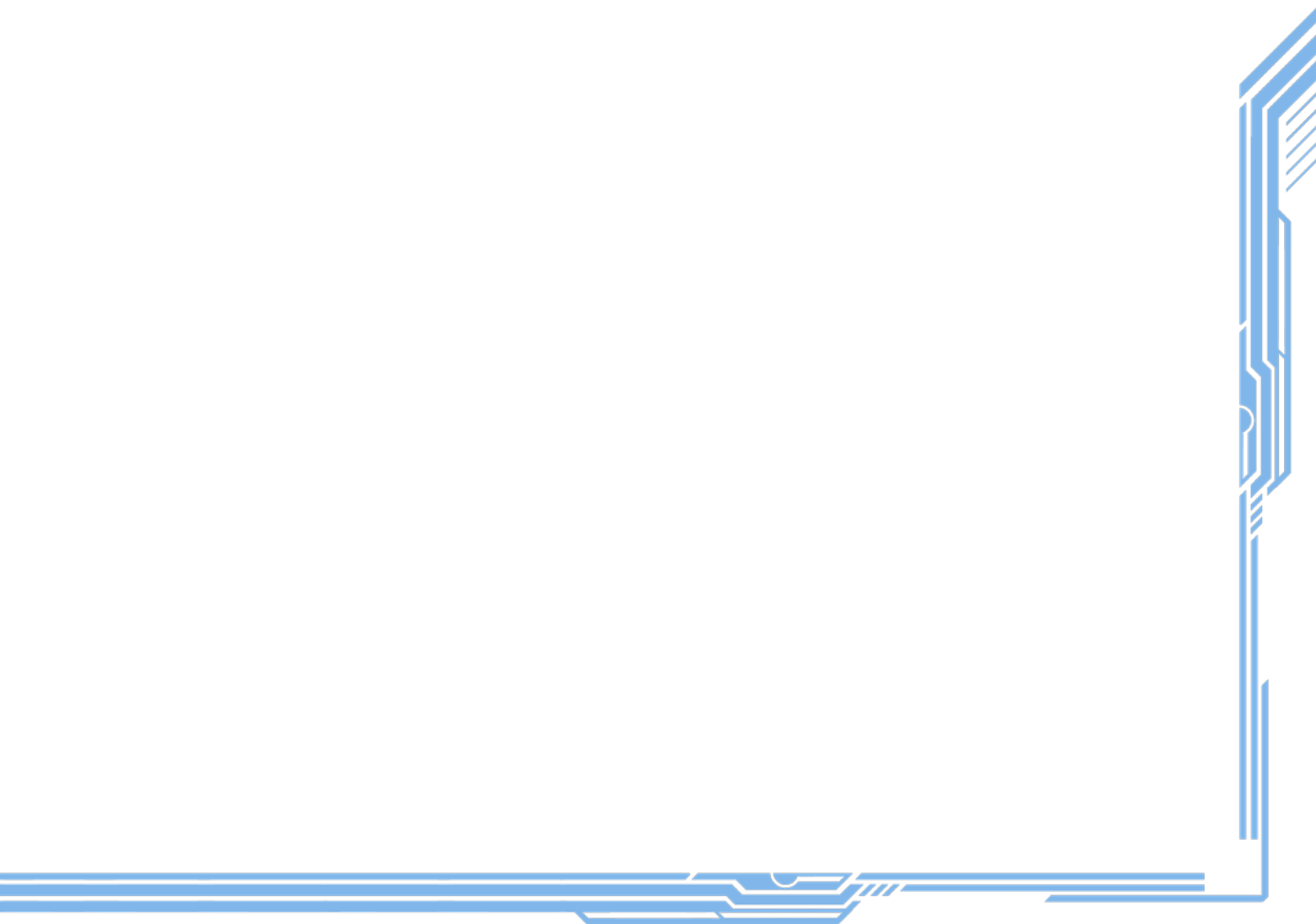




# STARFINDER FIELD TEST #1

## A NEW ERA!

Welcome to the first installment of Starfinder Field Tests, a series of documents dedicated to giving insight behind our ongoing process on the design and development of a new edition for the Starfinder Roleplaying Game. That's right, Starfinder is getting a new edition, and we want you and your gaming groups to be involved with us every step of the way, in what we're aiming to make our most open playtest to date!



## STARFINDER 2ND EDITION!

Since the release of the latest edition of the fantasy-inspired Pathfinder Roleplaying Game, the Starfinder team has received countless questions about when we'd be bringing some of the mechanical innovations made in Pathfinder over into Starfinder. The answer is: with our new edition!

To start off, we are working to make sure that Starfinder Second Edition is going to be 100% compatible with Pathfinder Second Edition, meaning that you'll be able to use content from both games interchangeably. Do you want to take that monster you enjoyed from a Pathfinder adventure and toss it against a bunch of laser-toting space adventurers? Go right ahead! Did you instead want to have a Gatling gun-toting soldier adventuring alongside your cleric and wizards? Yeah, you'll be able to do that now too! Our goal is to make it so you can take your library of beloved Pathfinder products and have them seamlessly work with your Starfinder games, or take our future Starfinder releases and incorporate them into your Pathfinder games—as long as your GM approves!

In fact, if you want to get ahead of the curve and be ready for our new edition, be sure to pick up *Pathfinder Player Core* and *Pathfinder GM Core*, both of which are essential reads to get you started on the direction we're going with our new edition.

## THE ROAD AHEAD

Over the coming weeks and months, we'll be releasing new content about what's happening with the development of Starfinder's new edition. This includes regular media releases like blogs and videos, as well as future field tests providing glimpses of other aspects of the game, or just fun things the team wants to share. It's our plan to show you as much as we can about what's happening with the development of this new edition, and to give you and your groups some fun tools you can put into your ongoing Pathfinder games along the way—after all, why have a regular wolf attacking your party, when you can have a LASER WOLF attacking your party?

These field tests are also a bit of a “look behind the glass” at what the team has been working on and the directions we're taking the game. Unlike a more traditional playtest document, these are more about providing the community with some key snippets of content at various stages throughout the process and gauging reaction. The content we're providing is by no means final, subject to incredible amounts of change, and is meant to be a way for the Starfinder team to share what we're working on as part of the revamp toward a new edition. Obviously, everyone on the team is excited to get feedback and hear stories about how you use this content in your games or just your gut reaction to reading it, but we want to set expectations that all of this is subject to change.

This all culminates with our expected release of the *Starfinder Playtest Rulebook* in summer 2024. The release of the *Playtest Rulebook* will be the official point at which we think the components of the game will be ready for public consumption, and we'll be soliciting more in-depth feedback from our fans to make the best version of Starfinder that we can. Look for more details on the playtest process as we get closer to the release of the *Playtest Rulebook*.

Until then, keep up on everything related to the development of the new edition at [starfinderplaytest.com](https://starfinderplaytest.com).



### FIELD NOTES

Howdy nufriends! My name is Captain Concierge, your resident preloaded assistance program, and I'm here to help-help your journey through these field tests. The Starfinder team is mighty busy right now, putting allsix into getting this new edition ready, so they've left it to me to provide a few more “behind the scenes” details about what they've been up to.

There's a lot to go through, and it's easy to get lost in all the new tech, but don't worry, I'm here to help-help! These tidy little sidebars I've put together will provide y'all with some insight into the design process and some thoughts I've gathered from the team.

So, let's dive in, gree?

## FIELD TEST #1

*Starfinder Field Test #1* is all about getting some of our work-in-progress content into your hands. So, we thought, what better way than providing a level 1 to 5 snapshot of one of our classes: the soldier. This class is the first of six classes that we're going to be releasing in the *Starfinder Playtest Rulebook*, and it's our definitive “tanking” class, meaning that the soldier is going to be taking a lot of damage. Of course, just taking a lot of damage isn't a great class feature, so we also decided that soldiers are your default class for using big guns and big weapons. Lots of big guns. So many big guns.

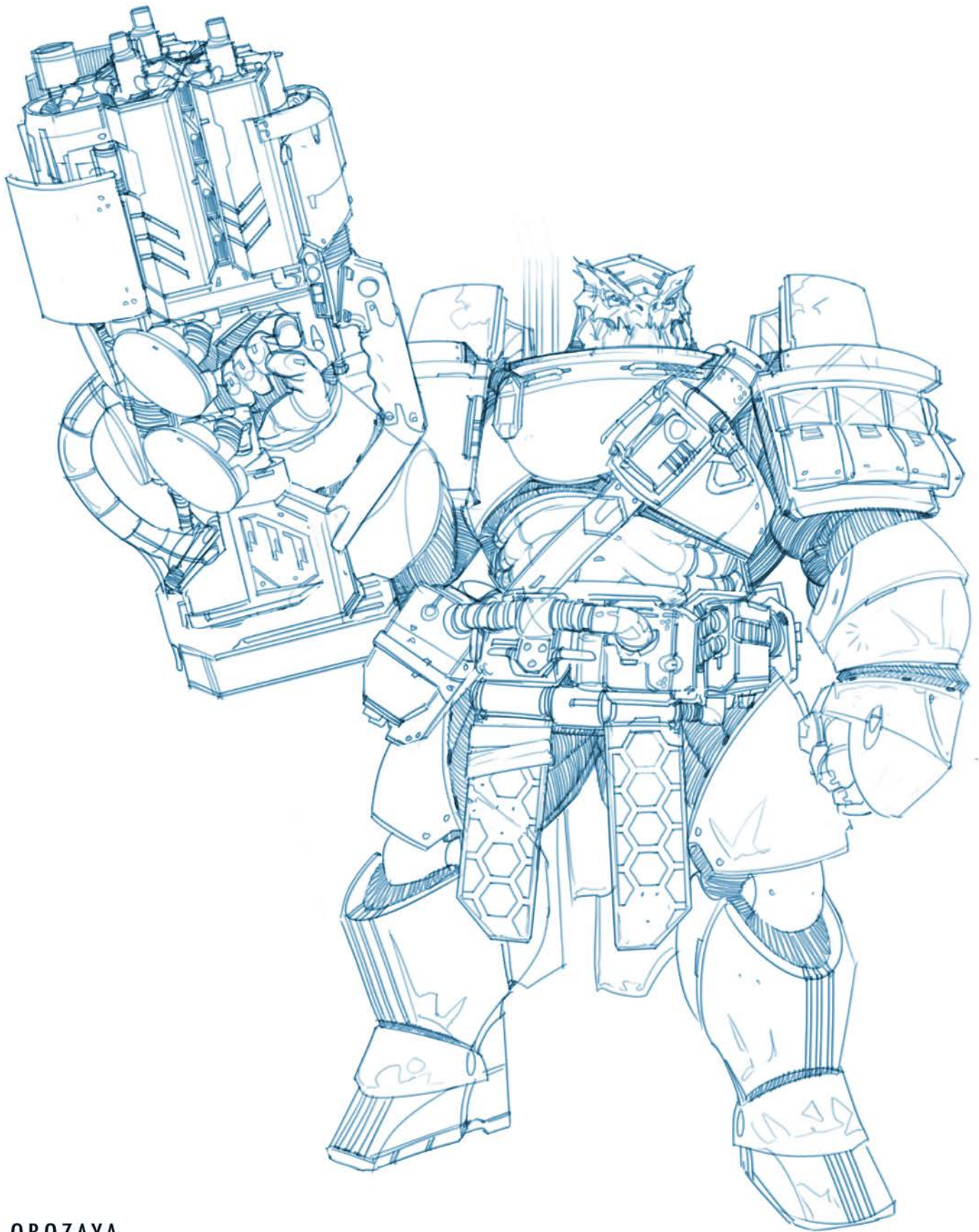
Oh, we guess that for us to show off a class that uses big area of effect weapons, we probably want to include a few of those in this document? This field test also includes some new Starfinder ranged weapons, showcasing a bit of the new equipment system that we're testing. This should give you some ideas on the direction we're taking things and what we have been testing with.

Finally, since you have a snippet of the soldier and some of the guns that they can use, how about we give you some things to shoot at? Along with our new mechanical options, we're also presenting some new creatures in the form of the rambunctious glitch gremlin and the dreaded tashtari laser wolf! The gremlin is more to provide an idea of how all these systems can work together, while the laser wolf is absolutely intended for your GM to throw a laser spewing wolf into your home campaigns—you're welcome!

We're so excited to see your first reactions to our next version of Starfinder. We know it's a bit unorthodox to share this content this early, but we want to make sure that you're all along from the start on this fantastic journey into a new era of the game we all love.

### The Starfinder Team

Thurston Hillman, Managing Creative Director  
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## **OBOZAYA**

STARFINDER 2 - Icons Concepts  
Kent Hamilton  
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# SOLDIER

*You are a master of area weapons, heavy armor, and taking punishment. You stand in the thick of the battle and unleash devastating salvos against your foes, while taking withering fire in return. By laying down a barrage of suppressing fire with powerful weapons, you set your allies up to fulfill their respective roles, while encouraging enemies to focus on you.*

## KEY ATTRIBUTE

### Constitution

At 1st level, your class gives you an attribute boost to Constitution.

## HIT POINTS

### 10 plus your Constitution modifier

You increase your maximum number of HP by this number at 1st level and every level thereafter.

## During combat encounters...

You set yourself up on the battlefield to rain down fire with heavy weapons. You then take abuse from foes as they advance through your attacks, having the ability to swap to heavy melee attacks once your foes close the distance.

## During social encounters...

You often stand back and let others do the talking, while providing support with the threat of your weaponry and sheer bulk. Sometimes you might surprise others with an insightful take.

## While exploring...

You're at the front of the group, weathering any foes or hazards that appear along the way. You position yourself so you can take advantage of your weaponry, but you also act as a shield for your allies.

## In downtime...

You work long and exhausting jobs. You might take time to retrain certain things you've learned, or tinker with your heavy weapons and procure new ammunition and upgrades.

## You might...

- Employ your heavy weapons to take the brunt of the enemy's attention in combat, relishing the attention while taking heavy fire.
- Rush forward into danger, knowing that your sheer bulk and endurance will see you through.
- Make dangerous gambits when employing your area of effect weapons, either putting yourself or your allies in danger.

## Others probably...

- Rely on you to take the lead and absorb incoming fire.
- Assume there's not much more to you than wielding big weapons and taking a beating.
- Appreciate what your presence alone brings to the negotiating table.

## SOLDIER ADVANCEMENT

Your Level	Class Features
1	Ancestry and background, initial proficiencies, attribute boosts, suppressing fire, primary target, soldier fighting styles, walking armory, soldier feat
2	Skill feat, soldier feat
3	Fearsome bulwark, general feat, skill increase
4	Skill feat, soldier feat
5	Ancestry Feat, attribute boosts, skill increase, soldier weapon mastery

## INITIAL PROFICIENCIES

At 1st level, you gain the listed proficiency ranks in the following statistics. You are untrained in anything not listed unless you gain a better proficiency rank in some other way.

## PERCEPTION

Trained in Perception

## SAVING THROWS

Expert in Fortitude

Trained in Reflex

Trained in Will

## SKILLS

Trained in Intimidation

Trained in a number of additional skills equal to 3 plus your Intelligence modifier

## ATTACKS

Trained in simple weapons

Trained in martial weapons

Trained in unarmed attacks

## DEFENSES

Trained in all armor

Trained in unarmored defense

## CLASS DC

Trained in soldier class DC



## CLASS FEATURES

You gain these abilities as a soldier. Abilities gained at higher levels list the level at which you gain them next to the features' names.

### Ancestry and Background

In addition to what you get from your class at 1st level, you have the benefits of your selected ancestry and background.

### Initial Proficiencies

At 1st level, you gain a number of proficiencies that represent your basic training. These proficiencies are noted at the start of this class.

### Attribute Boosts

In addition to what you get from your class at 1st level, you have four free boosts to different attribute modifiers. At 5th level and every 5 levels thereafter, you boost four different attribute modifiers. If an attribute modifier is already +4 or higher, it takes two boosts to increase it; you get a partial boost, and you must boost that attribute again at a later level to increase it by 1.

### Suppressing Fire

You have a knack for using powerful weapons to hinder your foes and prevent them from operating at their peak. If you make an attack with a weapon that has the area trait (such as from the Area Fire or Auto-Fire actions), you use it in a manner that suppresses your targets. Creatures in the affected area who fail their save against your attack become suppressed (see sidebar) until the start of your next turn. A suppressed target takes a -1 circumstance penalty on attack rolls and takes a -5-foot status penalty to its Speeds.

#### NEW CONDITION: SUPPRESSED

You have been affected by a high volume of incoming fire or a particularly dangerous attack that forces you to act less efficiently for your own safety. You take a -1 circumstance penalty on attack rolls and a -5-foot status penalty to your Speed.

### Primary Target

When you make an attack with an area of effect weapon (such as from the Area Fire or Auto-Fire actions), you can choose to make a ranged attack roll against a single creature either adjacent to the center point of the attack or the closest within a cone or line, instead of requiring that creature to make a save. If two or more creatures are closest and equidistant, you can choose which one is your primary target. Other creatures within the area of effect must save against the effect as normal. If you successfully hit your primary target, then that target is suppressed until the start of your next turn.

### Soldier Fighting Styles

As a soldier, you applied yourself to a specific style of combat. Your style determines how you tend to approach combat and how you take advantage of your ability to suppress targets. Choose a soldier fighting style. The fighting styles presented in this book are as follows.



#### FIELD NOTE: DESIGNING THE SOLDIER

The soldier is a class that the Starfinder team wanted to make sure wasn't just the "fighter in space." Their approach so far has been to design the soldier as a class that can absorb more damage than a fighter, with similar scaling to the champion class in terms of its defensive abilities. Somewhat balancing out the soldier's use of Constitution as a key attribute, soldiers specialize in big two-handed guns and weapons, which means they probably aren't digging too deep into using shields and benefiting from the peak of AC. The Starfinder team really wanted to explore the design space of area weapons in Starfinder, letting them focus on the use of these weapons by a class.

#### ARMOR STORM

Your armor is like an extension of your skin (or other appropriate surface layer), and you're able to leverage it alongside the heavy weapons you employ. Foes you suppress quickly stumble while attempting to overcome your durability, granting you an edge in absorbing their incoming firepower. You likely move to the forefront and try to focus your enemy's attention on yourself.

You never count as being in the area of a ranged weapon you've made an attack with. In addition, you gain resistance equal to half your level (minimum 1) against attacks made from suppressed targets.

#### BOMBARD

There's nothing like a reliable heavy gun (or maybe several different types of heavy guns) to get you through the tough times of adventuring in space. You've come to terms with the fact that your weapons might sometimes hit your allies but work to minimize such instances of unintentional "friendly fire." In fact, you've honed your skill with heavy weapons so much that all but the most indirect of strikes causes your opponents to duck down or force them to adapt to the havoc you unleash.

When you attack with an area weapon, you adjust the shot to allow allies to better avoid it. Decrease the DC by 2 for any allies who need to make a save against your area effects. In addition, enemies who succeed (but not critically succeed) their save against an area attack you make are still suppressed until the start of your next turn.

#### CLOSE QUARTERS

While you still have the necessary training to employ heavy weapons, you've learned that it's important to keep a backup for when foes get too close. You're able to easily switch between long range and close combat, allowing you to better stand your ground when you need to, or defend your allies in a tricky situation. Blows with heavy close combat weapons punish your foes just as effectively as when you fire a rotolaser or a missile launcher.

When you successfully make a Strike with a two-handed melee weapon, you suppress the target until the start of your next turn. In addition, you gain the Punitive Strike reaction.

## PUNITIVE STRIKE

**Trigger** A suppressed creature within your reach uses a manipulate action or a move action, or leaves a square during a move action it's using.

Your foe's momentary lapse in defense gives you an opening. Make a melee Strike against the triggering creature. If your attack is a critical hit and the trigger was a move action, you disrupt that action. This Strike doesn't count toward your multiple attack penalty, and your multiple attack penalty doesn't apply to this Strike.

## Walking Armory

You bring the heaviest armor and largest weapons to bear, but also have the capability of carrying them all and keeping up. When determining your Strength threshold for using medium or heavy armor, you can instead choose to use your Constitution modifier. If you already meet the Strength requirement for the armor you're wearing, reduce that armor's Bulk by 1 (to a minimum of 1). In addition, increase the amount of Bulk you can carry before becoming encumbered by half your Constitution modifier rounded up. Increase your maximum carried Bulk by your Constitution modifier rounded up.

## Soldier Feats

At 1st level and every even-numbered level, you gain a soldier class feat.

## Skill Feats

2nd

At 2nd level and every 2 levels thereafter, you gain a skill feat. Skill feats have the skill trait. You must be trained or better in the corresponding skill to select a skill feat.

## Fearsome Bulwark

3rd

Your sheer mass terrifies foes when they see you. You can use your Constitution modifier instead of your Charisma modifier on Intimidation checks.

## Skill Increases

3rd

At 3rd level and every 2 levels thereafter, you gain a skill increase. You can use this increase either to increase your proficiency rank to trained in one skill you're untrained in, or to increase your proficiency rank in one skill in which you're already trained to expert.

At 7th level, you can use skill increases to increase your proficiency rank to master in a skill in which you're already an expert, and at 15th level, you can use them to increase your proficiency rank to legendary in a skill in which you're already a master.

## General Feats

3rd

At 3rd level and every 4 levels thereafter, you gain a general feat.

## Ancestry Feats

5th

In addition to the initial ancestry feat you started with, you gain an ancestry feat at 5th level and every 4 levels thereafter.

## Soldier Weapon Mastery

5th

Your proficiency ranks for simple weapons and martial weapons increase to expert. You gain access to the critical specialization effects for weapons with the area or automatic traits.

## KEY TERMS

You'll see the following key terms in many soldier class features.

**Suppressed:** Suppressed is a condition often applied by the soldier when using area weapons against targets. Suppressed creatures might receive additional conditions and other negative effects based on specific soldier abilities and class feats. When a creature is suppressed, other effects may enhance certain actions made against the target. For more information on suppressed, see page 5.

## SOLDIER FEATS BY NAME

Feat	Level
Menacing Laughter	2
Overwhelming Assault	4
Pin-Down	1
Punishing Salvo	4
Quick-Swap	1
Ready Reload	1
Relentless Endurance	2
Steady Up	2
Warning Shot	1
Widen Area	4

## SOLDIER FEATS

At every level that you gain a soldier feat, you can select one of the following feats. You must satisfy any prerequisites before selecting the feat.

### 1ST LEVEL

#### PIN-DOWN

FEAT 1

SOLDIER

**Requirements** Your last action was an attack with an area weapon. Select one creature that was in the area of effect of your prior attack. That creature must make a save against your attack again. This effect deals no damage but can inflict the suppressed condition on a target who previously saved against it.

#### QUICK-SWAP

FEAT 1

SOLDIER

**Trigger** You are wielding a two-handed weapon and a creature moves adjacent to you.

You stow your current weapon and draw another two-handed weapon. If you have multiple sets of arms, you can instead choose a set to become active.

#### READY RELOAD

FEAT 1

SOLDIER

**Requirements** You're wielding a two-handed ranged weapon with a reload of 2 or more, and your last action this turn was an attack action that consumed ammunition from the weapon.

Reloading a weapon can be a delicate process, but you've mastered how to do so in the middle of combat, beginning the process while still in the act of firing your weapon. You Interact and can reload your weapon twice.

## WARNING SHOT

FEAT 1

SOLDIER

**Trigger** You roll initiative.

**Requirements** You are wielding a weapon with the area or automatic trait.

As combat begins, you unleash a quick volley with your weapon, forcing advancing foes to cower on approach. Make an Area Fire or Automatic Fire (page 8) with your weapon. Creatures in the area take no damage but must still attempt a save to avoid being suppressed.

## 2ND LEVEL

### MENACING LAUGHTER

FEAT 2

AUDITORY SOLDIER

Your laughter (or suitable war cry) can somehow be heard over the din of your weapons fire. Attempt Intimidation checks to Demoralize each creature within 30 feet who you suppressed this turn.

### RELENTLESS ENDURANCE

FEAT 2

SOLDIER

**Trigger** You take damage.

**Frequency** once per hour

You come back stronger. You gain 1d8+4 temporary Hit Points that last for 10 minutes. Increase this amount by 1d8+4 for every 4 levels you have beyond 2nd level.

### STEADY UP

FEAT 2

SOLDIER

**Requirements** You are wielding a weapon with the area or automatic trait.

You brace yourself to better fire your weapon and not be easily moved. Until the start of your next turn, your next Area Fire or Automatic Fire takes 1 action instead of 2, and if you would be moved 10 feet or less by a forced movement effect, you don't move at all. Taking a later move action negates this effect.

## 4TH LEVEL

### OVERWHELMING ASSAULT

FEAT 4

SOLDIER

You're able to overcome the defenses of suppressed foes with repeated attacks. Your multiple attack penalty for attacks against suppressed targets is -4 (-3 with an agile weapon) on your second attack of the turn instead of -5, and -9 (-8 with an agile weapon) on your third or subsequent attack of the turn, instead of -10.

### PUNISHING SALVO

FEAT 4

SOLDIER

**Requirements** Your last action this turn was a primary target Strike. You can make a second Strike against your primary target, ignoring the effect of the unwieldy trait that prevents additional attacks. This doesn't make a new area attack and is instead treated as just a single Strike against the target made using the primary target rules.

### WIDEN AREA

FEAT 4

SOLDIER MANIPULATE

You set up your area weapon to affect more targets. If the next



## FIELD NOTE: OUR FIRST PLAYTEST

I got to peek at the first internal playtest involving the soldier and wowzee, was it something else. The first thing that really stood out about the class is that it could just take a beating.

Alien akatas trying to nibble ya down? No problem.

Got a blood-sucking mist that's looking to ruin your day? Soldier has ya covered.

Run into something nasty from the Outer Rifts wielding a pain glaive? We got Hit Points for that.

See, the soldier excels at taking hits, but also at putting down foes with their ranged weapons. In the team's first playtest, they found that a soldier could really take a beating. Mix that with the incredible healing the team is experimenting with in the new mystic class, it just felt right. Like how us skittermanders always gotta help out those vesk.

In the team's first playtest, they built the soldier like good old Obozaya, the Starfinder iconic soldier, and took the close quarters fighting style. This gave the soldier a good all-around approach to both ranged and melee combat, while also being pretty darn scary (read: serious Intimidation bonus). This made for an interesting back and forth during play, where the soldier would try to set up and shoot with an area weapon before swapping to melee once the critters got in close. All the while laughing menacingly to demoralize foes.

Of course, the other fighting styles let ya explore all sorts of different play styles. One example that the team is curious to see in action is how folks might use armor storm and its ability to ignore hurting yourself with your big scary guns—the team is about 33.33% (repeating of course) sure there's no broken combo there.

After their current playtests, the Starfinder Team is sure curious to see if the soldier is too durable of a class. They're looking at its overall role in combat beyond just soaking damage and want to see if anything is missing from the play experience. The focus on ranged area weapons is the intended niche here, while also giving parties something of an anvil to center their combats on. So, feel free to whip up a soldier and give it a test and let the team know whatcha think. We can use as many nufriends as we can to make sure we're getting things right, gree?

action you use is to make an attack with an area weapon that has an area of burst, cone, or line, increase the area of that attack. Add 5 feet to the radius of a burst that normally has a radius of at least 10 feet (a burst with a smaller radius is not affected). Add 5 feet to the length of a cone or line that is normally 15 feet long or smaller, and add 10 feet to the length of a larger cone or line.

# NEW EQUIPMENT

To go along with the soldier class preview presented here, we're including a few choice examples of weapons and where we're at in the design process.

## UPDATED EQUIPMENT RULES

What follows are some of the new mechanics associated with Starfinder weapons.

### DAMAGE

This entry lists the weapon's damage die and the type of damage it deals: B for bludgeoning, P for piercing, or S for slashing. Some weapons also deal other damage types: A for acid, C for cold, E for electricity, F for fire, M for mental, Po for poison, or So for sonic.

### HANDS

**Multi-Armed Characters:** Characters that have more than two hands, like kasathas, can hold more items and weapons than typically expected. Performing actions with multiple pairs of arms concurrently is a challenge and can't be done without intensive training. You must designate a pair of hands as your active hands. You can change this designation from one pair of hands to another by taking the Switch Active Hands action, which is an Interact action. You can only attack with weapons wielded in your active hands.

### CAPACITY

Most weapons take batteries or have magazines to allow for multiple shots. The capacity of a weapon indicates how much ammunition it can hold. Charges represent battery-powered weapons and the highest capacity battery it can hold. Many flame weapons instead utilize petrol, which is sold in tanks and otherwise functions as batteries. Most projectile weapons use magazines, which can hold a maximum number of cartridges. Depending on the weapon, cartridges could be bolts, darts, flechettes, rounds, or other ammunition. Most projectile weapons use rounds, while most injection weapons use darts. Cartridges are purchased individually, at a cost of 1 cartridge per credit. Note that this is separate from than the capacity trait presented on page 150 of *Pathfinder Guns & Gears*.

### USAGE

This indicates how much ammunition is consumed with each Strike you make with the weapon. Anytime the weapon is fired, its ammunition is lowered by the number indicated.

### UPGRADES

Weapons can be customized with upgrades, which include technological weapon accessories and hybrid weapon fusions. This indicates how many upgrades the weapon can utilize.

### RELEVANT WEAPON TRAITS

The following are new traits relevant to the equipment presented in this document.

**Analog:** This weapon eschews advanced electronics, computers systems, and electric power sources, but was manufactured and calibrated using advanced technology. This weapon is immune to abilities that target technology. Weapon runes (as found in



#### FIELD NOTE: GUNS IN SPACE!

Equipment is obviously going to be a major component of Starfinder Second Edition. The team wanted to make sure that weapons in Starfinder could have different types and models, so that players want to collect or try out different builds. It's a goal to explore some different ways to change weapons as they scale up at different levels, including larger areas of effect or increased range increments.

The team also realizes that it's a pain to constantly swap out weapons as your current gun becomes less useful, and while it's not covered in this document, the team intends to make sure the game has the ability for PCs to upgrade their guns as they progress instead of just swapping them out.

Pathfinder) don't function on this weapon unless this weapon also has the archaic trait. While this use of the word "analog" is not technically correct when referring to technology, use of the term in this way has become common throughout the Pact Worlds.

**Archaic:** This weapon is crafted using traditional methods and materials but is not suitable for striking modern armor. All weapons from Pathfinder Second Edition have the archaic trait. Weapon runes (as found in Pathfinder) function normally with archaic weapons. When a creature with non-archaic armor takes damage from an archaic weapon, that creature gains resistance 10 against the attack.

**Area (burst, cone, line):** Weapons with this trait can only fire using the Area Fire action.

**Area Fire** ♦♦ (area, attack) You target each creature in the designated area with a range equal to the weapon's range increment (for cone or line) or the designated radius of the explosion (for burst). For burst, you can position the center point anywhere within your first range increment. Any creatures in the area must succeed at a basic Reflex save against your class DC plus the tracking value of the weapon (you don't roll an attack roll). This damage is area damage. Creatures that critically fail this save are subject to effects that occur on a critical hit with this weapon, including the weapon's critical specialization effect.

**Automatic:** In addition to a normal Strike, you can fire this weapon using the Automatic Fire action.

**Automatic Fire** ♦♦ (area, attack) You hit each creature in a cone with a range equal to half the weapon's range increment. Any creatures in the area must succeed at a basic Reflex save against your class DC plus the tracking value of the weapon (you don't roll an attack roll). This damage is area damage. Creatures that critically fail this save are subject to effects that occur on a critical hit with this weapon, including the weapon's critical specialization effect. Automatic Fire has a usage equal to half the weapon's maximum capacity.

**Concussive:** These weapons smash as much as puncture. When determining a creature's resistance or immunity to damage from this weapon, use the weaker of the target's resistance or immunity to piercing or to bludgeoning. For instance, if the creature were immune to piercing and had no resistance or immunity to



bludgeoning damage, it would take full damage from a concussive weapon. Resistance or immunity to all physical damage, or all damage, applies as normal.

**Tech:** Weapons with the tech trait incorporate electronics, computer systems, and power sources. Sometimes the weapons use such little energy that they can rely on integrated power sources (such as melee weapons that don't have a capacity), while others drain batteries with attacks. Weapon runes (as found in Pathfinder) don't function on these weapons.

**Tracking:** This weapon has been developed with several integrated targeting, stabilizing, and homing systems. Attack rolls with this weapon gain an item bonus equal to the listed value.

**Unwieldy:** Weapons with this trait are large and awkward, can't be fired without cooling down first, or are otherwise difficult to use with repeated attacks. You can't use an unwieldy weapon more than once per round and can't use it to Strike as part of a reaction, such as Punitive Strike.

## CRITICAL SPECIALIZATION EFFECTS

The following are bespoke critical specialization effects for our new groups of weapons.

**Laser:** The target must succeed at a Fortitude save against your class DC or be dazzled until the start of your next turn.

**Projectile:** The target must succeed at a Fortitude save against your class DC or be slowed 1 until the end of your next turn.

## SIMPLE RANGED WEAPONS

### Laser Pistol

The trusty sidearm of most interstellar travelers, the laser pistol has an untold number of makes and models across the galaxy. These small arms work in tandem with compact batteries to unleash pinpoint shots of directed energy at their intended targets. Lower-end models tend to gobble up battery charges, while higher-end models often trade overall capacity for increased damage.

### Scattergun

A classic across the cosmos. The scattergun is something that appears just as frequently on backwater planets without a burgeoning industry as they do amid the foundries at the heart of the Pact Worlds' most advanced societies. A fired scattergun unleashes a spray of tiny projectile shells that wither nearby targets with the force of their impact.

## MARTIAL RANGED WEAPONS

### Rotolaser

Employing a moving array of lenses, this weapon also uses a rotating set of barrels that allow for a series of short laser blasts in an area. Rotolasers can unleash a blistering hail of fire or be calibrated to fire single shots in short succession without worrying about depleting ammunition. They straddle the line between being a full area suppression weapon and a tactical rifle, though paying for that price in weight.

### Stellar Cannon

A portable handheld cannon, the stellar cannon is built to be

reliable and rugged in combat environments. It unleashes heavy shells filled with dense flechettes that tear apart foes caught in its burst. To ensure optimal usage in the most chaotic of environments, the stellar cannon eschews many technological components, instead relying on its wielder to provide most of the aiming.

## CREDITS AND CURRENCY

The basic currency of the Pact Worlds (and Starfinder overall) is the credit. Interplanetary business is conducted through the trade of credits standardized by strenuous banking regulations of various interstellar powers and organizations like the church of Abadar. Though not every civilization uses the Pact credit as its basis of currency, many have converted over. In cases where a civilization hasn't converted over, there are often agreements in place to determine relative worth of a credit compared to local currency. Except when dealing with completely hostile civilizations or undiscovered regions of space, the Pact credit is usable in almost any circumstance.

Pact credits themselves are a combination of both digital and physical currency assets. One person might contain all their credits in a digital datacrypt that is guarded by the most strenuous of protections and authenticated by reputable banking institutions. Another person might keep their wealth on privately minted plastic chips that have been magically enhanced to contain a specific aura that can be authenticated by any basic device capable of scanning currency.

**Credits & Gold:** The standard currency in Starfinder is the credit, and all items in this document are priced in credits. In Pathfinder Second Edition, the standard currency is typically in gold pieces (gp). The conversion rate between credits and gp is that 10 credits = 1 gp.

### Credsticks

Most people in Starfinder keep their wealth on a protected item known as a credstick. Often flat and roughly the size of a human finger, these devices range in dimension and quality, but at the end of the day, they're just a means of conveniently carrying and spending money. The owner determines the use of these devices, and a credstick can accept or spend funds with as simple an action as tapping it near a suitable banking device, or it can require rigorous audio or biometric imprints in order to activate. Some advanced credsticks even have a magical component that might require a mental password or the recitation of a specific spell to access funds.

Credsticks aren't gateways to the entirety of one's wealth, and larger stores of credits are often kept secured in banks, personal vaults, or secure databases. Instead, a credstick is a safe and anonymous means of moving credits around without being traced. Adventurers and common citizens alike often keep a credstick on their person to handle any purchases they might be called upon to make, while also only keeping just enough credits on them that losing the credstick wouldn't result in bankruptcy.

Individuals in the Pact Worlds keep credsticks on them, and other civilizations that interact with the Pact often convert local funds into credits and keep a credstick on them with their converted gains. If ever the number of credsticks on a person becomes too much, it's easy enough to move the funds between sticks.

## SIMPLE RANGED WEAPONS

Laser Pistol	Level	Price	Damage	Range	Reload	Bulk	Hands	Capacity	Usage	Upgrades	Group	Weapon Traits
Laser pistol, commercial	0	30	1d6 F	40	1	1	1	5 charges	1	1	Laser	Tech
Laser pistol, tactical	2	380	1d6 F	40	1	1	1	10 charges	1	1	Laser	Tech, tracking +1
Laser pistol, advanced	4	1,030	2d6 F	40	1	1	1	10 charges	1	2	Laser	Tech, tracking +1
Scattergun	Level	Price	Damage	Range	Reload	Bulk	Hands	Capacity	Usage	Upgrades	Group	Weapon Traits
Scattergun, commercial	0	40	1d6 P	15	1	1	2	4 projectiles	1	1	Projectile	Analog, area (cone), concussive, unwieldy
Scattergun, tactical	2	390	1d6 P	15	1	1	2	6 projectiles	1	1	Projectile	Analog, area (cone), concussive, tracking (+1), unwieldy
Scattergun, advanced	4	1,040	2d6 P	15	1	1	2	8 projectiles	2	2	Projectile	Analog, area (cone), concussive, tracking (+1), unwieldy

## MARTIAL RANGED WEAPONS

Rotolaser	Level	Price	Damage	Range	Reload	Bulk	Hands	Capacity	Usage	Upgrades	Group	Weapon Traits
Rotolaser, commercial	0	60	1d8 F	30	1	3	2	10 charges	1	1	Laser	Automatic, tech
Rotolaser, tactical	2	410	1d8 F	40	1	3	2	20 charges	1	1	Laser	Automatic, tech, tracking (+1)
Rotolaser, advanced	4	1,060	2d8 F	40	1	3	2	20 charges	2	2	Laser	Automatic, tech, tracking (+1)
Stellar Cannon	Level	Price	Damage	Range	Reload	Bulk	Hands	Capacity	Usage	Upgrades	Group	Weapon Traits
Stellar cannon, commercial	0	40	1d10 P	50	1	2	2	8 projectiles	2	1	Projectile	Analog, area (burst 10 ft.), unwieldy
Stellar cannon, tactical	2	390	1d10 P	60	1	2	2	12 projectiles	2	1	Projectile	Analog, area (burst 10 ft.), tracking (+1), unwieldy
Stellar cannon, advanced	4	1,040	2d10 P	60	1	2	2	16 projectiles	4	2	Projectile	Analog, area (burst 10 ft.), tracking (+1), unwieldy

## AMMUNITION

Projectile Ammo	Level	Price	Bulk
Projectile Ammo (10)	0	10	—

## BATTERIES

Battery	Level	Price	Charges	Bulk
Battery, Commercial	0	10	10	—
Battery, Tactical	2	20	20	—
Battery, Advanced	4	40	40	—



Laser Pistol



Rotolaser

# CREATURES

## COMPUTER GLITCH GREMLIN

Among the dizzying specimens of fey are the glitch gremlins. These typically single-minded fey dedicate their existence in the universe to creating mayhem through their association with specific types of technology. The lowly computer glitch gremlin is one such specimen, having its being intuitively tied with the computerized devices and networks of the modern age. These cavorting fey make it their mission to create as much havoc as they can by influencing computer systems and creating chaos in their wake. Known for their innate ability to communicate with digital devices, these fey routinely become infatuated with such systems, often viewing it as a strange game of how they can best subvert even the most well-protected of digital systems.

A computer glitch gremlin has an appearance often based on the specific types of data it has consumed, but they almost always stand about 1 foot tall and weigh around 4 pounds. Due to some peculiarity, a large number of computer glitch gremlins take on the telltale appearance of a goblin, save that their eyes are replaced with a digital screen that displays information relevant to their specific interests.

### COMPUTER GLITCH GREMLIN

### CREATURE -1

TINY FEY GREMLIN TECH

**Perception** +5; low-light vision, sense tech

**Languages** Aklo, Common; digital telepathy 30 feet

**Skills** Acrobatics +4, Athletics +3, Computers +8, Crafting +5, Stealth +4

**Str** +0, **Dex** +2, **Con** +1, **Int** +3, **Wis** +1, **Cha** +0

**Digital Telepathy** A glitch gremlin can communicate telepathically with digital devices and with other creatures that can do so (such as other glitch gremlins). This allows the glitch gremlin to attempt Computers checks to access any computer within the telepathy's range.

**Sense Tech** (detection, divination, primal) The glitch gremlin can sense items and creatures with the tech trait within 100 feet.

**AC** 14; **Fort** +5, **Ref** +8, **Will** +6

**HP** 8; **Weaknesses** cold iron 2, fire 2; **Resistances** cold 1, electricity 1

**Glitch Aura** (aura, primal) Creatures and items with the tech trait within 20 feet of the glitch gremlin struggle to function reliably. Creatures with the tech trait, unattended items with the tech trait, or creatures holding equipment with the tech trait that start their turn in the aura must attempt a DC 16 Will save.

**Critical Success** No effect and the creature or item is temporarily immune to the gremlin's glitch aura for 1 minute.

**Success** The creature or items are unaffected.

**Failure** The creature, item, or all the creature's held items become glitching 1.

**Critical Failure** The creature, item, or all the creature's held items become glitching 2.

**Speed** 20 feet, climb 20 feet

**Melee** ♦ bite +7 (agile, finesse, magical), **Damage** 1d4+2 piercing

**Ranged** ♦ unstable spark +7 (agile, electricity, magical, range 20 feet), **Damage** 1d4+1 electricity

**Primal Innate Spells** DC 16, attack +7; **1st** *delete\**, *thunderstrike\*\**; **Cantrips (1st)** *electric arc*, *figment\*\**, *recharge weapon\**

\*New Spells that we're designing and hope to show in future field tests.

\*\*Spells set to appear in *Pathfinder Player Core*.

### NEW CONDITION: GLITCHING

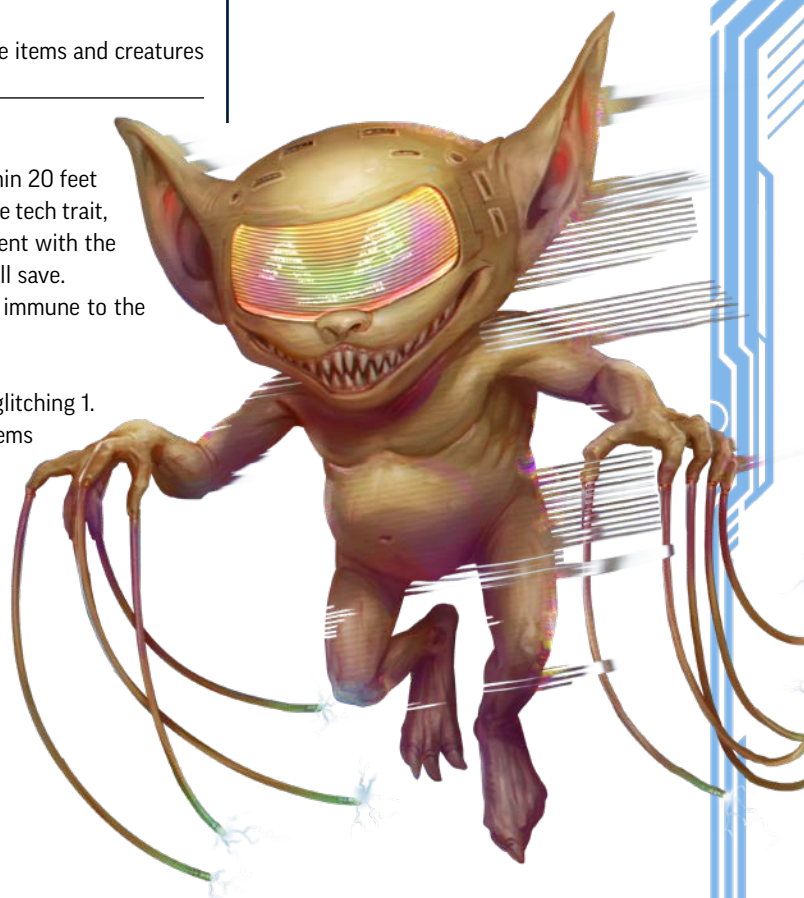
Glitching is a condition that affects objects or creatures with the tech trait, and it always includes a value. A glitching creature or object experiences a combination of debilitating effects and moments of seizing up. If you have glitching equipment and take any action involving that equipment, you must attempt a DC 10 flat check to see what occurs. If you have the glitching condition on yourself, you must make this flat check at the beginning of every round.

**Critical Success** Reduce the glitching value by 1.

**Success** You act as normal or use your equipment as normal.

**Failure** You take an item penalty on all your checks and DCs equal to your glitching value or the glitching value on the item you're attempting to use.

**Critical Failure** You count as stunned 1 for the round. Alternatively, the object you tried to use doesn't function, and you lose the actions you took to attempt to use it.



Computer Glitch Gremlin

## LASER WOLF (TASHTARI)

Native to the green world of Castrovel, the tashtari has become known throughout the wider galaxy as the laser wolf. These wolflike pack hunters have a layer of flexible filaments that emit phosphorescent lights, which allow them to silently communicate through a bespoke visual language. Each tashtari possesses a node within its throat that allows it to channel its stored solar energy and unleash a beam of focused light, giving the species their moniker of laser wolves. A mating pair, comprising one or two alphas, lead packs of tashtaris, who generally become the apex predators of large areas that include one or more forested regions. The presence of trees is important for the nocturnal tashtaris; they use them to sleep atop during the day, basking in sunlight to recharge their solar energies.

Laser wolves have an average length of 4 to 5 feet, with a 2-foot-long tail. They weigh an average of 120 pounds. Alpha specimens are slightly broader and weigh more but are more notable for their expanded muzzle that contains a higher concentration of filaments to create more elaborate light patterns.

### TASHTARI

### CREATURE 3

MEDIUM BEAST

**Perception** +10; low-light vision, darkvision

**Skills** Acrobatics +11, Athletics +9, Stealth +11

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

**AC** 19; **Fort** +8, **Ref** +11, **Will** +6

**HP** 42; **Resistances** fire 5

**Speed** 35 feet, climb 25 feet

**Melee** ♦ jaws +10, **Damage** 1d8+2 piercing plus Knockdown

**Ranged** ♦ muzzle beam +12 (fire, range 60 feet), **Damage** 1d6+4 fire plus 1d4 persistent fire

**Bristle Flash** ♦ (light, visual) The tashtari causes its filaments to glow with intense light.

Non-tashtari within a 40-foot emanation must attempt a DC 19 Fortitude save. A creature that attempts this save is immune to all Bristle Flashes for 1 minute. The tashtari's fur loses its glow, and it can't use this ability until it basks in sunlight for at least 10 minutes.

**Critical Success** The creature is unaffected.

**Success** The creature is dazzled for 1 round.

**Failure** The creature is dazzled for 1 minute.

**Critical Failure** The creature is blinded for 1 round and dazzled for 1 minute.

### TASHTARI ALPHA

### CREATURE 5

MEDIUM BEAST

**Perception** +13; low-light vision, darkvision

**Skills** Acrobatics +14, Athletics +12, Intimidation +10, Stealth +14

**Str** +3, **Dex** +5, **Con** +1, **Int** +1, **Wis** +0, **Cha** -1

**AC** 22; **Fort** +11, **Ref** +14, **Will** +9

**HP** 75; **Resistances** fire 5

**Speed** 35 feet, climb 25 feet

**Melee** ♦ jaws +13, **Damage** 2d6+4 piercing plus Knockdown

**Ranged** ♦ muzzle beam +15 (fire, range 60 feet), **Damage** 2d6+4 fire plus 1d6 persistent fire

**Bristle Flash** ♦ (light, visual) As tashtari, but DC 21.

**Solar Cry** ♦♦ (fire) A searing rainbow erupts from the tashtari alpha's mouth as it throws back its head to unleash a powerful muzzle beam that soars into the sky. The beam then splits into countless rays of multicolored light that crash down in every direction, dealing 4d6 fire damage to each non-tashtari in a 20-foot emanation (DC 19 basic Reflex save). A creature that critically fails its save is also dazzled for 1 minute. Other tashtaris in the area recharge their daily use of bristle flash. The tashtari alpha's glowing heart dims, and it can't use this ability until it recharges by basking in sunlight for at least 1 hour.

## PATHFINDER LASER WOLVES

Since tashtaris originated from Castrovel, they're in the same solar system as Golarion and make for a particularly unique encounter in Pathfinder games. Due to the existence of magical portals and other strange events that link Golarion to other worlds, it's entirely possible to include a portal to Castrovel that allows for the migration of a pack of tashtaris into a region they might otherwise never be found in. A typical pack of tashtaris consists of anywhere between three to 12 tashtaris and one to two alphas. The alphas lead the pack, and typically one is active in daytime to protect the pack from intruders.



Tashtari Alpha



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