

Space Combat Cheat Sheet

Engineering Phase

Engineer tries one of: (Engineering Skill)

| | |
|---|----|
| Divert power to: | 13 |
| Shields – add 5% of PCU (cannot exceed normal max) (6 pts) | |
| Engines – speed +2 | |
| Science – <i>Science Officers</i> get +2 | |
| Weapons – treat 1 on damage dice as 2 | |
| Hold it together (ignore crit damage) | 18 |
| Patch (repair critical damage) | |
| Glitching (1 action) | 13 |
| Malfunctioning (2 actions) | 18 |
| Wrecked (3 actions) | 23 |

Helm Phase

Pilots make contested Piloting check

High roll moves second

While maneuvering can make Piloting check to reduce turn mode by one 18

Stunts require Pilot check (DC varies) – in place of normal maneuver

Science Officer actions (Computer skill)

** The *Honorbound* gives +2 to computer checks

| | |
|--|----|
| Balance shields (shift shield pts; min 10%) | 13 |
| Scan opponent (Pegasus or Drake) | 10 |
| Target System (pick a system, crit on 19-20) | 10 |

Gunnery Phase

Gunners shoot

Fire at Will (fire two weapons, each at -4)

Shoot (fire one weapon)

Captain

| | |
|--|----|
| One action, may pick his phase | |
| Demand a crew member perform | 19 |
| Intimidate check (+4 to one check, once per PC) | |
| Encourage a crew member | |
| Using the same skill (if trained) | 10 |
| Using Diplomacy | 17 |
| Taunt | |
| Bluff or Intimidate | 23 |
| Foe takes -2 for checks in that phase for 1d4 rounds | |
| Use only once during each phase | |

The Honorbound gets one +1 per round from its mononode computer

The Honorbound's front arc Flak Thrower has the Point (+8) trait (CRB, pg 304)

- This weapon cannot be fired outside of the short range increment
- If a seeking weapon would hit a ship in an arc that contains a point weapon, the targeted ship can make an immediate gunnery check at the indicated bonus. The DC is 10 + the incoming weapon's speed (DC 22 for the PC's HE missile launcher if they chose the Drake). If the attack hits, the tracking weapon is destroyed. A point weapon can only be used once per round in this manner, but potentially allows the weapon to fire twice in a single round.

The description of the Honorbound does not indicate the turret light laser cannons are linked (CRB, pg 301)

See Starfinder FAQ for adjusted starship action DCs

Yotto

CR: 3

Female Kasatha Driftdead

Initiative: +4

Senses: darkvision 60 ft; **Perception:** +8

Aura: confusion (30 feet, DC12)

DEFENSE **HP: 40**

EAC: 14 **KAC:** 16

Fort: +5 **Ref:** +5 **Will:** +4

Defensive Abilities: Spatial incorporeality

Immunities: Undead Immunities

OFFENSE

Speed: 30 feet; fly 60 feet (Su, average)

Melee: claw or incorporeal claw +11 (1d6+5 S)

Ranged: drift rip +8 (1d4+3)

STATISTICS

Str: +2; **Dex:** +4; **Con:** --; **Int:** -4; **Wis:** +1; **Cha:** +0

Skills: Acrobatics +8; Athletics +8; Stealth +13

Languages: Common, Kasatha

Other Abilities: desert stride, four-armed, unliving

SPECIAL ABILITIES

Confusion Aura (Su): Any creature that comes within 30 feet of Yotto must succeed at a DC 12 Will save or be confused for 2 rounds. Once a creature has attempted this save, whether successful or not, it can't be affected again by this aura for 24 hours.

Drift Rip (Su): Just as the Drift tears away chunks of planar material, a Driftdead can pull apart the molecular bonds of matter, ripping open the flesh of nearby creatures. This is a ranged attack against EAC that has a range of 30 feet.

Spatial Incorporeality (Ex): Within the Drift, a Driftdead has a physical body, but if removed from that plane, it's physical body phased out of normal reality. On the Material Plane or otherwise outside of the Drift, a driftdead becomes incorporeal. This does not change any of the Driftdead's statistics, but it gains all of the other benefits of the incorporeal special ability. If returned to the Drift, a Driftdead immediately loses the incorporeal special ability as it's physical body returns.

Desert Stride: Kasathas can move through nonmagical difficult terrain in deserts, hills and mountains at their normal speed.

Four-armed: Kasathas have four arms, which allows them to wield and hold up to four hand's worth of weapons and equipment. While their multiple arms increase the number of items they can have at the ready, it doesn't increase the number of attacks they can make during combat.

Identifying Yotto (pg 133, CRB)

DC 15 Mysticism check (10 + (3 x 1.5) – assumes average monster)

For one piece of useful information such as special powers or vulnerabilities. Another piece of information for every 5 points by which the check exceeds the DC.

Four player adjustments:

- Reduce Yotto's hit points by 10
- Reduce the DC of her confusion aura by 2
- Yotto takes a -2 penalty to all attack rolls, damage rolls, and saving throws

Incorporeal (pg 264, CRB): An incorporeal creature doesn't have a physical body. It:

- Is immune to all non-magical kinetic attacks
- Takes half (50%) damage from all magical kinetic attacks
- Takes half (50%) damage from all energy attacks
- Takes full damage from other incorporeal creatures and effects
- Takes full damage from all force effects
- Is immune to critical hits

Spells and effects that do not cause physical damage only have a 50% chance of affecting an incorporeal creature. Incorporeal creatures always target their enemies' EAC. Incorporeal creatures can pass through walls. Incorporeal creatures can pass through and operate normally in vacuum, water and zero gravity. Incorporeal creatures cannot take falling damage. Incorporeal creatures move silently and cannot be heard with Perception checks unless they wish to be. Any sense (including blind sense or blind sight) based on scent, sound or touch is ineffective against incorporeal creatures.

Undead Immunities (pg 158, AA): Undead are immune to the following effects, unless the effect specifies it works against undead creatures:

- Bleed, death effects, disease, mind-affecting effects, paralysis, poison, sleep and stunning
- Ability damage, ability drain, energy drain, exhaustion, fatigue, negative levels, and nonlethal damage
- Any effect that requires a Fortitude save (unless the effect works on objects or is harmless)

Unliving (page 158, AA): This creature has no Constitution score or modifier. Any DCs or other statistics that rely on a Constitution score treat this creature as having a score of 10 (+0). The creature is immediately destroyed when it reaches 0 hit points.

Confusion (pg 173-274 CRB): If confused:

- You cannot be a willing target of friendly touch effects
- If attacked, you always attack the creature that attacked you, unless it is otherwise impossible for you to attack
- If not devoted to attacking a target, at the beginning of your turn roll on the following table to see what you do:

| D% | Behavior |
|----------|--|
| 1 – 25 | Act normally |
| 26 – 50 | Do nothing but babble incoherently |
| 51 – 75 | Deal 1d8 + Str modifier damage to self |
| 76 – 100 | Attack nearest creature |

If you can't do the listed action, do nothing but babble that turn. Attackers do not gain any special advantage when attacking you

Hit points:

□□□□ □□□□ □□□□ □□□□
 □□□□ □□□□ **□□□□ □□□□**

Feral Xill

CR: 3

LE Small Outsider (extraplanar, evil)

Initiative: +4

Senses: darkvision 60 ft; **Perception:** +8

DEFENSE **HP:** 40

EAC: 15 **KAC:** 15

Fort: +5 **Ref:** +5 **Will:** +4

SR: 14

OFFENSE

Speed: 30 feet

Melee (std): bite +12 (1d6+6 P plus paralysis)

Melee (std): improvised weapon +9 (1d3+3 B)

Multiattack (full): bite +6 (1d6+6 P plus paralysis) and 2 improvised weapons +3 (1d3 +3 B)

Ranged (std): damaged red star plasma pistol +9 (1d4+3 E & F; critical 1d4 burn)

Offensive Abilities: multiattack, xill implantation

STATISTICS

Str: +2; **Dex:** +4; **Con:** +0; **Int:** +1; **Wis:** +0; **Cha:** +0

Skills: Acrobatics +8; Athletics +8; Stealth +13

Languages: Common, Infernal

SPECIAL ABILITIES

Multiattack (Ex): A Xill can make multiple attacks as a full action, as listed in the multiattack section of the statblock above. In this case, the Xill can attack with its bite and two improvised actions as a full turn.

Paralysis (Su): A Xill's bite causes its target to gain the paralyzed condition until the end of the Xill's next turn unless he target succeeds at a DC 12 Fortitude saving throw.

Xill Implantation (Ex): As a standard action, a Xill can use an ovipositor in its mouth to implant a paralyzed creature with Xill larvae. This attack deals no damage, but the target must succeed at a DC 12 Fortitude save or contract the Xill implantation disease.

Hit points:

□□□□ □□□□ □□□□ □□□□.
□□□□ □□□□ □□□□ □□□□.

Identifying Feral Xill (pg 133, CRB)

DC 15 Mysticism check (10 + (3 x 1.5) – assumes average monster)

For one piece of useful information such as special powers or vulnerabilities. Another piece of information for every 5 points by which the check exceeds the DC.

Four player adjustments:

- Feral Xill takes a -4 penalty to bite attacks
- Reduce its EAC and KAC by 2
- Reduce its SR by 4

Paralyzed (pg 276-278 CRB): Target is almost entirely frozen in place. Target

- Is not helpless
- Takes a -5 to Dex
- Can take no physical actions
- Can take purely mental actions
- If flying, could fall
- If swimming, could drown

All creatures can move through target's space (as difficult terrain)

Stunted Xill Implantation

Type: disease (injury)

Save: Fortitude DC 12

Track: physical

Frequency: 1/8 hours

Effect: The implanted Xill larvae can be removed by succeeding at a DC 18 Medicine check, ending the affliction. Each attempt takes 10 minutes. Failing this check deals 1d4 damage to the patient. At the impaired state and beyond, the damage from failing this Medicine check increases to 1d6.

Cure: 2 consecutive saves

Disease, Physical Track (pg 414-415 CRB): If the victim fails a save against the Xill's Implantation attack, she enters the physical track at the latent stage. The victim must then save at the frequency listed. Failure means moving one step further down the track. Success may help healing depending on the affliction.

Healthy

Latent The victim has contracted a disease. She suffers no ill effects yet, but if the disease is contagious, she can pass it on.

Weakened The victim is sickened and fatigued

Impaired The victim is exhausted. Whenever she takes a standard or full action, she must succeed at a Fortitude save at the disease's DC or lose the action and become nauseated for 1 minute.

Debilitated Strenuous actions cause the victim pain. If she takes a standard action, she immediately loses 1 hit point.

Bedridden The victim is awake and can converse, but she can't stand on her own or take any other actions or reactions.

Comatose The victim is unconscious and feverish, and can't be wakened.

Dead The victim is dead, and her corpse may still be contagious