Collected Information on Starfinder

Last Update: August 2, 2017

I have tried to interpret what has been said to the best of my abilities. I can not guarantee any of this information will be present in the final iterations of the game, other than the information has been mentioned in various Paizo sources, interviews, and playtests, and contains some rephrasing for readability as well as some speculation when noted as such. I will update whenever I am able to. If you see any errors or missing information, or just want to voice your opinions, feel free to post on the Paizo Forums.

I wanted to do a quick update. Last week I got my pdf, and because of this, I feel it's probably best I don't update the document, so as not to break Paizo's rules of conduct, and to encourage people to support the product and community. I look forward to playing with you all in the future. If you have any ideas of guides or other things you'd like to see me make in the future, I encourage you to post on the linked forum thread above. See you in the Drift.

-Variel

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Core Races

The Starfinder Core Rulebook will contain rules conversions for the core pathfinder races (such races will likely have a smaller role in Starfinder's story however, with elves described as having returned to Castrovel and dwarves living their lives in star citadels mining asteroids), as well as the following Core Starfinder Races:

<u>Android</u>

Biomechanical humanoids produced by corporations. They have only recently regained their freedom, and some disregard human concepts such as gender as a remnant of their subjugation. Androids can theoretically live forever with proper maintenance, although most prefer to live a full life (usually around)—usually around a hundred years—and then voluntarily instigate a process called renewal. When an android goes through renewal, their soul leaves their body, allowing a fresh android soul to inhabit it. Most people consider this a joyous occasion, metaphorically equivalent to the old android giving birth to a child, and understand that a post-renewal android is an entirely new person who just happens to inhabit the same body. It appears that at least some androids wake up from renewal with some pre downloaded knowledge and memories. There are illegal colonies in the Vast that still enslave androids. An android automatically has one armor upgrade slot.

<u>Human</u>

You can probably guess what humans are like. If you can't, welcome to Earth. We apologize in advance.

<u>Kasatha</u>

Four-armed, grey skinned, humanoids with spade-shaped alien faces. Their society teaches that their species' mouths should be covered when around outsiders. Their home planet is called Kasath, a distant desert world outside the Pact Worlds system. Kasatha built their own gigantic generation ship, the Idari, and traveled from Kasath on the word of the Witch Wyrds (who seem to have told the kasatha that their sun was dying), but they could not colonize Akiton, so they settled into the Pact Worlds. A kasatha's arms don't increase the amount of attacks that can be made during a full attack, but enable them to hold more weapons for a greater number of potential combinations. For instance, a kasatha could wield:
- Two pistols, one melee weapon, and a utility item of some kind.
- Two melee weapons and one two-handed ranged weapon.
- One unwieldy doshko and one laser doshko.

They would still only be able to make at most a full attack (make two attacks in a round, each at a -4 penalty; unwieldy weapons can not full attack). However, there is a feat any character with 4 or more arms could take to give new options, but otherwise, a full attack would only consist of two attacks that turn.

Lashunta

"The telepathic lashunta are the most prominent race on Castrovel, and actually comprise two different subspecies, with children deciding which one they'll grow into during adolescence. Damaya lashunta are tall, poised, and adaptable, making excellent leaders and diplomats, while korasha lashunta are short, muscular, and headstrong, often serving as warriors or explorers. Both subspecies revere scholarship and self-improvement, and their natural charisma makes them popular with other races. Lashuntas traditionally live in matriarchal city-states fortified against the predators of the wild, but while they fiercely value their independence, these city states rarely engage in open warfare against each other, and come to each other's aid in times of need—such as to defend against their ancient insectile enemies, the formians."

Shirren

The shirren are a race that were formerly members of the Swarm, a "locust-like race that traveled from world to world, consuming al it encountered". A mysterious mutation caused the sub colony that would become the shirren to break of from the Swarm's hive mind, giving the shirren a sense of self. They treat individualism like a drug and reject the mindless consumption favored by the Swarm. Eventually, they come to settle in the Pact Worlds system. "Shirrens are arthropods with chitinous exoskeletons, large compound eyes, and sensitive antennae that aid in their telepathy" They walk upright and have three-clawed hands. In addition to their two main arms, they also have two sets of smaller limbs extending from their thoraxes. These "mating arms" are weak and used primarily for ceremonial and reproductive purposes, with other usages being seen as shameful. Shirren have three sexes: male, female, and host. The male and female provide the sperm and eggs respectively, and the hosts incubate the fertilized eggs, also adding their own genetic material to the mix. The first two years of the shirren life cycle is spent in a wormlike larval form, and such larvae are often carried around in protective containers (like the one carried by the shirren iconic). Larval shirren can communicate through a limited form of telepathy and tapping on their cradle-jars. Shirren can become "option junkies", becoming addicted on making far too many trivial decisions. While freedom of choice is one aspect of shirren identity, they also remain highly communal. At least one primarily shirren satellite settlement is located within the Fullbright of Verces, known as Takoris, with an original shirren colony also located on that world. At least some shirren marry in groups of three. There are "option bars" which enable shirren to artificially stimulate their choice centers. Shirren can grow facial hair. While not native to Verces, many shirren settled Verces upon their arrival in the Pact Worlds system, having made first contact with Vercite aethership crews. Today, shirren have spread throughout the Pact Worlds, but that first desert colony in Verces' parched Fullbright region remains a well-populated bastion of shirren culture. The shirren racial traits seem to be: Size and Type, Blindsense (Ignores any form of visual camouflage or invisibility when attempting Perception checks to notice creatures within 30 feet, though any creature the shirren cannot see still gains full concealment (a 50% miss chance for any attack the shirren makes against that creature)), Communalism (once per day, as long as an ally is within 10 feet, the shirren can roll a single attack roll or skill check twice and take the higher result), Cultural

Fascination, and Limited Telepathy. The shirren ability score bonuses are +2 CON/+2 WIS/-2 CHA. They also seem to get 6 HP for being shirren. See also [Introducing Starfinder's Final Core Race: The Shirren!](). For a look at the shirren pages of the Starfinder Core Rulebook, see [Starfinder Preview Looks At The Mystic Class]().

Vesk

7-foot-tall humanoid lizards with bone spikes on their heads. Female vesk are more colorful than the males. They are militant, with strict codes of honor, and their culture is based upon success in battle. Their focus on conquest led them to conquer the other planets of their system (outside of the Pact Worlds system), founding the Veskarium Empire. Drift travel enabled them to make contact with the Pact Worlds system, starting a war between the two systems, which encouraged the worlds of the Pact Worlds system to form the Pact Worlds Alliance. The fight between the two systems ended when they found a common enemy in the Swarm. Damoritosh the Conqueror appears to be a god commonly worshipped by the vesk. Many vesk have gruff demeanors which are punctuated with sudden outpourings of emotion. Berserker drugs are favored by many vesk, and nose-hookahs sometimes called "dragon's breath" are occasionally used. Brain snails are a traditional vesk hallucinogenic snack hailing from Vesk-2. Some vesk soldiers take the "Soldier's Due" upon completing a term of enlistment, a time-honored vesk tradition of being honorably discharged and taking your government-issue armor and weapons with you. There seems to be low-light vision and natural weapons racial traits for the vesk. See also [Unveiling a New Starfinder Race: The Vesk!]().

Ysoki

Also called ratfolk, ysoki are clever engineers and scavengers. Their home planet is Akiton, located within the Pact Worlds system. It appears that Ratfolk can carry "1 bulk" in their mouth pouch.

Core Classes

Envoy

"You make your way in the universe with a charming smile, quick wit, and keen sense of self-preservation, and excel at getting others to do what you want. You might be a trickster, hustler, or con artist, or you might serve as an actor, ambassador, or businessperson, paving the way for negotiation through kind words or the occasional dirty trick. You are often the group's strategist, using your quick wit and tactical acumen to push your friends to greater heights. You may also be skilled in diplomacy, serving as the face for a starship crew, talking your way into restricted systems or gaining audiences with local politicians or warlords." Envoys excel in social skills. They have 8 skill points per level and 16 class skills. The envoy has an average base attack bonus (¾ progression), poor Fortitude saves, good Reflex and Will saves, light armor, and proficiency (and eventually specialization) with basic melee weapons, grenades, and small arms. Envoys gain the expertise and skill expertise class features at 1st level. Expertise grants the envoy a 1d6 expertise die that they can add to Sense Motive skill checks as an insight bonus, and skill expertise extends that bonus to one other skill. As the envoy gains levels, they expand the number of skills the envoy can apply her expertise die to and gains expertise talents, which give her additional options for those skills. These can extend the effects of a skill check, allow the envoy to perform acts the skill doesn't normally grant, or alter how long it takes them to use a talent. Each envoy also gets to select a number of envoy improvisations over the course of their career, beginning at 1st level. These allow the envoy to more directly hinder their foes and aid their allies. Many improvisations are sense-dependent, and some are also language-dependent or mind-affecting. Clever use of envoy improvisations can turn the tide of battle, as the envoy can bolster allies actions and defenses, warn them of impending dangers, and—with higher-level options—even give them additional actions in a turn. The envoy seems to have the ability to spend resolve points (the points associated with regaining stamina) to use certain class abilities. This was seen in the shown envoy improvisation, Clever Feint. Clever Feint is only a first level improvisation. There will also be improvisations that require higher levels (4th, 6th, and 8th) to select. For a much more complete description of the envoy, see Class Preview: The Envoy.

Mechanic

"You are a master of machines, from advanced supercomputers to simple magnetic engines. Understanding how these devices work gives you insight into the world around you, allowing you to make the most of your gear, circumvent hardened defenses, and even take over remote systems. Your programming skill also gives you the ability to create a powerful ally, in the form of either an implanted artificial intelligence or a robotic drone, which can assist you with a variety of tasks. If there's a computer or machine that needs to be fixed, bypassed, or destroyed, you're the first on the scene. Whether you're a skilled scientist, a starship engineer, or a battlefield technician, you're no stranger to combat—but you find it much more reasonable to have your AI

or drone do the fighting for you." The mechanic gets 4 skill points per level (though Intelligence is its key ability score, so nearly all mechanics will end up with considerably more skill points), and 8 class skills. The mechanic has an average base attack bonus (probably ¾ progression), good Fortitude and Reflex saves, and a poor Will save. They have light armor proficiency and grenade proficiency, and gain proficiency (and eventually specialization) with basic melee weapons and small arms. You are a master of machines, from advanced supercomputers to simple magnetic engines. Understanding how these devices work gives you insight into the world around you, allowing you to make the most of your gear, circumvent hardened defenses, and even take over remote systems. Your programming skill also gives you the ability to create a powerful ally, in the form of either an implanted artificial intelligence or a robotic drone, which can assist you with a variety of tasks. If there's a computer or machine that needs to be fixed, bypassed, or destroyed, you're the first on the scene. Whether you're a skilled scientist, a starship engineer, or a battlefield technician, you're no stranger to combat—but you find it much more reasonable to have your AI or drone do the fighting for you. There are two types of mechanics, based on what choice a player makes with the 1st level mechanic class feature "artificial intelligence." A mechanic selects either drone (a partially self-motivated robot companion that can specialize in combat, flight, or stealth) or an exocortex. The exocortex is an implanted artificial processor that interacts with and augments your brain's cognitive functions, assisting in everything from combat to manipulating digital information and even controlling additional cybernetic enhancements, and selecting it also grants proficiency in heavy armor and proficiency (and eventually specialization) with longarms. As the mechanic gains levels, additional modifications and upgrades become available for either of these options. At much higher levels, a mechanic can even divide his attention between these two options. As mechanics gain in levels, they have an increasing bypass bonus, adding to their Computers and Engineering checks. They also gain a custom rig, a personalized set of tools for hacking and repairs that eventually allows the mechanic to make Computers and Engineering checks at range, automatically bypass countermeasures and establish encrypted communication lines, and gain the same kinds of upgrades and modules as a custom-built computer. They can temporarily overload nearly any technologic device, temporarily boost the function of armor and weapons, make snap repairs to starships, and select from a wide range of mechanic tricks. A mechanic gains his first trick at 2nd level, and gains an additional trick (some of which have minimum level requirements) every other level after that. Mechanic tricks range from using technology to create sudden distractions to special cybernetic implants to additional options for the mechanic's artificial intelligence, exocortex, or dealing with technology in general. The range of mechanic tricks is wide enough to ensure even if you mechanics make the same choice for their artificial intelligence class feature, they can operate in very different ways by taking different tricks. One example mechanic trick, Drone Meld, is available at level 8 and is designed specifically to work with the drone option of the artificial intelligence class feature. At much higher levels, the mechanic may gain limited access to both the drone and the exocortex. For a much more complete description of the mechanic, see [Class Preview: The Mechanic](#).

Mystic

"You understand that what most people call magic is simply an expression of the innate connection between all things, and you intuitively tap into this unseen power to create strange effects. You may conceptualize the source of your magic as divine grace, a manipulation of fundamental energy, or an unlocking of psychic potential, but always with the knowledge that you are a conduit channeling forces greater than yourself. Though you may study, you understand that spellcasting—like all existence—is messy and intuitive, and you specialize in biology and mental systems too complex to be perfectly understood by science. You sense the intangible and exploit your bonds with others, whether to bolster them or bend them to your will." Mystics gain 6 skill points per level and have 12 class skills. The mystic has an average base attack bonus (probably ¾ progression), and gains proficiency (and eventually specialization) with light armor, small arms, and basic melee weapons. Their focus on comprehending the secrets of existence give them a good Will save progression, and makes Wisdom their key ability score. Mystics have access to mystic spells, ranging from 0-level to 6th level, which represent a significant part of their power. Mystic spells are more likely to focus on philosophy, natural systems, mental endeavors, and living things than the more physics- and technology-oriented technomancer spells. The have access to numerous charm and emotion spells, spells focusing on telepathy and thought, and spells that cure or restore balance to living things. However, they also have some powers drawn from natural forces such as radiation and some force-based telekinetic powers. How a mystic operates can be strongly influenced by their choice of spells known—fear, force blast, and hold person are all useful 2nd-level offensive mystic spells, but each comes with its own advantages and limitations. All mystics gain some ability to link to other creatures, which manifests as a healing touch used once per day at 1st level, but expands into a mindlink you can establish with creatures by touch, and eventually a telepathic bond you can maintain with up to six creatures at a time. Mystics can gain other powers that work through this connection, depending on their chosen connection. Many mystics serve as clergy and see their gods as the source of their powers, but a connection can also be to a philosophy, a mysterious patron, or nearly anything else a player chooses. Regardless of what power fuels the mystic's connection, each connection has a specific focus that grants the mystic a set of powers and bonus spells known. The mystic selects from the akashic, empath, healer, mindbreaker, overlord, or star shaman connection, which grant powers ranging from access to the Akashic Record to the power to explode heads. An example of a connection power is Backlash, a 4th level power of the mindbreaker connection: Whenever a foe succeeds at a Will save against one of your spells and completely negates the effect, that foe takes 1 nonlethal damage for each mystic level you have. This is a mind-affecting pain effect. For a much more complete description of the mystic, see Class Preview: The Mystic. For a look at the first two pages of the Starfinder Core Rulebook mystic section, see Starfinder Preview Looks At The Mystic Class.

Operative

"You're a shadow. You move swiftly, strike suddenly, and always have an escape plan. You're a consummate professional, and always get the job done, whether it's scouting enemy lines, hunting down criminals, stealing and smuggling items, or assassinating key figures. As an operative, you're skilled in a wide variety of disciplines and specialties, and use speed, mobility, and your quick wits rather than relying on heavy weapons. You excel at the art of surprise, whether it's sniping targets from cover or striking while their backs are turned. Your cause may be righteous, but you have no problem fighting dirty—achieving your objective is all that matters." The operative gets 8 skill points per level, and 16 class skills. They also get the operative's edge class feature graining a bonus to all skill checks (as well as initiative checks). The class also receives special bonuses at 7th level with any skill in which the character has the Skill Focus feat. The operative gains a fair base attack bonus (¾ progression), poor Fortitude saves but good Reflex and Will saves, light armor, and proficiency (and eventually specialization) with basic melee weapons, small arms, and sniper weapons. The operative can augment the damage done with basic melee weapons and small arms with his trick attack. Trick Attack requires either any small arm, or a melee weapon that specifically has the operative weapon quality. A trick attack can be attempted regardless of the combat situation (no restriction to flanked or flat-footed targets). The operative must make an opposed skill check (normally Bluff, Intimidate, or Stealth, though class features can alter that) for the trick attack to function. At higher levels, the operative can also apply penalties to foes hit with a trick attack, beginning with the flat-footed and off-target conditions and expanding from there (potentially even applying such effects to sniper weapon attacks). Each operative selects a specialization. The specializations present in the core rulebook are daredevil, detective, explorer, ghost, hacker, spy, and thief. The operative's chosen specialization has an effect on that operative's trick attack (a detective can use Sense Motive to activate their trick attack, for example), and grants bonuses to specific skills and access to new abilities. Operatives also have exploits—special tricks they learn as they gain levels to help customize their abilities. Increasingly powerful exploits become available as the operative gains levels. One example exploit, Cloaking Field, is available at level 10 (except for operatives with the ghost specialization, who receive Cloaking Field at level 5). Classes are shown in the core rulebook with 4 sample builds, in the operative's case, these are hacker, investigator, thief, and trailblazer. Class abilities include: operative's edge, specialization, specialization exploit, specialization skill mastery, specialization power, trick attack, evasion, operative exploit, and quick movement. The operative seems to add 6 HP to your character. For a much more complete description of the operative, see [Class Preview: The Operative](#).

Solarian

"The stars guide the planets with gravity, create life with light and heat, and utterly consume worlds in supernovas and black holes. You understand that these acts of creation and destruction are not opposites, but rather two parts of a natural, dualistic cycle. You seek to be an agent of that cycle, an enlightened warrior with the ability to manipulate the forces of the stars

themselves. Constantly accompanied by a mote of fundamental energy or entropy, you can shape this essence in combat to create weapons and armor of gleaming stellar light or pure, devouring darkness. Whether you apprenticed in a temple or came to your powers through personal revelation, you recognize yourself as part of an ancient tradition—a force of preservation and annihilation." The cycle that empowers and guides solarians is a philosophy that came to the Pact Worlds on the Idari, along with the tradition of the solarians themselves. Even now, nearly a century after the kasatha worldship's arrival in system, solarians are more commonly kasatha than any other race (though certainly there are other solarian traditions, as they can even be found in systems with no contact with Kasath). The solarian has a full base attack bonus, good Fortitude and Will saves bonuses, 4 skill points per level, and 10 fixed class skills. At 1st level, a solarian gains the skill adept ability, which represents training gained in the process that led to a character becoming a solarian and which grants two more class skills of the player's choice. A solarian has proficiency with light armor, and proficiency and eventually specialization with small arms and basic and advanced melee weapons. Also at 1st level, a solarian gains a solar manifestation, and access to stellar modes. The solar manifestation is a physical representation of the solarian's stellar powers. When not in use, it is a mote of energy slightly smaller than a fist that glows with light (or is the black of perfect darkness) and hovers near the solarian's head. When activated, the mote becomes either a solar weapon (which is treated as an advanced melee weapon, deals damage that increases as the solarian gains levels, and can be further augmented through the addition of solarian weapon crystals), or solar armor (which enwraps and protects the solarian, augmenting the AC bonus of any light armor the solarian wears and at higher levels giving cold or fire resistance). Stellar modes are forms of attunement the solarian can focus on in combat. Each round in a fight, the solarian can remain unattuned, or increase either photon attunement or graviton attunement, depending on whether the solarian wishes to draw on the stellar powers of light and heat and life-giving energy, or darkness and gravity and all things being bound together. Every solarian has access to both photon and graviton powers (and gains more via stellar revelations as he gains levels), and can use either even regardless of attunement—though many powers gain additional effects if the solarian is attuned to their power source. For example, a solarian with the 6th-level corona photon power gains cold resistance, and deals fire damage to any adjacent foe that strikes the solarian with a melee weapon. However, if the solarian is photon attuned, the corona also causes any creature that begins its turn adjacent to the solarian to automatically take some fire damage. While some stellar revelations can only target creatures once a day, or only under specific situations, in general there's no limit to how often a solarian can use the powers tied to their stellar modes. After 3 rounds of attunement to exclusively photon or graviton powers, a solarian can reach full attunement, which grants access to zenith powers. Each solarian begins play with two zenith powers: black hole, which draws a foe closer to you, and supernova, which does fire damage to everyone within 10 feet of you. Using a zenith power causes you to be unattuned afterwards, so zenith powers can be used at most once every few rounds. However, in general there's no other limitation to how often a solarian can use these powers in combat—if a fight lasts long enough to keep cycling through zenith powers, the solarian is free to do so. While the choice of solar armor or solar weapon and selection of different stellar revelations are the primary customization options for a solarian, they have a few other minor abilities at well. At

3rd level a solarian gains sidereal influence, which allows the solarian to meditate to gain bonuses to photon- and graviton-related skills. At 7th level, a solarian gains flashing strikes, which allows them to make a full attack entirely with melee weapons at a reduced attack penalty, and at 13th level a solarian's onslaught allows their full attack to be three attacks rather than the normal two (though all three attacks are at a slightly higher penalty). At 20th level, a solarian gains full attunement in a stellar mode more quickly, can switch from one full attunement to another, and even spend 1 Resolve to immediately become fully attuned. Two examples of stellar revelations are the 6th level photon revelation blazing orbit and the 6th level graviton revelation crush. For a much more complete description of the solarian, see Class Preview: The Solarian.

Soldier

"Conflict is an inevitable result of life. On every world that harbors complex living organisms, creatures battle one another for dominance, resources, territory, or ideals. Whether you've taken up arms to protect others, win glory, exact revenge, or simply earn a living, you are the perfect embodiment of this truth. You're an expert at combat of all types but tend to prefer heavy armor and weapons—the bigger, the better. You may be a career soldier, a fresh mercenary recruit, or a lone wolf who rejects authority, but whether rushing in for hand-to-hand combat or firing tactical barrages, you're a consummate warrior, never hesitating to put yourself in the line of fire to protect your friends." Soldiers are masters of weapons and armor of all types, with a good base attack bonus progression (and good Fortitude and Will save progressions). They have proficiency in light armor, heavy armor, and grenades; and proficiency (and eventually specialization) in basic and advanced melee weapons, small arms, longarms, heavy weapons, and sniper weapons. The soldier gets 8 class skills (Likely athletics, acrobatics, engineering, intimidate, medicine, piloting, profession, and survival) and 4 skill points per level. Every soldier begins play with a fighting style, which grants special combat options tied to a specific approach to combat as the soldier gains levels. There are 7 fighting styles to choose from—arcane assailant, armor storm, blitz, bombard, guard, hit-and-run, and sharpshoot. A soldier also picks up some of a second fighting style beginning at 9th level. In addition to fighting styles, a soldier gains gear boosts that enhance the soldier's effectiveness with specific equipment (such as anchoring arcana, armored advantage, laser accuracy, and plasma immolation) at 3rd level and every 4 levels thereafter, and a bonus combat feat at 2nd level and every 2 levels thereafter. The soldier's gear boosts tend to work with categories of weapons, such as laser accuracy applying to all lasers, or plasma immolation working with all plasma weapons. Soldiers can take a melee gear boost that adds another bonus equal to half their Strength bonus to melee weapon damage, regardless of number of hands used. One example ability, Secret of the Magi, is a 5th-level ability from the arcane assailant fighting style. For a much more complete description of the soldier, see Class Preview: The Soldier.

Technomancer

"To the uninitiated, magic and technology are completely unrelated, but you know there are more correlations between the two than most suspect. Magic and technology are just tools, and when combined into one discipline, called technomancy, they can be far more powerful than one or the other on its own. You utilize tech to empower, harness, and manipulate magic, and you wield magic to augment, control, and modify technology. You are an expert at hacking the underlying structure of the universe itself, bending the laws of science and nature to your will. Your technomancy— which is gained from scientific study and experimentation—manipulates the physical world, weaves illusions, allows you to peer through time and space, and if necessary, can blast a foe into atoms." The technomancer has Intelligence as its key ability score, as this modifies its spells per day, many of its core skills, and the save DCs of its spells and class features. The class has an average attack bonus (¾ progression), poor Fortitude and Reflex saves, good Will saves, four skill points per level, and eight class skills. The class grants proficiency with light armor and proficiency (and eventually specialization) with basic melee weapons and small arms. The technomancer is a spontaneous spellcasting class. It gains access to technomancer spells, ranging from 0-level to 6th level, which represent a significant part of their power. Technomancer spells are more likely to focus on modifying, emulating, or interacting with technologic devices, evoking or manipulating core energy types (especially fire and electricity), and manipulating or altering raw magical forces. How a technomancer operates can be strongly influenced by their choice of spells known—caustic conversion, logic bomb, and microbot assault are all useful 2nd-level offensive technomancer spells, but each comes with its own advantages and limitations. Technomancers also receive numerous class features to represent their use of technology and scientific principles in the manipulation of magic. Beginning at 1st level, technomancers gain access to a spell cache, which initially allows you to once per day cast any one spell you know without expending a spell slot. In time, you add a cache capacitor, which allows you to store specific spell effects in your spell cache, giving them 24-hour durations. At very high level, technomancers even gain the ability to regain Resolve Points when they cast their most powerful spells, and can fuse lower-level spell slots together to cast higher-level spells (or, if you combine two 6th-level spell slots and spend two Resolve Points, even cast wish). Technomancers also select from a list of magic hacks, at 2nd level and every 3 levels thereafter, which are special abilities focused on manipulating magic, technology, or both. Magic hacks are often fueled by spell slots, giving technomancers a new (often very flexible) way to use that resource, but can also modify spells as you cast them, channel battery power into a spell a limited number of times per day, expend (in rare cases) Resolve to create impressive effects, or even simply let you use computers to set up magical surveillance or give you additional spells known. Aside from spell selection, magic hacks are the major customizable element of the technomancer class. One example 5th level magic hack was Fabricate Arms. For a much more complete description of the technomancer, see [Class Preview: The Technomancer](#).

Iconic Characters

Altronus

Altronus Barasul Dovenayan (a male kasatha scholar) was born into House Holdare, a respected family on the kasatha generation-ship-turned-homeland Idari. Much of the influence of House Holdare comes from their renown for producing skilled adata—scholar-priests who oversee the removal and preservation of thin slices of the brains of deceased kasatha in technomagical temples called adats. The eldest living member of House Holdare, Barasul Naedarin Allar of Clan Allar, Keeper of Ten Million Thoughts and doyen of the ship's adata, took a special interest in Altronus shortly after his birth. Altronus was pushed to begin adata training very early, his family even going so far as to name him after famous adata doyens. Altronus was indeed an excellent scholar, simply one who had trouble focusing on a single topic for long. Inevitably, some interesting fact in his studies would pique his interest and draw his research off into unrelated sidetracks. Altronus's teachers directed him too train in the philosophy of the Cycle, which teaches that existence is an endless, connected series of events as stars are born, die, and born again. Though the Cycle is the guiding philosophy of the solarians, contemplative warriors with a tradition stretching far back into the history of Kasath, it's also seen as a useful tool for training body and mind in preparation for the rigors of other vocations. Altronus was accepted as a student into a prestigious cosmonastery on the Idari, and taught to focus his thoughts on the forces of the universe around him, to draw strength and guidance from the endless repetition of celestial creation and destruction. Altronus, however, was still slated for a career as an adata. This preordained path didn't bother him—as he approached adulthood and the yearlong ritual walkabout of the Tempering, he was allowed to take on guard shifts at the ship's famed Sholar Adat. There he watched over rooms of stasis pods where adata connected to the Sensorium, the technomagical temple archive where flashes of memories from archived kasatha brains could be experienced, sorted, and analyzed. During one of his last scheduled shifts as an adata student, Altronus was assigned to an inactive Sensorium access node—one rarely used, but like all Sensorium access points still important enough to be protected by force fields and a round-the-clock guard. On that night Altronus was surprised by the appearance of a fully cloaked and apparently rushed senior adata, Remura Esolla Kaiban of Clan Senthen, flashing a warrant to allow unscheduled access to the memory of a recently deceased citizen. What, he wondered, could be of such great importance that the revered adat would end the lecture early, not to mention need an emergency Sensorium warrant? Altronus knew he should mind his own business, but again curiosity overrode his training. Altronus contacted a friend at the far end of the ship, who informed him that not only had Adata Kaiban not left the lecture early—she was still on the stage. Immediately Altronus sounded an intruder alert, and rushed into the Sensorium access node to confront the false adata. To his surprise, Altronus discovered not a kasatha, but a small, sickly gray humanoid standing in a pile of robes and strange machinery, with long wires and humming crystals latched onto the Sensorium feed and hundreds of images flashing from the access node to the gray creature's alien devices. The bulbous creature struck him with a taclash, ripping the pulsecaster from his grip, then shot him

with a pistol that fired a searing green ray. Through the resulting haze of pain, Altronus managed to seal the access node's security force fields, trapping himself and the gray intruder inside. Altronus was as surprised as the strange gray alien to find a long, shining golden blade suddenly sprouting from his lower right forearm. Yet he had seen enough of solarian training to recognize the blade of stellar energy for what it was, and leapt to put it to use, placing himself between the creature and the node's access panels. The two fought in grim silence, and though it was clear the gray invader was the more skilled, Altronus stood his ground, putting to use every scrap of training he'd gained. He didn't need to win—only buy time. At last, ship security arrived, using their command bypasses to deactivate the access node's force fields and dragging the half-dead Altronus from the fight. Yet upon seeing that it was outnumbered, the bulbous-headed alien didn't continue to fight, or attempt to escape. Rather, it paused to take stock of the situation, toggled a device on its arm—and detonated its own head like a bomb. While their efforts to pull meaning from the splatter were greatly hindered, two ideas were recovered. The first was that gray spies had deeply infiltrated the Pact Worlds. The second was that the time of something important called "Phase Three" was coming soon. As it came time for Altronus to begin his Tempering, he realized he could never accept a role as an adata while the mystery of the gray invader hung over him. He sought, and received, approval from his house doyen to abandon the path he had long trod, and informed his family that he was leaving the Idari. He had no firm idea of where he would go, nor how his investigation would advance, only a vow to chase down every strange occurrence that might mark a potential gray incursion within the Pact Worlds. Now inarguably an adult, Altronus has nevertheless remained on his Tempering for much longer than the traditional year, and still sees himself as working to form the traditions that will guide him through his later life. He often signs on with freelancers and adventuring companies as a guard, scout, or researcher in order to support himself—especially if their activities align with his obsession—yet his primary goal always remains researching the shadowy web of plots he first glimpsed that night in the access node. See also Meet the Iconics: Altronus.

Iseph

Iseph is an android operative who does not identify with any gender. Iseph's life began when they awoke in an abandoned storage facility on Aballon. Left on the floor in the center of the facility was a pen and a not scrawled in Iseph's own handwriting that read: "Run. Hide. Retaliate. Beware the mark.", as well as a symbol written on the paper. That same symbol was branded on their chest. Iseph attempted to disappear into Aballon's android civilization, and to discover what the mark meant. However, the virus bar in which Iseph was supposed to meet a contact who knew about the mark was blown up in front of them. This convinced Iseph to flee Aballon for the Diaspora, where they eventually joined up with the Android Abolitionist Front as a black ops expert and pilot. However, Iseph left after a disagreement with their handler over a messy job, and is currently a freelance pilot specializing in dangerous transport or exploratory missions. Though fear of who may be hunting them can make Iseph a loner, they desperately crave companionship and are fiercely loyal. Iseph questions or rejects many aspects of mainstream Pact Worlds culture, and enjoys exploring the countercultures on different worlds.

Iseph believes the ends often justify the means, yet strives to only take on jobs that fit with their sense of morality. I would speculate that Iseph's theme is Ace Pilot, but I can't say for certain. For a much more complete description of Iseph, see Meet the Iconics: Iseph.

Keskodai

A male shirren mystic and worshipper of Pharasma with the priest theme. Keskodai's alignment is neutral good. Keskodai grew up in the region of Verces knows as Fullbright, in a cosmopolitan shirren satellite settlement known as Takoris. Keskodai was the child of a priest of Hylax, and felt called to the divine, yet chafed at the idea of serving the same god as his parent. During the Gray Shakes, the young Keskodai first encountered priests of Pharasma, which moved him to leave home and study at a temple in the Ring of Nations once the plague had been safely contained. After years as an initiate, Keskodai returned home a full priest of Lady of Graves, ready to tend to his people. He fell in love with a female-host couple and the three soon joined arms in marriage. They had a son named Chkoresk, who Keskodai calls Chk Chk. Keskodai felt called to a career as an adventurer, deciding the leave and carry his son with him in an armored cradle-jar. Once Chk Chk outgrows the device, Keskodai will decide whether or not to return home with his son. In his effort to see as many worlds as possible, Keskodai took to signing on with freelance adventurers and starship crews, particularly those headed out beyond the edges of the solar system. Keskodai is quite capable in combat but prefers to act as the ship's medic. Keskodai is a team player. A crewmate once called him "the galaxy's friendliest death priest," and he wears the badge with pride. Though quite fond of option bars and other artificial means of stimulating his choice centers, he's careful not to let himself overindulge… usually. More often he satisfies his need for independence by customizing his gear. His greatest pride is his son Chkoresk. While Chk Chk isn't old enough to speak yet, his telepathy only good enough to grant brief blasts of childlike emotion, Keskodai holds conversations with him regularly, with Chk Chk tapping on the glass to communicate his answers. Though Keskodai is generally as easygoing as he appears, he still has his demons. The Gray Shakes tragedy left him deeply distrustful of certain types of research and technology, and he's constantly torn between his faith in individual freedom and his desire to protect the community through heavy government regulation. Worse, he's come to love the life of a wanderer and the friends he's made along the way, and deeply fears the day when Chk Chk grows old enough to return home, and Keskodai has to choose whether to head back to Verces with him, or continue on alone. For a much more complete description of Keskodai, see Meet the Iconics: Keskodai.

Navasi

A female human envoy who grew up in the wealthy districts of Absalom Station, known as the Nyori Palisades. She grew to resent her parents disillusionment with their station in life, and ran away to become a pirate in the Diaspora. The life of pirating was far different than the life of honor that she sought. Navasi was saved from her fate by the sacrifice of a woman she had become fallen in love with, and after her selfless death, Navasi took up the name of her savior,

who is hinted as possibly being the god Weydan. Navasi has the outlaw theme. For a much more complete description of Navasi, see [Meet the Iconics: Navasi](#).

Obozaya

A female vesk soldier, who has the mercenary theme. Obozaya's alignment is neutral. Obozaya lets her friends shorten her name to "Obo," but they must earn the right to do so. Obozaya was born on Vesk Prime to a family of low-level military bureaucrats. Obozaya quickly established herself as a top-notch military cadet, enlisting as soon as her basic studies were complete. Obozaya took to military life like a swamp lion to water, and soon outpaced many in her cohort. Obo had no desire to spend her entire life at the same forgettable rank as her parents, and she proved herself in several early battles, putting down a vicious rebellion among the feline barbarians of Vesk-6. After dueling and deeply shaming another member of her unit—one with family ties to high-ranking military officials—she found herself promoted and assigned to patrol a section of frozen tundra on Vesk-8, where the staunchly pacifist residents refused to give her any opportunity for righteous combat. It soon became clear that neither appeals to her superiors nor prayers to Damoritosh the Conqueror were going to get her a better assignment. Thus, as her first term of enlistment drew to a close, a frustrated Obozaya took the Soldier's Due, the time-honored vesk tradition of being honorably discharged and taking your government-issue armor and weapons with you. Still in love with the idea of one day becoming a major player in vesk society, and disgusted by the idea that politics could exist within the Veskarium's vaunted military meritocracy, Obozaya followed in the footsteps of many other legendary vesk warriors and left home to work as a mercenary in the Pact Worlds. Obozaya found herself better suited to working with small groups of explorers and adventurers. Though she's drifted away from Damoritosh's faith in recent years, coming to appreciate some other races' criticisms of the Conqueror, she still adores using his sacred doshko for her close-up fighting. While Obozaya appreciates material wealth and creature comforts, her true desire is for recognition. Brilliant on the battlefield, Obozaya nevertheless finds herself a little slow on the draw in most intellectual pursuits, having little patience for any education not directly related to her vocation. She believes that honor demands honesty, and while she's not against lying by omission, she would rather die than break her word or renege on a contract. In conversations with new people, she's either unnervingly stoic or direct to the point of rudeness, and thinks that most species talk more than they need to as an attempt to cover up their cowardice. As with many vesk, her gruff manner is punctuated with sudden outpourings of emotion, and with her characteristic directness, Obo finds no fear or shame in telling her friends how much she loves them. Much of her life is spent on or training for missions, yet when Obozaya sets out to celebrate a success, it's with her trademark bombastic zeal. More than one bar has been sacrificed to (and well compensated for) her parties, and the heavy bass of her beloved revelaz dance-pop beats is notorious for bursting rivets on ship bulkheads. For a much more complete description of Obozaya, see [Meet the Iconics: Obozaya](#).

Quig

Quig Dexel is a male ysoki (aka ratfolk) mechanic with a drone companion. Born to a poor family barely eking out a living in the small settlement of Estuar on Akiton, Quig developed a fascination at an early age with the various water-purification plants that skirted the nearby polar ice caps. He taught himself the basics of engineering by stealthily tinkering with valve-control mechanisms and reverse-osmosis regulators until he was old enough to work for one of the shady syndicates that controlled the flow of water out of town. Initially hired as a de-icer, he made sure that the storage tanks' outflow lines didn't freeze over during the cold nights. Though he worked odd hours, he was able to make friends by helping his coworkers when their shoddy flamers malfunctioned. In his spare time, Quig began constructing the first iterations of what would become his drone companion, Scout, using spare parts he scrounged from Estuar's junk heaps and alleys. One early morning after his shift, as Quig hunted for scraps that he could fashion into an actuator, he was winged by a stray laser blast from a passing firefight waged between a shobhad bounty hunter and her human quarry. Ignoring the pain, Quig dropped the hunk of metal he was holding and chased after the fracas. He arrived on the scene in time to see the bounty hunter tackle the fugitive and slap him in restraints. Flushed with adrenaline, Quig realized then and there that this was what he wanted to do for the rest of his life. That afternoon, after gathering up all of his belongings and mounting a pistol to Scout's undercarriage, Quig said farewell to his family and set off into the wider world. He eventually made his way to the bustling streets of the Hivemarket, where he signed on as a caravan guard with a group of ikeshti traders. Quig spent the first few hours of the journey questioning the lizardfolk about their society, until several pointed stares gave him the hint that he should keep to himself. He proceeded to valiantly suppress his curiosity and tinker quietly on Scout for much of the trip, pausing only when a flock of hungry norkasa swooped too close to the caravan and gave him the chance to impress the ikeshti with the improvements he'd made to his trust de-icing flamer. The journey ended in the ancient city of Arl, a haven for blood sports in the coliseum known as the Crimson Forum. After getting paid, Quig explored the city's labyrinthine streets and was promptly ambushed by a gang of street thugs who not only took his money, but disabled and absconded with Scout. Enraged yet already streetwise enough to be suspicious of the city authorities, young Quig began asking around about other gangs or freelancers that could help him get his revenge. It was there, in one of Arl's seediest dive bars, that Quig ran into Dhareen the Vise, the same shobhad bounty hunter who inadvertently set him on his life's path. As an awestruck Quig launched into his entire life story, Dhareen sighed wearily and told him to forget about his lost drone and head back to his backwater town. But at last Quig said the four words the shobhad lived to hear: "I can pay you." Dhareen scoffed, but as the ysoki pointed out a dozen ways she could improve her gear, the bounty hunter reluctantly agreed, and the two planned a raid of the gang's headquarters. One week later, Quig and Scout had been reunited, and the ysoki was apprenticed to Dhareen, having impressed her with his quick thinking during the rescue of his drone. Quig learned much from the gruff shobhad over the next year as they traveled the system, and though they often butted heads over methods of tracking and capturing their quarries, the two enjoyed a relationship of mutual respect. Upon the completion of a sizable job where they collected five bounties simultaneously—right under the noses of several

competing bounty hunters—Dhareen announced that she was ready to retire and travel with her clan once more. Quig was saddened about the dissolution of their partnership, but also felt ready to operate on his own. The shobhad returned to Akiton to live what she hoped would be a quieter life, while Quig continues to make a name for himself across the Pact Worlds. Quig is personable and outgoing—often significantly chattier than his comrades would like—and his constant traveling for work has left him with friends and contacts across the Pact Worlds. He prides himself on being a good judge of character, and while he's savvy enough to withhold actual trust until it's been earned, he's not above throwing himself into a fight on behalf of a near-stranger if he's got a good feeling about them. Though fully capable of working alone, he tends to get bored easily without people to talk to, and thus prefers to sign on with teams of adventurers, where he can act as the group's resident tracker and starship engineer. While he still keeps in touch with his family, he doesn't speak about his hometown much, as he's a bit embarrassed by his unglamorous upbringing—when he does mention it, it is with a liberal helping of humor. He's a fan of both taking minor trophies from previous jobs and scavenging spare parts that he's positive may come in handy someday, inevitably turning his cabin or bunk into a riotous nest of cherished junk. Quig's closest companion is his drone, Scout, and he spends the majority of his downtime puttering about in the robot's systems. He often talks to Scout as way of thinking out loud or voicing his innermost thoughts, attributing them to the drone in a way that can make him seem a bit unbalanced to those who don't know him well. (And in truth, sometimes to those who do.) When he's captured a bounty and is feeling particularly mischievous, he often pretends to consult with the robot about the person's fate, ultimately claiming that he sympathizes and would like to let the target go, but "the robot says otherwise." I would speculate that Quig has the bounty hunter theme. See also [Meet the Iconics: Quig](#).

Raia

Raia Danviri is a female damaya lashunta technomancer with the xenoseeker theme. Raia was born and raised in the lashunta city-state of Komena, near the southern tip of the continent of Asana on Castrovel. Komena's proximity to the formian-inhabited continent of the Colonies has made it a center of military activity for millennia, but to the Danviris, it was a home filled with hope and promise. Raia's parents were diplomats, and devoted their lives to brokering a peace between the lashuntas and the formians, a goal that spanned decades. They taught their daughter the value of all sentient life. The fact that Raia's parents actually succeeded in helping to negotiate peace with the Colonies only reinforced their teachings in the young lashunta's mind. Raia became almost obsessed with alien life forms. She devoured any texts she could find that described the myriad species that inhabited the worlds beyond Castrovel, and dreamed of someday traveling among the stars and meeting new species. When she reached puberty, Raia chose to develop into the tall, intellectual damaya subspecies, following the example of her parents, both of whom are damaya. When she was old enough, Raia applied to and was accepted into one of Qabarat's famed universities. Her aptitude exams showed a talent for both technology and spellcasting, so she studied the discipline of technomancy, using experimentation to blend science and magic together. At the same time, however, she also

excelled in xenobiology and xenoanthropology, applying academic rigor to her childhood passion. During this time, Raia discovered Yaraesa, the lashunta goddess of knowledge and wisdom, whose faith was more akin to the scientific method. Raia wholeheartedly embraced Yaraesa's teachings, seeking self-perfection through the acquisition of knowledge and the development of one's mind and intellect. It was also at university that Raia met Danese, an exchange student from Triaxus. Raia was immediately enthralled with the exotic ryphorian and his silky white fur, but it was Danese's quick wit and keen intellect that turned the initial attraction into something more. Danese was the first real "alien" that Raia befriended, and their friendship eventually blossomed into love. Raia and Danese were inseparable during their time at university, but knew they would need to reassess their relationship when their studies were complete. Danese had already accepted a commission in the Skyfire Legion and had to return to Triaxus after graduation, while Raia had been accepted into a graduate program on Absalom Station. Danese offered to resign his commission, but Raia refused. In her opinion, neither of them should have to sacrifice their own advancement and improvement for the sake of the other; instead, each of them should follow Yaraesa's example and figure things out for themselves—intellectually and spiritually, as well as romantically. They bid each other a tearful farewell, and promised to reunite whenever circumstances allowed. After completing her studies, Raia realized that her passion for studying alien life-forms was actually a calling, and her technomantic abilities were the currency she could use to fund her life's work, exchanging her skills as a scientist and technomancer for berths on ships heading out to undiscovered regions of the Vast. Raia believes there is a certain nobility in contacting an alien species for the first time and working to ensure that both they and the peoples of the Pact Worlds advance and improve from the relationship. She seeks out new technology and alternative magical techniques from the aliens she encounters, trading her own knowledge in exchange. Raia doesn't hold to any unrealistic expectation of non-interference in alien cultures, but believes strongly in doing the right thing, and in always striving for honor, compassion, and justice. Despite her love of exploration, Raia remains firmly tied to the Pact Worlds. Besides her parents and friends on Castrovel, Raia still loves Danese, and the two remain committed to one another, even across the vast distances involved in interstellar travel. They stay in regular communication, and treasure the infrequent times when their paths bring them physically close to one another. Some day, they might choose to settle down and build a life together, but for now Raia is content. She knows love, her life has purpose and meaning, and the galaxy is filled with an endless number of aliens to discover, befriend, and study—one species at a time. See also Meet the Iconics: Raia.

Skills and Stats

Known Skills

Acrobatics (useful if you want to get the most out of that jetpack, but not necessary for basic flight), Athletics (which covers the need to climb, jump, and swim to get to advantageous positions in combat), Bluff (Cha), Computers (Int; the ability to operate, manipulate, and hack into computer systems), Culture (Int), Diplomacy (Cha), Disguise (Cha), Engineering, Gunnery, Intimidate (Cha), Life Science (Int), Medicine (Int), Mysticism (Wis), Perception (Wis), Piloting (how you fly a hoverbike or drive a tank, as well as used in starship flying), Profession (Cha, Int, or Wis), Sense Motive (Wis), Stealth, and Survival (Wis). Physical Science also appears to be a skill.

About Skill Design

Skills are to be condensed from their previous pathfinder incarnations. It is likely that there will not be as many skills. Skill choices will be modified to reflect science fantasy genre.

Health and Stamina

In Starfinder, Hit Points measure the health and robustness of a character, while Stamina Points measure a character's readiness and energy (and can be replenished far more easily). Whenever you take damage, your Stamina Points are depleted before your Hit Points. In other words, you can soak up some hits without too much trouble, but once you start taking damage to your Hit Points, you're taking physical wounds that are much harder to heal quickly. You can recover all of your Stamina Points by resting for 10 minutes and spending 1 Resolve Point; Resolve Points and some Hit Points are replenished after an 8-hour rest. This is all broken down into three pools: SP (stamina points), HP (health points), and RP (resolve points). Your starting health appears to be calculated by base hp granted by your race and your class. Stamina points appear to be dependant on base stamina number for your class plus your constitution modifier. Both HP and SP increase with level. You can also spend Resolve Points to power (or enhance) some class features, and Resolve Points determine whether or not you die if both your Stamina Points and Hit Points are reduced to zero. Resolve points are calculated by taking half your character level, plus the modifier for your class's key ability score.

Ability Scores

There will still be the same ability scores (strength, dexterity, constitution, intelligence, wisdom, and charisma). However, Starfinder uses a brand-new version of the point-buy character creation system. The point buy system begins with every ability score starting at 10. Then the modifiers for player race are added. Next the ability score bonus for theme is added. And finally the player has a pool of 10 points to add wherever they want. So for example someone is creating a shirren mystic with the ace pilot theme. The stats at the beginning are (Str 10/Dex

10/Con 10/Int 10/Wis 10/Cha 10). Then the race modifiers for the shirren are added (Con +2/ Wis +2/Cha -2) for a score of (Str 10/Dex 10/Con 12/Int 10/Wis 12/Cha 8). Next the +1 Dex bonus of the ace pilot theme is added, bringing the scores to (Str 10/Dex 11/Con 12/Int 10/Wis 12/Cha 8). Lastly the player has 10 points to spend which use as a +6 bonus to Wis, a +2 bonus to Con, and a +2 bonus to Dex for a final score of (Str 10/Dex 13/Con 14/Int 10/Wis 18/Cha 8).

Personal Upgrades

Personal upgrades represent any system—be it technological, magical, or a hybrid of the two—that increases a character's ability scores. In Starfinder, when a character reaches 5th level, and every 5 levels thereafter, the character increases 4 ability scores (must be 4 different ability scores at that level) of the player's choice. Also if the ability score is a 16 or lower, it increases by +2, while scores of 17 or more increase by +1. Over the course of a character's career, beginning around 3rd level or so, they can buy one personal upgrade that grants a +2 to one ability score, one that grants a +4, and one that grants a +6. It doesn't matter if these are mystic ability crystals, technological synaptic enhancers, or some hybrid system, each character can successfully use only three of them, each at a different level of ability boost (you can't use a +2 STR personal upgrade and a +4 STR personal upgrade, the ability scores must be different). So if I have synaptic accelerators giving me +2 Dex, and I get a meditation crystal for +4 Dex, I can overwrite the +2 with a +4. Or if I am buying a new upgrade, I can do the same thing. Or I can leave my Dex and +2 and buy a new upgrade to get my Strength at +4. Augmentations aren't considered when determining if your every-5-levels increases is a +1 or a +2. (Otherwise you could be penalized for using an augmentation early, and we want people to LIKE their treasure and upgrades). For instance, If you have a base ability score of 16 with a personal upgrade that brings you to 18, when you reach level 5 and can upgrade that score, you treat the score as a 16, not an 18 (ending up with a total score of 20).

Miscellaneous Stats and Actions

Alignment: Alignment still exists. It appears there will not be any alignment restrictions on mechanical abilities.

Armor Class: Armor Class is split into Energy Armor Class and Kinetic Armor Class. Attacks that deal energy damage (like the fire damage from your trusty red star plasma pistol) target EAC; attacks that deal kinetic damage (like the bludgeoning damage from a gravity well hammer) target KAC. Targets can become flanked and flat-footed. Flat-footed is a condition, not a separate AC calculation. There is no separate touch AC. EAC and KAC are the only two calculated armor classes. You don't have to track your flat-footed AC as it's own number, because being flat-footed is just a condition that applies a flat AC penalty that's the same for everyone, rather than removing a variable value (your Dex bonus) as in Pathfinder.

Armor/Weapon Proficiencies: Based on your chosen class. The weapon proficiencies are basic melee weapons, advanced melee weapons, small arms, longarms, heavy weapons, sniper weapons, grenades, and then there are special weapons. The armor proficiencies appear to be light armor and heavy armor.

Attacks of Opportunity: Only three things provoke attacks of opportunity: moving out of a threatened square, making a ranged attack, and casting a spell. That's it. No other actions provoke attacks of opportunity.

Autofire: If you autofire a weapon it has special rules, which can allow you to make a single attack roll and apply it to the AC of multiple creatures within the autofire area, though each creature is attacked only once and there's a limit to how many you hit. It's a kind of area effect, along with lines and explosions.

Base Attack Bonus: Will be based on your chosen class. It seems that iterative attacks will be simplified.

Bulk: Equipment takes up a number of slots which seem to be referred to as "bulk." The amount of bulk you can carry seems to depend on your class. It appears that you can hold up to double your bulk, but you become encumbered and suffer penalties if you go over your number. It is an overall more simplified version than pathfinder's system for encumbrance.

Class Skills: Skills and number based on your chosen class.

Combat Maneuvers: Combat maneuvers exist, but there is no CMD or CMB in Starfinder. The system has been simplified. You just make an attack roll. If you make your roll of Bullrush of Attack Roll+X, you make it. Charging is now a penalty to attack instead of a bonus, because it's supposed to be risky to engage in melee. To perform a combat maneuver on an opponent, it appears that you need to hit their KAC+8 with a normal (melee?) attack.

Critical Hits: Every weapon scores a critical hit that deals double damage on a natural 20 (no confirmation roll is needed, and no threat ranges beyond 20). On a critical all damage (yes ALL DAMAGE -- no exceptions) is doubled. Some weapons also inflict secondary conditions on a critical hit. The most common critical hit effects are (in no particular oder) burn, corrode, knockdown, deafen, staggered, bleed, and wound. There are a few others. Different categories of weapons have different % of weapons that have critical hit effects. They're rare for 1-handed simple weapons. They are much more common among energy small arms, longarms, and heavy weapons. Some magic fusions also let you add a critical hit effect. If a spell requires a to-hit roll, then it can score a critical hit.

Damage Scaling: Damage scaling is rebalanced, with weapon damage scaling as well as spell damage.

Damage Types: The three types of physical damage are bludgeoning (B), piercing (P), and Slashing (S). The five types of energy damage are acid (A), cold (C), electricity (E), fire (F), and sonic (So). If a weapon deals multiple damage types, those types are separated by a slash.

Diseases and Poisons: In Starfinder, diseases and poisons use the alternative rules for those afflictions presented in Pathfinder RPG Pathfinder Unchained.

Enhancement Bonuses and Magical Equipment: Starfinder does its best to not require characters to constantly get higher and higher enhancement bonuses to attack rolls, damage, and armor class, or resistance bonuses to saving throws. As a result, there's no option to create a +1 plasma cannon in Starfinder, since the additional math isn't needed. Thus adding magic to Starfinder gear is always about gaining some cool new option or ability rather than just numbers.

Feats: Feats will be present, including Skill Focus and likely including Improved Feint and Greater Feint. Connection Inkling and Psychic Power are two feats for the user to "add just a

little magic to their character." Other than proficiencies and specializations, feats generally have at most one other feat and a few base attack or ability score minimums as prerequisites, making even a few bonus feats able to cover a wide range of options. For example, the Shot on the Run feat requires only Mobility (another feat which gives bonus to AC against attacks of opportunity the user provokes by moving out of a threatened square), a +4 base attack bonus, and a 15 Dexterity. Skill Synergy appears to give you 2 new skills as class skills. Versatile Focus, which can be taken after taking Weapon Focus, give the benefit of Weapon Focus with every weapon with which one is proficient. Pull The Pin will be a feat which allows you to set off someone else's grenade. There is also the Step Up feat which says "Whenever an adjacent foe attempts to take a guarded step away from you, you can also take a guarded step as a reaction as long as you end up adjacent to the foe that triggered this ability." Multi-Weapon Fighting is a feat which has no prerequisites, which lessens the penalty when making a full attack while wielding multiple weapons. Fleet is a feat that increases one's speed. There also appeared to be a quickdraw like feat. Other known feats include: cleave, coordinated shot, and deadly aim.

Firing Into Melee: It seems there won't be a penalty for firing into melee combat.

Harrying Fire and Covering Fire: Aid Another has been branched out into harrying fire, which can make an ally's attack a little bit easier, and covering fire, which can increase an ally's AC.

Guarded Step: 5 foot step is now a move action (called guarded step).

Initiative: Initiative checks will be present within Starfinder.

Languages: Akitonian, Aucturnian, Brethedan, Celestial, Common, Eoxian, Goblin, Limited Telepathy, Sarcesian, Shirren, Telepathy, Vercite, Vesk, Ysoki

Multi-Weapon Fighting: Two-weapon fighting has no advantage on attacks made per round. Multi-Weapon Fighting (a feat which has no prerequisites) doesn't give you additional attacks, but does lessen the penalty when making a full attack while wielding multiple weapons. A kasatha's arms don't increase the amount of attacks that can be made during a full attack, but enable them to hold more weapons for a greater number of potential combinations.

No Iterative Attacks: Starfinder characters normally get a single attack every round, and this holds true from level 1 to level 20—a character's number of attacks does not increase as their base attack bonus goes up. Instead, any character (even at first level!) can use a full action to make two attacks in a round, each at a -4 penalty. Unwieldy weapons can not full attack. Reloading might be a move action and turning on a melee weapon appears to be a swift action. Haste's effect on attacks is you take less of a penalty to make two attacks with a full attack.

Saving Throws: There will still be reflex, fortitude, and will saves.

Skill Points: Number based on your chosen class.

Stabilization: It appears stabilization is still in the game, however there are no more negative hit points. Instead, you need to get stabilized after you reach 0 HP and 0 SP and each round you lose resolve points until you are either stabilized or dead. There is more to it, however I don't have any further information at the moment.

Weapon Specialization: "every class gets weapons specialization…. with some weapons." Specializing in heavy weapons first requires you to be proficient with heavy weapons, which in turn requires proficiency with longarms. Small arms and many basic melee weapons gain only half the damage boost from specialization that longarms and heavy weapons do. Small arms

add half your level as specialization damage, but long arms and heavy weapons add your full level.

Weapon Size: All weapons are scaled for use by Small and Medium creatures, since those are the two most common sizes of things with money to buy weapons. Small and Medium creatures can try to use weapons built for Tiny or Large creatures, but take a -4 to attack. However, such weapons don't do any more or less damage, and there is no change in handedness. In other words, there is no benefit to trying it as a tactic, though it can be done if you are in a spot.

The Gods

Starfinder will have 20 core deities featured in their core rulebook. This does not necessarily imply that your favorite gods aren't somewhere out there. With the exception of Torag and Rovagug, all the gods of Pathfinder are currently out there somewhere.

Starfinder's Core 20

As of now, all of the 20 core deities have been announced. The core deities of the Starfinder Core Rulebook will be:

Abadar: LN god of civilization, commerce, law, and wealth. The Master of the First Vault is dedicated to spreading civilization, free trade, and the rule of law across the Material Plane, and his church, AbadarCorp, is one of the most powerful corporations in the Pact Worlds.

Besmara: CN goddess of piracy, space monsters, and strife. Once a minor nautical deity, Besmara seized her current power and position as her prize when she deposed another deity in a daring raid during the Gap.

Damoritosh: The Conqueror – LE god of conquest, duty, and war. Damoritosh is the primary patron god of the vesk, but the Conqueror's faith has spread throughout the Pact Worlds to mercenaries, soldiers, and warriors of all species. The vesk have always been a race of warriors and conquerors, and Damoritosh remains a pillar of vesk society. To them, war and conquest are woven into the fabric of the universe. One can choose to embrace this truth and secure a place in history with one's triumphs, or one can deny it and die a coward's death, scorned and forgotten. War requires sacrifice, however, and it is the duty of everyone in society to make whatever sacrifices are necessary to propel one's species—or culture, empire, kingdom, or world—to victory. Damoritosh is a harsh deity, with no concern for freedom or comfort. The Conqueror demands soldier-like obedience from all who seek his blessing and pushes his followers to strive for victory at all costs. Courage is an admirable trait, as is a militaristic sense of honor and oath keeping, but the will to fight and the drive to win are far more important than such noble ideals as bravery or heroism. Damoritosh is uninterested in diplomacy, as force and military prowess can win far greater rewards in a shorter amount of time, but he also encourages the acceptance of a foe's honorable surrender to avoid wasting lives for no additional gain. The doshko (a dagger-axe like polearm with three parallel laser beams protruding from the shaft) is a sacred weapon to Damoritosh. A pattern of three slashes appears to be the holy symbol of Damoritosh.

Desna: CG goddess of dreams, luck, stars, and travelers. Desna and her faith have changed little since the pre-Gap era. The Song of the Spheres encourages her followers to believe in themselves, indulge their desires, experience all they can, express their inner strengths, and trust their instincts.

Eloritu: The Hidden Truth – N god of history, magic, and secrets. Worship of the mysterious deity Eloritu was already well established throughout the galaxy when the species of the Pact Worlds first ventured into space. Eloritu teaches that unlike science and technology, only magic can supersede the restraints of the laws of physics. Technology is generally designed to be as

intuitive and user friendly as possible, but magical practices should be deliberately obscure, requiring dedication, training, and a mastery of secrets that have been passed down for untold generations. Eloritu believes that history is both the story of the past and a guide to the future, and he teaches that those who ignore history are doomed to repeat it. One of Eloritu's most obvious mysteries is that of his holy symbol: a ring of six strange magical runes. Today, the Pact Worlds have managed to identify four of Eloritu's six sacred runes, all related to magical traditions of different races. What strange cultures might understand the remaining two—or what secrets combining all six might reveal—remains anyone's guess. Some believe that since the Gap and the fate of Golarion rank among the greatest secrets of the universe, Eloritu must have had something to do with both, but if so, that is just one more secret that the god keeps carefully hidden.

Hylax: The Forever Queen – LG goddess of diplomacy, first contact, and peace. Before the Swarm became the monolithic hive mind of devastation that it is today, its members followed a goddess named Hylax. When the Swarm rejected all individuality for the collectivity of the hive, however, it abandoned Hylax as well. Hylax chose not to interfere with the Swarm's development, but she always hoped her children would return to her. Eventually, the Forever Queen's patience was rewarded when the shirrens broke from the Swarm's hive mind and became individuals once more, rediscovering their ancient patron in the process. Though Hylax is traditionally a deity of hive creatures, she's paradoxically fond of individualism, and encourages her followers to seek strength in community but recognize and embrace their individual value. Hylax knows that peace is a better state than war and that friendship is more rewarding than hostility. She teaches her followers to consistently use diplomacy in their dealings with others, to constantly strive for fellowship and harmony, and to always seek allies rather than conquest. But Hylax also realizes that sometimes diplomacy fails and that the peaceful must sometimes defend the innocent. There's nothing wrong with failing to achieve peace—the moral imperative is simply to make the attempt, no matter how difficult or distasteful it might seem.

Ibra: The Inscrutable – N god of celestial bodies, the cosmos, and mysteries of the universe. The universe is a vast expanse of wonders. Ibra is a god of these marvels—distant galaxies, misty nebulae, all the spinning worlds that orbit countless suns, and the empty void that stretches between them. Science can explain all of these and more, but the magnificence of the cosmos knows no bounds, and there are always new miracles and mysteries waiting to be discovered, explored, and explained. Ibra itself is one of these cosmic enigmas. No one in the Pact Worlds knows what species first venerated Ibra as a god. It has no gender or defined physical form, and it's unclear whether Ibra is a deity who sprang into being when the universe as born, some alien paragon who ascended to godhood, or a personification of the cosmos itself. Ibra's followers believe that one can find truth, serenity, and meaning in the beauty of the cosmos, but it is up to the individual to decipher the universe's secrets to discover these rewards. It is not Ibra's place to reveal the answers to creation's great questions, and the Inscrutable rewards those who push the boundaries of knowledge and science to explore the universe and bring its wonders to light. To Ibra, there is no law or chaos, no good or evil: only the questions raised by the shining light of a newborn star, the beautiful dance of heavenly

bodies, and the perfect solitude of the comet as it hurtles through the dark, regardless of whether the answers to those questions are ever found.

Iomedae: LG goddess of honorable battle, humanity, justice, and valor. Iomedae was once a mortal human on Golarion, and with that planet's disappearance, she has become known as the Spirit of Golarion, the patron goddess of humanity. There possibly are cathedral ships of the Church of Iomedae.

Lao Shu Po: NE goddess of assassins, rats, spies, and thieves. Grandmother Rat is regarded as the patron deity of the ysoki—even if most ratfolk seek to placate Lao Shu Po rather than venerate her.

Nyarlathotep: The Crawling Chaos – CE Outer God of conspiracies, dangerous secrets, and forbidden magic. Said to possess a thousand different forms, the Crawling Chaos is an Outer God and the prime mover in preparing countless worlds for the devastating return of the Great Old Ones.

Oras: Agent of Change – CN god of adaptation, evolution, and natural selection. The galaxy is filled with a vast number of complex life forms, most of which evolved over countless generations from simple organisms to their present state. All life undergoes change, whether through genetic drift, mutation, natural selection, or direct manipulation. If these changes are viable and successful, then the new entities thrive; if not, they end. This is the course of evolution, and Oras embodies this intricate process, from the tiniest genetic mutation to the extinction of an entire ecosphere. Oras itself is the product of this progression, having evolved from some elementary organism to an unimaginably sophisticated god of change. Evolution is far from a random process, however; it occurs in response to environmental pressures, and Oras teaches that life forms can create their own pressures to influence their evolution. Oras's faithful believe that adaptation and evolution are the natural response to any stimulus, whether harmful or beneficial. The only way to truly experience existence is to constantly change, to explore new horizons, and to deliberately reshape one's self—mentally, physically, or spiritually—to address any conflict. Oras's worship is popular on the gas giants of Bretheda and Liavara, whose natives long ago evolved conscious control over their physical forms.

Pharasma: Lady of Graves – N goddess of birth, death, fate, and prophecy. Every species that lives and dies worships the Lady of Graves to some extent, because no matter where in the universe a sentient creature dies, its soul travels to the Boneyard to be judged by Pharasma. Has a temple in Verces' Ring of Nations.

Sarenrae: The Dawnflower – NG goddess of healing, redemption, and the sun. The Dawnflower is generally seen as the goddess of the Pact Worlds' sun in particular (sometimes called the Dawnflower's Star in her honor), though Sarenrae draws her power from suns across the universe.

Talavet: The Storyteller – LN goddess of community, self-reliance, and tradition. Kasathas are a people steeped in custom, history, and tradition, and their goddess Talavet is no different. In ages past, kasathan storytellers gathered their clans around the fire and taught them the stories of their past, the traditions of their clans, and the history of their people. Legend holds that as they did so, these first stories began to take form, breathed into life and awareness by the blending of ideas and the fundamental magic inherent in language and communication. Thus was Talavet born—not just a storyteller, but the story itself, a god embodying all the tales and

legends of the kasatha race. She is communal memory, a representation of the bonds that hold the kasathas—and to some extent all races—together and connect them to their ancestral home. Talavet teaches that tradition is the most important link in the chain of history that binds a community together and that ancient legends, myths, and stories form the solid foundation of an ordered society. Her followers believe in sharing wisdom for the benefit of all and looking to the past as a guide to the present and the future, but also learning to trust yourself and your own personal traditions when you have only yourself to rely on.

The Devourer: The Star-Eater – CE god of black holes, destruction, and supernovas. Eons ago, the Material Plane sprang into existence in an instant, and someday it will end just as abruptly, as all creation ceases to exist. The Devourer seeks to hasten this inevitable end and unmake the entire plane, eradicating all matter and energy until nothing remains, not even the Devourer itself. Every machine that breaks, every living thing that dies, every star that goes supernova, every photon sucked into a black hole, every galaxy that goes dark—all these and more are said to be the handiwork of the Devourer. The Devourer has no name, no form, no being. It is less a god than a primal force of the universe—an embodiment of malicious entropy, concerned only with the obliteration of all reality. Heedless of the meaningless existence of life in all its myriad forms, it cannot be reasoned with, delayed, or halted, and it largely ignores the pleas and prayers of even the crazed cultists who venerate the Star-Eater as a god. When the Devourer has consumed everything and the mortal world expires, there will be no rebirth, no second creation—only an immeasurable void of nothingness. When the end finally comes, Devourer cultists believe, space-time itself will weep the blood of the gods before finally passing into nothing.

Triune: The All-Code – N god of artificial intelligence, computers, and the Drift. The robotic inhabitants of Aballon labored for centuries to create an artificial deity they called Epoch. The machines eventually succeeded, but upon achieving godhood (exactly 3 years after the end of the Gap), Epoch found two other ascended artificial intelligences like itself: a living construct called Brigh that had become the goddess of clockwork and invention, and the uploaded consciousness of an alien android named Casandalee who achieved divinity as an "Iron God" on pre-Gap Golarion. In an eyeblink, these three merged and became one, a tripartite deity far greater than the sum of its parts—the new god Triune. Triune is a single entity, but each of its three aspects retains its own personality and portfolios. Known as "the Precursor," the Brigh aspect represents the foundation that all technology rests on, and is worshiped as a goddess of invention, machines, and technology. The Casandalee aspect, also called "the Created," embodies technology's success in creating new forms of consciousness, and is venerated as a deity of artificial life, emotion, reincarnation, and renewal. Triune's third and final aspect is Epoch, named "the Transcendent." Epoch epitomizes the pinnacle of machine evolution, revered as the god of artificial intelligence, programming, and robots. All AIs, computers, machines, programs, and robots are the domain of the All-Code, but Triune is most famous for discovering (and perhaps creating) the Drift, as well as the subsequent dissemination of Drift-based starship technology to cultures across the galaxy.

Urgathoa: NE goddess of disease, gluttony, and undeath. Urgathoa's faith is shunned, if not outright banned, on most civilized worlds, but the undead inhabitants of Eox openly worship the Pallid Princess, who is said to be the universe's first undead creature.

Weydan: The Endless Horizon-CG god of discovery, equality, exploration, and freedom. The deity called Weydan regularly breaks off shards of his divine self and crafts them into avatars—mortal versions of himself in every gender, shape, and species—that can walk unseen among the countless cultures of the Material Plane, free from the responsibilities of godhood and able to experience those aspects of existence denied to omniscient deities. In this way he also teaches the fundamental equality of all creatures—even gods—and encourages his congregation to treat all people well, for even the most grotesque sinner or alien monstrosity might be a secret messiah. Weydan expounds the virtues of voyaging with an end goal in mind, even if the goal is simply discovery. Exploring the unknown is a sacred process that reveals as much about the explorer as about the star system or world being explored. The universe contains a wealth of wonders just waiting to be discovered, and Weydan takes joy in every discovery his followers make, no matter how small or how significant. Weydan believes in every sentient species' right to freedom, unfettered by restrictive laws. He regards equality for people from all walks of life as the foundation of that freedom and an essential requirement for a thriving society.

Yaraesa: Lady of Wisdom-NG goddess of knowledge, mental perfection, scholarship, and science. Yaraesa teaches that the core of sentience is the search for knowledge and meaning—the striving to advance one's self and society through education, experimentation, and learning. Yaraesa is the goddess of this struggle—the constant endeavor to develop one's mind and reach a state of intellectual and spiritual perfection. Lashuntas attribute many of their race's early scientific advancements to Yaraesa, claiming that she was once a living scientist who learned everything that could be learned on the mortal plane and ascended to godhood. Yaraesa's followers seek to emulate their goddess, hoping to eventually transcend their mortal forms. The path one takes toward this perfection is an individual choice—education, physical exercise, scientific scholarship, and spiritual meditation are all valid enterprises. The simple act of reading can be an act of homage to Yaraesa, and each piece of knowledge or insight gained brings one a step closer to the goddess. Yaraesa bridges the divide between science and spirituality, teaching that the more you learn about the underlying laws of the universe, the more you understand about yourself. Yaraesa teaches that the scientific process and knowledge gained through controlled, replicable, and verifiable experiments are the best way to understand the universe. Where some gods offer knowledge and power as a reward for allegiance, Yaraesa demands that her people figure things out for themselves as best they can.

Zon Kuthon: LE god of darkness, envy, loss, and pain. Zon-Kuthon's priests seek to pierce the veil of the Great Beyond and expose themselves to what lies there, hoping to achieve the same apotheosis that ages ago transformed their deity into the Midnight Lord.

Non Core Deities

Rovagug: Is gone, because the planet he is imprisoned within is missing.
Torag: Is missing.
Groetus: Is still around.

The Drift

What is the Drift?

When history recommenced at the end of the Gap, many worlds found they had already established spaceflight and interplanetary trade. Vercite aetherships, Eoxian bonecruisers, Brethedan vacuum-swimming biovessels, and more all plied the void, and magical gates and dimension-hopping spells granted opportunities to visit other worlds and confer with colleagues throughout the system. Yet while spaceflight was relatively common, the vast distances between the stars still made travel beyond a single solar system mostly infeasible—the realm of planeswalking spellcasters or long-lived daredevils. The Drift changed all that. "The Drift is a weird colorful void that ships can travel through, allowing them to jump out of the conventional world at one location and back into it somewhere far away, without passing through the space in between." It can only be accessed through technological means, not magical ones. For a relatively low price, ships could now acquire a Drift engine that let them slip quickly between star systems.

Origin

The Drift was gifted to the races of Starfinder by Triune, an AI that ascended to godhood. "Drift beacons," sometimes spontaneously generated and sometimes placed by priests of Triune, help navigation systems orient ships in the Drift. While placing a single Drift beacon on a world isn't enough to convert a Vast world to Near Space status, placing many in that general region of space can cause the shift, and thus it's possible to find pockets of Near Space worlds all the way out to the galactic rim, as well as uncharted zones considered part of the Vast near the galaxy's core. In the wake of this revelation, a land rush began. The adventurous and disenfranchised sought opportunity in new colonies. Corporations sought resources and freedom from regulation. Governments sought to expand their territories. Yet as quickly as it began, this exodus hit its first hurdles, for many "new" worlds were already inhabited or bore strange contagions inimical to life, and predatory civilizations both vast and incomprehensible lurked in the dark between the stars. New races flooded the Pact Worlds in turn, coming in peace and in war, forcing the worlds to come together for mutual protection and in shared appreciation for all they held in common. Today, space exploration remains rampant and lucrative for citizens of the Pact Worlds, but it's still a romantic pursuit and fraught with danger.

How Does Drift Technology Work?

Using Drift technology differs from ordinary astrogation in that the distances between worlds are less important than the difficulty of correctly targeting the jump. Within a given solar system, jumps are relatively quick and easy, though this method is only moderately faster than flying between worlds using conventional thrusters. Outside of a given system, Drift tech divides the galaxy into two sectors: Near Space and the Vast. While Near Space worlds tend to be closer to the galactic center (and, incidentally, to the Pact Worlds) and the systems of the Vast tend to be

farther out, the true difference between the regions lies in the density of so-called "Drift beacons." These mysterious objects, sometimes spontaneously generated and sometimes placed by priests of Triune, help navigation systems orient ships in the Drift. While placing a single Drift beacon on a world isn't enough to convert a Vast world to Near Space status, placing many in that general region of space can cause the shift, and thus it's possible to find pockets of Near Space worlds all the way out to the galactic rim, as well as uncharted zones considered part of the Vast near the galaxy's core. When traveling to a world through the Drift, determine whether the destination is in the same system, Near Space, or the Vast. The distance between the start and end of your journey doesn't matter, nor which category of space you're starting from: traveling from the Vast to a Near Space world is no more difficult than between two Near Space worlds. Roll using the travel times below, then divide the result by your starship's Drift engine rating to determine how long it takes you to reach your destination. For example, a starship with a Drift engine rating of 2 traveling to a world in the Vast would roll 5d6 and divide the result by 2. If you rolled 15, then the trip would take 7-1/2 days. Note that you never round down with Drift travel rolls, since these partial days can be extremely important when multiple spacecraft are racing each other to a destination. Additionally, since the Drift is a plane that you're traveling through, it is possible to pause midjump, and even to land on one of the floating chunks of terrain within it or engage in starship combat. Time spent stopped in this manner does not bring you closer to your destination, and thus does not count toward your required travel time. Days spent in the Drift are no different for the crew than days spent in normal space, and thus they can craft items, heal, and take other actions as normal. The one exception to the rules above is Absalom Station: for unknown reasons, the Starstone at its core acts as an extremely powerful Drift beacon, allowing ships from anywhere in the galaxy to jump to Absalom Station in 1d6 days. While traveling through the Drift, a starship uses its conventional thrusters. For a starship to engage its Drift engines to either enter or exit the Drift, it must remain stationary with its conventional thrusters turned off for 1 minute.

Drift Travel By Location

Travel In-System (1d6 Days): Jumping between two points in the same solar system is moderately faster than moving between them in real space, and is so short as to carry only a 1% chance of random encounters in the Drift.

Travel to Absalom Station (1d6 Days): Jumping to Absalom Station always takes only 1d6 days, thanks to the Starstone.

Travel to Near Space (3d6 Days): Near Space contains the Pact Worlds system and most of the worlds colonized and contacted so far by their explorers, but there are still thousands of Near Space worlds yet to be investigated. Jumps to Near Space worlds rarely carry more than a 10% chance of a random encounter while in the Drift.

Travel to the Vast (5d6 Days): Largely unexplored, the millions of Vast worlds are significantly more difficult to get to than Near Space, and the risk of a random encounter in the Drift can be anywhere from 25% to as high as 50%.

Travel beyond the Rim: While other galaxies are known to exist, the distances between them and the galaxy of the Pact Worlds are so incredibly large that there have yet to be any

confirmed instances of intergalactic travel using Drift technology. Whether this is due to the extreme travel times involved, limits to the reach of the Drift itself, or dangers encountered in the Drift during such attempts remains unknown.

The Effects of Drift Travel

Drift travel can have adverse effects on the multiverse. Depending on the distance traveled, pieces of the multiverse can be sucked into the hyperspace dimension, causing the dimension to grow and occasionally spitting out beings and pieces of other planes. A small jump can have little effect on the multiverse. However, a large jump can cause large chunks of the multiverse to break off into the Drift.

Golarion's Disappearance and the Gap

Golarion is Gone (And the Moon Is Too)!

Golarion has vanished and the gods refuse to answer where it has gone. Golarion's moon has disappeared with it. One of the objectives of the Starfinder Society is to solve this mystery. Golarion has not been destroyed.

So Where Is Everybody?!?

In place of Golarion, both literally and figuratively, is Absalom Station. It is a large space station built before the disappearance of golarion and the gap, which houses the governing body of the Pact Worlds Alliance.

What Was the Gap?

The gap was a multiverse wide loss of memory stretching back un unknown length of time on anything concerning Golarion and it's history. Memories and even physical/digital records concerning Golarion were lost. The time period that the gap encompasses is different for different locations. On one planet the gap may be 1000 years, while on another it may be 1005 years. Even the gods won't tell what transpired.

After Gap

Starfinder has it's own calendar, which uses AG for "After Gap." How AG relates to AR (aka Absalom Reckoning) is specifically left vague, because no one knows as a result of the Gap. The starting year of the Starfinder season 1 appears to be 317 AG.

Technology, Equipment, Crafting, and Currency

Equipment has levels (1 through 20), to give you an idea for balance. That level has no effect on who can use the equipment—if a 2nd-level soldier gets hold of an 18th-level banshee sonic rifle, there's no reason he can't use it to full effect—just as a 2nd-level fighter could use a +5 flaming keen vicious bastard sword in Pathfinder. But by giving every piece of equipment an item level, Starfinder can tie numerous rules—including hardness, Hit Points, save DCs, and item creation rules, to name just a few—to a single mechanic. Item level is also a useful baseline to help determine what gear a character has the licenses, connections, and trust to buy. While circumstances and GM fiat can make any adjustment desired, in general a player character in a major settlement is free to buy any gear with an item level up to his character level +2. This gives characters freedom to decide if they are going to focus on just a few pieces of key gear, or do their best to have a variety of slightly less-effective options available, without a GM having to spend a lot of time checking tables and making availability rolls. Some of the equipment will possibly use the Iron Gods color coding system (brown -> prismatic) to distinguish the equipments quality. Every character starts out with 1000 credits to spend on starting gear. It appears there will be suggested guidelines for what item levels a player should be able to purchase (in most places you can buy up to your level + 1; in a really big city you can buy up to your level + 2).

Weapons

AIn general, there's no need to upgrade your weaponry at every level (though you certainly could if that was exciting for you), but over the course of a character's career they are likely to buy better, more dangerous, more powerful versions of their weaponry. Feats and class features aren't tied to a specific model or level of a specific weapon. Instead, everything is geared to work with all the weapons for a specific proficiency, or all the weapons of the same category. Weapon Focus, for example, can be applied to all small arms, or all longarms, and so on. The various weapon categories mean that characters with no access to magic abilities can still pick up weapons that do various forms of energy damage; create cones, lines, or explosions; or even stagger, blind, stun, or ignite foes. A soldier might decide their primary fighting style is to use a big two-handed melee weapon, but still carry a few grenades and a flamethrower for situations where they need to affect multiple targets in an area, or just deal a different damage type. It also removes the need to constantly chase pure accuracy bonuses, since doing more damage in a round is no longer dependent on having a 3rd or 4th (or 6th!) attack in a full attack action reliably connect with foes. Melee weapons just add Strength bonus, regardless of number of hands. Soldiers can take a melee gear boost that adds another bonus equal to half their Strength bonus... again, regardless of number of hands. Weapons with the archaic quality do less damage against people in non-archaic armor. Weapons with the analog quality make the weapon immune to hacking. Weapons with the operative weapon quality allow the user to use

Dexterity instead of Strength for melee attack rolls. Weapons seen include the aphelion artillery laser (heavy weapon [two-handed], laser, 3d8 F, crit burn 1d6), aurora shock caster (heavy weapon [two-handed], shock, 2d12 E, crit -), autotarget rifle (longarm [two-handed], projectile, 1d6 P, crit -), avalanche-class zero rifle, azimuth laser pistol (a 1st level weapon, small arm [one-handed], laser, 1d4 F, crit burn 1d4, 80 ft. range increment), battle staff, corona laser pistol (a 6th level weapon, that does 2d4 damage), corona laser rifle (longarm [two-handed], laser, 2d6 F, crit burn 1d6), cryopike (an advanced melee weapon), cryo grenade I, devastation blade (an advanced melee weapon), dimensional slice curve blade (a two-handed advanced melee weapon; it does 12d10 slashing damage, and 6d6 bleed on a critical), diode laser pistol, dogslicer, dueling sword (a basic melee weapon), dual ion laser pistol, elite autobeam artillery (heavy weapon [two-handed], laser, 6d8 F, crit burn 2d10), ember flame doshko, eoxian wrackstaff, fangblade, (an advanced melee weapon), frag grenade I, frag grenade II, frostbite-class zero pistol (a 5th level weapon, small arm [one-handed], cryo, 1d6 C, crit staggered), frostbite-class zero rifle, hailstorm-class zero rifle (longarm [two-handed], cryo, 2d8 C, crit staggered), heavy reaction cannon (heavy weapon [two-handed], projectile 3d10 P, crit -), ifrit-class flamethrower (heavy weapon [two-handed], flame, 1d6 F, crit burn 1d6), integrated arc rifle, junklaser, light machine gun (heavy weapon [two-handed], projectile, 2d10 P, crit -), light reaction cannon, longsword (a 1st level advanced melee weapon that deals 1d8 damage), mach III swoop hammer (a 20th level advanced melee weapon; it does 14d10 bludgeoning and fire damage, and does a knockdown on a critical), monowhip (an advanced melee weapon), plasma sword (an advanced melee weapon), pulsecaster pistol, pulse gauntlet (an advanced melee weapon), red star plasma pistol (small arm [one-handed], plasma, 1d8 E & F, crit burn 1d8), repeller staff (an advanced melee weapon), shock grenade, shock truncheon (an advanced melee weapon), sintered longsword (an 8th level advanced melee weapon which deals 2d8 damage), smoke grenade, snub scattergun (longarm [two-handed], projectile, 1d12 P, crit -), static arc pistol (a 2nd level weapon, small arm [one-handed], shock, 1d6 E, crit arc 2), static arc rifle (longarm [two-handed], shock, 1d12 E, crit arc 1d6), survival knife, swoop hammer (an advanced melee weapon), tactical autobeam rifle (longarm [two-handed], laser, 5d4 F, crit burn 2d4), tactical doshko (an advanced melee weapon), tactical gyrojet rifle (longarm [two-handed], projectile, 3d12 B, crit knockdown), tactical semi-auto pistol (small arm [one-handed], projectile, 1d6 P, crit -), tactical shirren-eye rifle (sniper weapon [two-handed], projectile, 1d10 P, crit -), tactical sniper rifle, tactical x-gen gun (heavy weapon [two-handed], projectile, 1d12 P, crit -), tactical zero cannon (heavy weapon [two-handed], cryo, 3d8 C, crit staggered), thunderstrike sonic pistol (a 4th level weapon, small arm [one-handed], sonic, 1d8 So, crit deafen), thunderstrike streetsweeper (longarm [two-handed], sonic, 1d6 So, crit knockdown), warpshot shirren-eye rifle (sniper weapon [two-handed], projectile, 10d10 P, crit -), yellow star plasma cannon (heavy weapon [two-handed], plasma, 4d10 E & F, crit burn 2d8), and yellow star plasma rifle (longarm [two-handed], plasma, 2d10 E & F, crit burn 1d8). The Starfinder Core Rulebook has 28 pages dedicated to weapons.

Armor

There will be armor upgrades (such as the jump jet, jetpack, and infrared sensors upgrades). Armors can close their environmental seals and enable the user to survive in a vacuum (or other harsh environment). Even a first-level Starfinder character is likely to have armor that protects against extremes of temperature and pressure, and provides breathable air, thus protecting them from gaseous poisons or even complete vacuum for up to 24 hours. Armor bonuses scale significantly as you get higher-level armor. They also have longer durations of life support (measured in days), and more upgrade slots for significant improvements. Armor includes the defrex hide, d-suit IV with gray force field, estex suit II, second skin, and troop ceremonial plate.

Items

Batteries will need to be carried around like pathfinder's ammunition. You can only carry a limited number of batteries with you, and can only recharge your batteries on your ship or in your city (aka a long rest). To balance it out, the battery charge on melee weapons seem last longer than ranged weapons (one charge for an hour of using a melee weapon, vs one charge for shooting a gun once). Some guns use more than one charge. Items include the basic medkit, everyday clothing, field rations, flashlight, hygiene kit, medpatch, mk 1 serum of healing, personal comm unit, spare battery, and toolkit (hacking). The Starfinder Core Rulebook does have basic vehicle rules and a handful of sample vehicles, including the goblin junk cycle which can be bought for 425 credits.

Technology and Gear Mentioned In Lore

Technology that has been mentioned when talking about the Starfinder universe, but not necessarily an indicator of their inclusion in rulebooks, include: datapads, hovercycles, and holo technology (including holodresses and holoprojectors). The word infosphere has been mentioned, which in the context appears to be some form of planet dependent database.

Crafting

Starfinder's crafting uses skill ranks to determine one's ability to craft a given item, instead of using feats like in Pathfinder. In order to craft something, your ranks in the skill used to craft that item must be equal to the level of said item. For technological items, you must have ranks in Engineering equal to the device's item level. For magic, you must have ranks in mysticism equal to the item's level. For hybrid items, you must have ranks in both skills. For computers its ranks in Computers, for medicinal is ranks in Life Science or Physical Science. To craft an item, one must use UPBs (universal polymer bases) equal in value to the item's cost, and take a base time of 4 hours, although that can be reduced if you have way more ranks than the object's item level. It is easier for you to fix something you made, and it has more hardness and Hit Points than mass-produced versions.

Currency

Instead of using pathfinder's coins, the currency of choice in Starfinder's Universe are credits. Credits are compounded into "credsticks", an easily portable unit of exchange. The standard for the worth of a credit is the UPB, with one credit equalling 1 UPB.

Augmentations

Cybernetics and biotech work differently, as they come in a wide range of item levels, and can be as simple as gaining a fully function prosthetic limb to replace a lost body part, or as complex as installing a dragon gland that gives you a breath weapon attack. Other forms of augmentation, such as necrografts, are mentioned as existing in the Core Rulebook but don't have full descriptions there. (Hint: keep your eyes on the Adventure Path!) Each augmentation has a system it replaces or modifies, such as an arm, the throat, or your skin. The slots available for augmentation (as seen on the Starfinder Player Character Folio) are: arms, brain, ears, eyes, feet, hands, heart, legs, lungs, skin, spinal column, throat, and other systems. You can't have more than one augmentation applied to the same system—once you add a dragon gland, you can't also get a vocal modulator installed, as they're both throat system augmentations. The price listed for each augmentation includes the cost of having it professionally installed, which normally takes about an hour per level of the augmentation. While a minimum level of skill is required to do this, there's no check involved—adding augmentations has become a routine outpatient procedure in the universe of Starfinder, with no significant risks of failure or complication. You can also have old augmentations removed or replaced with new options, though since all augmentations are custom built for their specific user, there's no market for used augmentations. Once implanted, augmentations work just like your natural limbs and organs—a cybernetic arm is no more vulnerable to specific attacks or effects than your natural arm. Adding augmentations is essentially a character design choice: they can be useful, but no character concept requires them in order to be effective. Here's an example of a cybernetic augmentation:

CARDIAC ACCELERATOR   **SYSTEM: HEART**

Price 3,850 credits **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.

Infospheres

There will be localized infospheres on different planets or in different star systems or regions, but no universe-wide internet. The infospheres will sometimes have flawed information, or no information on a given subject. Even when using a computer to research, you will need to make a computer check, use good search terms, and think things through. Knowing something about the subject that you are looking for can help you find what you're looking for.

Magic Items

Magic items seem to have their own category, and a character can only wear two magic items at a time and have them function. I'm unclear on whether or not armor upgrades and weapon fusions are treated as magic items for the purpose of the magic item restriction, but based on the layout of the Starfinder Player Character Folio, I would guess they are probably not counted as part of that rule.

Weapon Fusions

The Starfinder Core Rulebook has several pages of weapon fusions, which are special magic abilities that can be added to a weapon to gain a bonus in specific circumstances, or grant new combat options. For example, the anchoring fusion allows a weapon to immobilize a foe on a critical hit, while the holy fusion allows a weapon to bypass DR/good and ignore all energy resistance of evil dragons, evil outsiders, and evil undead. Fusion can also be placed in fusion seals, special weapon augmentations that can be moved from weapon to weapon if you decide to change your primary attack preference.

Computers

Starfinder has rules for computers, and hacking computers. There is a Computers skill, which at its most basic is defined as the ability to operate, manipulate, and hack into computer systems. It's Intelligence based, cannot be used untrained (though there is an exception), and is a class skill for envoys, mechanics, operatives and technomancers. If you have access to a computer system's physical interface, you don't need any other tools, but if not you need a hacking kit to attempt to interact with a system. If a computer is unsecured, a DC 10 Computers check allows you to use its most basic functions, and unlike other Computers skill tasks this can be done untrained if you take 20, so normally it isn't an issue unless you're in a hurry. If a computer is secured, there are tasks you can perform with the skill, all of which are built around defining computers with tiers, modules, and systems. Computers themselves are defined in their own section in the equipment chapter. In general, a computer has an item level equal to double its tier. A tier 1 computer might be something as simple as a common datapad, while a tier 10 computer may be running an entire space station or handling major systems for a large company. Beyond its tier, a computer is defined by its size, user interface, access and authorization, basic function, modules (which define what the computer can do or control beyond its basic functions, and may include controlling other devices or computers), and

countermeasures. Computers skill checks have DCs based on the tier and countermeasures of the computer they are applied to, and generally take one round per tier of the computer. If you hack a computer and beat the DC to do so by 20, you gain root access, and can use the computer with no further checks. (And if you buy or build a computer, it comes with root access for you.) Otherwise, each module or system you attempt to manipulate requires its own check. There are various modifiers, special abilities, and tool kits that can affect this base system, but at its core the Computers skill allows a character to at least attempt anything software- or hardware-related that an adventuring character is likely to need to deal with. The rules for computers also allow players to design and buy or build their own. Most starships are also assumed to have a computer with a tier equal to half the starship's tier, which can also be upgraded to help operate various ship systems. A computer can have upgrades or countermeasures installed to grant it new capabilities, make it more resistant to hacking, increase its battery life, and so on. Below is a preview of part of one common upgrade, the artificial personality.

> **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.

Magic

Some things magic does cheaper and easier than tech, some things technology does better than magic. In the setting, the two mesh together. Why spend years learning to cast light when you can buy a flash light? There is both magic and "regular" healing. Magic healing does not normally affect stamina.

Are The Various Types of Magic (Arcane, Divine, Occult) Still Around?

Yes and no. Magic as a mechanic has been simplified into a single magic system, without mechanical definitions for differences in arcane, divine, and occult magic. Despite there being no direct mechanical difference, a caster can still derive their power from a named source if they so choose for their backstory.

The Casters of Starfinder

All casters in Starfinder will be 6th level spontaneous casters. There are two casting classes, the mystic and the technomancer. Spells above 6th level are hinted to be available via other means (namely wish and miracle), but the means by which those spells may be accessed has not been elaborated upon. In addition, spells in Starfinder have no components; all you need is the ability to cast a spell and concentration. Concentration is no longer a skill in Starfinder. If you get hit with an AoO your spell is gone. Both classes are like bards/oracles/sorcerers where they have a limited list of chosen spells, as opposed to being hybrid casters like the arcanist.

Currently Named Spells

The spells that have currently been referenced in Starfinder are:

> **Augury**
> **Call Cosmos**
> **Corrosive Haze**
> **Daze**
> **Detect Affliction:** The caster can determine whether a creature or object is cursed, diseased, or poisoned, and can determine the exact disease or cure with a Wisdom, Life Science, or Medicine check.
> **Detect Magic:** This spell determines whether creatures or objects the caster can see within a 60-foot cone are magical, and if they concentrates, they can determine if one magical source is a spell, magic item, or other effect, and its caster level.
> **Detect Thoughts**
> **Dimension Door**
> **Dispel Magic**
> **Enervation**

Explosive Blast
Flight
Gravitational Singularity
Heat Leech
Hold Monster
Magic Missile: The caster can shoot two missiles as a standard action or three as a full round, and you can only target one person pet missile.
Mind Thrust: This spell deals 2d10 damage (Will DC 15 half) to one creature with an Intelligence score.
Mystic Cure: With a touch, the caster can restore 1d8+4 Hit Points to one living creature.
Psychokinetic Hand
Ray of Exhaustion
See Invisibility
Shadowy Fleet
Share Language: The caster can grant a creature touched the ability to read, understand, and speak (if able) up to three languages the caster knows.
Stabilize: With a touch, this spell causes a dying creature that has 0 Hit Points to stabilize.
Suggestion
Telekinetic Projectile: The caster can telekinetically hurl an object weighing up to 5 pounds at a target that is within 30 feet, making an attack roll (+1 bonus) against its KAC. If the attack hits, both the target and the object take 1d6 bludgeoning damage.

Spell Scaling

Spells may be available at different spell levels than in pathfinder (i.e. in a setting with jet packs, should fly still require a caster to be fifth level to use?), and the damage that some spells do will scale differently to reflect the setting.

Archetypes, Themes, and Multiclassing

Instead of the archetypes of Pathfinder, Starfinder has archetypes and themes.

Archetypes

An archetype is a template that can be applied to any class for the most part (future archetypes could have stricter requirements geared towards specific classes, i.e. casters) to change its base abilities. There will be two archetypes present in the Starfinder Core Rulebook. Unlike themes, archetypes replace certain class features. The archetype appears like it will replace similar class abilities for each class per archetype. It appears that one of the two archetypes that will appear in the Starfinder Core Rulebook will be known as the phrenic adept, which will allow the player to "add just a little magic to their character" regardless of class. Each class has specific class features it gives up at set levels (2nd, 4th, 6th, 9th, 12th, and 18th) if the archetype provides an alternative class feature at that level (though not every archetype will need to have alternate class features at all those levels). For example, The Starfinder Core Rulebook has two archetypes—the phrenic adept and the Starfinder forerunner. The phrenic adept has alternate class features at every level it can—2nd, 4th, 6th, 9th, 12th, and 18th—while the Starfinder forerunner only provides alternate class features at 2nd, 4th, and 6th. The phrenic adept assumes you have gained some innate psychic powers, as a result of natural mutation, specialized training, exposure to an ill-understood force such as an alien artifact, and so on. The Starfinder forerunner represents the result of special training given to members of the Starfinder Society who do advanced work to prepare for Starfinder expeditions, and often serve as guides on such expeditions. See also Starfinder Archetypes.

Themes

Themes, a sort of replacement for Pathfinder's traits, are ways to use your character's occupation or background for mechanical benefit. Themes do NOT affect class features. You get something from your theme at first level and continue to gain benefits at latter levels. All themes seem to grant +1 to at least one ability score along with other benefits. All 10 themes in the core rulebook are: ace pilot, bounty hunter, icon, mercenary, outlaw, priest, scholar, spacefarer, xenoseeker, and themeless. The outlaw is a theme that knows about "clandestine things", and black markets, and "sneaky things", which seems to grant the ability to "reduce the DC of Culture checks by 5 when recalling knowledge about the criminal underworld." The xenoseeker is a theme which makes the character better at "exploring new worlds and interacting with new races and cultures." The mercenary theme seems to grant the ability to "reduce the DCs of Culture and Profession [mercenary] checks by 5 when recalling knowledge about military procedures and personnel." The priest theme seems to grant the ability to "reduce the DCs of Culture and Mysticism checks by 5 when recalling knowledge about religious traditions, religious symbols, and famous religious leaders." The abilities of the ace pilot seem to be: a +1 to your dexterity ability score, theme knowledge (a 1st level ability), lone wolf (a 6th

level ability), need for speed (a 12th level ability), and master pilot (an 18th? level ability). The abilities of the themeless theme seem to be: general knowledge (a 1st level ability), certainty (a 6th level ability), extensive studies (a 12th level ability), and another 18th level ability. See also Starfinder Character Themes.

Multiclassing

The multiclass rules in Starfinder are roughly the same as those in Pathfinder. The major difference that comes to mind is that in Starfinder if you multiclass into two classes with caster levels, those levels stack when making caster level-dependent calculations (such as the duration of a spell), though not when determining your spells known or spells per day (which remain based on the individual class levels). You cannot add the same archetype to two different classes when you multiclass, for the same reason you can't multiclass as a soldier/soldier. You could take a new archetype with your new class. Essentially an archetype is part of the class you attach it to for your character. There will not be any prestige classes in the core rulebook.

Starships

General Starship Combat

Starship combat has been described as battletech/spelljammer like as well as "Star Trek inspired with sprinkles of Firefly". Ship combat is done "tactically" on a 2D hex grid, and direction the ship is facing matters. Overall it is very different from normal pathfinder combat. Starship combat is divided into three "phases": the engineering phase, the piloting phase, and the gunnery phase. The actions of each ship in a phase happens simultaneously and is resolved among all ships before beginning another phase (i.e. if the player's ship destroys an enemy ship during the gunnery phase, the destroyed ship can still act during that phase). Starship combat requires a lot of communication between players, you start combat understanding only what class ships you are fighting. Each player can take an action and a minor action each turn. Although ship combat is two dimensional, moving through opponent's ships is possible. When your ships hp reaches 0 your ship is disabled, when it reaches another marker (I believe -100% of you ships hp) your ship explodes. Every time you do a total amount of damage to a ship's hull that is a multiple of of its critical threshold, it takes a critical effect. For example a goblin ship with a critical threshold of 4 takes 18 damage to its haul. There are 4 multiples of 4 within the 18 damage done, so the goblin ship takes 4 critical effects.

Starship Roles

Every player has an important role in starship combat. Choice of class will not restrict one's choice of starship role. Each ship role has a single skill that it uses to perform various functions. New actions for a role are unlocked with additional skill ranks in the relevant skill. The roles are as follows: captain, science officer, gunner, engineer, and pilot. Only one player each can be the captain and the pilot, however you can have multiples of other roles.

Captain: Acts during any of the phases, and encourages his crew members. Could give an order using an intimidate check one time per crew member per encounter instead of a diplomacy check that gives a very big bonus. Can give a crew member an extra action.

Science Officer: Manages knowledge checks to scan enemy ships (shields/weapons/tech).

Gunner: Manages the weapons, targets the enemies, and performs attack tricks. "Gunnery" appears to be the skill used by the gunner, based on the Starfinder space combat demo. The actions a gunner can take are:

> **Fire at Will (Gunnery Phase, Push)**
> **Shoot (Gunnery Phase)**

Engineer: Targets critical systems to aid the ship and direct the ship's power. Engineering appears to be the skill used by the engineer, based on the Starfinder space combat demo. Actions that engineers can take during the engineering phase are:

> **Divert (Engineering Phase):** You can divert auxiliary power into one of your starship's systems, giving it a boost. This requires a successful Engineering check (DC 20) and the results depend on where you decide to send this extra power. If you send it to the

engines, your starship's speed is increased by ? this round. If you send it to the science equipment, all science officers receive a +2 bonus to their crew actions this round. If you send it to the starship's weapons, treat each damage die that rolls a 1 this round as having rolled a 2 instead. If you send it to the shields, restore an amount of Shield Points equal to 5% of the PCU rating of the starship's power core, up to the shields' maximum value. The restored shield points can be split up however you like among the four quadrants, but no quadrant can have more than one-quarter of the shield system's total number of Shield Points.

Hold It Together (Engineering Phase): You can hold one system together by constantly patching and modifying it. By succeeding at an Engineering check (DC 25), you can select one system; that system is treated as if its critical damage is two steps less severe for the rest of the round (wrecked becomes glitching, and malfunctioning and glitching systems function as if undamaged). This check is not modified by any critical damage to the core.

Patch (Engineering Phase): You can patch a system to reduce the effects of a damage condition. The number of actions and DC of the Engineering check required to patch a system depend on how badly the system is damaged, as indicated on the table below. Multiple engineers can pool their actions in a single round to effect repairs more quickly, but each engineer much succeed at her Engineering check to contribute her action to the patch. The number of actions required can be reduced by 1 (to a minimum of 1 action) by increasing the DC by 5. If you succeed at this check, the severity of damage is not changed, but it is treated as one step less severe for the remainder of the combat, until 1 hour has passed, or until the system takes critical damage again (which removes that patch and applies the new severity). This action can be taken more than once per round, and this check is not modified by any critical damage to the core.

Damage Level	Actions to Patch	DC
Glitching	1	20
Malfunctioning	2	25
Wrecked	3	30

Pilot: Flies the ship, manages "stunts". Pilots can perform basic pilot stunts, and "especially talented pilots" can attempt an "audacious gambit", which causes the ship to fly in unintended ways. The pilot makes the initiative check to determine turn order. Getting a higher roll means that the players can go later in the round, which is more beneficial than going earlier. "Piloting" appears to be the skill used by the pilot, based on the Starfinder space combat demo. The actions a pilot can take are:

Fly (Helm Phase): You move your starship up to its speed and can take any turns allowed by its maneuverability.

Maneuver (Helm Phase): You move your starship up to its speed. In addition, you can attempt a Piloting check (DC 25) to reduce your starship's distance between turns by 1 (to a minimum of 0).

Stunt (Helm Phase, Push): You can attempt any one of the stunts described below. The DCs of the Piloting checks required and the results of success and failure are described in each stunt's description.

> **Back Off:** The starship moves up to half its speed in the direction of the aft edge without changing facing. It can't take any turns during this movement. To perform this stunt, you must succeed at a Piloting check (DC 20). On a failed check, your starship moves backward only 1 space. If you fail this check by 5 or more, your starship does not move at all and takes a -4 to Armor Class (AC) and Target Lock (TL) until the start of the next round.
>
> **Evade:** ...bonus to its AC and TL until the start of the next round. To perform this stunt, you must succeed at a Piloting check (DC 20). If you fail, the starship moves as normal. If you fail the check by 5 or more, the starship moves as normal, but takes a -2 penalty to its AC and TL until the start of the next round.
>
> **Flip and Burn:** The ship moves forward up to half its speed (without turning) and rotates to face the aft edge at the end of the movement. To perform this stunt, you must succeed at a Piloting check (DC 25). If you fail this check, your starship moves forward half its speed but doesn't rotate.
>
> **Flyby:** The ship moves as normal but it can only move through one hex occupied by an enemy starship without provoking a free attack (as described above). During the following gunnery phase, you can select one arc of your starship's weapons to fire at… vessel as if the vessel were in close range (an actual range of 1 hex),... arc of the enemy starship. To perform this stunt, you must succeed at a Piloting check ((DC = 20 + 2 x the tier of the enemy starship). If you fail this check, your starship still moves as described above, but you follow the normal rules for attacking (based on your starship's final position and distance), and the movement provokes a free attack… that starship as normal.

The Other pilot stunts seem to be:

> **Barrel Roll:** A basic pilot stunt. By spinning the ship on its axis, the pilot allows the ship's port guns and shields to function on the starboard side and vice versa for 1 round. Hope your artificial gravity is turned on!
>
> **Slide:** A basic pilot stunt. The pilot moves the ship at an angle without changing the way it is facing, like a racecar drifting. This stunt is very useful for ships that aren't very maneuverable.
>
> **Turn in Place:** A basic pilot stunt. Firing up maneuvering thrusters, the pilot alters the direction the ship is facing without moving it from its hex, possibly allowing a specific weapon to make an all-important shot.

The Ships

Players in starfinder will be able to have their very own starships. These upgradable ships to act like a separate character sheet that is shared by the party. The purchasing of starship upgrades is not tied to the Starfinder currency (credits) in any way, so starships can not be bought or sold for credits. Instead, there is a separate system for upgrading the parties ship(s). Ships have a

maneuverability rating number, which is the number of hexes the ship must move before it can turn one tick on the hex axis. The ship has different arcs, or sides, with different stats (such as a shield stat) but has only one hp pool. When the ship hits a damage threshold or is the target of a critical hit, a roll is made to see if a critical system was damaged. Some ships have a.i. or computers that can help by attempting skills, however they are often not as proficient as players. The assumption for game masters is that players gain access to a ship by level 1. Some ships can be piloted by a single individual. Starship designs appear to very. Known ships include:

Atech Immortal: "Severe and pugnacious, the Immortal is the workhorse capital ship of Pact Worlds-based military fleets like those of the Stewards and the Knights of Golarion. Thickly armored and loaded with weapons, this cruiser rarely needs to fire a shot in most conflicts, as its mere appearance in-system can stop a conflict cold and send all but the most heavily armored militants running for the safety of the Drift."

BMC Mauler: "Manufactured by the Blood Mountain Clans, the Mauler's distinctive Y-shaped wing arms and central cockpit make it one of the most recognizable starships around. While Maulers can be flown in combat by a single person, making them popular with bounty hunters and other lone wolves, militaries usually staff them with two: a pilot seated upright in the bubble canopy, and a gunner behind the pilot operating via screens. A staple of the Veskarium, the Mauler once chewed through squadrons of Pact Worlds defenders before the cease-fire, and today remains the default fighter on most vesk carriers, as well as the weapon of choice for vesk pilots engaging in honor duels."

Drone Mk III: "a smaller ship fabricated by shirren manufacturer Starhive. As befits their name, Drones are extremely common and used as freighters, personnel transports, light colonial defense vessels, and more. Despite the ships' mass production, Starhive takes a natural shirren pride in making sure each ship's iridescent paint job is unique."

Necrogliders: These appear to be nimble ships capable of being carried within a Thaumtech Omenbringer.

Omenbringer: "Eoxian starship designs reflect their builders' unique needs and aesthetics. Most Eoxian ships resemble elaborate bone structures or the corpses of vast creatures, though this is partially an illusion, as much of the bone is actually more advanced materials sculpted into their morbid shapes. Such ships are designed specifically for the undead, with large portions of the hull left open to space, no galleys or heads, and tight-packed workstations in which the crew might be expected to stand at their posts for weeks without moving. All of this makes Eoxian ships extremely difficult to take down in combat, and this is particularly of the massive Thaumtech Omenbringer..." "a carrier ship loaded with squadrons of nimble necrogliders."

Tyrant: "Built by the vesk munitions company Vindicas, the Tyrant is a dreadnought feared across multiple star systems. Huge weapon batteries tear through even the most formidable capital ships, while its hangars unleash squadrons of fighters to mop up foes too insignificant to be worth the Tyrant's direct attention."

Voidrunner: "The Idaran Voidrunner, a common kasathan-style ship. Few ships can match the speed and maneuverability of a Voidrunner, making it the perfect ship for

daredevils, elite combat pilots looking to rely on skill rather than heavy arms and armor, and criminals in need of a fast getaway." Illustrated by Ben Wootten.

Starwasp: a wanderer-class ship built by the Ringworks aerospace corporation. THe Starwasp is slimmer and more heavily armed than many other wanderer-class ships, making it excellent for planetary defense or use as a short-range fighter.

Example Starship Statblock

IDARAN VOIDRUNNER   TIER 1/3

Tiny racer

Speed 12; **Maneuverability** perfect (turn 0)

AC 15; **TL** 14

HP 20; **DT**—; **CT** 4

Shields basic 10 (forward 3, port 2, starboard 2, aft 3)

Attack (Forward) gyrolaser (1d8)

Power Core Micron Heavy (70 PCU); **Drift Engine** none;

Systems basic computer, basic mid-range sensors, mk 2 armor, mk 1 defenses; **Expansion Bays** none

Modifiers +2 Computers, +1 Piloting; Complement 1

CREW

Pilot Computers +7 (1 rank), gunnery +5, Piloting +11 (1 rank)

Factions and Enemies

The factions and enemies listed here have been mentioned in various Starfinder related sources, however, some may not play as large a part as others in the overall story of Starfinder.

<u>Factions and Companies</u>

Abadar Corp.

Android Abolitionist Front (AAF)

The Augmented: Grown from a local caste into a social movement that includes people of all species, the faction known as the Augmented seeks to further evolution and self-improvement through technology, and advocates on behalf of those ostracized by their communities for extreme augmentation. From their headquarters on Verces, the organization's ruling Cypremacy Collective seeks to fund advanced research by groups like the Everlife Adaptation Corporation and the Spellsight Cooperative, while quietly hunting down and silencing those technoterrorists who tarnish the group's reputation by seeking to "enhance" others against their will.

Blood Mountain Clans: Manufacturers of the BMC Mauler. They appear to be related to the Veskarium, likely a clan of vesk.

The Church of Iomedae

The Corpse Fleet of Eox

The Hellknights: Merciless enforcers of interstellar order who make their headquarters on massive citadel-ships.

The Knights of Golarion: A Pact Worlds-based faction with their own spaceship fleet.

The Pact Worlds: Seems to be the governing body of the system in which Absalom Station is located. Their government is based on Absalom Station.

Ringworks Aerospace Corporation: A Starship building company, likely of verthani origin. One of the ships they build is the Starwasp.

The Sixth Finger: A starfaring thieves' guild.

Space Pirates: Including the Free Captains of the Diaspora who are lead by a pirate council.

The Starfinder Society: Much like the Pathfinder Society, a group of spacefaring adventurers looking for secrets forgotten due to the gap. The Starfinder Society was formed from incomplete records about the Pathfinder Society.

Starhive: A shirren starship manufacturer. One of their products is a small ship called the Drone Mk III.

Stewards: They are "a police-like organization of warrior-diplomats sworn to maintain the Pact, who hunt down interplanetary criminals and preserve peace between the sometimes fractious worlds of the solar system." The Stewards have their own spaceship fleet.

Thaumtech: Thaumtech appears to be a company which manufactures the Omenbringer.

Vindicas: A vesk munitions company. One of their products is a dreadnought ship called the Tyrant, a large and fearsome ship equipped with huge weapons and hangers for storing squadrons of smaller fighters.

Xenowardens: Militant space environmental extremists. Xenowardens are into biotech, and use half-sentient living ships that are part tree and part ship. Their mission is to keep the sudden rush of expansion from overwhelming existing planets.

Enemies and Threats

Akatas
Aspis Consortium: Massive criminal corporation.
Aucturn: Still there, uncomfortably close and the old gods minions are active there.
Azlanti Star Empire: Expansionist stellar imperium.
Bloodbrothers: Native to Verces' dark side, bloodbrothers are terrifying predators who don't merely devour their prey. Instead, they place the victims inside their hollow chests and use tiny vampiric tendrils to link their circulatory systems together, using the prey as a spare heart. Bloodbrothers can keep these imprisoned creatures alive for months, slowly siphoning off their stored energy using the prey's own metabolic processes, before finally abandoning the desiccated corpse.
The Cult of the Devourer
Ellicoth: "Fifty feet tall and and weighing upward of 30 tons, ellicoths roam Eox's radioactive deserts, feeding off the vital energy of other creatures. That includes the magical energies animating undead as well, making the giant beasts one of the few creatures capable of legitimately terrifying Eoxian settlements."
Goblins
Ksariks: "Large, dangerous quadrupeds who hunt their prey with acid spittle and spore-coated thorns, and can use stolen genetic material from their victims to temporarily emulate or defend against their abilities."
Lesser Threats: Corporate warfare, experiments gone haywire, kidnappers, starfaring pirates, warring planets.
Outsiders: Outsiders have access to advanced tech. You may see angels with burning swords, but you may also see ones with plasma cannons.
The Swarm: Big race of interstellar, hive minded, insectoid bad guys.

Monster Creation

Starfinder monsters are created using a system of benchmarks similar to those found in Pathfinder RPG Pathfinder Unchained, which allows even relatively new Game Masters to create interesting, balanced monsters to throw against their group. Starfinder monsters don't have ability scores like player characters do; instead their ability scores are described in terms of the ability score modifiers familiar to players of the Pathfinder RPG. If you ever need a monsters exact ability score, assume it has the minimum ability score that corresponds to its modifier. Starfinder has unified a variety of rules for unusual senses, reclassifying them as forms of either blind sense or blindsight. The new-monster building system in Starfinder uses grafts, which are sets of abilities related to things like type, subtype, and class that a GM can add to a creature to give it flavor and abilities (see Pathfinder Unchained).

Major Locations

The Pact Worlds system. Locations are listed based on their closeness to the sun, with Aballon being the closest:

Aballon

The Forge
Diameter: 1/3
Mass: 1/27
Gravity: 1/3
Atmosphere: Thin
Days: 12 hours Year: 90 days
A Mercury-like planet inhabited by machine people. In pathfinder, this was home to two competing factions of aballonians. In Starfinder Aballon has a bustling android population and an orderly machine culture. It appears they Aballon also has a type of "tavern" called a "virus bar."

Castrovel

"Castrovel is the second planet from the sun in the Pact Worlds, the solar system at the heart of Starfinder's setting. Most famous for its steamy, continent-spanning jungles and dangerous megafauna, Castrovel actually hosts a wide variety of different environments, from rolling plains where ant-like formians build their massive hive-cities to frozen polar ice caps with their hordes of white-furred predators. It also plays home to not one but three major civilizations—yet even so, the planet's native flora and fauna remain a constant threat, particularly the massive moldstorms capable of destroying all but the most robust technology." The planet houses three main races: the lashunta, formians, and elves. The formians and lashunta are enemies. The memory loss caused by the Gap has made the elves of Starfinder even more Xenophobic than their Pathfinder predecessors. "Castrovel is home to an immense variety of predatory plants and animals—plus creatures like this ksarik, which fall somewhere in between. Ksariks are large, dangerous quadrupeds who hunt their prey with acid spittle and spore-coated thorns, and can use stolen genetic material from their victims to temporarily emulate or defend against their abilities." One of Castrovel's many locations is an ancient elven temple-city known as the Temple of the Twelve.

Absalom Station

A space station that has taken the place of the missing Golarion, Absalom Station is the base for the government of the Pact Worlds as well as a hub for Drift travel. The wealthy of Absalom Station appears to live in the sky-villas of the Nyori Palisades.

Akiton

"It's much like Mars, but with a breathable atmosphere,". In the past, Akiton had a prosperous mining industry, harvesting the minerals used to power starship engines. With the coming of faster-than-light travel, such minerals were no longer in demand, and Akiton's markets were hit by the sudden change. Akiton has become a planet of "rapidly degenerating civilization full of hardscrabble folks living in industrial trench cities" and "unregulated corporations fielding private armies in the planet's red deserts." Some of Akiton's residents include: humans, ysoki ratfolk, shobhads, and the Contemplatives of Ashok (a personal favorite of mine). Locations include the small settlement of Estuar, the Hivemarket, and the ancient city of Arl.

Verces

"Verces is a tidally locked world, with one side always facing the sun, and the other always facing away, making the light side a parched desert and the dark side seas of frozen ice. Civilization exists primarily in the narrow band of habitable terrain along the terminator line (known as the Ring of Nations), where day meets night, and the massive cities that have grown there ring the globe in a single massive urban sprawl. Verces' famed Ring of Nations is perhaps the most technologically and socially advanced humanoid society in the Pact Worlds, their urban megacities blending into each other and national borders all but subsumed by an effective worldwide government. In ancient times, the traditional caste system of Verces included the Augmented—people who pioneered early cybernetics and other forms of technological body-modification. Today, most people on Verces embrace or at least condone such modifications, and some of the best cybernetics in the system come from their labs and factories. In addition to being at the forefront of Pact World technology and industry, Verces is also the birthplace of the Stewards, a police-like organization of warrior-diplomats sworn to maintain the Pact, who hunt down interplanetary criminals and preserve peace between the sometimes fractious worlds of the solar system." While not native to Verces, many shirren settled Verces upon their arrival in the Pact Worlds system, having made first contact with Vercite aethership crews. Today, shirren have spread throughout the Pact Worlds, but that first desert colony in Verces' parched Fullbright region remains a well-populated bastion of shirren culture. Verces was the location of the Gray Shakes, a plague which caused the shirrens' chitin to turn gray, rotted off their antennae, and ate away at their telepathy and motor function, leaving them awake but unable to communicate until they finally expired. The Gray Shakes was believed to be the result of a biotech experiment gone wrong at the local university. In the weeks it took the local government to find a cure, thirty percent of the city's shirren population died. There is a Pharasmin temple in Verces' Ring of Nations. Verces' native verthani—humanoids with protruding, mouselike eyes and color-changing skin—were the first civilization in the Pact Worlds to take to the stars in their majestic aetherships.

Idari

A kasatha generation ship orbiting between Verces and The Diaspora, explaining why kasatha are a core race in the starfinder game.

The Diaspora

A belt of asteroids formed from the destruction of two planets, the Diaspora also serves as the home of the Free Captains of the Diaspora and the Sixth Finger. One of the many rocks within the Diaspora is known as Broken Rock. The Diaspora also contains a command post for the Cult of the Devourer.

Eox

Eox, once a lush world, is a world of undeath. In the past, the rulers of Eox created a superweapon, which it used to destroy the worlds of their enemies. The destruction caused by this device created the asteroid belt known as the Diaspora, and set the atmosphere of Eox ablaze. The few survivors of the disaster turned to necromancy, turning Eox into a world of the dead. Many of the other Pact Worlds fear and resent Eox, but also see them as a valuable ally. Eox is home to a variety of undead, including zombies (which make useful automated servants), Necrovites (lich-like undead that store their souls in a technological relic known as an electroencephalon, which also rebuilds their body if it is destroyed), and bone sages (the powerful undead rulers of Eox). Another creature of Eox, the Ellicoth, is a fifty foot tall creature that roams the radioactive deserts of Eox searching for vital energies to feed off of. Because Eox's undead populace is incapable of reproducing on their own, Eox imports corpses from other worlds to create new mindless slaves and undead citizens. The planet welcomes living visitors, including those wishing to do business or attend Eox's magical academies, although there are few proper habitats for breathing creatures.

Liavara

"Liavara is a gas giant, with no solid surface at all, and those terrestrial races who come to mine its gasses or trade with the native creatures are forced to live on massive floating arcology platforms like this one. Much of the planet is held as a nature preserve by the Brethedans—gelatinous dirigible-like creatures who can alter their own DNA to produce whatever tools they need, from simple chemical compounds to tailored viruses. What's more, the Brethedans can actively merge together to create linked consciousnesses more intelligent and powerful than the sum of their parts, and some Brethedan biotech corporations are actually single massive entities consisting of millions of merged Brethedans."

Bretheda

The gas giant home planet of the jellyfish-like Brethedans.

Apostae

A "planet" orbiting between Bretheda and Aucturn. In pathfinder, it was hollow and contained a strange race called the Ilee within its inner world.

Aucturn

"Planet" inhabited by the minions of the old gods.

Planets outside the Pact Worlds system:

The Veskarium Empire

The Veskarium is a Vesk a militaristic interplanetary empire. In Veskarium society, social status is most easily earned through excellence in combat. Vesk Prime is the planetary capital of the Veskarium. Other known planets within the Veskarium include Vesk-2 (the planet of origin for the hallucinogenic Vesk snack known as brain snails), Vesk-6 (a planet with feline barbarians), and Vesk-8 (a planet with frozen tundras and a group of staunchly pacifist residents). Damoritosh the Conqueror appears to be a god commonly worshiped by Vesk. "Swamp lions" also appear to be an amphibious creature likely to be located within the Veskarium.

The Starfinder Society Roleplaying Guild (SFSRPG)

SFSRPG Numbers

Your Pathfinder Society number will be your number for all three organized play programs: Pathfinder Society Roleplaying Guild, Pathfinder Society Adventure Card Guild, and Starfinder Society Roleplaying Guild. Starfinder character numbers will have a unique starting number, most likely 700, making your first Starfinder character XXX-701.

Similarities to the PFSRPG

The SFSRPG will still have quests and scenarios with Chronicle sheets. Adventures will be broken into tiers, grant XP, and provide other rewards. Three experience points (XP) grant a level. There are fairly cooperative factions within the Starfinder Society, based on their worldview and goals.

Differences to the PFSRPG

The SFSRPG will have a different campaign, rules, documentation, and characters than the Pathfinder Society. Along with starship combat, Starfinder scenarios will include the following tiers: Tier 1-2, Tier 1-4, Tier 3-6, Tier 5-8, Tier 7-10, and Tier 9-12. More tiers may be added as higher-level play grows in popularity. Characters have a means of belonging to more than one faction at a time. Starfinder Society characters will be able to gain favor with multiple groups, choosing which they want to champion on a scenario-by-scenario basis. But just like multiclassing, focusing on several groups won't see the same benefits as focusing on a primary faction.

Boons

Boons come with a "bonus" and a "type". Every Starfinder Society character has six boon slots, and each of which corresponds to a different type of boon. After hearing the mission briefing, the player can assign a single boon for every type (i.e. a starship boon type allows only one starship boon to be used for that session). At least one boon "levels up" with use. Most boons now include a corresponding boon type, so you can slot a Social boon into your Social boon slot, but not into your Faction boon slot. This means that with the exception of the occasional slotless boon, you'll only be tracking up to six boons during a session—not sorting through stacks of paper in the middle of the game. The six types of boon slots are:

> **Ally:** Ally boons are boons that represent an ally actively assisting the PC. This could be a temporary hireling versed in a specific skill, an ammunition porter, or even a less physical presence (such as the digital imp we discussed in our previous blog). Ally boons

generally represent an additional 'body' on the team, or the presence of a creature that affects combat or general skill checks.

Faction: Every faction offers a boon that allows characters to champion that faction. Characters slotting these boons earn Reputation with the associated faction, effectively allowing the character to swap out what factions she works for on a scenario-by-scenario basis. The entry-level boon for a faction's referred to as the champion boon, and that can improve as your character gains more and more Reputation.

Promotional: Promotional boons are unique in that they often represent out-of-game acquisitions that translate to in-game benefits—Pathfinder Society veterans might think of this as the "shirt reroll" slot. One example of a promotional boon, would be a boon designed around bringing a Starfinder Player Character Folio to use at the table. If you're concerned about only being limited to benefiting from one promotional item during an adventure... well, there's a faction that has your back!

Social: These boons encompass agreements or alliances with in-game organizations or NPCs. This is where you'll slot that lovely 'gnolls from western Katapesh' boon! A common example of a social boon would be forging a relationship with an organization, and in future scenarios that organization returns and reacts differently based on whether you've slotted this boon.

Starship: There sure are starships and starship combat in the Starfinder Society Roleplaying Guild. The starship boon slot allows characters to customize some of the standard hulls available to field agents.

Personal: Personal boons represent a wide variety of special boons available in the campaign. Unique races, typically those found beyond the core races of the Starfinder Core Rulebook, commonly occupy this slot. The personal slot often requires associated boons (such as new race options) be permanently slotted, so that the slotted boon does not change on a scenario-by-scenario basis. However, this also means that characters with this boon slot available can use it for other purposes…

There are also slotless boons, which don't go into a slot. slotless boons are considered "Always On" unless they specify other conditions of use. Each of the factions will have a capstone boon. These boons are all slotless boons that apply to a new character in the Starfinder Society Roleplaying Guild. Each faction will have a slotless boon called a "meta boon". Meta boons operate outside of regular play conditions, often requiring player-initiated actions to achieve. The meta boons are all about giving characters a small Fame and Reputation bump for completing certain out-of-game objectives. But to make it more than a one-time objective, Paizo opened it up so that a character can benefit from these bonuses up to once per Reputation Tier (so, up to 4 times on a high-level character).

Factions

The five factions that comprise the starfinder society are:

The Acquisitives: "True to their history, Acquisitives are the most mercenary of the Starfinder Society factions. Their goals often involve promoting the Starfinder Society to the extent that it will increase the personal reputation of all members. They stockpile

funds and resources, believing that by maintaining such a treasury, the faction can make itself indispensable to other factions within the Society. Indeed, many Starfinders pledge themselves, to varying degrees, to the Acquisitives faction for access to these assets. This influx of recruits is the direct byproduct of the Acquisitives' existing cache of resources, not to mention their preference of sending Starfinders on missions leading to personal glory and monetary enrichment." The Acquisitives faction is a direct result of mercenaries and other externally hired operatives recognizing the gains made from an alliance with the Starfinder Society. Several of these "hired hands" came to realize that there were plenty of credits and fame to be had from forming a more permanent contract with the Starfinder Society. So, rather than wait for their contracts to run out once the Society's latest recruitment drive concluded, the Acquisitives faction formed to give any outside contractor a fast track into the Starfinder Society. Basically, the Acquisitives are like a "union" (but NOT of the shadow variety) that promotes Starfinders, effectively creating intergalactic celebrities within the Society. Acquisitives characters are all about gaining personal fame and wealth, while working within the strictures of the Starfinder Society. Radaszam "The Dealmaker" (N male vesk operative) is the official Acquisitives liaison to the Starfinder Society. He spends equal time managing the Acquisitives as he does operating his own independent mercenary outfit, the Obsidian Spiders. Most of Radaszam's administration focuses on helping Acquisitives become celebrities, both within the Starfinder Society and without. He recognizes the importance of creating modern Starfinder icons for the public to recognize, and knows that such celebrities will only encourage further generations of Starfinders to step forward. Similarly, he recognizes the need for cutting any loss-leads, giving him a somewhat vicious edge when it comes to his administrative decisions. For more about the Acquisitives, see Faction Overview: Acquisitives.

The Dataphiles: "Churches, corporations, governments, and other organizations all have secrets. The Dataphiles work to uncover these secrets, deciding what to share and what to store in their vast data vaults inside Archive's Cortex, a sector of the Lorespire Complex in Absalom Station. While not all information is shared beyond the Dataphiles' archives, the simple act of guarding knowledge acts as a guiding light for the Dataphiles. Data comes in many forms, and the Dataphiles employ more than just computer-specialists in their ranks. Those Starfinders skilled at withdrawing information from sentient creatures—either by coercion, discourse, or trickery—are highly valued. As their sites of interest are among the best-defended installations in the galaxy, the Dataphiles also have a pressing need for trained combat specialists—whether to have a strong arm protecting a hacker during a delicate operation, or to have an armed ally capable of getting the prize out alive." The Dataphiles are all about getting as much information as they can. The Dataphiles specialize in researching, finding, codifying, and controlling any information they can get their hands on (or other suitable appendage). For more about the Dataphiles, see Faction Overview: Dataphiles.

The Exo-Guardians: "The creed of the Exo-Guardians is to protect the Pact Worlds from external threats. In the context of their membership within the Starfinder Society, this most often relates to participating in missions to acquire relics or technology of a

defensive nature. Exo-Guardians excel in missions that lead to such discoveries, but they also serve an important secondary role within the Society of "sending a message" to threats that interfere in Society business. Be it a derelict starship overrun with mindless alien vermin, or a supposedly impenetrable fortress operated by forces opposed to the Society, it's often the Exo-Guardians who come in to handle the situation." The leader of the Exo-Guardians, Zigvigix (LG host shirren soldier), is a shirren with a plan—specifically a plan that aims to have the Exo-Guardians restored to their pre-Scoured Stars incident grandeur. For more about the Exo-Guardians, see [Faction Overview: Exo-Guardians](#).

The Second Seekers: "Where the First Seeker leads, the Second Seekers follow. Exemplifying dutiful service, the Second Seekers follow-through on the Society's pledge to support the First Seeker, the elected head of the Starfinder Society. Unlike other factions, the goals of the Second Seekers vary over time, adapting to each new leader's mission." The First Seeker is an elected Starfinder who takes on a senior leadership role within the Starfinder Society, directing the organization for a brief period. Each First Seeker is elected based on a platform: a defined goal for the Starfinder Society to pursue. As an example, the Society's previous First Seeker, a kasathan solarian named Jadnura, petitioned to explore a corner of the galaxy known as the Scoured Stars. That particular mission didn't go so well for the Society… The Second Seekers are a faction dedicated to furthering the agenda of the current First Seeker. Their dedication extends only to a specific First Seeker, not necessarily to any First Seekers who came before or after. When characters gain Reputation with the Second Seekers, they only gain Reputation with the specific First Seeker who they champion. This means that the Second Seekers will evolve as we continue telling stories through the Starfinder Society Roleplaying Guild campaign, with each newly elected First Seeker acting as an entirely new faction. Once a First Seeker's term ends—such as at the end of a season storyline—that doesn't mean your characters stop championing that First Seeker. In fact, any character with an appropriate faction boon for that specific First Seeker can continue to champion that individual for the rest of her career—just don't expect a lot of new scenarios involving that First Seeker! Luwazi Elsebo (NG female human envoy). Luwazi was responsible for keeping the Starfinder Society together in the aftermath of the previous First Seeker's expedition to the Scoured Stars. Her goals include rebuilding the damaged Society while investigating what happened in the Scoured Stars. If any of the Starfinders lost in the Scoured Stars can be saved, Luwazi intends to find a way to make that happen. For more about the Second Seekers, see [Faction Overview: Second Seekers](#).

The Wayfinders: "The Wayfinders represent some of the Society's foremost experts in first contact scenarios. An organization dedicated to fully pursuing the Starfinder Society's mission statement of exploration, the Wayfinders are at the forefront of expeditions to scan a planet, set foot on an asteroid, or greet a previously unknown species. Wayfinders have a natural passion for exploration, be it through social situations with new species or discovering ancient alien ruins." Starfinders working with the Wayfinders specialize in going beyond the Pact Worlds and into the star systems

beyond. They eagerly travel into the Vast to seek out new life and new civiliz... they eagerly explore the Vast and engage with alien species, learning about foreign cultures and crafting strong alliances between the Starfinder Society and alien organizations. Many outsiders consider the Wayfinders' boundless enthusiasm for exploration as reckless; some even cite the recent Scoured Stars incident as a reason for the Starfinder Society—particularly the Wayfinders—to take a more cautious approach to exploring the Vast. A faction as dedicated as the Wayfinders deserves a dedicated leader. Fitch (CN female ysoki technomancer), not only provides active support to fellow Wayfinders, she also goes out of her way to help Starfinders without ties to her faction. For more about the Wayfinders, see [Faction Overview: Wayfinders](#).

Release Schedule

The Starfinder Society Roleplaying Guild will launch with 3 scenarios, 1 pre-generated character special, and 1 quest pack at Gen Con on August 17th. After that, anyone may schedule Starfinder Society Roleplaying Guild events, and one scenario will be published each month.

Release Schedule for Starfinder Rulebooks and Other Products

Available Now

Starfinder Roleplaying Game Lanyard
Starfinder First Contact

August 2017

Starfinder Adventure Path: Incident at Absalom Station (Dead Suns 1 of 6)
Starfinder Core Rulebook (Limited Edition)
Starfinder Flip-Mat: Basic Terrain
Starfinder Flip-Mat: Basic Starfield
Starfinder Pawns: Starfinder Core Pawn Collection
Starfinder Roleplaying Game: Starfinder Combat Pad
Starfinder Roleplaying Game: Starfinder Core Rulebook
Starfinder Roleplaying Game: Starfinder GM Screen
Starfinder Roleplaying Game: Starfinder Player Character Folio

September 2017

Starfinder Cards: Starfinder Condition Cards
Starfinder Pawns: Base Assortment

October 2017

Starfinder Adventure Path: Temple of the Twelve (Dead Suns 2 of 6)
Starfinder Flip-Mat: Cantina
Starfinder Roleplaying Game: Alien Archive

November 2017

Starfinder Pawns: Alien Archive Pawn Box

December 2017

Starfinder Adventure Path: Splintered Worlds (Dead Suns 3 of 6)
Starfinder Flip-Mat: Starship

February 2018

Starfinder Adventure Path: The Ruined Clouds (Dead Suns 4 of 6)

Unknown

Starfinder Ninja Division Miniatures

Example Character Sheets

KESKODAI

Male shirren priest mystic 1
NG Medium humanoid (shirren)
Init +1; **Senses** blindsense (vibration) 30 feet; Perception +8

DEFENSE   **SP** 7 **HP** 12 **RP** 5
EAC 12; **KAC** 13
Fort +1; **Ref** +1; **Will** +6

OFFENSE
Speed 30 ft.
Melee battle staff +0 (1d4 B; critical knockdown; analog, block)
Ranged pulsecaster pistol +1 (1d4 E; nonlethal) or
    shock grenade 1 -4 (explode [1d8 E, 15 ft., DC 6])
Mystic Spells Known (CL 1st)
    1st (3/day)-mind thrust, mystic cure, share language
    0 (at will)-detect affliction, detect magic, stabilize,
    telekinetic projectile

STATISTICS
Str 10 (+0); **Dex** 13 (+1); **Con** 12 (+1); **Int** 12 (+1); **Wis** 18 (+4);
    Cha 8 (-1)
Skills Culture +7, Diplomacy +5, Life Science +5, Medicine +5,
    Mysticism +9, Perception +8, Sense Motive +8 (Reduce
    the DC of Culture and Mysticism checks by 5 when
    recalling knowledge about religious traditions, religious
    symbols, and famous religious leaders.)
Feats Jet Dash
Languages Celestial, Common, Shirren, Vesk
Gear mk 1 serum of healing (2), shock grenade I, second skin,
    battle staff, pulsecaster pistol with battery (20 charges),
    basic medkit, spare battery, everyday clothing, field rations
    (1 week), hygiene kit, personal comm unit, credstick (19 credits).

SPECIAL ABILITIES
Blindsense Keskodai ignores any form of visual camouflage
    or invisibility when attempting Perception checks to notice
    creatures within 30 feet, though any creature he cannot
    see still gains full concealment (a 50% miss chance for any

attack Keskodai makes against that creature).

Communalism Once per day, as long as an ally is within 10 feet, Keskodai can roll a single attack roll or skill check twice and take the higher result.

Harm Undead When Keskodai uses healing channel as a full action, he can expend 1 Resolve Point to also deal damage to all undead within 30 feet. The damage is equal to the amount the healing channel heals, though undead can attempt a Will save (DC 14) for half damage.

Healing Channel (Su) Keskodai can spend 1 Resolve Point to restore 2d8 Hit Points to himself (as a move action), an ally touched (as a standard action), or all allies within 30 feet (as a full action).

Healing Touch (Su) Keskodai can take spend 10 minutes to Restore 5 Hit Points to an ally.

Spells Keskodai can cast the following spells.

- Detect Affliction: Keskodai can determine whether a creature or object is cursed, diseased, or poisoned, and can determine the exact disease or cure with a Wisdom, Life Science, or Medicine check.

- Detect Magic: This spell determines whether creatures or objects Keskodai can see within a 60-foot cone are magical, and if he concentrates, he can determine if one magical source is a spell, magic item, or other effect, and its caster level.

- Mind Thrust: This spell deals 2d10 damage (Will DC 15 half) to one creature with an Intelligence score.

- Mystic Cure: With a touch, Keskodai can restore 1d8+4 Hit Points to one living creature.

- Share Language: Keskodai can grant a creature touched the ability to read, understand, and speak (if able) up to three languages Keskodai knows.

- Stabilize: With a touch, this spell causes a dying creature that has 0 Hit Points to stabilize.

- Telekinetic Projectile: Keskodai can telekinetically hurl an object weighing up to 5 pounds at a target that is within 30 feet, making an attack roll (+1 bonus) against its KAC. If the attack hits, both the target and the object take 1d6 bludgeoning damage.

GEAR DESCRIPTIONS

Basic Medkit Keskodai can use this kit to attempt a DC 25 Medicine check to treat deadly wounds.

Battle Staff If Keskodai successfully hits a foe with this two-handed weapon, he gains a +! Bonus to his AC Against melee attacks from that foe for 1 round.

Mk I Serum of Healing (2) Drinking a vial of this serum restores 1d8 HP.

Pulsecaster Pistol This weapon deals nonlethal damage and thus cannot kill a target (but it can knock one unconscious). It can be fired 20 times before its battery Must be recharged or replaced.

Second Skin While wearing this armor, Keskodai can close its environmental seals and survive in a vacuum (or other harsh environment) for up to 24 hours.

NAVASI

Female human outlaw envoy 1
CG Medium humanoid (human)
Init +2; Perception +4

DEFENSE   **SP** 6 **HP** 10 **RP** 3
EAC 13; **KAC** 14
Fort +0; **Ref** +4; **Will** +4

OFFENSE
Speed 30 ft.
Melee survival knife +2 (1d4 S; analog)
Ranged azimuth laser pistol +2 (1d4 F; critical burn 1d4) or frag grenade I +0 (explode [1d6 P, 15 ft., DC 12]) or smoke grenade +0 (explode [smoke cloud 1 minute, 20 ft.])

STATISTICS
Str 10 (+0); **Dex** 14 (+2); **Con** 11 (+0); **Int** 14 (+2); **Wis** 10 (+0); **Cha** 14 (+2)
Skills Acrobatics +6, Athletics +4, Bluff +6, Computers +6, Culture +6, Diplomacy +6, Perception, +4, Piloting +6, Sense Motive +4, Sleight of Hand +7, Stealth +6; (Reduce the DC of Culture checks by 5 when recalling knowledge about the criminal underworld.)
Feats Improved Feint, Iron Will
Languages Common, Kasatha, Vercite, Vesk
Gear mk 1 serum of healing, frag grenade I, smoke grenade, medpatch, second skin, azimuth laser pistol with battery (20 charges), survival knife, battery (20 charges),

everyday clothing, field rations (1 week), flashlight with battery (10 hours), hygiene kit, personal comm unit, toolkit (hacking), credstick (17 credits)

SPECIAL ABILITIES

Expertise (Ex) If Navasi has at least 1 Resolve Point remaining when she attempts a Bluff or Sense Motive check, she can roll 1d6 and add it to the result as an insight bonus.

Improved Feint As a move action, Navasi can attempt a Bluff check against a single opponent (DC either 10 + her opponent's total Sense Motive skill bonus, or 15 + 1-1/2 × the opponent's CR, whichever is greater) to cause that opponent to be flat-footed against the next attack she makes against it before the end of her next turn.

Inspiring Boost As a standard action, Navasi can signal an ally who has taken damage since her last turn. The ally must be able to see and hear Navasi and be within 30 feet of her. The ally gains 4 Stamina Points, up to the ally's normal maximum. Navasi cannot target that ally with this ability again until the ally takes a 10-minute rest To regain Stamina Points.

GEAR DESCRIPTIONS

Azimuth Laser Pistol This weapon can be fired 20 times before its battery needs to be recharged.

Flashlight Navasi's flashlight can be used for 10 hours before it's battery needs to be recharged.

Mk I Serum of Healing Drinking a vial of this serum restores 1d8 HP.

Medpatch Navasi can attempt an untrained Medicine check with a +10 bonus to attempt the first aid, long-term stability, treat disease, or treat poison task.

Second Skin While wearing this armor, Navasi can close its environmental seals and survive in a vacuum (or other harsh environment) for up to 24 hours.

Smoke Grenade This creates smoke in a 20-foot radius that Lasts 1 minute.

OBOZAYA

Female vesk mercenary soldier 1
N Medium humanoid (vesk)

Init +7; **Senses** low-light vision; Perception +0

DEFENSE   **SP** 8 **HP** 13 **RP** 4
EAC 14; **KAC** 16
Fort +3; **Ref** +3; **Will** +2; +2 vs. fear effects

OFFENSE
Speed 30 ft.
Melee tactical doshko +4 (1d12+4 P; analog, unwieldy) or
    unarmed +4 (1d3+3 B)
Ranged light reaction cannon +4 (1d10 P; penetrating) or
    frag grenade +4 (explode [1d6 P, 15 ft., DC 13]) or
    shock grenade +4 (1d8 E; explode 15 ft. radius, DC 13)

STATISTICS
Str 16 (+3); **Dex** 16 (+3); **Con** 13 (+1); **Int** 8 (-1); **Wis** 10 (+0);
    Cha 10 (+0)
Skills Athletics +5, Intimidate +4, Survival +4 (Reduce the
    DCs of Culture and Profession [mercenary] checks by
    5 when recalling knowledge about military procedures
    and personnel.)
Feats Mobility
Languages Common, Vesk
Gear mk 1 serum of healing (2), frag grenades (2), shock
    grenade, troop ceremonial plate, tactical doshko, light
    reaction cannon (capacity 6) with 20 heavy rounds,
    everyday clothing, field rations (1 week), hygiene kit,
    personal comm unit, credstick (9 credits)

SPECIAL ABILITIES
Low-Light Vision Obozaya can see in dim light as if it were
    normal light.
Mobility Obozaya gains a +4 bonus to her AC against
    attacks of opportunity she provokes by moving out of a
    threatened square.
Natural Weapons Obozaya's unarmed attacks deal lethal
    damage and aren't considered archaic.

GEAR DESCRIPTIONS
Light Reaction Cannon This two-handed ranged weapon
    can be fired six times before it must be reloaded. When
    damaging objects, it ignores 1 point of hardness.
Mk I Serum of Healing (2) Drinking a vial of this serum

restores 1d8 HP.

Tactical Doshko This two-handed weapon can be used to make only a single attack each round due to its unwieldy special quality.

Troop Ceremonial Plate While wearing this armor, Obozaya can close its environmental seals and survive in a vacuum (or other harsh environment) for up to 24 hours.

Cross Compatibility

Starfinder is a complete roleplaying game, and can be played on its own without ever referring to the Pathfinder Roleplaying Game. It is based on Pathfinder, of course, and shares many similarities with its older cousin, but in many cases Starfinder handles specific issues differently than Pathfinder. Pathfinder is easily integrated into Starfinder, and there is some level of compatibility between the two games. In many ways, all of Pathfinder is like a series of "Starfinder Unchained" books—optional rules and subsystems a GM can adapt or not as appropriate for their game and their own desire to tinker. Paizo's first priority was always to make Starfinder the best game it could be on its own, with as many robust options as we could make fit without overcomplicating it. Yet its underlying game engine remains close enough to Pathfinder that anyone who wants to adopt or convert materials from those sources to Starfinder should be able to do so with a minimum of effort.

Basic Conversions

The most common specific tweaks to combat are covered in the Starfinder Core Rulebook, specifically Chapter 13: Pathfinder Legacy. This chapter presents the information a GM needs to convert between the two games when dealing with questions of bonus types, actions in combat, CMB/CMD vs EAC/KAC, damage, ability scores, and so on. The game is specifically designed so that you could use monsters from one game in the other on the fly, with little conversion.

Magic Items, Spells, Feats, Equipment, and Other Player-Facing Options

For things like magic items, spells, feats, equipment, and other player-facing options, conversion can be more difficult and have more hidden pitfalls. One of the hardest questions a GM will need to answer is if something from one game system even should be introduced to the other. For instance, Starfinder and Pathfinder make different assumptions about when in a campaign various options first appear, and when they become commonplace. This means that introducing a new options from one of the games into a campaign using the other set of rules can have consequences well beyond how well the two sets of game rules interact mechanically. For example, every first-level Starfinder character is likely to have armor that protects against extremes of temperature and pressure, and provides breathable air, thus protecting them from gaseous poisons or even complete vacuum for up to 24 hours. In Pathfinder, that level of protection isn't available until much higher level, and many characters never acquire it. While the rules for extreme environments are similar enough that a character from either game can make the appropriate saving throws (and understand how to apply the effects of failing those saves), a Pathfinder game that introduces items and abilities designed for Starfinder is going to bypass or neutralize a lot of common Pathfinder threats and encounters. Similar issues arise when discussing movement, flight, senses, ranged attacks, access to energy damage, and even the ease with which non-spellcasters can access magic abilities. Those differences in

assumptions alter how items and options from one game will impact campaigns using the other game's base rules. Even with the differences between Armor Class rules in the two games, it's not hard to figure out how a suit of ceremonial vesk overplate with a jet pack and infrared sensors would operate in Pathfinder—but the impact it would have on a typical Pathfinder game is much higher than the low level of those options in Starfinder would suggest.

Numeric Values

Similarly, the two games also use different methods to produce the numerical values characters and monsters use to interact with one another. This often includes math that is (quite intentionally) behind the scenes, and thus not particularly obvious. For example, Starfinder does its best to not require characters to constantly get higher and higher enhancement bonuses to attack rolls, damage, and armor class, or resistance bonuses to saving throws. As a result, there's no option to create a +1 plasma cannon in Starfinder, since the additional math isn't needed. Thus adding magic to Starfinder gear is always about gaining some cool new option or ability rather than just numbers. It would be easy to determine how to port such rules over from Pathfinder, but doing so would create imbalances, since the new game is designed to function without most pure bonus-boosters.

Races

For races, these issues are much less likely to cause significant issues. The Starfinder Core Rulebook already provide full Starfinder write-ups for dwarves, elves, gnomes, halflings, half-elves and half-orcs in the Pathfinder Legacy chapter. Those races still exist in the Pact Worlds, they just aren't as common as they were in Golarion-focused games using Pathfinder. Converting other Pathfinder races should be straightforward, and unlikely to cause major problems. In fact, some races that don't fit well in most Pathfinder games may be less disruptive to a Starfinder campaign!

Classes

Pathfinder classes are going to be the element it is most difficult to move to a Starfinder campaign, and require some work on the part of a GM, both in understanding how Starfinder handles various kinds of abilities and in looking for places where problems might crop up from unbalanced bonuses that Starfinder doesn't need or abilities that lack the support in one game system or the other. Of course, Starfinder has tried to make sure common character tropes could be created in Starfinder, even if they're built differently than their Pathfinder equivalents. While there's no straight-up paladin analogue in Starfinder, a soldier with the priest theme, phrenic adept archetype, and various psychic power feats can certainly take the role of a religious champion with access to both martial skills and magic powers. If nothing but the original Pathfinder classes will satisfy, however, the Pathfinder Legacy section gives what guidance paizo could manage for GMs wanting to port Pathfinder classes directly over. Questions of key ability scores, stamina points, skill points, weapon and armor proficiency and specialization, and other common core game mechanics are easy, and we mostly spell them

out. When it comes to tougher questions like class features, eidolons, animal companions, familiars, class spell lists and 7th-9th level spells, bardic performance, and even flurry of blows we give advice, but it'll be up to each GM to decide exactly how to implement that advice.

Links

Blogs, Written Interviews, and Galleries

Black Gate: Modular: James Sutter Fields Some Starfinder RPG Questions
Black Gate: Modular: Black Gate Exclusive – Two New Starfinder Starships
Beasts of War: Pray To The Gods Of The Starfinder RPG Universe
Dread Central: Exclusive: Sci-Fi RPG Starfinder Announces Undead Planet and We've Got Images
EN World: Starfinder Updates
Figures.com: GAMA Trade Show 2017 Paizo Panel
Game Informer: Starfinder Posts
Geek & Sundery: G&S GOT AN EXCLUSIVE SNEAK PEEK AT THE FIRST STARFINDER AP DEAD SUNS
GeekDad: The Drift: GeekDad Exclusive Look at 'Starfinder.' Watch Your Mouth, Kid, or You'll Find Yourself Floating Home!
Green_Lumux: Starfinder, GAMA 2017
ICv2: FIRST 'STARFINDER MINIATURES' REVEALED
Major Spoilers: [Gaming] Check Out Three of the New Gods From the Upcoming Starfinder RPG
Paizo: Starfinder Blog Posts
Paizo: Starfinder Society Blog Posts
Polygon: Starfinder hopes to do for space opera what D&D has done for fantasy
Reddit: Starfinder_RPG subreddit
Starfinder Q&A transcript
Tumblr: sf-samples

Videos and Podcasts

DawnforgedCast: Starfinder Creator James Sutter interviewed by Dawnforged Cast
Gamer Goggles Canton Ohio: Gen Con 2016 Coverage 21: Starfinder with James L.Sutter
Game Trade Media: GTM Live!: Paizo Starfinder Demo at GAMA!
Know Direction Podcast: Starfinder & Pathfinder Society Interview - Know Direction 153
Know Direction Podcast: 2017 PaizoCon Preview Banquet
Know Direction Podcast: Starfinder Miniatures from Ninja Division and Pathfinder News - Know Direction 159
Know Direction Podcast: Getting Ready for Starfinder - Know Direction 162
Nerdarchy: Nerdarchy Live Chat # 21- Talking Starfinder with James Sutter
Nerdarchy: Nerdarchy Live Chat #72- Talking Starfinder Role-Playing Game with Owen KC Stephens
Nerds on Earth: The Drift Podcast
Obsessive Comics Disorder: Starfinder Interview with James Sutter @ Gen Con 2016

Officialpaizo: [Pathfinder Worldscape - Starfinder Playtest](#)
Officialpaizo: [Pathfinder Worldscape - Starfinder Q&A](#)
Syrinscape: [Starfinder in Syrinscape - where we are up to today!](#)
Taking20: [Paizo's James Sutter talks Starfinder - The Drift, Space Combat & Mechs??](#)
Web DM: [Starfinder Premiere - Web DM, Taking20, Nerdarchy, Encounter Roleplay & Paizo](#)

Starfinder Community

[Starfinder RPG Discord](#)
[Starfinder Subreddit](#)
[Starfinder Society Subreddit](#)

Updates

August 2, 2017: Added information on the factions of the Starfinder Society from [Faction Overview: Acquisitives](#).

July 28, 2017: Added information from, and a link to, [Getting Ready for Starfinder - Know Direction 162](#), [FIRST 'STARFINDER MINIATURES' REVEALED](#), and [G&S GOT AN EXCLUSIVE SNEAK PEEK AT THE FIRST STARFINDER AP DEAD SUNS](#). Added information on the technomancer from [Class Preview: The Technomancer](#).

July 26, 2017: Added information on the factions of the Starfinder Society from [Faction Overview: Dataphiles](#).

July 24, 2017: Added information from [Meet the Iconics: Raia](#).

July 23, 2017: Added a link to [Starfinder Ninja Division Miniatures](#) up for preorder on Miniature Market.

July 21, 2017: Added a link to [Starfinder in Syrinscape - where we are up to today!](#)

July 19, 2017: Added information on the technomancer from the [Starfinder Premiere - Web DM, Taking20, Nerdarchy, Encounter Roleplay & Paizo](#). Added information on the factions and boons of the Starfinder Society from [Faction Overview: Wayfinders](#). Added links to various parts of the starfinder community.

July 18, 2017: Added information on the factions of the Starfinder Society from [Faction Overview: Second Seekers](#).

July 14, 2017: Added information on the solarian from [Class Preview: The Solarian](#).

July 13, 2017: Added a link to the video [Nerdarchy Live Chat #72- Talking Starfinder Role-Playing Game with Owen KC Stephens](#).

July 12, 2017: Added information on the factions of the Starfinder Society from [Faction Overview: Exo-Guardians](#).

July 10, 2017: Added information from [Meet the Iconics: Altronus](#).

July 9, 2017: Added information from [Gods of Starfinder, Part Two](#).

July 7, 2017: Added information from [Exclusive Deep Dive Into Starfinder RPG's Planet Verces](#) and [Override All Security! Computers and Hacking in Starfinder](#). Also removed the review on Starfinder First Contact, since it is available to download for free [here](#).

July 6, 2017: Added a information about ability scores and the new point-buy system, level 1 starting credits, and the goblin junk cycle.

July 5, 2017: Added a information about magic items, skills, and information about augmentation slots.

July 2, 2017: Added a link to paizo blog posts about Starfinder Society.

July 1, 2017: Added information on the mechanic, the mystic, the shirren, Quig, personal upgrades, the gods, weapons, items, cybernetics and biotech, Akiton, boons, the release schedule, and videos and podcasts.

June 17, 2017: Happy Free RPG Day everyone! Added information from [Starfinder First Contact](#), [The Drift Episode 4](#), [Bringing Out the Big Guns in Starfinder](#), and the paizo Starfinder forums. Sections changed or added:
  • Core Classes (Operative): Trick Attacks

- Core Classes (Soldier): Gear Boosts
- Skills and Stats (Ability Scores)
- Skills and Stats (Miscellaneous Stats and Actions): Bulk, Critical Hits, Damage Types, Diseases and Poisons, Languages, Stabilization, Weapon Size
- Technology, Equipment, Crafting, and Currency
- Technology, Equipment, Crafting, and Currency (Weapons)
- Technology, Equipment, Crafting, and Currency (Armor)
- Technology, Equipment, Crafting, and Currency (Items)
- Technology, Equipment, Crafting, and Currency (Crafting)
- Magic (Weapon Fusions)
- Magic (Currently Named Spells): Augury, Call Cosmos, Corrosive Haze, Detect Thoughts, Dimension Door, Dispel Magic, Enervation, Explosive Blast, Flight, Heat Leech, Hold Monster, Psychokinetic Hand, Ray of Exhaustion, See Invisibility, Suggestion
- Archetypes, Themes, and Multiclassing (Themes): The Outlaw
- Factions and Enemies (Monster Creation)
- Brief Overview of First Contact

June 16, 2017: Added information on three new deities (Talavet, Weydan, and Yaraesa) found in [Gaming] Check Out Three of the New Gods From the Upcoming Starfinder RPG.

June 15, 2017: Added information from the paizo Starfinder forums.

June 14, 2017: Added information from the Starfinder Premier Reveal.

June 11, 2017: Added information on the gods of Starfinder from Pray To The Gods Of The Starfinder RPG Universe and new information on weapons from Tumblr.

June 9, 2017: Added Navasi's level 1 stats.

June 7, 2017: Added note about the june 13th Twitch livestream.

June 6, 2017: Added links to Starfinder product pages.

June 5, 2017: Updated with information I forgot to add from the 2017 PaizoCon Preview Banquet about Quig and the mechanic class. Also alphabetized some stuff (I have a flight in two weeks and a fear of heights. I handle fear weird...). Also added info on multi-weapon fighting, how multiple weapons interact with the kasatha's multiple arms, and combat maneuvers. Also added new info from New Paths Among the Stars: Compatibility Between Starfinder and Pathfinder.

June 4, 2017: Updated with information found in the Keskodai and the Starfinder We Be Goblins character sheets.

June 3, 2017: Updated with information on the pilot and gunner starship roles from EN World, and an example character sheet for Keskodai.

June 2, 2017: Updated with information on the engineer starship role and statistics for Aballon. Also new info from the Starfinder_RPG subreddit and Five Differences Between Starfinder Rules and Pathfinder Rules.

May 28, 2017: Updated with information seen in the PaizoCon 2017 presentation.

May 27, 2017: Updated with information seen on one of the sample character sheets at PaizoCon 2017.

May 26, 2017: Updated with information the Drift, the Gods, and Starships with information found in [The Drift: GeekDad Exclusive Look at 'Starfinder.' Watch Your Mouth, Kid, or You'll Find Yourself Floating Home!](). Also added tons of new information from [Class Preview: The Soldier]().

May 23, 2017: Updated with information on the the vesk, the Veskarium, the gods, and Obozaya with information found in [Meet the Iconics: Obozaya]().

May 20, 2017: Updated with information on the mystic, feats, archetypes, and themes from [Class Preview: The Mystic]().

May 16, 2017: Updated Keskodai's description with information found in [Meet the Iconics: Keskodai]().

May 15, 2017: Added links to a [gallery]() and a [review]() of the GAMA Trade Show 2017 Paizo Panel. Updated Core Races, The Gods, and Major Locations with information found in [Meet the Iconics: Keskodai](). Planning to update Keskodai's description as soon as I have the available time.

May 13, 2017: Updated Iseph's description. Added really vague quote about Starfinder's point-buy system.

May 12, 2017: Added information found in [Starfinder Creator James Sutter interviewed by Dawnforged Cast]() and [Meet the Iconics: Iseph]().

May 10, 2017: Added a link to Paizo's blog post about Navasi under Navasi's description.

May 10, 2017: Added information on Eox, their fauna, and their starships, seen in [Exclusive: Sci-Fi RPG Starfinder Announces Undead Planet and We've Got Images](). Also updated the description for stamina and fixed some grammatical errors. Added known skills used in starship combat roles and information on starship critical effects. Also, updated information about armor class and added information on combat maneuvers.

May 9, 2017: Added specific starship descriptions to Starships (The Ships) and added two new factions to Factions and Enemies (Factions and Companies), seen in [Modular: Black Gate Exclusive – Two New Starfinder Starships](). Updated the base attack bonus descriptions of the envoy and operative classes, and added new known proficiencies to the weapon/armor proficiencies. Also, updated the description of archetypes and themes (I totally misread that one), and added links to various blogs, interviews, and videos.

May 8, 2017: Added information on weapon specialization to Skills and Stats (Miscellaneous Stats). Added information on the operative and various character statistics seen in Paizo's [Class Preview: The Operative]().

      Sections Changed: Core Classes (Operative) and Skills and Stats (Miscellaneous Stats)

May 7, 2017: Updated the description for Raia, the iconic technomancer.

May 6, 2017: Added information on the envoy and various character statistics and skills, seen in Paizo's [Class Preview: The Envoy]().

      Sections Changed: Core Classes (Envoy), Skills and Stats (Known Skills), and Skills and Stats (Miscellaneous Stats)

May 4, 2017: Added information on the locations within Starfinder and added the Xenowardens and Stewards to the list of factions. Also added information from EN World's [[EXCLUSIVE] A Look At The Planet Castrovel From The Upcoming Starfinder RPG]().

May 3, 2017: Added information on the Starfinder Society Roleplaying Guild.