






















 Captain Actions	 Captain Actions	 Captain Actions	 Captain Actions
<i>Demand (Any Phase)</i> You can make a demand of a crew member to try to improve his performance. You grant a +4 bonus to one specific check by succeeding at an Intimidate check (DC = 15 + 2 × your starship's tier). You must use this action before the associated check is rolled, and you can grant this bonus to an individual character only once per combat. Demand might result in negative consequences if used on NPCs, and you can't make demands of yourself.	<i>Encourage (Any Phase)</i> You can encourage another member of the crew to give her a bonus to her action. This works like aid another (see page 133), granting a +2 bonus to the check required by a crew action if you succeed at a DC 10 check using the same skill. Alternatively, you can grant this same bonus by succeeding at a Diplomacy check (DC = 15 + your starship's tier). You can't encourage yourself.	<i>Taunt (Any Phase, Push)</i> You can use the communications system to broadcast a taunting message to the enemy vessel. You select an enemy vessel and a phase of combat (engineering, helm, or gunnery), and then attempt a Bluff or Intimidate check (DC = 15 + 2 × the enemy starship's tier). If you are successful, each enemy character acting during the selected phase takes a –2 penalty to all checks for 1d4 rounds; the penalty increases to –4 if the enemy's check is made as part of a push action. Once used against an enemy starship, regardless of the outcome, taunt can't be used against that starship again during the same combat.	<i>Orders (Any Phase, Push)</i> At 6th level, you can grant an additional action to one member of the crew by spending 1 Resolve Point and succeeding at a difficult skill check at the beginning of the phase in which the crew member would normally act. The type of check depends on the role of the crew member targeted: a Computers check for a science officer, an Engineering check for an engineer, a gunnery check (see page 320) for a gunner, and a Piloting check for a pilot. The DC of this check is equal to 10 + 3 × your starship's tier. If the check succeeds, the crew member can take two actions in her role this round (both when she would normally act), but she can't take the same action twice. You can't give yourself orders.
 Captain Actions	 Engineer Actions	 Engineer Actions	 Engineer Actions
<i>Moving Speech (Any Phase)</i> At 12th level, you can spend 1 Resolve Point and use your action to give a moving speech to the crew during one phase of combat with a successful Diplomacy check (DC = 15 + 2 × your starship's tier). For the remainder of that phase, your allies can roll twice and take the better result when performing crew actions.	<i>Divert (Engineering Phase)</i> You can divert auxiliary power into one of your starship's systems, giving it a boost. This requires a successful Engineering check (DC = 10 + 2 × your starship's tier), and the results depend on where you decide to send this extra power. If you send it to the engines, your starship's speed increases by 2 this round. If you send it to the science equipment, all science officers receive a +2 bonus to their crew actions this round. If you send it to the starship's weapons, treat each damage die that rolls a 1 this round as having rolled a 2 instead. If you send it to the shields, restore an amount of Shield Points equal to 5% of the PCU rating of the starship's power core (see page 296), up to the shields' maximum value. Evenly distribute the restored Shield Points to all four quadrants (putting any excess Shield Points in the forward quadrant).	<i>Hold It Together (Engineering Phase)</i> You can hold one system together by constantly patching and modifying it. If you succeed at an Engineering check (DC = 15 + 2 × your starship's tier), you can select one system; that system is treated as if its critical damage condition were two steps less severe for the rest of the round (wrecked becomes glitching, and a malfunctioning or glitching system functions as if it had taken no critical damage). This check isn't modified by penalties from critical damage to the power core.	<i>Patch (Engineering Phase)</i> You can patch a system to reduce the effects of a critical damage condition. The number of actions and the DC of the Engineering check required to patch a system depend on how badly the system is damaged, as indicated on the table on page 324. Multiple engineers can pool their actions in a single round to effect repairs more quickly, but each engineer must succeed at her Engineering check to contribute her action to the patch. The number of actions required can be reduced by 1 (to a minimum of 1 action) by increasing the DC by 5. If you succeed at this check, the severity of the critical damage is unchanged, but it is treated as one step less severe for the remainder of the combat, until 1 hour has passed, or until the system takes critical damage again (which removes the patch and applies the new severity). This action can be taken more than once per round, and this check is not modified by any critical damage to the core.











 Engineer Actions	 Engineer Actions	 Gunner Actions	 Gunner Actions
<p>Overpower (Engineering Phase, Push)</p> <p>If you have at least 6 ranks in Engineering, you can spend 1 Resolve Point and attempt an Engineering check (DC = 10 + 3 × your starship's tier) to squeeze more out of your ship's systems. If you're successful, this functions as the divert action, but you can send extra power to any three systems listed in that action. This action and the divert action can't be taken in the same round.</p>	<p>Quick Fix (Engineering Phase)</p> <p>If you have at least 12 ranks in Engineering, you can try to repair a system quickly by spending 1 Resolve Point and attempting an Engineering check (DC = 15 + 2 × your starship's tier). If successful, you remove the critical damage condition from one system for 1 hour (allowing it to function as if it had taken no critical damage), after which time it must be repaired as normal.</p>	<p>Fire at Will (Gunnery Phase, Push)</p> <p>You can fire any two starship weapons, regardless of their arc. Each attack is made at a –4 penalty.</p>	<p>Shoot (Gunnery Phase)</p> <p>You can fire one of your starship's weapons. If you use a turret weapon, you can target a ship in any arc.</p>
 Gunner Actions	 Gunner Actions	 Pilot Actions	 Pilot Actions
<p>Broadside (Gunnery Phase, Push)</p> <p>At 6th level, you can expend 1 Resolve Point to fire all of the starship weapons mounted in one arc (including turret-mounted weapons). Each weapon can target any vessel in that arc. All of these attacks are made with a –2 penalty.</p>	<p>Precise Targeting (Gunnery Phase)</p> <p>At 12th level, you can perform a very precise strike by spending 1 Resolve Point and firing one starship weapon at a single target. If the attack hits and the enemy ship's shields on that quadrant are depleted before your attack, you deal critical damage to a random system. If the attack would normally cause critical damage, the normal critical damage applies as well (meaning your attack could potentially deal critical damage multiple times; determine which system is damaged as normal each time).</p>	<p>Fly (Helm Phase)</p> <p>You move your starship up to its speed and can make any turns allowed by its maneuverability. This doesn't require a skill check.</p>	<p>Maneuver (Helm Phase)</p> <p>You move your starship up to its speed. You can also attempt a Piloting check (DC = 15 + 2 × your starship's tier) to reduce your starship's distance between turns by 1 (to a minimum of 0).</p>



 Pilot Actions	 Pilot Actions	 Pilot Actions	 Pilot Actions
<p>Full Power (Helm Phase, Push)</p> <p>If you have at least 6 ranks in Piloting, you can spend 1 Resolve Point to move your starship up to 1-1/2 times its speed. You can make turns during this movement, but you add 2 to your starship's distance between turns.</p>	<p>Audacious Gambit (Helm Phase)</p> <p>If you have at least 12 ranks in Piloting, you can spend 1 Resolve Point and attempt a Piloting check (DC = 15 + 2 × your starship's tier) to pull off complex maneuvers. You can move your starship up to its speed, treating its distance between turns as if it were 2 lower (minimum 0). You can also fly through hexes occupied by enemy vessels without provoking free attacks. At the end of your starship's movement, you can rotate your starship to face in any direction. If you fail the check, you instead move as if you had taken the fly action (but still lose the Resolve Point).</p>	<p>Back Off</p> <p>The starship moves up to half its speed in the direction of the aft edge without changing facing. It can't take any turns during this movement. To perform this stunt, you must succeed at a Piloting check (DC = 10 + 2 × your starship's tier). On a failed check, your starship moves backward only 1 hex. If you fail this check by 5 or more, your starship does not move at all and takes a -4 penalty to its AC and TL until the start of the next round.</p>	<p>Barrel Roll</p> <p>The starship moves up to half its speed and flips along its central axis. For the next gunnery phase, the starship's port shields and weapons function as if they were in the starboard firing arc and vice versa. The starship reverts to normal at the beginning of the next round. To perform this stunt, your starship must be Large or smaller and you must succeed at a Piloting check (DC = 10 + 2 × your starship's tier). On a failed check, the starship moves half its speed but doesn't roll. If you fail by 5 or more, your starship moves half its speed, doesn't roll, and takes a -4 penalty to its AC and TL until the start of the next round.</p>
 Pilot Actions	 Pilot Actions	 Pilot Actions	 Pilot Actions
<p>Evade</p> <p>The ship moves up to its speed and can turn as normal, but it gains a +2 circumstance bonus to its AC and TL until the start of the next round. To perform this stunt, you must succeed at a Piloting check (DC = 10 + 2 × your starship's tier). If you fail, the starship moves as normal. If you fail the check by 5 or more, the starship moves as normal, but it also takes a -2 penalty to its AC and TL until the start of the next round.</p>	<p>Flip and Burn</p> <p>The ship moves forward up to half its speed (without turning) and rotates 180 degrees to face the aft edge at the end of the movement. To perform this stunt, you must succeed at a Piloting check (DC = 15 + 2 × your ship's tier). If you fail this check, your starship moves forward half its speed but doesn't rotate.</p>	<p>Flyby</p> <p>The ship moves as normal, but it can move through 1 hex occupied by an enemy starship without provoking a free attack (as described in Moving through Other Starships). During the following gunnery phase, you can select one arc of your starship's weapons to fire at the enemy vessel as if the vessel were in close range (treat the range as 1 hex), against any quadrant of the enemy starship. To perform this stunt, you must succeed at a Piloting check (DC = 20 + 2 × the tier of the enemy starship). If you fail this check, your starship still moves as described above, but you follow the normal rules for attacking (based on your starship's final position and distance), and the movement provokes a free attack from that starship as normal.</p>	<p>Slide</p> <p>The starship moves up to its speed in the direction of either the forward-port or forward-starboard edge without changing its facing. To perform this stunt, you must succeed at a Piloting check (DC = 10 + 2 × your ship's tier). If you fail this check, the ship moves forward up to half its speed and can't make any turns.</p>



 Pilot Actions	 Science Officer Actions	 Science Officer Actions	 Science Officer Actions
<p>Turn in Place</p> <p>The ship does not move but instead can turn to face any direction. If the ship has a maneuverability of clumsy, it takes a –4 penalty to its AC and TL until the start of the next round. If it has a maneuverability of poor, it instead takes a –2 penalty to its AC and TL until the start of the next round. Ships with a maneuverability of average or better do not take a penalty. This stunt doesn't require a skill check.</p>	<p>Balance (Helm Phase)</p> <p>You can balance the shields, redirecting power from one quadrant to protect another. With a successful Computers check (DC = 15 + 2 × your starship's tier), you can shift Shield Points (SP) from the shield in one quadrant to the shield in another quadrant, including to depleted shields (after rebalancing, every shield must have at least 10% of the total current SP). Alternatively, you can add up the SP from all the remaining shields and evenly distribute them to all four quadrants, putting any excess SP in the forward quadrant.</p>	<p>Scan (Helm Phase)</p> <p>You can scan a starship with your sensors to learn information about it. This action requires your starship to have sensors (see page 300). You must attempt a Computers check, applying any modifiers from the starship's sensors. You can attempt this check untrained. The DC for this check is equal to 10 + the tier of the starship being scanned + its bonus from defensive countermeasures (see page 298). If you succeed at this check, you learn the first unknown piece of information on the following list. For every 5 by which you exceed the check, you learn another unknown piece of information. Subsequent checks reveal new pieces of information, continuing down this list.</p> <ol style="list-style-type: none"> 1. Basic Information: Living crew complement and ship classification, size, speed, and maneuverability. 2. Defenses: AC, TL, total and current Hull Points, total and current Shield Points in each quadrant, and core PCU value. 3. Weapon: Information about one weapon, including its firing arc and the damage it deals, starting with the weapon that uses the most PCU. Repeat this entry until all the starship's weapons are revealed. 4. Load: Information about how the starship's expansion bays are allocated and any cargo the starship might be carrying. 5. Other: Any remaining ship statistics. 	<p>Target System (Helm Phase, Push)</p> <p>You can use your starship's sensors to target a specific system on an enemy starship. This action requires your starship to have sensors. You must attempt a Computers check, applying any modifiers from the starship's sensors. The DC equals 15 + the tier of the enemy starship + its bonus from defensive countermeasures (see page 298). If you succeed, choose one system (core, engines, life support, sensors, or weapons). The next attack made by your starship that hits the enemy ship scores a critical hit on a natural roll of 19 or 20. If that attack deals critical damage, it affects the chosen system. For any further critical damage resulting from the attack, determine which system is affected randomly as normal. Your starship's sensors can target only one system on a specific enemy starship at a time, though this action can be used to concurrently target systems on multiple starships.</p>
 Science Officer Actions	 Science Officer Actions		
<p>Lock On (Helm Phase, Push)</p> <p>If you have at least 6 ranks in Computers, you can lock your starship's targeting system on to one enemy vessel. You must spend 1 Resolve Point and attempt a Computers check. The DC equals 15 + the tier of the target starship + its bonus from defensive countermeasures (see page 298). If you succeed, your starship's gunners gain a +2 bonus to gunnery checks against the target for the rest of the round. This action can be taken only once per round.</p>	<p>Improve Countermeasures (Helm Phase)</p> <p>If you have at least 12 ranks in Computers, you can try to foil enemy targeting arrays and incoming projectiles by spending 1 Resolve Point and attempting a Computers check. The DC equals 10 + 2 × the tier of the target starship + its bonus from defensive countermeasures (see page 298). If you're successful, gunners aboard the target starship roll twice and take the worse result for gunnery checks during this round (including checks for tracking weapons).</p>		<p>"This Action Cards Sheet uses trademarks and/or copyrights owned by Paizo Inc., which are used under Paizo's Community Use Policy. We are expressly prohibited from charging you to use or access this content. This Action Cards Sheet is not published, endorsed, or specifically approved by Paizo Inc. For more information about Paizo's Community Use Policy, please visit paizo.com/communityuse. For more information about Paizo Inc. and Paizo products, please visit paizo.com."</p>

