

Starfinder Roleplaying Game Core Rulebook Sci Fi Rpg

Polaris Core Rulebook Set
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 Advanced Compendium (Pathfinder Rpg)
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 Starfinder Rpg - Near Space
 Book of Heroic Races
 Firefly

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MORA KENYON

Polaris Core Rulebook Set Paizo Pub Llc

Outfit yourself with only the best supplies for interstellar adventure with the hardcover Starfinder Armory! Within this directory of futuristic equipment, you'll find tons of adventuring gear for the Starfinder Roleplaying Game, from weapons, armor, and augmentations to technological items, magic items, vehicles, and more! Also included are new equipment-themed player options for every Starfinder character class! Starfinder Armory is a must-have companion volume to the Starfinder Core Rulebook. With this galactic inventory of inventive gadgets and gear, you'll always have exactly what you need to explore new worlds and wonders!

Starfinder Rpg Bloomsbury Publishing

Features statistic blocks for over three hundred of the game's characters, offers ideas for using characters in combat and roleplaying situations, and provides tactical suggestions that bring out the best of each character's abilities.

Character Operations Manual Paizo Incorporated

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!

Advanced Compendium (Pathfinder Rpg) Arcforge

StarfinderCore Rulebook

The Elder Scrolls V: Skyrim - The Skyrim Library, Vol. I: The Histories StarfinderCore Rulebook"Open Game License version 1.0a"--4th unnumbered page.Starfinder RpgStarfinder Core RulebookStarfinder Roleplaying GameAlien ArchiveBattle or befriend more than 80 bizarre life forms in this creature collection for the Starfinder Roleplaying Game! Every new world and space station comes with its own dangers, from strange new cultures to robotic killing machines to alien predators ready to devour unwary spacefarers. Inside this book, you'll find rules and ecologies for creatures from across the known worlds, plus alien equipment and more. A robust system for creating your own creatures ensures that your parties never be without weird new aliens to fight or trade with, and racial rules for many of the new organisms let you be the alien, making Alien Archive not just a collection of creatures to kill, but a fascinating menu of creatures to be! Want to play a hyperevolved floating brain? A mighty dragonkin? A silicon-based crystalline slug? Explore the limits of your galaxy and your game with Starfinder Alien Archive!Starfinder Roleplaying Game: ArmoryOutfit yourself with only the best supplies for interstellar adventure with the hardcover Starfinder Armory! Within this directory of futuristic equipment, you'll find tons of adventuring gear for the Starfinder Roleplaying Game, from weapons, armor, and augmentations to technological items, magic items, vehicles, and more! Also included are new equipment-themed player options for every Starfinder character class! Starfinder Armory is a must-have companion volume to the Starfinder Core Rulebook. With this galactic inventory of inventive gadgets and gear, you'll always have exactly what you need to explore new worlds and wonders!Starfinder Roleplaying

GameBeginner BoxStarfinder RPG: Tech RevolutionCommand 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!Pathfinder Roleplaying Game: Advanced Class Guide Pocket EditionAdventure like never before with the Pathfinder Roleplaying Game Advanced Class Guide! Explore new heights of heroism with 10 new base classes, each with 20 levels of amazing abilities. Incredible powers also await existing characters, with more than a hundred new archetypes and class options. Prepare characters for their most legendary adventure ever with massive selections of never-before-seen spells, magic items, and more! The Pathfinder Roleplaying Game Advanced Class Guide is a must-have companion volume to the Pathfinder Roleplaying Game Core Rulebook. This imaginative tabletop game builds upon more than 15 years of system development and an open playtest featuring more than 50,000 gamers to create a cutting-edge RPG experience that brings the all-time best-selling set of fantasy rules into the new millennium. Pathfinder RPG Advanced Class Guide includes: * Ten new base classes--the magic-twisting arcanist, the ferocious bloodrager, the cunning investigator, the daring swashbuckler, the formidable warpriest, and others. * Variant class abilities and thematic archetypes for all 29 base classes, such as the counterfeit mage and the mutagenic mauler. * Nearly a hundred new feats for characters of all classes, including style feats, teamwork feats like Coordinated Shot, and more. * Hundreds of new spells and magic items, such as feast on fear and skullcrusher gauntlets. * An entire armory of amazing equipment, from vital new adventuring gear to deadly alchemical weapons. * ... and much, much more!Starfinder RPG: Galactic MagicUnravel 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 arcane 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 Core Rulebook SetStarfinderGM ScreenThe Perfect Firewall! Protect your important notes and die rollsfrom players' prying eyes with the Starfinder GM Screen! This beautiful, four-panel screen features stunning artwork from Ignacio Bazo'n Lazcano on the players' side and a huge number of tools and tables on the GM's side to speed up play and keep key figures at your fingertips. With helpful rules and reminders about tactical and starship combat, skill Difficulty Classes, common conditions, environmental radiation, zero gravity, and more, this GM screen gives you the information you need to keep the game fast and fun. Constructed of ultra-high-grade hardcover-book stock, this durable screen is perfect for convention play or use in your regular home game.Starfinder RPGCharacter Operations ManualUpgrade your science fantasy heroes like never before with the Starfinder Character Operations Manual! Explore the bounds of futuristic roleplaying with three brand-new character classes forged in a worldwide playtest--the biohacker, the vanguard, and the witchwarper--or add depth to your spacefaring adventures with expanded rules and new options for existing races and classes, as well as new themes and archetypes, plus feats, equipment, spells, and more! Whether you're creating a studious

biohacker with a knack for pharmaceuticals, bending the laws of reality with an enigmatic witchwarper, or simply looking to teach your grease-stained mechanic a few new tricks, the Starfinder Character Operations Manual is a must-have companion to the Starfinder Core Rulebook, Paizo's award-winning science-fantasy roleplaying game. Open up infinite worlds of possibilities with the Starfinder Character Operations Manual! Starfinder Adventure Path Incident at Absalom Station A Ship Without a Crew When a brutal gang war breaks out on a docking bay in Absalom Station, the player characters are recruited by the Starfinder Society to investigate the unexpected bloodshed. Delving into the station's seedy Spike neighborhoods, the heroes confront the gangs and discover that both were paid to start the riot and that the true conflict is between two rival mining companies battling over a new arrival in orbit around the station: a mysteriously deserted ship and the strange asteroid it recovered from the Drift. To head off further violence, the heroes are asked to investigate the ship and discover what happened to its crew, as well as the nature of the asteroid it tows. But what the players find there will set in motion events that could threaten the entirety of the Pact Worlds and change the face of the galaxy forever... This volume of Starfinder Adventure Path launches the Dead Suns Adventure Path and includes: * "Incident at Absalom Station," a Starfinder adventure for 1st-level characters, by Robert G. McCreary. * A gazetteer of Absalom Station, by James L. Sutter. * Magical relics inspired by the lost planet Golarion, by Owen K.C. Stephens. * An archive of new alien creatures, by Jason Keeley and Robert G. McCreary. * Statistics and deck plans for a new starship designed just for the player characters, plus details on a new planet in the Codex of Worlds, by Robert G. McCreary. Transformers RPG Core Book Starfinder Rpg - Near Space Starfinder Core Rulebook Pawn Collection D20 Modern Roleplaying Game This book is designed to be the complete rulebook for all modern roleplaying games using the d20 settings. Thematically aligned with the highly popular heroic fantasy and horror genres, this volume will build on the strength of the growing d20 System while attracting new players. Starfinder Alien Archive 4 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 Starfinder Adventure: Junker's Delight 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

Starfinder Roleplaying Game Andrews McMeel Publishing
The Perfect Firewall! Protect your important notes and die rolls from players' prying eyes with the Starfinder GM Screen! This beautiful, four-panel screen features stunning artwork from Ignacio Bazón Lazcano on the players' side and a huge number of tools and tables on the GM's side to speed up play and keep key figures at your fingertips. With helpful rules and reminders about tactical and starship combat, skill Difficulty Classes, common conditions, environmental radiation, zero gravity, and more, this GM screen gives you the information you need to keep the game fast and fun.

Constructed of ultra-high-grade hardcover-book stock, this durable screen is perfect for convention play or use in your regular home game.

Starfinder Alien Archive 4 Paizo Pub Llc

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.

Pathfinder Roleplaying Game Paizo Pub Llc

"Based on the original roleplaying game rules designed by Gary Gygax and Dave Arneson and inspired by the third edition of the game designed by Monte Cook, Jonathan Tweet, Skip Williams, Richard Baker, and Peter Adkison"--Title page verso.

Star*path Paizo Pub Llc

Wise adventurers don't just march off into the wilderness to search for dragons to slay and wrongs to right, for to adventure without support is to invite disaster. The hardcover Pathfinder RPG Adventurer's Guide presents information on 18 different organizations in need of brave and able adventurers. Be they forces for good, such as the virtuous Eagle Knights or the freedom fighters of the Bellflower Network, or agencies of sinister mien like the notorious Red Mantis Assassins or the infernally-inspired Hellknights, the one thing these groups all share in common is a need for powerful adventurers to serve as their agents in the world. To the adventurers who ally with them, these groups offer specialized training, powerful magical items, specialized magic, access to unusual gear or mounts, and more! Pathfinder RPG Adventurer's Guide includes: * Details on the history, goals, and leadership for 18 of Golarion's most famous (or infamous) organizations, including the Aldori Swordlords, the Aspis Consortium, the Cypherages, the Gray Maidens, the Hellknights, the Lantern Bearers, the Magaambya, the Mammoth Lords, the Pathfinder Society, and the Red Mantis. * Each organization includes at least one prestige class and at least two archetypes for characters who seek to further specialize in the themes and powers offered by the organization. * Dozens and dozens of new spells, magic items, feats, and other unique character options of diverse nature, all themed to the various organizations presented in this book! * ... and much, much more!

Core Rulebook Titan Books (US, CA)

Keep Flyin'! Prepare for thrilling, new adventures in the 'Verse with the Firefly Roleplaying Game! Set six years after the Unification War, the Firefly Roleplaying Game faithfully branches story elements from the popular FOX television series, while simultaneously expanding on the Firefly setting. Powered by the Cortex Plus system, which emphasizes character interaction and story development, this core rulebook features everything you need to venture into the black, including character archetypes, ship stats and creation rules, locations and planetary systems, a detailed Episode guide, story hooks, and more.

Starfinder Adventure Path: Icebound (Horizons of the Vast 4 Of 6) Createspace Independent Publishing Platform

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!

Pathfinder Playtest Rulebook Paizo, Incorporated

Players may be the heroes of the Pathfinder Roleplaying Game, but whole worlds rest on the Game Master's shoulders. Fortunately for GMs, the Pathfinder RPG GameMastery Guide is here to back you up. Packed with invaluable hints and information, this book contains everything you need to take your game to the next level, from advice on the nuts and bolts of running a session to the greater mysteries of crafting engaging worlds and storylines. Whether you've run one game or a thousand, this book has page after page of secrets to make you sharper, faster, and more creative, while always staying one step ahead of your players. The 320-page Pathfinder RPG GameMastery Guide is a must-have companion volume to the Pathfinder RPG Core Rulebook. This imaginative tabletop game builds upon more than 10 years of system development and an Open Playtest featuring more than 50,000 gamers to create a cutting-edge RPG experience that brings the all-time best-selling set of fantasy rules into the new millennium. The Pathfinder RPG GameMastery Guide includes: * Tips and tricks for preparing and running a better game, suitable for beginning GMs and battle-hardened veterans. * Step-by-step walkthroughs for creating campaign worlds, cities, cosmologies, feudal systems, and alternate dimensions. * Difficult player types, and how to handle them gracefully. * New rules for subsystems like hauntings, chase scenes, fortune-telling, gambling games, mysteries, and insanity. * Charts to help you generate everything from interesting NPCs and fantastic treasures to instant encounters in any terrain. * Advanced topics such as PC death, game-breaking rules, overpowered parties, solo campaigns, and derailed storylines. * Sample NPC statistics for dozens of common adventuring situations, such as cultists, guardsmen, barmaids, and pirates. * ... and much, much more!

GM Screen Paizo Publishing Incorporated

The mightiest monsters and foulest foes of nightmare and legend rampage into your Pathfinder Roleplaying Game campaign with Bestiary 4! This collection of creatures shatters all past thresholds of danger and destructiveness with phenomenally powerful beings like demon lords, kaiju, juggernauts, and Great Old Ones - including invincible Cthulhu! Terrors like nosferatu vampires, clockwork dragons, twisted fleshwarps, and sadistic tooth fairies number among the more than 250 monsters collected to challenge heroes of every level of play - from first-level novices to mythic champions. New familiars, player-friendly races, and other allies also rise to aid characters in combating this host of horrors, while new templates - like mummified and fungal creatures - breathe fearsome new menace into your existing monstrous arsenal. Strike fear in the hearts of the mightiest heroes and shake the foundations of your campaign with Pathfinder Roleplaying Game: Bestiary 4.

Entromancy Paizo Pub Llc

A distress beacon from a desolate section of tundra sends the heroes on a rescue mission in the biting cold. They find a lone vesk survivor in the wreckage of a starship prowled by a menacing insectile stowaway: a component of the dreaded Swarm! The heroes trace the creature's origin to a frozen gas giant in the same system, where a mutated Swarm colony has begun to awaken from a strange hibernation. Will the heroes brave the floating organic lair to stop the Swarm from contacting the greater hive mind? "Icebound" is a Starfinder Roleplaying Game adventure for four 7th-level characters by Jason Tondro. This adventure continues the Horizons of the Vast Adventure Path, a six-part, bimonthly campaign in which the heroes are at the forefront of exploring and charting a newly discovered world filled with mystery. This volume also includes a dossier on the Veskarium spy agency known as Directive-9, technology repurposed from the Swarm, and a selection of deadly alien threats. Each bi-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!

Beginner Box

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

Starfinder Roleplaying Game: Armory

2076 is not a good year to be a special agent. A quarter of the world's power runs on ceridium, a newly discovered element that has had the unintended consequence of spawning a new race of people, and several forms of magic that were once thought to have been forgotten. Eskander Aradowsi is an agent of NIGHT, a paramilitary force created to contain and control this new perceived threat, but he soon learns that not all within his organization is as it seems. A botched mission turns out to be the least of his troubles, when he unearths a plot that threatens the uneasy truce between the aurics and humans of San Francisco, and centers on a form of magic that toys with the very fabric of the universe: Entromancy.

Alien Archive

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 Adventure: Junker's Delight

A sharp sword and a powerful spell are not the answer to every problem an adventurer is bound to face. Ultimate Intrigue, the latest hardcover rules reference for the Pathfinder Roleplaying Game, arms players with every bit of charm, grace, innuendo, and insult necessary to defeat even the most

difficult social encounters. This expansive 256-page hardcover book delves into the shadowy world of intrigue, giving both players and GMs alike plenty of rules to add to their game. Engage in social combat, dueling with words instead of steel. Participate in a heist, working as a team to steal a valuable object or vital piece of information. Curry favor with the local churches, guilds, and royals with a complete influence system. Give your character an edge in social situations with a wide variety of new archetypes, feats, spells, and gear! Ultimate Intrigue also introduces a new Pathfinder RPG class: the vigilante. Influential socialite by day, avenging warrior by night, the vigilante is ready for anything, but he must take care to ensure that no one learns about his secret life! Ultimate Intrigue includes: The vigilante, a new character class that lives two lives, one as a respected member of the community, another as a crusader willing to do anything to get the job done. Character options for every class that relies on skills to win the day, including the alchemist, bard, druid, hunter, inquisitor, investigator, mesmerist, ranger, rogue, slayer, spiritualist, and more! A complete system of influence, giving the GM a new way to reward players for helping out an organization or community. Rules for social combat and verbal dueling, using words as weapons to accomplish goals and defeat foes. Dozens of feats and spells that can be used in a social setting, some to spy with and some to hide the truth. and much, much more! "

Ultimate Intrigue

Space is a hell of a thing but you need to be sure that this is what you want. Like, what you really want. The idea of space exploration to further the frontiers of mankind is noble, but let's not kid ourselves - it's really all about furthering the profit margins. There's money to be made and out there is the place to make it, but you hear all kinds of stories... equipment malfunctions, strange discoveries, crewmembers going insane... You'll be out there in the reaches, alone, for months or years, breathing recycled air and drinking recycled water, with nothing but a few feet of metal and

shielding between you and certain death. Are you sure this is what you want? - Crew Orientation Briefing *** Those Dark Places is a rules-light, story-focused roleplaying game about the darker side of space exploration and the people who travel the stars in claustrophobic, dangerous conditions. Starships, stations, and outposts aren't havens of safety with clean, brightly lit corridors - they're potential deathtraps, funded by budget-conscious corporate interests and running on stale, recycled air and water. The stars may be the future of humanity, but they are also home to horrors and terror the human mind cannot comprehend.

Pathfinder Combat Pad

Adventure like never before with the Pathfinder Roleplaying Game Advanced Class Guide! Explore new heights of heroism with 10 new base classes, each with 20 levels of amazing abilities. Incredible powers also await existing characters, with more than a hundred new archetypes and class options. Prepare characters for their most legendary adventure ever with massive selections of never-before-seen spells, magic items, and more! The Pathfinder Roleplaying Game Advanced Class Guide is a must-have companion volume to the Pathfinder Roleplaying Game Core Rulebook. This imaginative tabletop game builds upon more than 15 years of system development and an open playtest featuring more than 50,000 gamers to create a cutting-edge RPG experience that brings the all-time best-selling set of fantasy rules into the new millennium. Pathfinder RPG Advanced Class Guide includes: * Ten new base classes--the magic-twisting arcanist, the ferocious bloodrager, the cunning investigator, the daring swashbuckler, the formidable warpriest, and others. * Variant class abilities and thematic archetypes for all 29 base classes, such as the counterfeit mage and the mutagenic mauler. * Nearly a hundred new feats for characters of all classes, including style feats, teamwork feats like Coordinated Shot, and more. * Hundreds of new spells and magic items, such as feast on fear and skullcrusher gauntlets. * An entire armory of amazing equipment, from vital new adventuring gear to deadly alchemical weapons. * ... and much, much more!

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