an expert, 6 if you're a master, and 8 if you're legendary.

Third Path to Perfection (Level 15):

You have made great progress in your personal studies of enlightenment. Choose one of the saving throws you selected for path to perfection or second path to perfection. Your proficiency rank for the chosen type of save increases to legendary. When you roll a critical failure on the chosen type of save, you get a failure instead. When you fail at the chosen type of save against an effect that deals damage, you take half damage.

Adamantine Armament (Level 17):

Solar Weapon: When you focus your will into your solar weapon, your blows are as unyielding as the hardest of metals. Your unarmed attacks are treated as adamantine.

(!) Solar Armor: When you focus your will into your solar armor, your armor becomes as unyielding as the hardest of metals. Your solar armor resistance increases to 4, and you gain resistance to an additional energy type of your choice and one more of: slashing, piercing, or bludgeoning.

Graceful Legend (Level 17):

Your sublime movement grants you unparalleled protection and offense. Your proficiency rank for unarmored defense increases to legendary, and your proficiency rank for your Solarian class DC increases to master. If you have revelation spells, your proficiency rank for spell attack rolls and spell DCs with the tradition of magic you use for your revelation spells increases to master. If you selected Solar Weapon, your light and medium armor proficiency increases to master.

Perfected Form (Level 19):

You have purged incompetence from your techniques. On your first Strike of your turn, if you roll lower than 10, you can treat the attack roll as a 10. This is a fortune effect.

Solarian Feats

Many solarian feats are Revelations, which are spell effects that are heightened as Focus Spells but usually don't require spending a Focus point. Zenith revelations can be casted with Focus, or by ending a fully attuned mode. Based on a quick read-through of the list of revelations, it appears that most can be converted rather easily. Damage and effect should be considered against what similar level spells can do, and allocated to a feat level bracket or adjusted in potency accordingly.

Level 1:

Basic Zenith:

When first selecting this feat, choose either Divine or Primal. This will be the tradition of all your solarian revelation spells. This feat allows you to end your attunement to perform one of the following actions.

Black Hole (2 actions, Zenith):

When you're fully graviton-attuned you can pull any number of creatures within 20 feet of you closer. You choose which creatures are affected and which ones aren't. Each target must succeed at a Fortitude save or be pulled 10 feet toward you. Solid objects do not block this ability, but any creature that runs into a solid object ceases moving closer to you. After you use this revelation, you immediately become unattuned.

Heightened (+3): Range and distance increase by 5

Supernova (2 actions, Zenith):

When you're fully photon-attuned, as a standard action, you can deal 1d6 fire damage to all creatures within 10 feet of you. After you use this revelation, you immediately become unattuned.

Heightened (+1): Damage increases by 1d6

Heightened (+4): Radius increases by 5 ft

Constructive Interference (Solar Armor Prerequisite, Revelation):

Forces humming within your solar armor make it more difficult for sound waves and electrical impulses to reach your body and harm you. You gain energy resistance 2 whenever your solar armor is active. You can choose either electricity resistance or sonic resistance when you activate the armor, and you can switch energy types as a move action.

When you are attuned or fully attuned, you double the amount of resistance granted by this ability.

Flare (1 or 2 action, Revelation)

One action: You can shed light in a 30-foot radius for 1 minute. You choose dim, normal, or bright light each time you activate this revelation.

Two action: You can create a flash of brilliant light, forcing one creature within 30 feet to succeed at a Reflex save or be blinded for 1 round. Once you've targeted a creature with flare, you can't target it with this revelation again for 10 minutes. Blind or sightless creatures are not affected by this use of this revelation.

When you create a flash of light with two actions and you are attuned or fully attuned, you can instead choose to make all enemies within range dazzled for 1 round (no save).

Plasma Sheath (1 action, Solar Weapon Prerequisite, Revelation):

As a move action, you can cause all of your melee attacks to deal fire damage instead of their normal damage type. This benefit lasts for 1 round or until you leave photon mode.

When you are attuned or fully attuned, your attacks with plasma sheath deal 1 additional fire damage.

Sudden Charge (2 actions, Flourish, Open) [Fighter/Barbarian]

Level 2:

*new*Flashing Strikes: As double slice, but with one weapon. Requires Agile, Finesse weapon.
Gravity Anchor (Revelation)
Gravity Hold (Revelation)
Stellar Equilibrium (Revelation)
Stellar Rush (Revelation)

Level 4:

*new*Enduring Influence: Treat sidereal influence skills as trained for the purposes of acquiring skill feats
Astrologic Sense (Revelation)
Dark Matter (Revelation)
Gravity Boost (Revelation)
Hypnotic Glow (Revelation)
Radiation (Revelation)

Level 6:

[Non revelation feat]
Attractive Force (Revelation)
Corona (Revelation)
Crush (Revelation)
Glow of Life (Revelation)
Gravity Surge (Revelation)
Reflection (Revelation)
Subduing Beams (Revelation)

Level 8:

[Non revelation feat]
Blazing Orbit (Revelation)
Defy Gravity (Revelation)
Zenith: Solar Acceleration
Zenith: Starquake
Zenith: Wormholes

Level 10:

[Non revelation feat]
Burn Enchantment (Revelation)
Debris Field (Revelation)
Soul Furnace (Revelation)
Stealth Warp (Revelation)
Zenith: Miniature Star
Zenith: Particle Wave
Zenith: Ray of Light

Level 12:

[Non revelation feat]
[Non revelation feat]
Zenith: Time Dilation
Zenith: Quantum Entrapment

Level 14:

[Non revelation feat]

Gravity Shield (Revelation)
Particle Field (Revelation)
Solar Fortification (Revelation)
Sunbolt (Revelation)

Level 16:

[Non revelation feat]
[Non revelation feat]
Ultimate Graviton (Revelation)
Ultimate Photon (Revelation)

Level 18:

Diamond Fists [Monk]
Vicious Evisceration (Make strike: Target drained) [Barbarian]
[Something for armor solarian]

Level 20:

Stellar Paragon (Quicker attunement, light manipulation, focus point to start fully attuned)
[Something for armor solarian]
[Something for weapon solarian]

Analysis: This is by far the most involved section. Wherever possible, it is best to grab feats from PF2 because they don't need to be modified. Every one of the revelations above is going to need to be vetted and rewritten; it's not particularly hard, but is time consuming.

2 Ancestry Proof of Concept: Uplifted Bear

The uplifted bear is a strange, but not too strange, creature. It has natural attacks, it's large, it has telepathy, it has a climb speed, and it has technological augmentation. If an uplifted bear can be adequately converted, it should indicate we're on the right track.

Method: Hunt around for thematically appropriate feats, and make sure the base mechanics aren't too far off from other ancestries.

Uplifted Bear Mechanics

Hit points: 10 (Same as dwarves, which have the same HP as Uplifted Bears in Starfinder)

Size: Large (5 ft reach)

Speed: 30 feet (Same as elves, because bears in starfinder have the Swift feature)

Ability Boosts:

- Strength

- Intelligence

- Free

Ability Flaws:

- Wisdom

Languages:

- Common

- Planet

- Additional based on int mod

Senses: Low-Light Vision

Analysis: The 10 HP and 30 speed are stronger than other ancestries. However, large with no reach is a significant drawback. This should have minor impact so far.

Uplifted Bear Heritages

Sharpclaw Bear: You gain an unarmed claw attack that deals 1d6 slashing damage. Your claws are in the brawling group and have the finesse and unarmed traits.

Expanded Mind Bear: Uplifted bears with expanded minds have limited telepathy with a range of 30 feet. They cannot benefit from brain augmentations other than data jacks and mechanic's custom rigs.

Climbing Bear: Climbing specialized species of uplifted bears have a climb speed of 20 feet.

Analysis: This is actually a pretty good way to break down the pile of features that the Uplifted Bear had.

Uplifted Bear Feats

Level 1

Swift: Increase your movement speed by 5.

Natural Survivor: You gain a +1 circumstance bonus to checks to subsist, as well as life science checks.

Ferocious Charge: When charging (as with Sudden Charge) you can make a trip attack in place of a melee strike, and you can charge through difficult terrain.

Limited Telepathy: You gain limited telepathy with a range of 30 ft. If you have selected the Expanded Mind Bear heritage, you no longer have limitations on your augmentations.

Orc Ferocity [Orc]

Level 5

Cultural Adaptability [Halfling]

Boulder Roll [Dwarf]

Clever Improviser [Human]

Level 9

Incredible Improvisation [Human]

Mountain's Stoutness [Dwarf]

Level 13

Incredible Ferocity [Orc]

Claw Expertise: Whenever you gain a class feature that grants you expert or greater proficiency in a given weapon or weapons, you also gain that proficiency with claw.

Analysis: Ancestry feat choice is a bit of a shit show. Just cobble together a 1st level list from leftover SF1 race abilities, then for the other levels pillage thematic abilities. This will become infinitely easier when more feats are introduced and an Ancestry Builder Guide is released.

3 Technological Weapons, Armor, and Items Proof of Concept: Guns

Since buying armor in Starfinder boils down to “Don’t bother, it’s too expensive to keep up to date, and you’re always going to get hit no matter what” I feel that renaming PF2 armor as futuristic alternatives will be sufficient for most people. Technological items generally are self-explanatory, or have PF2 analogues.

Weapons, however, occupy an extreme amount of page space in Starfinder, and the number of interesting traits, ammo, damage types, and how integral guns are to the setting warrants labeling weapons as the most difficult piece of technology to transfer over to SF2.

That being said, I will make plain one personal gripe I had with SF1: You can’t make a character that cares about a particular weapon or type of weapon. You churn through weapons like they’re consumables. If you want to use, say, an axe you have to re flavor weapons left and right. If you want to just use a laser rifle, you’re going to be bouncing between different weapons with different drawbacks every other level. There are just so many weapons that finding one to buy is a practice of skimming through lists looking for the traits you actually want, and hoping there’s one in your price range. It makes Guns go from awesome to a bit of a pain.

I consider a conversion of weapons from SF1 to SF2 successful if you can acquire weapons with all the interesting traits of SF1, not necessarily if you can copy and paste the entire, monstrous weapon list.

As SF1 weapons advance they acquire both more base damage, as well as more varied special properties. Rarely does a weapon gain a slew of properties just for being high level, rather they gain different properties with more value. It is undeniable that some Weapon Special Properties are more akin to PF2 Property Runes, since they are power enhancers, while others are more like PF2 weapon traits, which give options and flavor. The increase in base damage is akin to PF2 Fundamental Runes. I will ignore SF1 critical effects because they were unreliable and incompatible with PF2’s system.

If we break down Starfinder Weapon Properties into different categories, we can start to construct a conversion methodology. Here, we will try to categorize different aspects of Starfinder weapons into PF2 analogue categories:

SF1 Weapon Properties Broken Out Into PF2 Budget Slots

Hands	Reload (Frequency of Shots)	Base Damage	Positive Weapon Traits	Negative Weapon Traits	Flavor Weapon Traits	Property Runes
1 hand	Unwieldy		Aeon	Archaic	Antibiological	Aurora
2 hands			Analog	Fueled	Double	Boost
Free Hands			Block	Living	Relic	Bright
			Breach	Mind-Affecting		Deconstruct
			Breakdown	Nonlethal		Drain Charge
			Cluster	Powered		Entangle
			Conceal	Radioactive		Fiery
			Deflect			Gravitation
			Disarm			Holy Water
			Echo			Ignite
			Extinguish			Mine
			Feint			Mire
			Force			Necrotic
			Grapple			Penetrating
			Guided			Recall
			Harrying			Variant Boost
			Indirect			
			Injection			
			Integrated			
			Lockdown			
			Modal			
			Operative			
			Polymorphic			
			Professional			
			Quick Reload			
			Reach			
			Shape			
			Shells			
			Sniper			
			Stun			
			Subtle			
			Sunder (+ Item dmg)			
			Tail			
			Thought (Unwieldy)			
			Throttle			
			Thrown			
			Trip			
			Underwater			
		Automatic				
		Blast				
	Explode (Always Unwieldy)					
		First Arc				
	Flexible Line (Always Unwieldy)					
	Line (Always Unwieldy)					
			Polarize			
			Shield			
	Wide Line (Always Unwieldy)					
	Problematic For SF2. Already covered, incompatible, or unnecessary					
	Large impact, covers multiple budget slots					

Let's start analyzing the weighting based on PF2 ranged weapons.

PF2 Ranged Weapons

Name	Category	Damage	Range	Reload	Hands	Traits
Blowgun	Simple	1 P	20 ft	1	1	Agile, Nonlethal
Hand Crossbow	Simple	1d6 P	60 ft	1	1	
Crossbow	Simple	1d8 P	120 ft	1	2	
Heavy Crossbow	Simple	1d10 P	120 ft	2	2	
Sling	Simple	1d6+str B	50 ft	1	1	Propulsive
Composite Shortbow	Martial	1d6+str P	60 ft	0	1+	Deadly d10, Propulsive
Composite Longbow	Martial	1d8+str P	100 ft	0	1+	Deadly d10, Propulsive, Volley
Halfling Sling Staff	Martial	1d10+str B	80 ft	1	2	Halfling, Propulsive, Uncommon

Simple Ranged Weapons used with 2 hands deal 1d8 damage, can be used roughly twice a round, do not add any stat to damage, and get no traits. Decreasing damage by one die size can either give you one free hand or one trait. Increasing the damage by one die size reduces the number of shots per round. Agile is worth two traits, and incurs an additional damage die reduction. Nonlethal is a negative trait, and offsets one positive trait.

Martial Ranged Weapons used with 2 hands deal 1d6 damage, can be used three times a round, gains two positive traits. Increasing the damage by one die costs one negative trait

Based on melee advanced weaponry, we can assume Advanced Weapons simply gain one positive trait. Ranges are apparently based on realism, but sometimes can be used to make tradeoffs. Here is the PF2 ranged weapon list again, with these tradeoffs indicated:

Name	Category	Damage	Range	Reload	Hands	Traits
Blowgun	Simple	1 P (+1, +1, +1)	20 ft	1	1 (-1)	Agile (-1, -1, -1), Nonlethal (+1)
Hand Crossbow	Simple	1d6 P (+1)	60 ft	1	1 (-1)	
Crossbow	Simple	1d8 P	120 ft	1	2	
Heavy Crossbow	Simple	1d10 P (-1)	120 ft	2 (+1)	2	
Sling	Simple	1d6 +str B (+1)	50 ft (+1?)	1	1 (-1)	Propulsive (-1)
Composite Shortbow	Martial	1d6+str P	60 ft	0	1+	Deadly d10, Propulsive
Composite Longbow	Martial	1d8+str P (-1)	100 ft	0	1+	Deadly d10, Propulsive, Volley (+1)
Halfling Sling Staff	Martial	1d10+str B (-1, -1)	80 ft	1 (+1)	2	Halfling, Propulsive, Uncommon
Theoretical Advanced Shortbow	Advanced	1d8+str P	60 ft	0	1+	Deadly d10, Propulsive

Proposed Gun Conversion Method

This method abandons the entire SF1 gun paradigm, and establishes basic guns in-line with other PF2 weapons, and off-loads many of the fancy effects like blast, line, and explode to special property runes. This will involve guesswork, but only once, and the baseline effects of the weapons can be more easily compared to others over time. Since it's handled upfront, exact weapon design rules don't need to be as robust.

Unwieldy now incurs a penalty to attack if you don't use all three actions to make the attack, starting at -10 if you use one action, and -5 if you use two actions. It can still only be fired once per round, and can't be used in conjunction with any other attacks that round. As part of these actions you can grip the weapon, if you had only been holding it in one hand.

Proposed SF2 Weapon Traits

Standard Positive Traits	Standard Negative Traits	Neutral Traits
Aeon	Archaic	Antibiological
Analog	Fueled	Double
Breakdown	Mind-Affecting	Relic
Cluster	Powered	Living
Conceal	Radioactive	
Deflect	Unwieldy	
Echo		
Extinguish		
Force		
Guided		
Harrying		
Indirect		
Injection		
Lockdown		
Modal		
Quick Reload		
Shape		
Shells		
Sniper		
Stun		
Subtle		
Sunder (Bonus item damage)		
Tail		
Thought (Unwieldy)		
Underwater		
Exceptional Weapon Traits		
Automatic	Counts as one trait, incurs damage die reduction	
Blast	Counts as two traits, makes weapon Unwieldy	
Explode	Counts as two traits, makes weapon Unwieldy	
Line	Counts as two traits, makes weapon Unwieldy	
First Arc	Counts as two traits, incurs damage die reduction	
Standard Property Runes		
Aurora	Gravitation	Polarize
Boost	Mine	Shield
Bright	Mire	Variant Boost
Drain Charge	Necrotic	
Entangle	Penetrating	
Exceptional Property Runes		
Explode (Property Rune)	Makes weapon Unwieldy, incurs damage die reduction	
Flexible Line	Makes weapon Unwieldy, incurs damage die reduction	
Line (Property Rune)	Makes weapon Unwieldy, incurs damage die reduction	
Wide Line	Makes weapon Unwieldy, incurs damage die reduction, higher level	
Mark Upgrade	Increase the base damage die of the weapon by one step, up to a maximum of 1d12	

Gun Examples

All regular PF2 weapons are “Futuristic” in some way or are excluded.

Name	Category	Price	Damage	Range	Cap/Use	Reload	Hands	Group	Traits
Blowgun	Simple	1cr	1 P	20ft	1/1	1	1	Dart	Agile, Nonlethal, Analog
Dart	Simple	1cr	1d4 P	20ft	-	-	1	Dart	Agile, Thrown, Analog
Hand Crossbow	Simple	30cr	1d6 P	60ft	1/1	1	1	Bow	Analog
Crossbow	Simple	30cr	1d8 P	120ft	1/1	1	2	Bow	Analog
Heavy Crossbow	Simple	40cr	1d10 P	120ft	1/1	2	2	Bow	Analog
Pistol	Simple	30cr	1d6 P	60ft	9/1	1	1	Projectile	Analog
Needler Pistol	Simple	1cr	1 P	40ft	6/1	1	1	Projectile	Injection
Auto Pistol	Simple	40cr	1d4 P	60ft	12/1	1	1	Projectile	Automatic
Hunting Rifle	Simple	40cr	1d10 P	120ft	6/1	1	2	Projectile	Analog
Laser Pistol	Simple	30cr	1d4 F	80ft	20/1	1	1	Laser	
Cryo Pistol	Simple	30cr	1d4 C	40ft	20/1	1	1	Cryo	Extinguish
Shock Pistol	Simple	30cr	1d4 E	60ft	20/1	1	1	Shock	
Flame Pistol	Simple	40cr	1 F	20ft	10/1	1	1	Flame	Line, Unwieldy
Disintegrator Pistol	Simple	30cr	1d4 A	40ft	20/1	1	1	Disintegrator	
Sonic Pistol	Simple	30cr	1d4 So	40ft	20/1	1	1	Sonic	
Plasma Pistol	Simple	40cr	1d4 F/E	30ft	10/1	1	1	Plasma	
Composite Shortbow	Martial	140cr	1d6+str P	60 ft	-	0	1+	Bow	Deadly d10, Propulsive
Composite Longbow	Martial	200cr	1d8+str P	100 ft	-	0	1+	Bow	Deadly d10, Propulsive, Volley
Shortbow	Martial	30cr	1d6 P	60 ft	-	0	1+	Bow	Deadly d10
Longbow	Martial	60cr	1d8 P	100 ft	-	0	1+	Bow	Deadly d10, Volley
Shuriken	Martial	1cr	1d4 P	20ft	-	0	1	Dart	Agile, Monk, Thrown, Uncommon, Analog
Sniper Rifle	Martial	60cr	1d10 P	120ft	9/1	1	2	Projectile	Deadly d10
Assault Rifle	Martial	60cr	1d8 P	80ft	20/1	1	1+	Projectile	Analog, Automatic
Shotgun	Martial	30cr	1d8 P	20ft	8/1	1	2	Projectile	Analog, Blast
Tactical Rail Gun	Martial	60cr	1d12 P	80ft	20/1	1	2	Projectile	
Laser Rifle	Martial	60cr	1d8 F	80ft	20/1	1	1+	Laser	
Cryo Rifle	Martial	60cr	1d8 C	60ft	20/1	1	1+	Cryo	Extinguish
Shock Rifle	Martial	60cr	1d8 E	80ft	20/1	1	1+	Shock	
Flame Rifle	Martial	100cr	1d6 F	40ft	10/1	1	2	Flame	Line, Unwieldy
Disintegrator Rifle	Martial	60cr	1d8 A	80ft	20/1	1	1+	Disintegrator	
Sonic Rifle	Martial	60cr	1d8 So	60ft	20/1	1	1+	Sonic	
Plasma Rifle	Martial	60cr	1d8 F/E	40ft	10/1	1	1+	Plasma	
Heavy Rail Gun	Advanced	200cr	1d12 P	80ft	10/1	1	2	Projectile	Deadly d12, Sunder 5
Machine Gun	Advanced	200cr	1d10 P	60ft	20/1	1	2	Projectile	Analog, Automatic
Heavy Blaster	Advanced	200cr	1d10 (Choice)	30ft	10/1	1	2	(Choice)	Blast, Unwieldy, Choose A/E/F/C/So
Heavy Wave Emitter	Advanced	200cr	1d10 (Choice)	40ft	10/1	1	2	(Choice)	Line, Unwieldy, Choose A/E/F/C/So
Heavy Arc Emitter	Advanced	200cr	1d10 E	80ft	20/1	1	2	Shock	First Arc 1d8
Heavy Launcher	Advanced	200cr	1d10 (Choice)	60ft	10/1	1	2	(Choice)	Explode, Unwieldy, Choose A/E/F/C/So

Analysis: You can start off with cool effects, then add more on later with property runes. Personally, I would go this route.

4 Technological Skills Proof of Concept

Skills should be the easiest transition to make. In fact, the following conversion may just be all that's necessary. The goal should be to keep the list similar in length to PF2, so that we don't have to adjust number of skill boosts and training.

Proposed Skill List

PF2 Skills	Conversion	SF1 Skills	Conversion	SF2 Skills
Acrobatics	Keep	Acrobatics	Keep	Acrobatics
Arcana	Add	Athletics	Keep	Arcana
Athletics	Keep	Bluff	=Deception	Athletics
Crafting	=Technology	Computers	=Technology	Deception
Deception	Add	Culture	=Society	Diplomacy
Diplomacy	Keep	Diplomacy	Keep	Intimidation
Intimidation	Keep	Disguise	=Deception	Lore
Lore	Add	Engineering	=Technology	Medicine
Medicine	Keep	Intimidate	Keep	Nature
Nature	Add	Life Science	=Lore	Occultism
Occultism	Add	Medicine	Keep	Performance
Performance	Add	Mysticism	=Arcana, Nature, Occultism, Religion	Piloting
Religion	Add	Perception	Remove	Religion
Society	Add	Physical Science	=Lore	Society
Stealth	Keep	Piloting	Add	Stealth
Survival	Keep	Profession	=Lore	Survival
Thievery	Add	Sense Motive	Remove	Technology
		Sleight of Hand	=Thievery	Thievery
		Stealth		
		Survival		
	Direct Equivalent			
	Removed			

Analysis: While it's a bit sad that we have to break up mysticism, arcana, nature, occultism, and religion do pull a lot of duties in PF2. They're good for identifying quite a few creatures and effects, and they're pretty tied into certain class features like learning new spells. Lore sweeps up profession, life science, and physical science all to the betterment of the game. Technology combines engineering and computers because in SF1 it would sometimes be a coin toss about which was the appropriate skill. Technology and Thievery can both cover opening doors, with Technology perhaps being more appropriate for sophisticated computerized doors and Thievery picking up jury-rigging less high-tech doors. They both have side benefits, so it shouldn't be too unbalanced.

Overall, I'm very happy with the new list, only longer than the PF2 list by one skill: Piloting.

Proposed Skill Feats

Since only two skills are added to the PF2 chassis, we only need to add a handful of skill feats for Technology and Piloting. Technology inherits PF2 crafting skill feats too! I have a good feeling we can find a few more from SF1 general feats and themes.

Piloting

- Sky Jockey (Make things go faster)

- Piloting knowledge (Know about starships and famous pilots)

- Lone Wolf (Use part of your Piloting skill for other ship roles)

- Need for Speed (Reduce penalties for fast ships)

- Master Pilot (Recover Resolve [Maybe focus? Starship Resolve?] when you experience a major success in starship combat)

Technology

- Master Crafter (Craft things more quickly)

- Barricade (Create some fragile cover)

- Amplified Glitch (Disrupt devices)

Analysis: I don't think this is going to be a problem at all. Skill feats aren't even 100% necessary. Themes are a great source for new skill feats that might help fill out the SF2 selection for a variety of skills.

5 Starship Rules Proof of Concept

Starships are a very independent subsystem, but it does intersect with the rules of the game at large in several important ways.

1. Resolve is used for several starship actions
2. Skills are used in starship combat, with variable DCs which should be adjusted
3. Starship AC is based on Piloting ranks

Proposed Starship Rules

1. When entering Starship gameplay, every character receives one resolve point. At level 8 you gain an additional resolve point, and again at level 16.

Generally, Starship combat doesn't hinge on using Resolve, and most players will use one per combat, since they will be saving the rest for off-ship adventuring. Starship combat already grants bonus resolve at the levels above, so it is easy to accept giving a bonus one at level 1.

2. Starship skill challenges should adhere to the following schedule:

SF1 Starship Task DC	SF2 Starship Task DC
10	10
15	15
$5 + 1.5 \times \text{Starship Tier}$	Table 10-5: DCs by Level, Level = Starship Tier, Incredibly Easy (-10)
$10 + 1.5 \times \text{Starship Tier}$	Table 10-5: DCs by Level, Level = Starship Tier, Very Easy (-5)
$15 + 1.5 \times \text{Starship Tier}$	Table 10-5: DCs by Level, Level = Starship Tier, Hard (+2)
$20 + 1.5 \times \text{Starship Tier}$	Table 10-5: DCs by Level, Level = Starship Tier, Very Hard (+5)
+Countermeasures	+Countermeasures

3. Starship AC and attacks should follow the proficiency math of PF2. Otherwise it would be too confusing to resolve attacks differently. Note, that this change leaves ship armor, defensive countermeasures, and size modifiers useless for adjusting AC and TL, which is okay because the optimal strategy was already to boost only weapons and shields.

SF1 Formula	SF2 Formula
AC = 10 + pilot's ranks + ship's armor + ship size modifier + misc. modifiers	AC = 10 + Pilot's Proficiency Bonus + 5 + misc modifiers
TL = 10 + pilot's ranks + defensive countermeasures + ship size modifier + misc. modifiers	TL = 10 + Pilot's Proficiency Bonus + 5 + misc modifiers
Attack = 1d20 + BAB or piloting ranks + dex mod + bonuses from computer systems + captain bonuses + range penalty	Attack = 1d20 + Best Weapon Proficiency or Piloting Proficiency + dex mod + bonuses from computer systems + captain bonuses + range penalty

Analysis: This all just needs to be playtested, but I don't see how it can't be hammered into a working shape.