

# Starfinder Roleplaying Game Core Rulebook Sci Fi Rpg

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**Destiny Aurora** - Frank J Zanca 2019-03-25

A Sci-fi Action novel filled with mystery and thrills.

Join the eclectic crew of the Coalition ship,

Destiny Aurora, as they set out to find the

assassin responsible for the murder of Inspector

Jayce Carver's wife. But what they find will be the

last thing they expect and may change them all

forever. In the vein of Star Wars, Star Trek and

Guardians of the Galaxy all rolled up into one. If

you're a fan, you'll love the twists and turns and

humor of this futuristic adventure story.

**Those Dark Places** - Jonathan Hicks 2007-09

Jonathan Hicks, published twice in the British

Science Fiction Association's writer's magazine

'FOCUS' and the mission designer/dialogue writer

of the mobile telephone game of acclaimed

television show 'Battlestar Galactica', presents

twelve short stories about the little people in the

big universe. "I grew up with the grandiose

science fiction tales, in books and on film, with

great galaxy-spanning adventures or life-changing technologies," said Jonathan Hicks. "In this book I concentrate on the 'little guy', the people who work behind the scenes and those who get a less than stellar deal out of the supposed adventure travelling the galaxy and exploring new technologies offers." Click on the 'preview this book' under the cover picture above to find out more about these stories. Contains strong language and some violence

*Gaslands: Refuelled* - Mike Hutchinson

2019-09-19

Shoot, ram, skid, and loot your way through the

ruins of civilisation with *Gaslands: Refuelled*, the tabletop miniature wargame of post-apocalyptic vehicular mayhem. With all-new material including expanded and enhanced perks, sponsors, vehicle types, and weapons. *Gaslands: Refuelled* contains everything a budding wasteland warrior needs to build and customise their fleet of vehicles in this harsh post-apocalyptic future. With a host of options for scenarios, environmental effects, and campaigns, players can create their own anarchic futures.

**Alien Bestiary (Starfinder)** - Legendary Games

2018-07

The Alien Bestiary brings you an incredible array of sci-fi and space-themed monsters and menaces for the Starfinder Roleplaying Game! The creatures you'll find within are perfect for whenever your heroes make a foray into the dark tapestry of space or have to defend their home from alien invasion by eldritch horrors from beyond the stars.

### **Stars Without Number (Perfect Bound) -**

2010-11-21

Stars Without Number is a science fiction role-playing game inspired by the Old School Renaissance and the great fantasy and science-

fiction games of the seventies and eighties. \*

Compatible with most retroclone RPGs \* Helps a GM build a sandbox sci-fi game that lets the players leave the plot rails to explore freely \*

World building resources for creating system-neutral planets and star sectors \* 100 adventure seeds and guidelines for integrating them with the worlds you've made \* Old-school compatible rules for guns, cyberware, starships, and psionics \*

Domain rules for experienced characters who want to set up their own colony, psychic academy, mercenary band, or other institution

*Starfinder Adventure Path* - James L. Sutter

2019-03

A magical portal to the Plane of Fire disappears into the sun just after creatures exit it for the first time in recorded history. An overwhelming telepathic burst from within the sun quickly follows, and a scientist recruits the heroes to help her find out what's going on. The mission takes the heroes to the Burning Archipelago, a bubble city in the sun's atmosphere, and Asanatown, the lashunta enclave there, to meet with another scientist who can help. Before that meeting can happen, however, the recent psychic disturbance leads radicals among the telepathically sensitive

lashuntas to take matters into their own hands, closing Asanatown off from the rest of the sun-based city. Trapped, the heroes must rescue their contact and return power to the proper authorities to escape! "Fire Starters" is a Starfinder Roleplaying Game adventure for four 1st-level characters. This adventure begins the Dawn of Flame Adventure Path, a six-part, monthly campaign in which the heroes uncover a plot that threatens the Pact Worlds sun. This adventure also includes a gazetteer of Asanatown, an article on the sun-worshipping faith that helped establish the Burning Archipelago, and a selection of new

monsters from the sun and the planes. Each monthly full-color softcover Starfinder Adventure Path volume contains a new installment of a series of interconnected science-fantasy quests that together create a fully developed plot of sweeping scale and epic challenges. Each 64-page volume of the Starfinder Adventure Path also contains in-depth articles that detail and expand the Starfinder campaign setting and provide new rules, a host of exciting new monsters and alien races, a new planet to explore and starship to pilot, and more!

*Starfinder Starship Operations Manual* - Paizo

Publishing 2020

Blast off into space with the Starship Operations Manual, Starfinder's latest rules expansion hardcover! Outfit your beloved starship with more than 100 new starship weapons, expansion bays, alternate armors, and systems like drop pods, ramming prows, mines, ablative armor, virtual intelligences, and more. If you're looking for a new ride, you'll find profiles of leading starship manufacturers as well as statistics for more than 40 new starships found throughout the galaxy. The Starship Operations Manual puts you at the controls, offering bold new ways to present

starship combat, from dogfights in planetary atmospheres to daring chases through asteroid fields to pitched battles between huge fleets. New rules allow crewmembers to get even more out of their skills and feats, unlocking thrilling critical success results that add excitement to starship combat. Take your adventures into the great unknown and beyond with the Starfinder Starship Operations Manual!

**Starfinder** - Paizo Publishing 2017-09-12

Record Your Glory Fully detail your heroes and document their exploits with the Starfinder Player Character Folio! This deluxe, innovative character

record provides space for absolutely everything you need to know about your Starfinder hero.

This sturdy folio's 16 character-defining pages include: - Expanded space for your hero's attacks, defenses, feats, and class features. - A section for detailing your starship's statistics and capabilities. - Quick reference charts for everything from combat to character advancement. - Tons of space to track gear. - Room to chronicle your character's achievements, goals, and history. - Folder-flaps to hold handouts and other documents.

**Starfinder RPG: Tech Revolution** - Paizo

Publishing 2021-09-07

Command the galaxy's cutting-edge technologies so sophisticated that they rival magic itself! Outfit yourself with the latest and greatest new weapons, armor, and other gear, from high-power explosives to alien relics that surpass conventional science. Or incorporate technologies directly into yourself, whether you're installing advanced cybernetic augmentations or playing Starfinder's newest class: the nanocyte, whose body hosts an army of robotic nanites that obey her commands! Outrace the speediest threats by customizing your own space-age vehicles, and

overcome even the toughest foes by piloting powerful battle robots using the all-new mech combat system! Seize the future with additional options for every class and articles exploring every aspect of science-fantasy tech from advertising and music to virtual intelligences and security systems. Join in the Starfinder Tech Revolution!

*Starfinder* - Alexander Augunas 2018

The Pact Worlds are the beating heart of the Starfinder campaign setting, a solar system full of citizens both familiar and bizarre. From the cosmopolitan corridors of Absalom Station to the



carnivorous jungles of Castrovel or the floating cloud-cities of the gas giant Bretheda, this hardcover rulebook is your guide to Starfinder's core worlds and civilizations, and the perfect place to launch any adventure. Inside, you'll find:

- \* In-depth gazetteers of the system's 14 major worlds, from high-tech Verces and the draconic empires of Triaxus to the necromantic wastelands of Eox or magical bubble cities floating on the surface of the sun. Each gazetteer features a detailed world map, residents and cultures, settlements and adventure locations, a unique theme to customize characters from that world,

and more. \* New playable alien races, from undead Eoxians to Castrovellian plant-people. \* New starships, from the living vessels of the Xenowardens to sinister Hellknight dreadnoughts. \* A codex of themed NPC stat blocks to help Game Masters create vivid encounters. \* New archetypes for every class, including the Star Knight, Skyfire Centurion, and Divine Champion. \* Tons of new weapons, armors, spells, feats, magic items, technological gadgets, and more to help outfit your adventurers.

**Starfinder Adventure Path** - Stephen Radney-MacFarland 2018

In the Dead Suns Adventure Path, the players take on the roles of members of the Starfinder Society, a loose association of scholars and adventurers who travel the galaxy uncovering the secrets of the past. When a fragment of an ancient alien superweapon surfaces in the depths of hyperspace, its discovery sets off a race to find the extraterrestrial doomsday device. Hopping from planet to planet in both the civilized Pact Worlds and beyond, the heroes must contend with both the undead Corpse Fleet and the nihilistic Cult of the Devourer, each of which seeks to acquire the alien artifact for its own

purposes. Can the heroes find and destroy the superweapon before their enemies seize control of it, or will the Pact Worlds' sun go dark and cold, a harbinger of dead suns across the galaxy?

**Starfinder Adventure: Junker's Delight** - Jason Keeley 2021-07

The first stand-alone adventure for the Starfinder RPG is here! Centuries ago, the Stellar Flare--a science vessel researching the strange dimension known as the Drift--crashed on the surface of Akiton. Now, Vari-13, an android with a claim to the Stellar Flare, wants to find the wreck and

rescue its valuable research. But Vari-13 will need help, and that's where your heroes come in. The Stellar Flare's remains lie in the middle of an enormous junk field filled with malfunctioning technology, inhabited by predatory creatures, and fought over by territorial space goblins. And there are whispers of an enormous robot made entirely of junk that wanders the scrapyards, immune to magic and eager to destroy everything in its path. Can your heroes broker a peace, reach the wreckage, and defend it against an army of scavengers? Junker's Delight is a complete Starfinder adventure for 1st-level characters

written by Jason Keeley and Misha Bushyager. It features strange new alien creatures, new spells and equipment, and an in-depth look at Khefak Depot, a rough-and-tumble Akitonian settlement home to countless adventures!

**Starfinder RPG: Galactic Magic** - Paizo Publishing  
2021-11-23

Unravel the eldritch mysteries of the galaxy! The new Galactic Magic hardcover rulebook for the Starfinder Roleplaying Game adds magical flair to any hero with a wealth of fantastical magic-infused character options for starfarers of any class! More than 100 spells, a host of powerful

rituals, and an array of magic gear, hybrid items, and artifacts give you the edge to survive in a weird universe with lurking dangers at the end of every jump. The brand-new precog class allows you to see and change the future, relying on predictive prerolls to navigate clutch situations and quick reflexes to manipulate combat. Study arcana among the stars with a host of new magical organizations and spellcasting schools or petition higher powers using new faith-based options tied to the galaxy's gods and philosophies. Whatever your path to magical might, Galactic Magic is your guide!

Polaris - Philippe Tessier 2016-10-10

The world above ground has become uninhabitable, humankind was forced to flee from the surface and find shelter in the seas. They are now trying to survive in this hostile environment, dealing with the species' degeneration, perpetual wars, monsters and very limited resources. And there is this great mystery that prevails: the Polaris Effect... From the publishers of the Pathfinder RPG's French edition comes POLARIS, an exciting post-apocalyptic sci-fi RPG, now in English! Take part in the political intrigues, action, exploration and the quest to survive. An all

new and revised english version with over 400 full-color pages, split in two books that are sold in a slip case. Core Rulebook : 1 280 page, hardcover, full-color \* The World of the Deep - Setting \* Character Creation \* Game System Core Rulebook :2 208 page, hardcover, full-color \* Technology & Equipment \* Creatures \* Advanced Rules \* Quickstart Adventure

**Mind Tyrants of the Merciless Moons** - Chris A Jackson 2020-07-24

Death in the Mind's Eye The heroes have scored a major victory, but the dark forces arrayed against them will not go down without a fight.

Pursuing their fleeing legions to the gas giant Qanna, the heroes arrive on the verdant moon of Itac at the head of a band of Accord forces only to discover that the massive planet's manifold moons have long been a secret stronghold of the Hegemony forces and the hunters are now the hunted. Worse still, the psychic storms and spatial ripples of the system make escape almost impossible, and to prevail the heroes must launch headlong into a campaign against a dread conqueror set on launching a final desperate assault at the head of a massive army. The heroes at last come face to face with the

unspeakable ultari, the grand architects of the Hegemony, and only they can thwart a rogue general's mad quest for power as they stand against the Mind Tyrants of the Merciless Moons! Mind Tyrants of the Merciless Moons is an adventure for 17th to 19th-level characters using the Starfinder Roleplaying Game. The latest chapter in the amazing Legendary Planet Adventure Path, a spectacular sword-and-planet saga from Legendary Games blending sci-fi and fantasy, magic and machines with an exciting pulp sensibility and style. Mind Tyrants of the Merciless Moons includes not only a massive

interplanetary adventure but also brand-new monsters, magic, and technology, including new advanced vehicle rules blending magic and technology, along with a full gazetteer of the domed city of Emirist-Tar and its inhabitants and an ongoing fiction series. Here you will find amazing adventures that span the stars and plunder the planets in a campaign that takes your heroes to 20th level and beyond! Grab this exotic epic today and Make Your Game Legendary! This 92-page print volume contains the following: - "Mind Tyrants of the Merciless Moons," a Pathfinder RPG adventure for 17th to 19th-level

characters by Tim Hitchcock- A "Planetary Bestiary" by Tim Hitchcock and Mike Welham, featuring six sensational new monsters: the apocalyptic atoth, sinister ceroptor body snatchers, relentless conveyance golem, leaping karn-tor lizard-folk, howling onaryx (including their mature, dread, and elder variants), and the dread ultari mindlords!- 7 new technological and magical items like the photon blaster, plasma javelin, particulate synthesizer, and Ithosian golem armor!- A detailed gazetteer of the domed city-state of Emirist-Tar, home to the purple-skin Alusidain monarchs!- "The Deadliest Weapon,"

the latest chapter in Chris A. Jackson's ongoing tale of Anasya, an interplanetary adventurer venturing into the void to strike at the heart of the enemy's war machine!For further information on the earlier adventures in the Legendary Planet Adventure Path and the final upcoming adventures, To Kill a Star, pick up the Legendary Planet Player's Guide and check the Legendary Games website!The Legendary Planet Adventure Path includes the following adventures: #1: To Worlds Unknown (2nd to 5th level)#2: The Scavenged Codex (5th to 7th level)#3: Dead Vault Descent (8th to 10th level)#4: Confederates

of the Shattered Zone (11th to 14th level)#5: The  
Depths of Desperation (15th to 17th level)#6:  
Mind Tyrants of the Merciless Moons (17th to  
18th level)#7: To Kill a Star (19th to 20th level)  
*Dungeons & Dragons Art & Arcana* - Michael  
Witwer 2018-10-23

An illustrated guide to the history and evolution of  
the beloved role-playing game told through the  
paintings, sketches, illustrations, and visual  
ephemera behind its creation, growth, and  
continued popularity. FINALIST FOR THE HUGO  
AWARD • FINALIST FOR THE LOCUS AWARD  
• NOMINATED FOR THE DIANA JONES

AWARD From one of the most iconic game  
brands in the world, this official DUNGEONS &  
DRAGONS illustrated history provides an  
unprecedented look at the visual evolution of the  
brand, showing its continued influence on the  
worlds of pop culture and fantasy. Inside the  
book, you'll find more than seven hundred pieces  
of artwork—from each edition of the core role-  
playing books, supplements, and adventures; as  
well as *Forgotten Realms* and *Dragonlance*  
novels; decades of *Dragon* and *Dungeon*  
magazines; and classic advertisements and  
merchandise; plus never-before-seen sketches,



large-format canvases, rare photographs, one-of-a-kind drafts, and more from the now-famous designers and artists associated with DUNGEONS & DRAGONS. The superstar author team gained unparalleled access to the archives of Wizards of the Coast and the personal collections of top collectors, as well as the designers and illustrators who created the distinctive characters, concepts, and visuals that have defined fantasy art and gameplay for generations. This is the most comprehensive collection of D&D imagery ever assembled, making this the ultimate collectible for the game's

millions of fans around the world.

**Gaming Programs for All Ages at the Library -**

Tom Bruno 2018-06-20

Gaming Programs for All Ages at the Library shows you how you can launch and support gaming programming in your library. Everything from acquisitions to budgeting to circulation is covered in this practical guide, as well as promotion, assessment, and experiential learning opportunities.

Death's Heretic - James L. Sutter 2011

Nobody cheats death. A warrior haunted by his past, Salim Ghadafar serves as a problem-solver

for a church he hates, bound by the goddess of death to hunt down those who would rob her of her due. Such is the case in the desert nation of Thuvia, where a powerful merchant on the verge of achieving eternal youth via a magical elixir is mysteriously murdered, his soul kidnapped somewhere along its path to the afterlife. The only clue is a magical ransom note, offering to trade the merchant's successful resurrection for his dose of the fabled potion. But who would have the power to steal a soul from the boneyard of Death herself? Enter Salim, whose keen mind and contacts throughout the multiverse should

make solving this mystery a cinch. There's only one problem: The investigation is being financed by Neila Anvanory, the dead merchant's stubborn and aristocratic daughter. And she wants to go with him. Along with his uninvited passenger, Salim must unravel a web of intrigue that will lead them far from the blistering sands of Thuvia on a grand tour of the Outer Planes, where devils and angels rub shoulders with fey lords and mechanical men, and nothing is as it seems...

*Starfinder* - James L. Sutter 2017

"Open Game License version 1.0a"--4th unnumbered page.

## Star Empires - Matt Daley 2018-11-08

To Rule the Stars! This amazing expansion for the Starfinder Roleplaying Game allows your heroes to stake their claim as princes of the universe and suzerains of the stars! Star Empires brings you extensive rules for founding colonies of your own and expanding them to form an empire, with a flexible and modular system that applies to territorial expansion on a single planet to interstellar empires that span multiple systems. Build colonies from simple modules to sprawling metropolises, fine-tuning the balance of law and corruption, industry and culture, prosperity and

popularity! Develop your own governmental ethos, exploring and expanding your domain and issuing edicts to manage your empire's economy and stability while keeping your citizens loyal and productive. You can play with a simple, abstract system or use any number of optional rules to develop trade, diplomacy, and more, and Star Empires also includes a modular system for mass combat in a sci-fi setting, allowing you to build armies to defend your colonies from invading enemies or raise a mighty crusade to crush the resistance of any system in your path. Your heroes have explored new worlds, uncovered

interplanetary conspiracies, and boldly gone where no one has gone before, but in between your adventures and endless weeks cruising the spaceways now they can return home to their shining capital to build their own sci-fi society, from conquering techno-legions to peaceful utopia! Grab this incredible 100-page Starfinder supplement today and Make Your Game Legendary!

**Arcforge** - Matt Daley 2019-01-28

Find a Path to the Stars! Advanced technology in the Pathfinder Roleplaying Game makes you wonder how it might fit into the Starfinder

Roleplaying Game, including new rules from Arcforge: Technology Expanded and Arcforge: Psibertech. While we could have rewritten rules for Bonded Mechs, the Helmsman class, and so on from the ground up for Starfinder, who needs all that work to bridge both systems? The solution: Arcforge: Star\*Path! This amazing book is a guide for everyone who wants to take their favorite things from the Pathfinder Roleplaying Game and bring them into the Starfinder Roleplaying Game, offering more detailed and holistic legacy conversion rules that should enable most anything from the expansive

Pathfinder Roleplaying Game universe into the new frontier of sci-fi gaming. What's more, Arcforge: Star\*Path contains extensive rules for taking things back the other way, enabling players and GMs who love the familiar Pathfinder Roleplaying Game rules to enjoy the new classes, weapons, monsters, and more introduced in the Starfinder Roleplaying Game. You'll find tons of rules, notes, and advice for dealing with classes, archetypes, races, gear, and more! Plus, there's a whole section of brand-new options, with nearly 30 feats and class features like solar renewal, Cosmic Variance, and Void Spell, as well as 7 all-

new archetypes like the Ace Greaser, Starknight, Uplink Warrior, and Zenith Marine! Whichever your favorite system, Arcforge: Star\*Path provides you a wealth of rules and options for unifying the best parts of each to create countless new characters, stories, and adventures! Grab this fantastic 50-page dual-system accessory today and Make Your Game Legendary! Don't forget to check out the companion volumes - Arcforge: Technology Expanded and Arcforge: Psibertech - for even more sci-fi goodness for your campaign! **Aethera Campaign Setting (PFRPG)** - Robert Brookes 2017-02-28

The Aethera Campaign Setting is a sci-fi/fantasy setting for use with the Pathfinder Roleplaying Game by Paizo Inc. Discover the Aethera System, a star system pulling itself out of an ancient apocalypse and a century-long war. Immerse yourself in a world of intrigue, space combat, ancient magic, and suspenseful mystery! Inside this massive 570-page tome you will find: Details of the native inhabitants of the Aethera System and their histories such as the erathi, plant-like entities with ties to a mysterious verdant elemental plane; Infused, survivors of magical experiments that possess a psychic

network and telekinetic abilities; okanta, giant-blooded humanoids infused with powerful bestial traits and remarkable cunning; and phalanx, bio-organic constructs with living souls capable of tapping into past-life memories. An elaborate cosmology of four worlds, two stars, an asteroid belt, and many outer planes as well as the cities of adventuring locations therein. Rules for incorporating exciting party-based space combat at any level. Dozens of archetypes, new feats, spells, hybrid magic-technological items, and plant-based symbionts that can join your character in battle. More than 40 new monsters

and fully-detailed NPCs, and MUCH, MUCH MORE!

**Starfinder Alien Archive 4** - Paizo Publishing

2021-01-12

Battle, befriend, or become more than 100 bizarre alien life forms in this all-new creature collection for the Starfinder Roleplaying Game! On countless worlds orbiting countless stars, strange and wonderful creatures await discovery. In this book, you'll find rules and background information about creatures ranging from undead androids and robot dragons to deadly laser-spined flowers and mysterious sea skeletons. Many species

include rules for making your own playable alien character, from beings made of coral to animals uplifted by sapient fungus to creatures truly bizarre to behold. You'll also find plenty of new equipment and player options, including a new set of augmentations that allows your character to adopt the strange features of dozens of existing playable alien species. Explore the extraordinary with Starfinder Alien Archive 4! Inside this book, you'll find the following: -Nearly 100 uncanny life-forms both classic and new, from the batlike grioth and horrifying brain collector to the vengeful endling and dreaded plasmalisk. -A

dozen races with full player rules, letting you play everything from a fungus-uplifted animal to a humanoid made of magical coral. -New alien technology to help give your character an edge, including armor, weapons, magic items, and more. -New rules for grafting the strange physical traits of other species onto your own character, creating a staggering array of customization options!

**Alien RPG** - Free League Publishing 2019-12-10

"Space is vast, dark, and not your friend. Gamma rays and neutrino bursts erupt from dying stars to cook you alive, black holes tear you apart, and

the void itself boils your blood and seizes your brain. Try to scream and no one can hear you - hold your breath and you rupture your lungs. Space isn't as empty as you'd think, either - its frontiers are ever expanding. Rival governments wage a cold war of aggression while greedy corporations vie for valuable resources. Colonists reach for the stars and gamble with their lives - each new world tamed is either feast or famine. And there are things lurking in the shadows of every asteroid - things strange and different and deadly. Things alien. This is the official ALIEN tabletop roleplaying game - a universe of body



horror and corporate brinkmanship, where synthetic people play god while space truckers and marines serve host to newborn ghoulish creatures. It's a harsh and unforgiving universe and you are nothing if not expendable. Stay alive if you can"--Back cover.

**The Expanse Roleplaying Game** - Steve Kenson  
2019-05-14

"The Expanse created by James S.A. Corey."

**Quest Game Book** - T. C. Sottek 2022-06

The omniverse expands beyond imagination with Quest's Cosmic Fantasy Edition. Quest is a tabletop roleplaying game where you and your

friends create amazing heroes and tell their story together. This book has everything you need to create a compelling character and learn to play the game.

[The Ultimate RPG Character Backstory Guide: Expanded Genres Edition](#) - James D'Amato  
2022-06-14

Take your skyship pirate, haunted waif, or alien scientist to the next level with this fun, interactive book of exercises to help you build your RPG character's backstory—made specifically for the genres you love to play. You can now explore new RPG character ideas with this character

backstory guide to the most popular RPG genres beyond fantasy, from sci-fi to horror and superhero to western-themed games. This latest guide from One Shot creator and RPG expert James D'Amato helps you build out an existing character or create a new one, with these activities that provide plenty of RPG fun before you even hit the gaming table. With activities to help you flesh out characters for fantasy, sci-fi, horror, x-punk, superhero and western campaigns (with an extra chapter of neutral exercises you can use whenever you like), this book has everything you need, whether you're looking to

start a new character, build out an existing character you're currently playing, or explore new character ideas and genres.

[Starfinder Near Space](#) - Paizo Staff 2020-06-02

Journey to Near Space, the galactic region that contains the Pact Worlds, the Veskarium, and many of the planets discovered and colonized by explorers from those civilizations. This hardcover rulebook expands the Starfinder campaign setting with details on dozens of worlds and cultures found in Near Space, each perfect as a locale for science-fantasy adventure! Inside this book, you'll find in-depth gazetteers of the nine worlds of the

Veskarium, the interstellar empire founded by the warlike vesk; detailed entries on other planets and civilizations of Near Space; new starships from the Veskarium and beyond; alternate racial traits for playable Near Space races; and new themes, archetypes, equipment, spells, and more for any character!

Starfinder RPG - Amanda Hamon 2019

"Enhance your hero - The starfinder galaxy is an expansive and diverse collection of eclectic planets, strange creatures, myriad cultures, and ancient traditions! Characters can draw from far more backgrounds, heritages, and training

regimens than can possible be contained in just one core book. The starfinder character operations manual expands the universe of what is possible for characters of any class or race, providing new choices t every stage of character creating and advancement. Whether you are a veteran or new to the game, there's something here for you! "--Cover, page 4.

**Starfinder Adventure Path** - Jason Tondro  
2019-09-17

At the boiling point While the heroes recover in the liberated sun-city of Kahlannal, efreet launch an assault on the Burning Archipelago from

deeper within the sun. The PCs have the advantages of position, knowledge, and surprise, giving them a unique opportunity. Using technology from their new allies, the anassanois, the PCs can approach stealthily to infiltrate the efreeti base known as the Crucible. Thwarting the invasion requires returning the Far Portal to the surface of the sun. However, the forces overseeing the base won't stand idle. In the end, General Khaim, the efreeti commander, risks everything to realize his plan to dominate the Burning Archipelago and destroy the meddling intruders! This volume of Starfinder Adventure

Path concludes the Dawn of Flame Adventure Path and includes: - "Assault on the Crucible," a Starfinder adventure for 11th-level characters, by Jason Tondro. - Ways to continue the campaign after the efreeti invasion, as well as two villains who might have plans involving the heroes of this Adventure Path, by Tracy Barnett. - A survey of the Plane of Fire-including its denizens, plots, and realms-by Thurston Hillman. - An archive of elemental outsiders and bizarre inhabitants of the galaxy, from capricious water genies to swarms of fey rodents, by Tracy Barnett, Violet Hargrave, Owen K.C. Stephens, and Jason Tondro. -

Statistics and deck plans for an efreeti cruiser, by Thurston Hillman, plus a look inside a hollow world containing a miniature sun, by Violet Hargrave.

*Starfinder* - Paizo Publishing 2017

This four-panel screen is designed to speed up play and reduce the time spent by the Game Master searching through rulebooks.

**Fate of the Fifth** - Patrick Brennan 2019-09-17

Suskillon Needs You! As the ever-ravenous threat of the insectile Swarm surges across another system in the Vast, the heroes are part of the defense effort. They must fight back against

waves of foes and rescue civilians, including a shirren priest of Hylax whose temple seems to be of particular interest to the invaders. By relying on their wits-and each other-the heroes just might survive the Swarm onslaught. This volume of *Starfinder* Adventure Path begins the Attack of the Swarm! Adventure Path and includes: - "Fate of the Fifth," a *Starfinder* adventure for 1st-level characters, by Patrick Brennan. - A guide for players of this Adventure Path, including two military themes and a selection of helpful gear, by Patrick Brennan. - An examination of the nigh-unstoppable force known as the Swarm, by Lacy

Pellazar. - An archive of alien creatures, including a shapechanging swarm of nanobots and several Swarm creatures, by Patrick Brennan, James Case, and Adrian Ng. - Statistics and deck plans for a luxury observation vehicle, plus a glimpse at the bucolic world of Suskillon before it is invaded, by Patrick Brennan.

Starfinder Adventure Path - Rob McCreary 2017

In the Dead Suns Adventure Path, the players take on the roles of members of the Starfinder Society, a loose association of scholars and adventurers who travel the galaxy uncovering the secrets of the past. When a fragment of an

ancient alien superweapon surfaces in the depths of hyperspace, its discovery sets off a race to find the extraterrestrial doomsday device. Hopping from planet to planet in both the civilized Pact Worlds and beyond, the heroes must contend with both the undead Corpse Fleet and the nihilistic Cult of the Devourer, each of which seeks to acquire the alien artifact for its own purposes. Can the heroes find and destroy the superweapon before their enemies seize control of it, or will the Pact Worlds' sun go dark and cold, a harbinger of dead suns across the galaxy?

Starfinder Adventure Path - BJ Hensley

2020-11-24

In this thrilling kick-off to the new Fly Free or Die Starfinder Adventure Path, a crew of scoundrels, rogues, and misfits finds it hard to survive in a galaxy where everyone has a price. Targeted by a crime boss and his army of enforcers, preyed upon by faceless mega-corporations, and hounded by rivals, the crew of the Free Trader Oliphant line up the big score that will at last make them rich beyond their wildest dreams. But when their many enemies join forces and the crew loses it all, they find out there's two things in

the galaxy that can't be bought: freedom... and revenge. It's just another day punching the clock when the player characters, a blue-collar transport crew, are blamed for a bad cargo and stiffed of their bonuses. They take a dangerous job smuggling weapons to a world conquered by militant hobgoblins, but one fiasco later, they're in debt to a crime boss and about to be fired. Their only chance is to steal the Oliphant, an experimental cargo hauler with a magical secret, and then survive long enough to collect the payoff! "We're No Heroes" is a Starfinder Roleplaying Game adventure for four 1st-level

characters. It makes an excellent introduction to the game for new players. The adventure begins the Fly Free or Die Adventure Path, a six-part, monthly campaign in which a merchant crew with an experimental starship tries to get rich, escape interplanetary assassins, and outwit their rivals. This volume also includes rules for finding, buying, and selling interstellar cargo (and using the profits to enhance your starship), a collection of deadly threats, and a player's guide that provides advice and new character creation options ideal for this Adventure Path. Each monthly full-color softcover Starfinder Adventure

Path volume contains a new installment of a series of interconnected science-fantasy quests that together create a fully developed plot of sweeping scale and epic challenges. Each 64-page volume of the Starfinder Adventure Path also contains in-depth articles that detail and expand the Starfinder campaign setting and provide new rules, a host of exciting new monsters and alien races, a new planet to explore and starship to pilot, and more!

[The Ruined Clouds](#) - Jason Keeley 2018

In the Dead Suns Adventure Path, the players take on the roles of members of the Starfinder



Society, a loose association of scholars and adventurers who travel the galaxy uncovering the secrets of the past. When a fragment of an ancient alien superweapon surfaces in the depths of hyperspace, its discovery sets off a race to find the extraterrestrial doomsday device. Hopping from planet to planet in both the civilized Pact Worlds and beyond, the heroes must contend with both the undead Corpse Fleet and the nihilistic Cult of the Devourer, each of which seeks to acquire the alien artifact for its own purposes. Can the heroes find and destroy the superweapon before their enemies seize control

of it, or will the Pact Worlds' sun go dark and cold, a harbinger of dead suns across the galaxy?

**Starfinder Adventure Path** - Larry Wilhelm

2018-10-30

The heroes must infiltrate a secluded Azlanti science facility and liberate the captive scientists forced to study an experimental starship drive to keep it out of their enemies' hands. They soon learn of the device's reality-warping power firsthand, but standing in their way is the dastardly Azlanti noble who has orchestrated the entire plot! "The Rune Drive Gambit" is a Starfinder

Roleplaying Game adventure for four 5th-level characters by Larry Wilhelm. The adventure concludes the Against the Aeon Throne Adventure Path, a 3-part, monthly campaign in which players visit and explore some of the worlds of the sinister Azlanti Star Empire. It also includes advice for how to continue the campaign, a detailed exploration of the peacekeeping organization known as the Stewards, and a selection of new monsters from alien worlds. Each monthly full-color softcover Starfinder Adventure Path volume contains a new installment of a series of interconnected science-

fantasy quests that together create a fully developed plot of sweeping scale and epic challenges. Each 64-page volume of the Starfinder Adventure Path also contains in-depth articles that detail and expand the Starfinder campaign setting and provide new rules, a host of exciting new monsters and alien races, a new planet to explore and starship to pilot, and more!

Starfinder Adventure Path - Ron Lundeen

2019-06-18

Trapped in the Dark When the heroes seek an expert to translate an ancient, eldritch tablet, a sinister cult strikes from out of the shadows,

intent on destroying the relic and all who know of its existence. After facing off against these zealots and deciphering the tablet, the heroes learn of another deep-sun locale called Ezorod- and the evil elder entity that has focused its attention there. The heroes quickly discover that the tablet is both a map and a key to Ezorod, allowing them to enter and explore this weird and lightless oubliette. There they will encounter ghastly creatures and uncover sophisticated technology that could advance sun-diving by light-years. But even if the PCs manage to escape the deadly solar dungeon, they'll be forced to wonder

about the malevolent being they have unleashed upon the galaxy-even as they receive a mysterious message heralding a future confrontation! This volume of Starfinder Adventure Path continues the Dawn of Flame Adventure Path and includes: - "The Blind City," a Starfinder adventure for 7th-level characters, by Ron Lundeen. - A peek into several cults of the galaxy, along with a cult hunter character theme, by Lyz Liddell. - A catalog of strange gear from across known space, including bizarre artifacts, by Leo Glass. - An archive of fiery threats-some of which burn both the body and the soul-from

cruel dimensional shamblers to the mischievous magmins, by David Gregoire, Violet Hargrave, and Ron Lundeen. - Deck plans and statistics for an efreeti warship and a survey of a world in the Vast that shines its own light into the void, both by Ron Lundeen.

### **Alien Archive 3** - Joe Pasini 2019-09-17

Feature Creatures The galaxy hosts a staggering array of aliens both bloodcurdling and benevolent. The pages of Starfinder Alien Archive 3 are packed with creatures designed for use with the Starfinder Roleplaying Game! From starmetal dragons and the spiral-winged irokirois to living

holograms and body-snatching flayer leeches, the creatures in this codex will challenge adventurers no matter what strange worlds they're exploring. What's more, player rules for a variety of species let players not just fight aliens, but be them! Inside this book, you'll find the following: - Over 100 bizarre life-forms both classic and new, from bioluminescent cephalumes and quantum-entangled oozes to natives of hyperspace and living asteroids. - More than a dozen races with full player rules, letting you play everything from a life-hungry undead creature to a sapient swarm of tiny insects. - New alien technology to help give

your character an edge, including armor, weapons, magic items, and more. - New rules for gaining a creature companion that can accompany you as a pet, a mount, or even a fearsome combatant!

**Arcforge** - Matt Daley 2020-10-08

Traverse the Infinite! Far beyond the reaches of Vandara lies a vast multiverse of horrors and wonders. Amidst the blackness of eons, beings of incomprehensible age and magnitude war with each for the destiny of all of the universe. In their wake, countless miracles both scientific and magical lie strewn across the cosmos. To uncover

the mysteries of these countless interstellar beings is to recognize how infinitesimal even the greatest triumphs of Vandara or Aurin truly are. Arcforge Campaign Setting: What Lies Beyond is the final installment exploring the Arcforge universe, bringing you a treasure trove of Starfinder Roleplaying Game and Pathfinder Roleplaying Game rules and options for players and GMs alike alongside extensive lore and mechanics for the vaster cosmology of the Arcforge universe. Uncover the nature of the planes and learn about the forces which govern them with incredible options for GMs and players

alike! Learn of the Logi, the seven guiding forces at the heart of cosmic conflict! Harness the might of Mythic Sphere Masteries for the Pilot and Technomancy spheres while invoking new spells and powers such as Biocloaking, Event Horizon, and Voidsong! Deal with strange outer powers such as Zenith Aeons, Hero Passages, Meggidon Titans, and Nihileon Unmakers! Finally, build a

wide variety of new monsters with eight new Templates, ranging from the nightmarish Silenced to the brilliant Unshackled AI! An endless realm of adventures lies beyond in this incredible 92-page sci-fi supplement for Starfinder and Pathfinder, so open your eyes to the vastness and Make Your Game Legendary!

[Starfinder Galaxy Exploration Manual](#) - 2021-04