Greetings Starfinder:

You have been recruited by the Starfinder Society to explore the Pact Worlds and the universe beyond. Welcome aboard!

Starfinder is a roleplaying game that has science fiction elements like robots, laser guns, and starships alongside fantasy elements like elves, magic, and dragons.

Have you ever wanted a roleplaying game with futuristic technology that feels akin to our real lives and magic spells like teleport? Starfinder is the game for you! Fly starships and cast spells! Use comm units, drones, and computers. Play a social media star who records and broadcasts their adventures over the infospheres. Tackle a classic dungeon crawl — in a crashed starship. The possibilities are endless!

What do you need to play? The only absolute requirement is your imagination! Most players also want a copy of the Starfinder Core Rulebook and a set of polyhedral dice, but these are not essential to start.

Included in this document are guidelines to help you through character creation, starship combat, and the basic rules of the game.

Have fun out there, and always remember the Starfinder Society's motto: Explore, Report, Cooperate. See you among the stars!

Welcome Aboard,

Volpi Stellari

Volpi Stellari, Recruiting Chair
Starfinder Society

WELCOME TO STARFINDER SOCIETY

The Starfinder Society Roleplaying Guild is a worldwide science fantasy campaign that puts you in the role of an agent of the Starfinder Society. The Society is a group of explorers who travel out into the galaxy in search of lost knowledge and technologies, bringing what they learn back with them to share with the people of the Pact Worlds.

Register: paizo.com
Learn More: organizedplayfoundation.org

FACTIONS

Adventurers in Starfinder formed factions around adventuring philosophy. Members of the Society choose to join up with one or more of these groups as they complete their Starfinder Society missions.

Learn more at https://paizo.com/starfinderSociety

ACQUISITIVES
"Fame, glory, and money. We want it all."

DATAPHILES
"Knowledge is power."

EXO-GUARDIANS
"The sword that seeks the darkness."

SECOND SEEKERS
"Learn from the past"

WAYFINDERS
"First into the unknown."

DOWNTIME

Not every Starfinder works for the Society full time. Some are trained artisans, professionals, or performers and earn extra credits between missions. After each adventure that grants XP, you gain a period of Downtime before your next mission, which you can use in one of three ways per adventure: crafting, a day job, or other pursuits.

Crafting: You can spend your Downtime to craft an item following the rules presented on page 235 of the Starfinder Core Rulebook. A character must use the skills listed in this section of the book and cannot use the Profession skill to craft equipment.

It is assumed that between adventures, you have access to the tools and workshop necessary to craft equipment. To craft an item, you must acquire the requisite number of UPBs. You can purchase UPBs at a rate of 1 UPB for every 1 credit spent. You cannot scavenge parts from equipment you own or collect during a scenario. Any equipment crafted between sessions should be marked on the Chronicle Sheet.

If you possess the Master Crafter feat, once per Downtime, you can craft a single item matching the feat's associated skill at a 5% discount.

Day Job: During Downtime, you can attempt one trained Profession check to earn extra money: this is called a Day Job check. Permanent bonuses from class, equipment, feats, race, and theme apply to your Day Job check as they would any check for the relevant skill. Temporary bonuses do not apply to Day Job checks, no matter the source. You can take 10 on a Day Job check, but you can't take 20 or use the aid another action.

You gain a number of credits equal to twice your Profession skill check result, as per the "Earn a Living" entry in the Profession skill (Starfinder Core Rulebook 146). You cannot use other skills to make a Day Job check. Add this amount to the Day Job box on your Chronicle Sheet.

Other Pursuits: Some boons allow you to use Downtime in other ways. These boons will provide exact rules on their use, but often require a character to sacrifice the opportunity to attempt a Day Job check or perform any crafting.

ACHIEVEMENT POINTS

These points will be earned: 4 points for players and 8 points for GMs in a 4-hour scenario. These will also be granted the 1.25x multiplier at conventions and locations under the Regional Support Program, and a 1.5x multiplier at Tier 1 conventions and Paizo-sponsored/licensed events.

AcP (Starfinder) will be used to purchase Starfinder boons in the online store, available on the Boons tab of the My Organized Play page. We've started publishing boons that will be ready at launch to give an idea of what will be available, and will continue to add to this list until launch.

STARFINDER QUICK-REFERENCE RULES SHEET

This sheet is a quick rundown of major Starfinder rules that work slightly differently than they do in Pathfinder. Page numbers indicate where you can get more information in the *Starfinder Core Rulebook*.

ACTIONS

Much like in Pathfinder, you can take a standard, move, and swift action each round, or you can take a full action. You also get a single reaction each round. Actions are defined beginning on page 244.

Standard Actions

Making one attack, casting a spell, activating an item, or using a special ability is a standard action (see page 244). Some specific standard actions are outlined below.

- Combat maneuvers (bull rush, dirty trick, disarm, grapple, reposition, sunder, and trip) require a successful melee attack roll against your target's KAC + 8 and do not provoke attacks of opportunity. See page 246.
- New combat options include covering fire (see page 246) and harrying fire (see page 247).

Move Actions

A move action allows you to move up to your speed (see page 255). Some other specific move actions are outlined below.

- Taking a guarded step to move 5 feet without provoking an attack of opportunity is a move action. There is no "5-foot-step" as a free action. See page 247.
- Reloading a weapon is normally a move action, which includes retrieving the needed battery or ammunition. See page 247.

Swift Actions

Swift actions are rare in Starfinder (see page 247). Some specific swift actions are outlined below.

- Changing your grip on your weapon, such as from carrying a rifle in one hand to having it ready to fire in two hands. See page 247.
- Dropping prone. See page 247.

Full Actions

Rather than full-round actions, Starfinder uses full actions, which are defined beginning on page 248. A few full actions work very differently than their Pathfinder equivalents.

- In Starfinder, anyone can make a full attack as a full action. This allows you to make two attacks, both at a –4 penalty to your attack roll. See page 248.
- As a charge, you can move up to double your speed in a straight line and then make a single melee attack. When you charge, you take a –2 penalty to your attack roll and AC. See page 248.

Reactions & Attacks of Opportunity

A reaction is a special action you can take when it's not your turn, but only after a defined and concrete trigger (see page 248). The most common reaction is an attack of opportunity. Only three actions provoke an attack of opportunity.

- Leaving a threatened square.
- Making a ranged attack.
- Casting a spell (unless the spell says otherwise).

WEAPONS AND ARMOR CLASS

Weapons and Armor Class work a little differently in Starfinder.

- All weapons indicate their damage type with an abbreviation— 1d4 P means piercing damage, 1d6 F means fire damage, and so on. See page 169.
- You do not need to confirm critical hits. If you roll a natural 20 and the total exceeds the enemy's AC, you deal double damage and also inflict any additional effect listed in the weapon entry (such as "knockdown" or "burn 1d6"). See page 245.
- Armor Class is broken into Energy Armor Class (EAC) and Kinetic Armor Class (KAC)—EAC is your AC against energy attacks such as lasers and some spells, while KAC defends against bullets, knives, and so forth. There is no touch AC, and flat-footed is simply a condition. See page 240.

TAKING DAMAGE

In Starfinder, your Stamina Points, Hit Points, and Resolve Points are all important resources involved in taking and recovering from damage. See Health and Resolve on page 22 for more information.

- When you take damage, it reduces your Stamina Points (SP) first, then Hit Points (HP).
- Out of combat, you can rest for 10 minutes and spend 1 Resolve Point (RP) to regain all your SP.
- Starfinder does not track negative Hit Points. Instead, when you reach 0 HP, you are unconscious and dying and lose 1 RP at the end of each turn. If you would lose a Resolve Point due to this process and are already out of RP, you die. See page 250.

STARFINDER SOCIETY

Many features of the Starfinder Society Roleplaying Guild program (such as Chronicle sheets, 3 XP to gain a level, success conditions, and so forth) are identical or very similar to those in Pathfinder Society Roleplaying Guild. However, some issues are handled differently.

For more information about Starfinder Society and the Paizo Organized Play, please visit www.organizedplayfoundation.org.

CHARACTER CREATION WORKSHEET

CHARACTER CREATION STEPS   page 14

This document is designed to assist you in creating a new character. It should be used in conjunction with a blank character sheet and the Starfinder Core Rulebook.

Step 1: Create a Concept (Chapter 2, page 14)
Step 2: Choose a Race (Chapter 3, page 40)
Step 3: Choose a Theme (Chapter 2, page 28)
Step 4: Choose a Class (Chapter 4, page 58)
Step 5: Finalize Ability Scores (Chapter 2, page 15)
Step 6: Apply your Class (Chapter 2, page 16)
Step 7: Assign Skill Ranks & Choose Feats
Step 8: Buy Equipment (1000 Credit, Chapter 7)
Step 9: Fill in the Finishing Details
Alignment, Armor Class, Attack Bonuses, Carrying Capacity, Deity, Description, Home World, Initiative, Languages, Resolve Points, Saving Throws, Size & Speed.

RACE   Chapter 3, page 40

Race _____

Ability Modifiers _____

Hit Points_____ **Size**_____ **Speed**_____

Languages_____

_____

_____

Racial Traits _____

_____

_____

_____

_____

_____

_____

THEME   Chapter 2, page 28

Theme _____

Ability Boost _____

Theme Knowledge _____

Theme Ability 6th _____

Theme Ability 12th _____

Theme Ability 15th _____

CLASS   Chapter 4, page 58

Class_____

Key Ability _____

Stamina Points_____**Hit Points** _____

Saving Throws

Fortitude (Constitution)   _____

Reflex (Dexterity)   _____

Will (Wisdom)   _____

BAB   _____

Class Features   _____

_____

_____

_____

_____

_____

_____

Skill Ranks Per Level   _____

Acrobatics Dexterity *	☐ Class	_____
Athletics Strength *	☐ Class	_____
Bluff Charisma	☐ Class	_____
ᵗ**Computers** Intelligence	☐ Class	_____
ᵗ**Culture** Intellegence	☐ Class	_____
Diplomacy Charisma	☐ Class	_____
Disguise Charisma	☐ Class	_____
ᵗ**Engineering** Intelligence	☐ Class	_____
Intimidate Charisma	☐ Class	_____
ᵗ**Life Science** Intelligence	☐ Class	_____
ᵗ**Medicine** Intelligence	☐ Class	_____
ᵗ**Mysticism** Wisdom	☐ Class	_____
Perception Wisdom	☐ Class	_____
ᵗ**Physical Science** Intelligence	☐ Class	_____
ᵗ**Profession** CHA,INT or WIS	☐ Class	_____
ᵗ**Profession** CHA,INT or WIS	☐ Class	_____
Sense Motive Wisdom	☐ Class	_____
ᵗ**Sleight of Hand** Dexterity *	☐ Class	_____
Stealth Dexterity *	☐ Class	_____
Survival Wisdom	☐ Class	_____

ᵗ = Trained Only   * = Armor Check Penalty Applies

ABILITY SCORE WORKSHEET

	Base	Theme	Points	Race	Flac^opt	Total
Strength	10					
Dexterity	10					
Constitution	10					
Intelligence	10					
Wisdom	10					
Charisma	10					

Optional Rule: Character Flaws: The buying ability scores method makes sure that your character is always at least close to average—your race might push you slightly below the average of 10, but you won't be severely hampered. Sometimes, however, it's fun to play a character with a major flaw. If you want to reduce any ability scores for your character below what this system would normally allow, that's fine—playing a brutish soldier with an Intelligence of 5 or a noodle-armed technomancer with a Strength of 4 could allow for some fun roleplaying opportunities—but you don't get to reassign those lost ability points elsewhere. Beware making your scores so low that your character can't keep up with the rest of the party!

THEMES

All theme provides two ability boosts; the first a choice of abilities, the other a free boost. Below are the ability choices for each background.

Ace Pilot (+1 Dex): Thanks to steady hands and nerves of steel, you are skilled at operating starships and other vehicles.
Bounty Hunter (+1 Con): Almost nothing will stop you from tracking down your quarries and returning them dead or alive.
Icon (+1 Cha): You are a popular and respected celebrity within the bounds of colonized space.
Mercenary (+1 Str): You are a well-trained soldier of fortune who works well with your companions in battle.
Outlaw (+1 Dex): Whether you are guilty or not, you are a wanted criminal in a city, on a planet, or even throughout the galaxy.
Priest (+1 Wis): Your unshakable devotion to a philosophy or religion forms the core of your personality.
Scholar (+1 Int): As an academic, you have a broad knowledge base and a thirst to expand it.
Spacefarer (+1 Con): You live your life among the stars, seeking new worlds to explore and yearning for the next adventure.
Xenoarchaeologist (+1 Int): You are driven to explore the ruins of bygone civilizations, whether they are millennia old or recently collapsed.
Xenoseeker (+1 Cha): As you travel outside of Pact Worlds space, you strive to make contact with alien life-forms.

CLASSES

Classes have a key ability score which your class abilities and resolve is based on.

Envoy   Key Ability: Charisma
The Envoy uses her personal magnetism and intelligence to help her allies and baffle her enemies, often in the service of negotiation or politics.
Mechanic   Key Ability: Intelligence
The Envoy uses her personal magnetism and intelligence to help her allies and baffle her enemies, often in the service of negotiation or politics.
Mystic   Key Ability: Wisdom
The Envoy uses her personal magnetism and intelligence to help her allies and baffle her enemies, often in the service of negotiation or politics.
Operative   Key Ability: Dexterity
The Envoy uses her personal magnetism and intelligence to help her allies and baffle her enemies, often in the service of negotiation or politics.
Solarian   Key Ability: Charisma
The Envoy uses her personal magnetism and intelligence to help her allies and baffle her enemies, often in the service of negotiation or politics.
Soldier   Key Ability: Strength or Dexterity
Thoroughly familiar with weapons of war the soldier is ready to wreak havoc when force is called for, and specializes in a particular fighting style.
Technomancer Key Ability: Intelligence
The Technomancer understands the connections between technology and magic, and exploits them by bending reality to suit her needs.

RACES

ANDROID   Ability Modifiers: +2 Dex, +2 Int, -2 Cha **Hit Points:** 4
Complex technological creations crafted to resemble humans, androids were originally a servitor race, but they have since broken free to form their own society. Unlike ordinary robots or ship AIs, androids do not simply respond according to their programming; rather, they have independent consciousnesses and are animated by souls—a distinction crucial to their generally accepted status as people rather than property.

HUMAN   Ability Modifiers: +2 to any one ability score **Hit Points:** 4
Ambitious, creative, and endlessly curious, humans have shown more drive to explore their system and the universe beyond than any of their neighbor races—for better and for worse. They've helped usher in a new era of system-wide communication and organization and are admired for their passion and tenacity, but their tendency to shoot first and think about the consequences later can make them a liability for those races otherwise inclined to work with them.

KASATHA   Ability Modifiers: +2 Str, +2 Wis, -2 Int **Hit Points:** 4
Originally from a planet orbiting a dying star far beyond the Pact Worlds, the four-armed kasathas maintain a reputation as a noble and mysterious people. They are famous for their anachronistic warriors, ancient wisdom, and strange traditions.

LASHUNTA   Ability Modifiers: +2 Cha, +2 Str, -2 Wis ^(Korasha) **Hit Points:** 4
                                                          +2 Cha, +2 Int, -2 Con ^(Damaya)
Idealized by many other humanoid races and gifted with innate psychic abilities, lashuntas are at once consummate scholars and enlightened warriors, naturally divided into two specialized subraces with different abilities and societal roles.

SHIRREN   Ability Modifiers: +2 Con, +2 Wis, -2 Cha **Hit Points:** 6
Once part of a ravenous hive of locust-like predators, the insectile shirrens only recently broke with their hive mind to become a race of telepaths physically addicted to their own individualism, yet dedicated to the idea of community and harmony with other races.

VESK   Ability Modifiers: +2 Str, +2 Con, -2 Int **Hit Points:** 6
Heavily muscled and covered with thick scales and short, sharp horns, the reptilian vesk are exactly as predatory and warlike as they appear. Originally hailing from a star system near the Pact Worlds, they sought to conquer and subdue their stellar neighbors, as they had all the other intelligent races in their own system, until an overwhelming threat forced them into a grudging alliance with the Pact Worlds—for now.

YSOKI   Ability Modifiers: +2 Dex, +2 Int, -2 Str **Hit Points:** 2
Small and furtive, the ysoki are often overlooked by larger races. Yet through wit and technological prowess, they've spread throughout the solar system, giving truth to the old adage that every starship needs a few rats.

CHARACTER NAME

DESCRIPTION

CLASS/LEVEL

RACE

THEME

SIZE   SPEED   GENDER   HOME WORLD

ALIGNMENT   DEITY   PLAYER

ABILITY SCORES

	SCORE	MODIFIER	UPGRADED SCORE	UPGRADED MODIFIER
STR STRENGTH				
DEX DEXTERITY				
CON CONSTITUTION				
INT INTELLIGENCE				
WIS WISDOM				
CHA CHARISMA				

SKILLS

SKILL RANKS PER LEVEL

	TOTAL		RANKS		CLASS BONUS		ABILITY MOD		MISC MOD
☐ ACROBATICS* (DEX)		=		+		+		+	
☐ ATHLETICS* (STR)		=		+		+		+	
☐ BLUFF (CHA)		=		+		+		+	
†☐ COMPUTERS (INT)		=		+		+		+	
†☐ CULTURE (INT)		=		+		+		+	
☐ DIPLOMACY (CHA)		=		+		+		+	
☐ DISGUISE (CHA)		=		+		+		+	
†☐ ENGINEERING (INT)		=		+		+		+	
☐ INTIMIDATE (CHA)		=		+		+		+	
†☐ LIFE SCIENCE (INT)		=		+		+		+	
†☐ MEDICINE (INT)		=		+		+		+	
†☐ MYSTICISM (WIS)		=		+		+		+	
☐ PERCEPTION (WIS)		=		+		+		+	
†☐ PHYSICAL SCIENCE (INT)		=		+		+		+	
☐ PILOTING (DEX)		=		+		+		+	
†☐ PROFESSION (CHA, INT, OR WIS)		=		+		+		+	
†☐ PROFESSION (CHA, INT, OR WIS)		=		+		+		+	
☐ SENSE MOTIVE (WIS)		=		+		+		+	
†☐ SLEIGHT OF HAND* (DEX)		=		+		+		+	
☐ STEALTH* (DEX)		=		+		+		+	
☐ SURVIVAL (WIS)		=		+		+		+	

†Trained Only ☑ Class Skill *Armor check penalty applies

SKILL NOTES

INITIATIVE

TOTAL		DEX MODIFIER		MISC MODIFIER
	=		+	

HEALTH AND RESOLVE

	STAMINA POINTS	HIT POINTS	RESOLVE POINTS
TOTAL			
CURRENT			

ARMOR CLASS

		TOTAL		ARMOR BONUS		DEX MOD		MISC MOD
EAC	ENERGY ARMOR CLASS		=10+		+		+	
KAC	KINETIC ARMOR CLASS		=10+		+		+	
AC VS. COMBAT MANEUVERS			= 8 +	**KAC**				

DR   RESISTANCES

SAVING THROWS

	TOTAL		BASE SAVE		ABILITY MOD		MISC MOD
FORTITUDE (CONSTITUTION)		=		+		+	
REFLEX (DEXTERITY)		=		+		+	
WILL (WISDOM)		=		+		+	

ATTACK BONUSES

BASE ATTACK BONUS (BAB)

	TOTAL		BAB		STR MOD		MISC MOD
MELEE ATTACK		=		+		+	

	TOTAL		BAB		DEX MOD		MISC MOD
RANGED ATTACK		=		+		+	

	TOTAL		BAB		STR MOD		MISC MOD
THROWN ATTACK		=		+		+	

WEAPONS

WEAPON				LEVEL	ATTACK BONUS	DAMAGE
CRITICAL		RANGE	TYPE	AMMO/USAGE		SPECIAL

WEAPON				LEVEL	ATTACK BONUS	DAMAGE
CRITICAL		RANGE	TYPE	AMMO/USAGE		SPECIAL

WEAPON				LEVEL	ATTACK BONUS	DAMAGE
CRITICAL		RANGE	TYPE	AMMO/USAGE		SPECIAL

WEAPON				LEVEL	ATTACK BONUS	DAMAGE
CRITICAL		RANGE	TYPE	AMMO/USAGE		SPECIAL

ABILITIES

SPELLS KNOWN

0 SPELLS KNOWN [ ]

	SPELLS KNOWN	SPELLS PER DAY	SPELL SLOTS USED
1ST	[ ]	[ ]	[ ]

	SPELLS KNOWN	SPELLS PER DAY	SPELL SLOTS USED
2ND	[ ]	[ ]	[ ]

FEATS AND PROFICIENCIES

EQUIPMENT

	LEVEL	BULK

CREDITS [ ]

TOTAL BULK [ ]

OTHER WEALTH

	SPELLS KNOWN	SPELLS PER DAY	SPELL SLOTS USED
3RD	[ ]	[ ]	[ ]

	SPELLS KNOWN	SPELLS PER DAY	SPELL SLOTS USED
4TH	[ ]	[ ]	[ ]

	SPELLS KNOWN	SPELLS PER DAY	SPELL SLOTS USED
5TH	[ ]	[ ]	[ ]

CARRYING CAPACITY

UNENCUMBERED	ENCUMBERED	OVERBURDENED
[ ]	[ ]	[ ]

LANGUAGES

	SPELLS KNOWN	SPELLS PER DAY	SPELL SLOTS USED
6TH	[ ]	[ ]	[ ]

EXPERIENCE POINTS

XP EARNED   NEXT LEVEL

[ ]

Character Name

Organized Play # - Character #

Race

Class

Theme

Starting Faction_____

Character Information

Homeworld _____

Faction Reputation Log	Scenario #	Reputation Earned	Faction Reputation	All Faction Reputation

Theme Abilities

1st Level:_____

6th Level:_____

12th Level:_____

18th Level:_____

XP Tracker

Level 1 ☐☐☐
Level 2 ☐☐☐
Level 3 ☐☐☐
Level 4 ☐☐☐
Level 5 ☐☐☐
Level 6 ☐☐☐
Level 7 ☐☐☐
Level 8 ☐☐☐
Level 9 ☐☐☐
Level 10 ☐☐☐
Level 11 ☐☐☐
Level 12 ☐☐☐
Level 13 ☐☐☐
Level 14 ☐☐☐
Level 15 ☐☐☐
Level 16 ☐☐☐
Level 17 ☐☐☐
Level 18 ☐☐☐
Level 19 ☐☐☐

Faction Reputation Log

| Character Name | | | | | Organized Play # | - | Character # |

Faction	Scenario #	Reputation Earned	Faction Reputation	All Faction Reputation

Faction Reputation

Faction-

Tier 1	5+	☐
Tier 2	15+	☐
Tier 3	25+	☐
Tier 4	45+	☐

Faction-

Tier 1	5+	☐
Tier 2	15+	☐
Tier 3	25+	☐
Tier 4	45+	☐

Faction-

Tier 1	5+	☐
Tier 2	15+	☐
Tier 3	25+	☐
Tier 4	45+	☐

Boons Purchased / Earned

Starfinder Starship Combat Reference Sheets

ROUNDS AND PHASES
Source Starfinder Core Rulebook pg. 317

Like combat between characters, starship combat occurs over a number of rounds until one side flees, surrenders, or is otherwise defeated. Unlike rounds in combat between characters, a round of starship combat doesn't correlate to a specific amount of time. Each round of starship combat is divided up into three phases, resolved in order. Each character aboard a starship typically acts in only one of these phases, depending on her role on the starship.

1. Engineering
The engineers on all ships (if present) each take an action to repair the starships' systems or give them a boost. These actions occur simultaneously, so they can be resolved in any order.

2. Helm
Each starship's pilot attempts a Piloting check. The pilot with the lowest result must move his starship first, followed by the next lowest, until all starships have moved. This check is repeated each round during the helm phase, so the order of movement can change from round to round. If a starship has no one in the pilot role, that starship acts as if its pilot had rolled a 0. If there is a tie, the pilot with fewer ranks in the Piloting skill must move his starship first. If there is still a tie, the two pilots in question should each roll another Piloting check and compare the results; the pilot with the lowest result moves first.

As they move their starships, pilots can attempt additional skill checks to perform dangerous maneuvers or push their vessels beyond their specifications.

Also during this phase, any character taking on the role of science officer can use the starship's systems to scan vessels or target foes. Science officers must act immediately before or after their starship's pilot, but they can jointly decide the order they act.

3. Gunnery
During the gunnery phase, gunners fire their starships' weapons. Starships fire in the same order in which their pilots acted during that round's helm phase, but the effects of damage are not taken into account until the end of the phase, meaning that all starships can fire, even if they take enough damage to be disabled or destroyed during this phase.

Once all of the phases have been resolved, if there are still combatants engaged in the fight, the next round begins, starting with a new engineering phase.

ROLES (CORE RULEBOOK)
Source Starfinder Core Rulebook pg. 316

The actions crew members on a starship can take depend upon their roles. For most roles, multiple people can perform actions each round, but for other roles, only one person can fill that role and only one action for that role can be performed each round. Your role also determines when you act in combat. Starship combat uses the five roles below. You should declare your role when you board a ship (if you declare yourself a passenger, however, you take no special actions in combat unless you assume a role), though you can change your role in the heat of combat (see page 322). See Building Starships on page 292 for information on starship terminology, systems, and stat blocks.

Captain: Your role in combat is about encouraging the crew while taunting enemies into making critical mistakes. A starship can have only one captain, and a character can assume that role only if it is currently vacant. The captain alone can act in any phase of combat. The actions a captain can take are described starting on page 322.

Engineer: You work with your starship's power core and engines to achieve maximum efficiency, grant extra power in times of need, and divert power to vital systems as necessary. You can also repair damaged systems. A starship can have any number of engineers. An engineer acts during the engineering phase (see page 317). The actions an engineer can take are described starting on page 323.

Gunner: You operate your starship's various weapon systems, using them to neutralize or destroy enemy vessels. A starship can have at most one gunner (or gunner team) per weapon mount. A gunner acts during the gunnery phase (see page 317). The actions a gunner can take are described on page 324.

Pilot: You plot the course of the ship. Each starship has speed and maneuverability ratings, but you can push your starship beyond these boundaries with enough skill. A starship can have only one pilot, and a character can assume that role only if it is vacant. The pilot acts during the helm phase of combat (see page 317). The actions a pilot can take are described on page 324.

Science Officer: You use the starship's computers, scanners, and other systems to identify threats, target foes, and navigate hazards. A starship can have any number of science officers. A science officer acts during the helm phase of combat (see page 317). The actions a science officer can take are described starting on page 324.

CAPTAIN ACTIONS
Source Starfinder Core Rulebook pg. 322

As a captain, you can take any of the following actions, depending on your character level, during any phase of combat.

Demand *(Any Phase)*
You can make a demand of a crew member to try to improve his performance. You grant a +4 bonus to one specific check by succeeding at an Intimidate check (DC = 15 + 1-1/2 times your starship's tier). You must use this action before the associated check is rolled, and you can grant this bonus to an individual character only once per combat. Demand might result in negative consequences if used on NPCs, and you can't make demands of yourself.

Encourage *(Any Phase)*
You can encourage another member of the crew to give her a bonus to her action. This works like aid another (see page 133), granting a +2 bonus to the check required by a crew action if you succeed at a DC 10 check using the same skill. Alternatively, you can grant this same bonus by succeeding at a DC 15 Diplomacy check. You can't encourage yourself.

Taunt *(Any Phase, Push)*
You can use the communications system to broadcast a taunting message to the enemy vessel. You select an enemy vessel and a phase of combat (engineering, helm, or gunnery), and then attempt a Bluff or Intimidate check (DC = 15 + 1-1/2 × the enemy starship's tier). If you are successful, each enemy character acting during the selected phase takes a –2 penalty to all checks for 1d4 rounds; the penalty increases to –4 if the enemy's check is made as part of a push action. Once used against an enemy starship, regardless of the outcome, taunt can't be used against that starship again during the same combat.

Orders *(Any Phase, Push)*
At 6th level, you can grant an additional action to one member of the crew by spending 1 Resolve Point and succeeding at a difficult skill check at the beginning of the phase in which the crew member would normally act. The type of check depends on the role of the crew member targeted: a Computers check for a science officer, an Engineering check for an engineer, a gunnery check (see page 320) for a gunner, and a Piloting check for a pilot. The DC of this check is equal to 15 + 1-1/2 × your starship's tier. If the check succeeds, the crew member can take two actions in her role this round (both when she would normally act), but she can't take the same action twice. You can't give yourself orders.

Moving Speech *(Any Phase)*
At 12th level, you can spend 1 Resolve Point and use your action to give a moving speech to the crew during one phase of combat with a successful Diplomacy check (DC = 20 + 1-1/2 × your starship's tier). For the remainder of that phase, your allies can roll twice and take the better result when performing crew actions.

ENGINEER ACTIONS
Source Starfinder Core Rulebook pg. 323

As an engineer, you can take any of the following actions, depending on your ranks in the Engineering skill. These actions can be taken only during the engineering phase. Unless otherwise noted, each action can be performed only once per round, no matter how many engineers are on a starship.

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 = 10 + 1-1/2 × your starship's tier), and the results depend on where you decide to send this extra power. If you send it to the engines, your starship's speed increases by 2 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 (see page 296), up to the shields' maximum value. You can distribute the restored Shield Points across the shields' four quadrants as you see fit.

Hold It Together *(Engineering Phase)*
You can hold one system together by constantly patching and modifying it. If you succeed at an Engineering check (DC = 15 + 1-1/2 × your starship's tier), you can select one system; that system is treated as if its critical damage condition were two steps less severe for the rest of the round (wrecked becomes glitching, and a malfunctioning or glitching system functions as if it had taken no critical damage). This check isn't modified by penalties from critical damage to the power core.

Patch *(Engineering Phase)*
You can patch a system to reduce the effects of a critical damage condition. The number of actions and the DC of the Engineering check required to patch a system depend on how badly the system is damaged, as indicated on the table on page 324. Multiple engineers can pool their actions in a single round to effect repairs more quickly, but each engineer must 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 the critical damage is unchanged, 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 the 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.

Critical Damage Condition	Actions to Patch	DC
Glitching	1	10 + 1-1/2*
Malfunctioning	2	15 + 1-1/2*
Wrecked	3	20 + 1-1/2 *

times your starship's tier

Overpower *(Engineering Phase, Push)*
If you have at least 6 ranks in Engineering, you can spend 1 Resolve Point and attempt an Engineering check (DC = 15 + 1-1/2 × your starship's tier) to squeeze more out of your ship's systems. If you're successful, this functions as the divert action, but you can send extra power to any three systems listed in that action. This action and the divert action can't be taken in the same round.

Quick Fix *(Engineering Phase)*
If you have at least 12 ranks in Engineering, you can try to repair a system quickly by spending 1 Resolve Point and attempting an Engineering check (DC = 20 + 1-1/2 × your starship's tier). If successful, you remove the critical damage condition from one system for 1 hour (allowing it to function as if it had taken no critical damage), after which time it must be repaired as normal.

Gunner Actions

As a gunner, you can take any of the actions below, depending on your character level. These actions can be taken only during the gunnery phase. Though each of a starship's weapons can be fired only once per round, multiple gunners can take actions to fire different weapons in a single round. Actions that allow you to fire starship weapons use the rules for attacking on page 320.

Fire At Will *(Gunnery Phase, Push)*
You can fire any two starship weapons, regardless of their arc. Each attack is made at a –4 penalty.

Shoot *(Gunnery Phase)*
You can fire one of your starship's weapons. If you use a turret weapon, you can target a ship in any arc.

Broadside *(Gunnery Phase, Push)*
At 6th level, you can expend 1 Resolve Point to fire all of the starship weapons mounted in one arc (including turret-mounted weapons). Each weapon can target any vessel in that arc. All of these attacks are made with a –2 penalty.

Precise Targeting *(Gunnery Phase)*
At 12th level, you can perform a very precise strike by spending 1 Resolve Point and firing one starship weapon at a single target. If the attack hits and the enemy ship's shields on that quadrant are depleted before your attack, you deal critical damage to a random system. If the attack would normally cause critical damage, the normal critical damage applies as well (meaning your attack could potentially deal critical damage multiple times; determine which system is damaged as normal each time).

PILOT ACTIONS

As a pilot, you can take the following actions, depending on your ranks in the Piloting skill. These actions can be taken only during the helm phase.

Fly *(Helm Phase)*
You move your starship up to its speed and can make any turns allowed by its maneuverability. This doesn't require a skill check.

Maneuver *(Helm Phase)*
You move your starship up to its speed. You can also attempt a Piloting check (DC = 15 + 1-1/2 × your starship's tier) 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 on page 319. The DCs of the Piloting checks required and the results of success and failure are described in each stunt's description.

Full Power *(Helm Phase, Push)*
If you have at least 6 ranks in Piloting, you can spend 1 Resolve Point to move your starship up to 1-1/2 times its speed. You can make turns during this movement, but you add 2 to your starship's distance between turns.

Audacious Gambit *(Helm Phase)*
If you have at least 12 ranks in Piloting, you can spend 1 Resolve Point and attempt a Piloting check (DC = 20 + 1-1/2 × your starship's tier) to pull off complex maneuvers. You can move your starship up to its speed, treating its distance between turns as if it were 2 lower (minimum 0). You can also fly through hexes occupied by enemy vessels without provoking free attacks. At the end of your starship's movement, you can rotate your starship to face in any direction. If you fail the check, you instead move as if you had taken the fly action (but still lose the Resolve Point).

THINGS TO REMEMBER

Ship's Computer Bonus: Don't forget to use this! The computer's mark is its bonus and the number of nodes is how many times the crew can use it per round. For example, a Mk 2 trinode computer gives a +2 bonus to 3 checks per round.

Weapon Range: This is the size of the range increment for a ship's weapons. Just like PCs' weapons, you may fire at a longer range with a -2 penalty per extra range increment (max = 10 range increments).

Short = 5 hexes • Medium = 10 hexes • Long = 20 hexes

Critical Threshold (CT): This is 1/5 of the ship's total Hull Points. Each time the ship takes cumulative damage of a multiple of its CT, the ship suffers critical damage to one of its systems. (That is, there is an automatic critical hit at 80% of Hull Points, 60%, and so on.)

SCIENCE OFFICER ACTIONS
Source Starfinder Core Rulebook pg. 324

As a science officer, you can take any of the following actions, depending on your ranks in the Computers skill. These actions can be taken only during the helm phase.

Balance *(Helm Phase)*
You can balance the shields, redirecting power from one quadrant to protect another. With a successful Computers check (DC = 10 + 1-1/2 × your starship's tier), you can shift Shield Points (SP) from the shield in one quadrant to the shield in another quadrant, including to depleted shields (after rebalancing, every shield must have at least 10% of the total current SP). Alternatively, you can add up the SP from all the remaining shields and evenly distribute them to all four quadrants, putting any excess SP in the forward quadrant.

Scan *(Helm Phase)*
You can scan a starship with your sensors to learn information about it. This action requires your starship to have sensors (see page 300). You must attempt a Computers check, applying any modifiers from the starship's sensors. You can attempt this check untrained. The DC for this check is equal to 5 + 1-1/2 × the tier of the starship being scanned + its bonus from defensive countermeasures (see page 298). If you succeed at this check, you learn the first unknown piece of information on the following list. For every 5 by which you exceed the check, you learn another unknown piece of information. Subsequent checks reveal new pieces of information, continuing down this list.

1. Basic Information: Living crew complement and ship classification, size, speed, and maneuverability.

2. Defenses: AC, TL, total and current Hull Points, total and current Shield Points in each quadrant, and core PCU value.

3. Weapon: Information about one weapon, including its firing arc and the damage it deals, starting with the weapon that uses the most PCU. Repeat this entry until all the starship's weapons are revealed.

4. Load: Information about how the starship's expansion bays are allocated and any cargo the starship might be carrying.

5. Other: Any remaining ship statistics.

Target System *(Helm Phase, Push)*
You can use your starship's sensors to target a specific system on an enemy starship. This action requires your starship to have sensors. You must attempt a Computers check, applying any modifiers from the starship's sensors. The DC equals 5 + 1-1/2 × the tier of the enemy starship + its bonus from defensive countermeasures (see page 298). If you succeed, choose one system (core, engines, life support, sensors, or weapons). The next attack made by your starship that hits the enemy ship scores a critical hit on a natural roll of 19 or 20. If that attack deals critical damage, it affects the chosen system. For any further critical damage resulting from the attack, determine which system is affected randomly as normal. Your starship's sensors can target only one system on a specific enemy starship at a time, though this action can be used to concurrently target systems on multiple starships.

Lock On *(Helm Phase, Push)*
If you have at least 6 ranks in Computers, you can lock your starship's targeting system on to one enemy vessel. You must spend 1 Resolve Point and attempt a Computers check. The DC equals 5 + 1-1/2 × the tier of the target starship + its bonus from defensive countermeasures (see page 298). If you succeed, your starship's gunners gain a +2 bonus to gunnery checks against the target for the rest of the round. This action can be taken only once per round.

Improve Countermeasures *(Helm Phase)*
If you have at least 12 ranks in Computers, you can try to foil enemy targeting arrays and incoming projectiles by spending 1 Resolve Point and attempting a Computers check. The DC equals 5 + 1-1/2 × the tier of the target starship + its bonus from defensive countermeasures (see page 298). If you're successful, gunners aboard the target starship roll twice and take the worse result for gunnery checks during this round (including checks for tracking weapons).

MINOR CREW ACTIONS
Source Starfinder Core Rulebook pg. 326

Minor crew actions are computer-aided actions that allow a starship limited functionality if it doesn't have the necessary crew to fill all the roles (for instance, the lone crew member aboard a Tiny starship might always be the pilot but may need to fire one of the vessel's weapons in an emergency). You can take one minor crew action per round regardless of your current role, but only if no other action was performed this round for the role associated with that minor crew action. A minor crew action can be performed only once per round and doesn't count as your action.

Glide *(Helm Phase, Minor)*
You move the starship at half its normal speed. The starship can take turns during this movement, but the starship's distance between turns increases by 2. You can add your ranks in the Piloting skill to the starship's AC and TL for this round. You can only take this action if no other pilot actions have been taken during the helm phase (including glide).

Snap Shot *(Gunnery Phase, Minor)*
You can fire one of your starship's weapons with a –2 penalty to the gunnery check. You can take this action only if no other gunner actions have been taken during the gunnery phase (including snap shot).