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About This Content

Starfinder Ruleset and Core Rules

Shoot for the Stars

Blast off into a galaxy of adventure with the Starfinder Roleplaying Game! Step into your powered armor and grab your magic-infused laser rifle as you investigate the mysteries of a weird universe with your bold starship crew. Will you delve for lost artifacts in the ruins of alien temples? Strap on rune-enhanced armor and a laser rifle to battle undead empires in fleets of bone ships, or defend colonists from a swarm of ravenous monsters? Maybe you'll hack into the mainframe of a god-run corporation, or search the stars for clues to the secret history of the universe or brand new planets to explore. Whether you're making first contact with new cultures on uncharted worlds or fighting to survive in the neon-lit back alleys of Absalom Station, you and your team will need all your wits, combat skill, and magic to make it through. But most of all, you'll need each other.

This massive product is the essential centerpiece of the Starfinder Roleplaying Game, with rules for character creation, magic, gear, and more—everything you need to play Starfinder as either a player or Game Master! The next great adventure in science-fantasy roleplaying takes off here, and the Starfinder Core Rulebook is your ticket to a lifetime of adventure amid the stars!

Inside this product, you'll find:

- All of the rules you need to play or run a game of Starfinder.

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- Seven character classes, from the elite soldier and stealthy operative to the physics-hacking technomancer and mind-bending mystic.
 - Character races both new and classic, from androids, insectile shirrens, ratlike ysoki, and reptilian vesk to the dwarves and elves of the distant future.
 - An in-depth exploration of the Starfinder setting, including its planets, gods, factions, and threats.
 - Hundreds of weapons, spells, technological gadgets, magic items, and other options to outfit any character.
 - Complete rules for starships, including customization and starship combat.
 - Rules and tips on using Pathfinder RPG content with Starfinder.

This product is not a PDF or accessible outside of Fantasy Grounds. It has been lovingly converted for use within Fantasy Grounds and features the following additions:

- All maps resized and set up with a preset grid to make combats easy to manage
- All the images and handouts from the book available to share with your players as you need them
- Rules to play in a drag and drop format (Starship combat coming soon)
- Characters are automated and calculate and re-calculate various stats.
- Character creation automation by dragging and dropping races, themes, and classes onto the main tab of the character sheet.
- Full NPC and monster support
- Vehicle race tracker.

Released on January 18, 2018. Designed for Fantasy Grounds version 3.2.2 and higher.

Requires: This content requires an active license or subscription for Fantasy Grounds to download and use.



Title: Fantasy Grounds - Starfinder RPG - Ruleset
Genre: Indie, RPG, Strategy
Developer:
SmiteWorks USA, LLC
Release Date: 9 Feb, 2018

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Minimum:

OS: Windows 7x , 8x or 10x

Processor: 1.6 GHz or higher processor

Memory: 1 GB RAM

Graphics: Graphics card recommended

DirectX: Version 9.0c

Network: Broadband Internet connection

Storage: 500 MB available space

Sound Card: a sound card is required for voice communication using external programs like Google Hangouts, Skype or Discord.

Additional Notes: Requirements vary by the add-ons installed and the number of players connecting to your game.

English

RACES

Name	Type	SubType	Size
Core Races			
Dwarf	humanoid	dwarf	Medium
Elf	humanoid	elf	Medium
Gnome, Bleaching	humanoid	gnome	Small
Gnome, Feychild	humanoid	gnome	Small
Half-Elf	humanoid	elf and human	Medium
Half-Orc	humanoid	human and orc	Medium
Halfing	humanoid	halfing	Small
Android	humanoid	android	Medium
Combat Drone	construct	construct	Medium
Hover Drone	construct	construct	Tiny
Humans	humanoids	human	Medium
Kasatha	humanoids	kasatha	Medium
Lshunta (Demays)	humanoid	lshunta	Medium
Lshunta (Korasha)	humanoid	lshunta	Medium
Shrenn	humanoids	shrenn	Medium
Stealth Drone	construct	construct	Small
Yvink	humanoids	yvink	Medium
Yuki	humanoids	yuki	Small

Android RACE

Complex technological creations crafted to resemble humans, androids were originally a servitor race, but they have since broken free to form their own society. Unlike ordinary robots or ship AIs, androids do not simply respond according to their programming; rather, they have independent consciousness and are animated by neither electricity nor code in their essential nature.

Size: Medium
Type: humanoid
SubType: android
Hit Points: 4
Ability Moos: Cha -2

Skills

Name	Ability	AC	Penalty	Trained Only
Acrobatics	DEX	1		
Athletics	STR	1		
Bluff	CHA			
Computers	INT	1		
Culture	INT	1		
Diplomacy	CHA			
Disguise	CHA			
Engineering	INT	1		
Intimidate	CHA			
Life Science	INT	1		
Medicine	INT	1		
Mysticism	WIS	1		
Perception	WIS			
Physical Science	INT	1		
Piloting	DEX			
Profession (Cha)	CHA	1		
Profession (Int)	INT	1		
Profession (Wis)	WIS	1		
Sense Motive	WIS			
Sleight of Hand	DEX	1	1	

Alimbika SKILL

[DEX]

You can keep your balance while traversing narrow or treacherous surfaces, escape from restraints, and fumble to avoid attacks. You also use Acrobatics to determine the success of difficult maneuvers while flying.

Balance: [Slider]
Escape: [Slider]
etc.

Engineering SKILL

[INT], Trained only

You can identify, build, repair, or disable technological devices; assess the stability of structures and machinery; and properly arm and disarm explosives. If you don't have an engineering kit when attempting an Engineering check, you take a -2 penalty to the check. **Arms Explosives** You can use Engineering to arm an explosive using a detonator (see page 218). This takes 1 minute to connect the detonator and set the explosive. The DC of this check is typically 10. If you fail the check, you can attempt to arm the explosive again. If you fail the check by 3 or more, you trigger the explosive prematurely.

Physical Science SKILL

[INT], Trained only

You are educated in the scientific study of nonliving systems, from the tiniest atoms to the largest celestial bodies.

Craft Drug, Pelium, or Medical [Slider]
Recall Knowledge [Slider]

Kasatha RACE

Originally from a planet orbiting a dying star far beyond the rest of the galaxy, the four-armed kasathas maintain a reputation as a noble and mysterious people. They are famous for their anarchistic warriors, ancient wisdom, and strange traditions.

Size: Medium
Type: humanoids
SubType: kasatha
Hit Points: 4
Ability Moos: Int -2

Lshunta (Demays) RACE

Identified by many other humanoid races and gifted with innate psychic abilities, lshuntas are of some consummate scholars and enlightened warriors, naturally divided into five specialized subraces with different abilities and societal roles.

Size: Medium
Type: humanoid
SubType: lshunta
Hit Points: 4
Ability Moos: Cha +2

Combat Drone RACE

Bigger than other chess options, the combat drone moves along the ground and is outfitted with wheels, tracks, legs, or a similar form of propulsion. This drone is designed specifically for battle. It has an armored body and multiple weapon mounts, allowing it to pack a variety of armaments.

Size: Medium
Type: construct
SubType: construct
Hit Points: 6
Ability Moos: Cha -4

Stealth Drone RACE

Smaller than other chess options, the stealth drone is more equipped with sensors, or a similar form of aerial sensors, provide propulsion on a good pace and avoid detection.

Size: Small
Type: construct
SubType: construct
Hit Points: 6
Ability Moos: Cha -4

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SPELLS (BY LEVEL)

Name	School	Class	Summary
Magik Missile	Evocation	Technomancer	Two missiles deal 10d+1 force damage.
Mind Link	Divination	Mythic	Instantly and telepathically communicate information to a creature.
Mind Thrust I	Divination	Mythic	Alacrity deal 20d force damage to one target.
Mythic Cure I	Conjuration	Mythic	Restore 10d + your Wisdom modifier hit points to a living creature.
Overheat	Evocation	Technomancer	Deal 20d fire damage to creatures in cone.
Reflecting Armor	Abjuration	Mythic	Sheath of mystical force can reflect damage back on foe.
Remove Condition, Lesser	Conjuration	Mythic	Remove one minor harmful condition affecting a creature.
Share Language	Divination	Mythic	Target understands chosen languages.
Supercharge Weapon	Evocation	Technomancer	Touched weapon deals extra damage.
Unseen Servant	Conjuration	Technomancer	Invisible force obeys your commands.
Whip Ally	Conjuration	Mythic	Create whip of energy that shines light and distracts an enemy.
1			
Augury	Divination	Mythic	Learn whether an action will be good or bad.
Chaotic Conversion	Evocation	Technomancer	Fling magical nannies as a ranged attack that deals 4d4 acid damage to one target, plus ...
Command Undead	Necromancy	Mythic, Technome	Undead creature obeys your commands.
Darkness	Transmutation	Mythic, Technome	Grant ability to see 60 feet in total darkness.
Dark Monster	Enchantment	Mythic, Technome	Target being creature of CR 5 or lower is dazed.
Fear II	Enchantment	Mythic	Frighten multiple creatures of CR 4 or lower for 1 minute.
Flight II	Transmutation	Technomancer	Target moves up and down at your direction.
Fog Cloud	Conjuration	Mythic, Technome	Create a fog that obscures vision.
Force Blast	Evocation	Mythic	Cone deals 20d force damage and bull rushes creatures.

Augury

Learn whether an action will be good or bad.

School: Divination

Level: 2

Requires RP: 0

Casting Time: 1 minute

Range: personal

Duration: instantaneous

Casting augury can tell you whether a particular action will bring good or bad results for you in the immediate future. Casting this spell takes intense personal focus and requires you to spend 1 Restful Point.

The chance for successfully receiving a meaningful reply is 75%; this roll is made secretly by the GM. A question may be as straightforward as "that a successful result is automatic, or it may be ..."

Bestow Curse

Target takes a penalty to attack rolls, saves, and checks or 50% chance of not acting on each of its turns.

School: Necromancy

Level: 3

Descriptors: curse

Casting Time: 1 standard action

Range: touch

Duration: permanent

Spell Resist: yes

You place a terrible curse on the target, stealing either its overall competency or its ability to think and act on its feet.

Choose one of the following:

- The target takes a 4 penalty to ability

Dimming Lights

Create and direct up to four lights.

School: Evocation

Casting Time: 1 standard action

Range: medium (100 ft. + 10 ft./level)

Effect/Target: up to four lights

Duration: 1 minute (D)

Spell Resist: no

You create up to four lights that resemble small headlights or flashlights. The dimming lights must stay within a 10-foot radius area in relation to each other but otherwise move as you desire: forward or back, up or down, straight or turning corners, or the like. The lights can move up to 100 feet per round. A light works out if the distance between you and it exceeds the spell's range. You can have only one dimming lights spell active at a time.

Charm Person

Make one humanoid creature believe that it is your ally.

School: Enchantment

Level: 1

Descriptors: charm, mind-affecting

Casting Time: 1 standard action

Range: close (25 ft. + 5 ft./2 levels)

Duration: 1 hour/level

Spell Resist: yes

This charm makes a humanoid creature regard you as its trusted friend and ally (treat the target's attitude as friendly). If the creature is currently being threatened or attacked by you or your allies, however, it receives a +5 bonus to its saving throw.

The spell does not enable you to control the creature.

Disguise Self

Change your appearance.

School: Illusion

Level: 1

Casting Time: 1 standard action

Range: personal

Duration: 10 minutes/level (D)

You make yourself and any clothing, armor, weapons, and equipment on your look different. You can turn up to 1 foot shorter or taller, thin, fat, or in between. You can't change your creature type (although you can appear as another subtype), otherwise, the extent of the apparent change is up to you. You could merely add or obscure a minor feature, or you could look like an entirely different person or gender. The spell does not provide the abilities or mannerisms of the chosen form nor does it alter ...

Fear I

Frighten a single living creature starts of CR 4 or lower for 1d4 rounds.

School: Enchantment

Level: 1

Descriptors: emotion, fear, mind-affecting

Casting Time: 1 standard action

Range: see text

Duration: see text

Spell Resist: yes With a single mental might, you can unlock one or more target's deepest nightmares. A target that succeeds at its Will saving throw against this spell is shaken for 1 round.

Chaotic Conversion

Fling magical nannies as a ranged attack that deals 4d4 acid damage to one target, plus 5 additional damage in subsequent rounds.

School: Evocation

Level: 2

Descriptors: acid

Casting Time: 1 standard action

Range: medium (100 ft. + 10 ft./level)

Duration: 1 round + 1 round/level

Spell Resist: yes

You fling magical nannies that convert water vapor around your target into deadly acid. Make a ranged attack roll against your target's AC; if you hit, the target takes 4d4 acid damage and it takes 5 additional acid damage at the end of its turn each round for the spell's duration.

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AUGMENTATIONS

Name	Level	Price	Ability Score	System
Dermal plating, Mk 3	9	17975	-	Skin
Dermal plating, Mk 4	12	48850	-	Skin
Dermal plating, Mk 5	14	105000	-	Skin
Dermal plating, Mk 6	16	183000	-	Skin
Dermal plating, Mk 7	19	342000	-	Skin
Hideaway limb, quickdraw	5	3050	-	Arm or leg
Hideaway limb, standard	1	150	-	Arm or leg
Polylimb	14	7000	-	Hand
Prosthetic limb, standard	1	100	-	Arm and hand, or
Prosthetic limb, storage	3	1450	-	Arm and hand, or
Respiration compounder	1	250	-	Lungs
Retinal reflectors	3	1300	-	Eyes
Speed suspension, complete	12	32900	-	All legs
Speed suspension, minimal	4	1900	-	All legs
Speed suspension, standard	8	8800	-	All legs
Vocal modulator	1	125	-	Throat
Wide-spectrum ocular implant	5	2625	-	Eyes
Personal Upgrade				
Personal Upgrade, Mk 1	3	3400	-	-
Personal Upgrade, Mk 2	7	6500	-	-
Personal Upgrade, Mk 3	14	70000	-	-

Adaptive biochambers

Augmentation (BioTech)

Type: Augmentation
Subtype: BioTech
Level: 3
System: Varies

CLASSES

Drone (Combat)

Type: Class
Stamina Points: 50
Hit Points: 50
Key Ability: Strength, Dexterity
Skill Ranks: Int
Class Skills: []
Armor Prof.: Initial Mk3 weapon mount or melee weapon arm (up to 2 in any combination), weapon proficiency

FEATURES

- 1 Basic Mode
- 1 Unleash AI (Ex)

Cardiac accelerator

Augmentation (Cybernetic)

Type: Augmentation
Subtype: Cybernetics
Level: 6
Price: 3950
System: Heart

Drone (Hover)

CLASS

Type: Class
Stamina Points: 6
Hit Points: 6
Key Ability: Your Charisma helps you succeed in many social situations and makes a number of your improvisations more effective, so Charisma is your key ability score. A high Dexterity score can make you a better ranged combatant, while a high intelligence score improves all of your skills.
Skill Ranks: Int
Class Skills: Acrobatics (Dex), Intimidate (Cha), Athletics (Str), Medicine (Med), Bluff (Cha), Perception (Wis), Computers (Int), Hiding (Dex), Culture (Int), Profession (Cha, Int, or Wis), Diplomacy (Cha), Sense Motive (Wis), Disguise (Cha), Sleight of Hand (Dex), Engineering (Int), Stealth (Dex)
Armor Prof.: Light armor
Weapon Prof.: Basic melee weapons, grenades, small arms

FEATURES

- 1 Energy Improvement
- 1 Expertise (Ex)
- 1 Skill Expertise (Ex)
- 1 Weapon and Armor Proficiency
- 2 Energy Improvement
- 3 Expertise Talent
- 4 Energy Improvement
- 5 Expertise (Ex)
- 5 Skill Expertise (Ex)

Personal Upgrade, Mk 1

Augmentation (Personal U)

Type: Augmentation
Subtype: Personal Upgrade
Level: 3
Price: 1400
Ability Score: +2

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Reference Manual

After spending the day checking out this module on and off I can comfortably say that this is a great conversion of the Starfinder core rules in Fantasy Grounds.

The UI is absolutely gorgeous, certainly more colorful than other rulesets tend to be. Though it should be mentioned that the Mood settings become a lot more subtle with the Starfinder theme (not much lighting can do in space).

Character creation is as simple and straightforward as you have come to expect from FG: simply open the relevant information (class, race, etc.) and drop it into its place on the character sheet.

It's worth to mention that the system won't allow you to choose your Class until you've chosen a Race and a Theme, following the same character creation steps from the ruleset.

Also, once you have chosen your Theme your Ability Scores will pop up and the game will tell you to "Spend 10 Points". You will have to keep track of the points you spent manually as the system does not currently do it for you.

Filling up your inventory is also somewhat of a chore right now. Weapons and Armor are organised alphabetically, rather than by their Item Levels, so you will have to open the equipment tables from the Reference Manual.

Ammunitions and things like batteries got categorised as "Weapons", so they will show up in your character's Actions tab as weapon attacks you can perform. Lastly, Laser pistols seem to have been falsely set to Melee instead of Ranged, but a simple click of a button fixes that issue.

Another thing I'd like to mention is that the amount of tokens that come with this module is very barebones. I own the D&D 5th Edition Player's Handbook on FG and the team did great work cropping all the art from the book for use in tokens and player portraits. Sadly, that is not the case for this module and you only get a handful of tokens and portraits of pretty low quality. I assume Paizo are going to sell token modules in the future, just as they sell minis and pawns on their website.

Finally it should be mentioned that at the time I am writing this review Starship Combat has not been implemented into the system. The devs are working on a new combat tracker specifically for this purpose. Just be aware that you'll have to do some work yourself if you plan on having any encounters like that.. Update: I had to get a fresh install of fantasy grounds for the product to somewhat work (uninstall & reinstall). I can now create a starfinder campaign. This is now an option before it wasn't so there is some major bug. I am finding the Player ships quite buggy as well as I keep getting error dumps from fantasy grounds. I suggest waiting until they fix this product before buying it is definitely not worth paying the full price.

At this time the product does not work so dont buy! There is no module added to the PFRPG or ability to create a starfinder campaign!. While we wait on Smiteworks to get Starship combat working, Everything else in the core rules is here. If this is your first time in a 3.X d20 System, well the basics haven't changed much since 2000.. OLD REVIEW [I have used Fantasy grounds for quite awhile, and this particular system interested me greatly. majority of the skills and systems are not coded correctly or at all, the system is very incomplete. I would call this early Alpha version of the game. It needs more work, before it will be playable like the DnD 5e or Pathfinder systems.]

UPDATED REVIEW: After a steep learning curve, my friends and I are having alot of fun playing Starfinder. Still have issues with ambiguous rules that we have to look up on reddit and forums. Highly recommend that you play with another group before diving in solo. This system has alot of quirks that require familiarity to the system.. Ignore the review claiming that the product doesn't work. The reviewer is attempting to open a ruleset within another ruleset. For those familiar with Fantasy Grounds, this product WILL NOT appear as a module for Pathfinder.

It has all sorts of new bells, whistles, and revisions above and beyond Pathfinder, and will thus require you to Create New Campaign, then select SFRPG as the ruleset.

I've only just started fiddling with the product, myself, and will update this review with more thoughts later, but my first impressions are:

*WOW, this is colorful! The color scheme is a lot busioer than other rulesets I've messed with. There's almost a late-90s, comic book feel to the UI.

*Character creation is fantastic, with all the drag-and-drop, auto-fill math that I've grown accustomed to in Fantasy Grounds'

D&D and Savage Worlds products.

*The Reference Manual (the chapter book version of the rules included with the ruleset) is beautifully formatted, and maybe even a little easier on the eyes than the 5e rulebooks. Chapters and subchapters are sorted and clickable for easy, quick reference.

Again, I will elaborate on this review once I've had more time under the hood, but I wanted to ensure that potential purchasers weren't scared away by an uninformed review.. Its kinda of hard to start to use this system, and its kinda of incomplete in some aspects, for example: Some feats or some special abilities that should add an status on the characters do not work properly with the ruleset, or some feats that add a modifier to a skill check must be added manually by the GM.

Other things that I noticed are that players can modify the character sheet at will, so "errors" that should not be possible happen. But even with those things, its a great system. It could be better, I hope it turns better at least, but right now its good as it is.

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