

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 Bazán 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

GM SCREEN

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SKILLS

SKILL CHECK GUIDELINES (PAGE 392)

DIFFICULTY	DC
Easy	10 + 1/2 × APL
Challenging	15 + 1/2 × APL
Difficult	20 + 1/2 × APL

RECALL KNOWLEDGE (PAGE 133)

QUESTION DIFFICULTY	BASE DC
Really easy questions	5
Average questions	15
Very difficult questions	20 to 30

IDENTIFY MAGIC ITEM OR TECHNOLOGY (PAGES 142 AND 143-144)

Technological items are identified using Engineering, magical items are identified using Mysticism, and hybrid items are identified using either skill.

ITEM	DC
Common, complex technology (Pact Worlds starships or items)	5 + 1/2 × item's level
Less common technology (non-Pact Worlds starships or items)	10 + 1/2 × item's level
Rare, ancient, or alien tech	15 + 1/2 × item's level
Magic item	15 + 1/2 × item's level

ACROBATICS (PAGE 135)

ESCAPE

CIRCUMSTANCE	DC
Grappled or pinned	10 + grappler's KAC
Restrained by bindings/rope	20 + 1/2 × opponent's CR
Restrained by manacles	30

TUMBLE

SITUATION	DC*
Move through threatened area	15 + 1/2 × opponent's CR
Move through enemy's space	20 + 1/2 × opponent's CR

* The DC is increased by 2 for each additional opponent avoided in 1 round.

ENGINEERING (PAGES 141-142)

DISABLE DEVICE

DEVICE	EXAMPLE	TIME	DC
Simple device	Jam a door	1 round	10
Tricky device	Sabotage a simple propulsion system	1d4 rounds	15
Difficult device	Disarm or reset a sentry turret or similar trap	2d4 rounds	20
Complex device	Disarm an explosive or a security system from a control panel or similar device	2d4 rounds	25
Equipment	Disable an armor upgrade, powered armor, or weapon	2d4 rounds	15 + 1/2 × item's level
Simple lock	—	1 round	20
Average lock	—	1 round	25
Good lock	—	1 round	30
Superior lock	—	1 round	40

IDENTIFY CREATURE (PAGE 133)

CREATURE RARITY	DC
Very common (space goblin)	5 + 1/2 × creature's CR
Average (most monsters)	10 + 1/2 × creature's CR
Rare (novaspawn)	15 + 1/2 × creature's CR

CREATURE TYPE	SKILL
Aberration	Life Science
Animal	Life Science
Construct (magical)	Mysticism
Construct (technological)	Engineering
Dragon	Mysticism
Fey	Mysticism
Humanoid	Life Science
Magical beast	Mysticism
Monstrous humanoid	Life Science
Ooze	Life Science
Outsider	Mysticism
Plant	Life Science
Undead	Mysticism
Vermin	Life Science

REPAIR MAGIC ITEM OR TECHNOLOGY (PAGES 142 AND 144)

Technological items are repaired using Engineering, magical items are repaired using Mysticism, and hybrid items are repaired using either skill. A successful check restores a number of Hit Points to the item equal to the check result.

ITEM	EXAMPLE	TIME	DC
Simple technology	Door or wall	10 minutes	15
Complex technology	Computer console	30 minutes	20
Equipment	Weapon or suit of armor	1 hour	15 + 1/2 × item's level
Magic item	Staff of mystic healing	1 hour	15 + 1/2 × item's level

DIPLOMACY (PAGES 139-140)

CHANGE ATTITUDE

INITIAL ATTITUDE	DC MODIFIER
Hostile	+10
Unfriendly	+5
Indifferent	+0
Friendly	-5
Helpful	-*

* You cannot improve a creature's attitude above helpful.

GATHER INFORMATION

INFORMATION SOUGHT	DC
Common facts or rumors	10
Obscure or secret knowledge	20 or more
Prominent or well-known individual	5 + character's CR
Average or ordinary individual	10 + character's CR
Mysterious or obscure individual	15 + character's CR

ENVIRONMENT

RADIATION (PAGES 403-404)

RADIATION LEVEL	FORT DC
Low	13
Medium	17
High	22
Severe	30

RADIATION

Type poison, emanation; **Save** Fortitude; see chart

Track Constitution; **Frequency** 1/round

Effect At each state of impaired and beyond, the victim must succeed at a DC 18 Fortitude saving throw or contract the radiation sickness disease (see below).

Cure none

RADIATION SICKNESS

Type disease; **Save** Fortitude (same DC as the level of radiation that caused the radiation sickness)

Track physical; **Frequency** 1/day

Effect Radiation sickness isn't contagious.

Cure 3 consecutive saves

MATERIAL HARDNESS AND HIT POINTS (PAGE 408)

MATERIAL	HARDNESS	HIT POINTS (PER INCH OF THICKNESS)
Glass	1	1
Cloth, paper, or rope	0	2
Ice	0	3
Leather or hide	3	5
Wood	5	10
Plastic	8	15
Ceramic	10	10
Transparent aluminum	10	15
Stone or concrete	15	15
Iron or steel	20	30
Adamantine alloy	30	40
Nanocarbon	35	60
Polycarbon plate	45	60
Pure adamantine	50	80

DCS TO BREAK OBJECTS (PAGE 409)

TASK	STRENGTH DC
Break down wooden door	16
Burst rope bonds	20
Burst steel restraints	25
Break down steel door	28
Bend nanocarbon bars	35

DAMAGE FROM FALLING OBJECTS (PAGE 401)

OBJECT SIZE	DAMAGE
Tiny or smaller	1d6
Small	2d6
Medium	3d6
Large	4d6
Huge	6d6
Gargantuan	8d6
Colossal	10d6

STATISTICS FOR WALLS (PAGE 408)

WALL TYPE	THICKNESS	BREAK		ATHLETICS	
		DC	HARDNESS	HIT POINTS*	DC TO CLIMB
Concrete	3 ft.	45	15	540	25
Plastic	5 in.	25	8	75	28
Starship bulkhead	5 ft.	55	35	2,400	25
Starship interior	3 ft.	45	30	1,440	20
Steel	3 in.	30	20	90	25
Unworked stone	5 ft.	65	15	900	15
Wooden	6 in.	20	5	60	21

* Per 10-foot-by-10-foot section

STATISTICS FOR DOORS (PAGE 408)

DOOR TYPE	THICKNESS	HARDNESS	HIT POINTS	BREAK DC	BREAK DC
				STUCK	LOCKED
Wooden	1-1/2 in.	5	15	16	18
Plastic	2 in.	8	30	22	24
Stone	4 in.	15	60	28	28
Steel	2 in.	20	60	28	28
Airlock door	4 in.	35	160	40	40
Lock	—	20	30	—	—

WIND EFFECTS (PAGE 400)

WIND FORCE	WIND SPEED	RANGED ATTACK PENALTY*
Light	0-10 mph	—
Moderate	11-20 mph	—
Strong	21-30 mph	-2
Severe	31-50 mph	-4
Windstorm	51-74 mph	-4
Hurricane	75-174 mph	-8
Tornado	175-300 mph	Impossible

* This applies only to nonenergy ranged weapons. Larger weapons, such as starship weapons, ignore this penalty.

ZERO GRAVITY (PAGE 402)

Without a means of magical flight or propulsion, a creature in zero-g can't take move actions to move its speed, crawl, or take a guarded step. If a creature is adjacent to or in the same square as an object or another creature one size category smaller than itself or larger, it can take a move action to push off that object or creature, moving at half speed in a direction of its choosing (as appropriate); if that object or creature is moveable, it begins moving in the opposite direction at that same speed.

A creature continues to move in that direction at the same speed at the beginning of its turn each round (without taking any action); it must move the full distance unless it is able to change its motion in some fashion (which is a move action). If a creature runs into a solid object (including another creature) during its movement, it must succeed at a DC 20 Acrobatics or Athletics check to safely stop; failure means that creature gains the off-kilter condition. The second creature must also succeed at a DC 20 Acrobatics or Athletics check to avoid gaining the off-kilter condition.

Weapons in Zero-G: Thrown weapons have their range increments multiplied by 10. In addition, all ranged weapons no longer have a maximum number of range increments—their wielders simply continue to accrue penalties the farther away the target is.

COMBAT

ACTIONS IN COMBAT

Standard Action (pages 244-247)

Activate an item
Attack (melee or ranged)
Cast a spell
Combat maneuver
Concentrate to maintain a spell
Covering fire
Dismiss a spell
Feint
Fight defensively
Harassing fire
Total defense
Use a special ability

Swift Action (page 247)

Change grips
Drop prone

Full Action (page 248)

Charge
Coup de grace
Fight defensively
Full attack
Run
Withdraw

Reaction (page 248)

Attack of opportunity

Move Action (page 247)

Crawl
Direct or redirect an effect
Draw or sheathe a weapon
Guarded step
Manipulate an item
Move your speed
Reload
Stand up

Other Actions (page 249)

Combat banter
Delay
Drop an item
Ready an action
Use a skill

COVER (PAGES 253-254)

TYPE	AC BONUS	REFLEX SAVE BONUS
Soft cover	+4	—
Partial cover	+2	+1
Regular cover	+4	+2
Improved cover	+8	+4
Total cover*	—	—

* Total cover blocks line of effect; enemies cannot attack creatures with total cover.

CONCEALMENT (PAGE 253)

TYPE	MISS CHANCE
Regular concealment	20%
Total concealment	50%

LONG-TERM STABILITY WHILE UNCONSCIOUS (PAGE 251)

CONSTITUTION CHECK RESULT	OUTCOME
20 or higher	Heal 1 HP, regain consciousness
10-19	Remain stable, attempt new check in 1 hour
9 or lower	Die

COMMON COMBAT ACTIONS

Charge: Full action, move up to double your speed in a straight line, make a single melee attack at -2, -2 to AC until next turn.

Covering Fire: Standard action, ranged attack roll vs. AC 15, no damage, ally gains +2 AC against next attack.

Feint: Standard action, Bluff check, opponent is flat-footed (-2 AC) against your next attack.

Fight Defensively: Standard or full action, -4 to attack rolls, +2 AC until next turn.

Full Attack: Full action, two attacks, each at -4 penalty.

Harassing Fire: Standard action, ranged attack roll vs. AC 15, no damage, ally gains +2 to next attack roll vs. target.

Total Defense: Standard action, +4 AC until next turn.

Combat Maneuver: Standard action, melee attack against opponent's KAC + 8 (see page 246).

CONDITIONS (PAGES 273-277)

Asleep: You are helpless and take a -10 penalty to Perception checks to notice things.

Bleeding: You take the listed damage at the beginning of your turn.

Blinded: You're flat-footed; take a -4 penalty to Str- and Dex-based skill checks and opposed Perception checks, you automatically fail Perception checks based on sight, opponents have total concealment against you, and you must succeed at a DC 10 Acrobatics check to move faster than half speed or else fall prone.

Broken: Weapon: attack and damage rolls take a -2 penalty and can't deal extra effects on a critical hit; armor: AC bonuses are halved, armor check penalty is doubled; vehicle: -2 penalty to AC, collision DC, and Piloting modifier, halves its full speed and MPH; tool or tech that provides bonuses: bonuses halved.

Burning: You take the listed fire damage each round and must be extinguished to end the condition.

Confused: You treat all creatures as enemies, and you must roll on a table (see page 274) to determine your actions.

Covering: You are flat-footed and you can take no actions.

Dazed: You can take no actions.

Dazzled: You take a -1 penalty to attack rolls and sight-based Perception checks.

Deafened: You take a -4 penalty to initiative checks and opposed Perception checks, and you automatically fail sound-based Perception checks.

Dying: You are unconscious, can take no actions, and must stabilize or lose Resolve Points and potentially die.

Encumbered: Your speeds are reduced by 10 feet, your maximum Dex bonus to AC is reduced to +2, and you take a -5 penalty to Str- and Dex-based checks.

Entangled: You move at half speed, cannot run or charge, and take a -2 penalty to AC, attack rolls, Reflex saves, initiative checks, and Dex-based skill and ability checks.

Exhausted: You move at half speed; cannot run or charge; take a -3 penalty to AC, attack rolls, melee damage rolls, Reflex saving throws, initiative checks, and Str- and Dex-based skill and ability checks; and reduce your encumbered limit by 3 bulk.

Fascinated: You must pay attention to the fascinating effect and take a -4 penalty to skill checks made as reactions.

Fatigued: You cannot run or charge; take -1 penalty to AC, attack rolls, melee damage rolls, Reflex saves, initiative checks, and Str- and Dex-based skill and ability checks; and reduce your encumbered limit by 1 bulk.

Flat-Footed: You take a -2 penalty to AC, and you cannot take reactions.

Frightened: You must flee or fight, and you take a -2 penalty to ability checks, attack rolls, saving throws, and skill checks.

Grappled: You cannot move or take two-handed actions; you take a -2 penalty to AC, most attack rolls, Reflex saves, initiative checks, and Dex-based skill and ability checks; and you cannot make attacks of opportunity.

Helpless: Your Dex modifier is -5, and incoming melee attacks get +4 bonus.

Nauseated: You are unable to attack, cast spells, or concentrate on spells, and you can only take a single move action per turn.

Off-Kilter: You can't take move actions except to right yourself, you take a -2 penalty to attacks, and you're flat-footed.

Off-Target: You take a -2 penalty to attack rolls.

Overburdened: Your speeds are reduced to 5 feet, your maximum Dex bonus to AC is reduced to +0, and you take a -5 penalty to Str- and Dex-based checks.

Panicked: You drop held items, flee at top speed, and cannot take other actions. Take a -2 penalty to ability checks, saving throws, and skill checks, and cover if cornered.

Paralyzed: Your Dex modifier is -5; you cannot move but can take mental actions.

Pinned: You cannot move, are flat-footed, and take the same penalties as grappled, but the penalty is -4.

Prone: You take a -4 penalty to melee attacks, a +4 bonus to AC against ranged attacks, and a -4 penalty to AC against melee attacks.

Shaken: Take a -2 penalty to ability checks, attack rolls, saving throws, and skill checks.

Sickened: You take a -2 penalty to ability checks, attack rolls, weapon damage rolls, saving throws, and skill checks.

Stable: You are no longer dying, but you are still unconscious.

Staggered: You can take only a single move action or standard action each round and cannot take reactions, but you can take swift actions as normal.

Stunned: You drop everything held, can't take actions, and are flat-footed.

Unconscious: You are knocked out and helpless.

STARSHIP COMBAT

STARSHIP COMBAT ROUNDS (PAGE 317)

Each round of starship combat is divided up into the three following phases, resolved in order. Each character onboard a starship typically acts in only one of these phases, depending on her role on the starship (see below). The captain can act in any phase.

1. Engineering: The engineers can repair the starship's systems or give one or more systems a boost. These actions occur simultaneously, so they can be resolved in any order.

2. Helm: Each starship's pilot attempts a Piloting check. The pilot with the lowest result acts first to move his starship (page 317) and perform stunts (pages 319-320), followed by the next lowest, and so on, until all starships have moved.

Also during this phase, each of the science officers act at the same point in the phase as her starship's pilot, but they can decide between them who acts first.

3. Gunnery: The gunners can fire their starships' weapons. Although starships fire in the same order decided upon

SKILLS

SKILL CHECK GUIDELINES (PAGE 392)

DIFFICULTY	DC
Easy	10 + 1-1/2 × APL
Challenging	15 + 1-1/2 × APL
Difficult	20 + 1-1/2 × APL

RECALL KNOWLEDGE (PAGE 133)

QUESTION DIFFICULTY	BASE DC
Really easy questions	5
Average questions	15
Very difficult questions	20 to 30

IDENTIFY MAGIC ITEM OR TECHNOLOGY (PAGES 142 AND 143-144)

Technological items are identified using Engineering, magical items are identified using Mysticism, and hybrid items are identified using either skill.

ITEM	DC
Common, complex technology (Pact Worlds starships or items)	5 + 1-1/2 × item's level
Less common technology (non-Pact Worlds starships or items)	10 + 1-1/2 × item's level
Rare, ancient, or alien tech	15 + 1-1/2 × item's level
Magic item	15 + 1-1/2 × item's level

ACROBATICS (PAGE 135)

ESCAPE

CIRCUMSTANCE	DC
Grappled or pinned	10 + grapppler's KAC
Restrained by bindings/rope	20 + 1-1/2 × opponent's CR
Restrained by manacles	30

TUMBLE

SITUATION	DC*
Move through threatened area	15 + 1-1/2 × opponent's CR
Move through enemy's space	20 + 1-1/2 × opponent's CR

* The DC is increased by 2 for each additional opponent avoided in 1 round.

ENGINEERING (PAGES 141-142)

DISABLE DEVICE

DEVICE	EXAMPLE	TIME	DC
Simple device	Jam a door	1 round	10
Tricky device	Sabotage a simple propulsion system	1d4 rounds	15
Difficult device	Disarm or reset a sentry turret or similar trap	2d4 rounds	20
Complex device	Disarm an explosive or a security system from a control panel or similar device	2d4 rounds	25
Equipment	Disable an armor upgrade, powered armor, or weapon	2d4 rounds	15 + 1-1/2 × item's level
Simple lock	–	1 round	20
Average lock	–	1 round	25
Good lock	–	1 round	30
Superior lock	–	1 round	40

IDENTIFY CREATURE (PAGE 133)

CREATURE RARITY	DC
Very common (space goblin)	5 + 1-1/2 × creature's CR
Average (most monsters)	10 + 1-1/2 × creature's CR
Rare (novaspawn)	15 + 1-1/2 × creature's CR

CREATURE TYPE	SKILL
Aberration	Life Science
Animal	Life Science
Construct (magical)	Mysticism
Construct (technological)	Engineering
Dragon	Mysticism
Fey	Mysticism
Humanoid	Life Science
Magical beast	Mysticism
Monstrous humanoid	Life Science
Ooze	Life Science
Outsider	Mysticism
Plant	Life Science
Undead	Mysticism
Vermin	Life Science

REPAIR MAGIC ITEM OR TECHNOLOGY (PAGES 142 AND 144)

Technological items are repaired using Engineering, magical items are repaired using Mysticism, and hybrid items are repaired using either skill. A successful check restores a number of Hit Points to the item equal to the check result.

ITEM	EXAMPLE	TIME	DC
Simple technology	Door or wall	10 minutes	15
Complex technology	Computer console	30 minutes	20
Equipment	Weapon or suit of armor	1 hour	15 + 1-1/2 × item's level
Magic item	<i>Staff of mystic healing</i>	1 hour	15 + 1-1/2 × item's level

DIPLOMACY (PAGES 139-140)

CHANGE ATTITUDE

INITIAL ATTITUDE	DC MODIFIER
Hostile	+10
Unfriendly	+5
Indifferent	+0
Friendly	-5
Helpful	-*

* You cannot improve a creature's attitude above helpful.

GATHER INFORMATION

INFORMATION SOUGHT	DC
Common facts or rumors	10
Obscure or secret knowledge	20 or more
Prominent or well-known individual	5 + character's CR
Average or ordinary individual	10 + character's CR
Mysterious or obscure individual	15 + character's CR

ENVIRONMENT

RADIATION (PAGES 403–404)

RADIATION LEVEL	FORT DC
Low	13
Medium	17
High	22
Severe	30

RADIATION

Type poison, emanation; **Save** Fortitude; see chart

Track Constitution; **Frequency** 1/round

Effect At each state of impaired and beyond, the victim must succeed at a DC 18 Fortitude saving throw or contract the radiation sickness disease (see below).

Cure none

RADIATION SICKNESS

Type disease; **Save** Fortitude (same DC as the level of radiation that caused the radiation sickness)

Track physical; **Frequency** 1/day

Effect Radiation sickness isn't contagious.

Cure 3 consecutive saves

MATERIAL HARDNESS AND HIT POINTS (PAGE 408)

MATERIAL	HARDNESS	HIT POINTS
		(PER INCH OF THICKNESS)
Glass	1	1
Cloth, paper, or rope	0	2
Ice	0	3
Leather or hide	3	5
Wood	5	10
Plastic	8	15
Ceramic	10	10
Transparent aluminum	10	15
Stone or concrete	15	15
Iron or steel	20	30
Adamantine alloy	30	40
Nanocarbon	35	60
Polycarbon plate	45	60
Pure adamantine	50	80

DCS TO BREAK OBJECTS (PAGE 409)

TASK	STRENGTH DC
Break down wooden door	16
Burst rope bonds	20
Burst steel restraints	25
Break down steel door	28
Bend nanocarbon bars	35

DAMAGE FROM FALLING OBJECTS (PAGE 401)

OBJECT SIZE	DAMAGE
Tiny or smaller	1d6
Small	2d6
Medium	3d6
Large	4d6
Huge	6d6
Gargantuan	8d6
Colossal	10d6

STATISTICS FOR WALLS (PAGE 408)

WALL TYPE	TYPICAL THICKNESS	BREAK		HIT POINTS*	ATHLETICS DC TO CLIMB
		DC	HARDNESS		
Concrete	3 ft.	45	15	540	25
Plastic	5 in.	25	8	75	28
Starship bulkhead	5 ft.	55	35	2,400	25
Starship interior	3 ft.	45	30	1,440	20
Steel	3 in.	30	20	90	25
Unworked stone	5 ft.	65	15	900	15
Wooden	6 in.	20	5	60	21

* Per 10-foot-by-10-foot section

STATISTICS FOR DOORS (PAGE 408)

DOOR TYPE	TYPICAL THICKNESS	HARDNESS	HIT POINTS	BREAK DC	
				STUCK	LOCKED
Wooden	1-1/2 in.	5	15	16	18
Plastic	2 in.	8	30	22	24
Stone	4 in.	15	60	28	28
Steel	2 in.	20	60	28	28
Airlock door	4 in.	35	160	40	40
Lock	–	20	30	–	–

WIND EFFECTS (PAGE 400)

WIND FORCE	WIND SPEED	RANGED ATTACK PENALTY*
Light	0–10 mph	–
Moderate	11–20 mph	–
Strong	21–30 mph	–2
Severe	31–50 mph	–4
Windstorm	51–74 mph	–4
Hurricane	75–174 mph	–8
Tornado	175–300 mph	Impossible

* This applies only to nonenergy ranged weapons. Larger weapons, such as starship weapons, ignore this penalty.

ZERO GRAVITY (PAGE 402)

Without a means of magical flight or propulsion, a creature in zero-g can't take move actions to move its speed, crawl, or take a guarded step. If a creature is adjacent to or in the same square as an object or another creature one size category smaller than itself or larger, it can take a move action to push off that object or creature, moving at half speed in a direction of its choosing (as appropriate); if that object or creature is moveable, it begins moving in the opposite direction at that same speed.

A creature continues to move in that direction at the same speed at the beginning of its turn each round (without taking any action); it must move the full distance unless it is able to change its motion in some fashion (which is a move action). If a creature runs into a solid object (including another creature) during its movement, it must succeed at a DC 20 Acrobatics or Athletics check to safely stop; failure means that creature gains the off-kilter condition. The second creature must also succeed at a DC 20 Acrobatics or Athletics check to avoid gaining the off-kilter condition.

Weapons in Zero-G: Thrown weapons have their range increments multiplied by 10. In addition, all ranged weapons no longer have a maximum number of range increments—their wielders simply continue to accrue penalties the farther away the target is.

ACTIONS IN COMBAT

Standard Action (pages 244–247)

Activate an item
Attack (melee or ranged)
Cast a spell
Combat maneuver
Concentrate to maintain a spell
Covering fire
Dismiss a spell
Feint
Fight defensively
Harrying fire
Total defense
Use a special ability

Move Action (page 247)

Crawl
Direct or redirect an effect
Draw or sheathe a weapon
Guarded step
Manipulate an item
Move your speed
Reload
Stand up

Swift Action (page 247)

Change grips
Drop prone

Full Action (page 248)

Charge
Coup de grace
Fight defensively
Full attack
Run
Withdraw

Reaction (page 248)

Attack of opportunity

Other Actions (page 249)

Combat banter
Delay
Drop an item
Ready an action
Use a skill

COVER (PAGES 253–254)

TYPE	AC BONUS	REFLEX SAVE BONUS
Soft cover	+4	–
Partial cover	+2	+1
Regular cover	+4	+2
Improved cover	+8	+4
Total cover*	–	–

* Total cover blocks line of effect; enemies cannot attack creatures with total cover.

CONCEALMENT (PAGE 253)

TYPE	MISS CHANCE
Regular concealment	20%
Total concealment	50%

LONG-TERM STABILITY WHILE UNCONSCIOUS (PAGE 251)

CONSTITUTION CHECK RESULT	OUTCOME
20 or higher	Heal 1 HP, regain consciousness
10–19	Remain stable, attempt new check in 1 hour
9 or lower	Die

COMMON COMBAT ACTIONS

Charge: Full action, move up to double your speed in a straight line, make a single melee attack at –2, –2 to AC until next turn.

Covering Fire: Standard action, ranged attack roll vs. AC 15, no damage, ally gains +2 AC against next attack.

Feint: Standard action, Bluff check, opponent is flat-footed (–2 AC) against your next attack.

Fight Defensively: Standard or full action, –4 to attack rolls, +2 AC until next turn.

Full Attack: Full action, two attacks, each at –4 penalty.

Harrying Fire: Standard action, ranged attack roll vs. AC 15, no damage, ally gains +2 to next attack roll vs. target.

Total Defense: Standard action, +4 AC until next turn.

Combat Maneuver: Standard action, melee attack against opponent's KAC + 8 (see page 246).

CONDITIONS (PAGES 273–277)

Asleep: You are helpless and take a –10 penalty to Perception checks to notice things.

Bleeding: You take the listed damage at the beginning of your turn.

Blinded: You're flat-footed; take a –4 penalty to Str- and Dex-based skill checks and opposed Perception checks, you automatically fail Perception checks based on sight, opponents have total concealment against you, and you must succeed at a DC 10 Acrobatics check to move faster than half speed or else fall prone.

Broken: Weapon: attack and damage rolls take a –2 penalty and can't deal extra effects on a critical hit; armor: AC bonuses are halved, armor check penalty is doubled; vehicle: –2 penalty to AC, collision DC, and Piloting modifier, halves its full speed and MPH; tool or tech that provides bonuses: bonuses halved.

Burning: You take the listed fire damage each round and must be extinguished to end the condition.

Confused: You treat all creatures as enemies, and you must roll on a table (see page 274) to determine your actions.

Cowering: You are flat-footed and you can take no actions.

Dazed: You can take no actions.

Dazzled: You take a –1 penalty to attack rolls and sight-based Perception checks.

Dead: Your soul leaves your body, and you can't benefit from healing.

Deafened: You take a –4 penalty to initiative checks and opposed Perception checks, and you automatically fail sound-based Perception checks.

Dying: You are unconscious, can take no actions, and must stabilize or lose Resolve Points and potentially die.

Encumbered: Your speeds are reduced by 10 feet, your maximum Dex bonus to AC is reduced to +2, and you take a –5 penalty to Str- and Dex-based checks.

Entangled: You move at half speed, cannot run or charge, and take a –2 penalty to AC, attack rolls, Reflex saves, initiative checks, and Dex-based skill and ability checks.

Exhausted: You move at half speed; cannot run or charge; take a –3 penalty to AC, attack rolls, melee damage rolls, Reflex saving throws, initiative checks, and Str- and Dex-based skill and ability checks; and reduce your encumbered limit by 3 bulk.

Fascinated: You must pay attention to the fascinating effect and take a –4 penalty to skill checks made as reactions.

Fatigued: You cannot run or charge; take –1 penalty to AC, attack rolls, melee damage rolls, Reflex saves, initiative checks, and Str- and Dex-based skill and ability checks; and reduce your encumbered limit by 1 bulk.

Flat-Footed: You take a –2 penalty to AC, and you cannot take reactions.

Frightened: You must flee or fight, and you take a –2 penalty to ability checks, attack rolls, saving throws, and skill checks.

Grappled: You cannot move or take two-handed actions; you take a –2 penalty to AC, most attack rolls, Reflex saves, initiative checks, and Dex-based skill and ability checks; and you cannot make attacks of opportunity.

Helpless: Your Dex modifier is –5, and incoming melee attacks get a +4 bonus.

Nauseated: You are unable to attack, cast spells, or concentrate on spells, and you can only take a single move action per turn.

Off-Kilter: You can't take move actions except to right yourself, you take a –2 penalty to attacks, and you're flat-footed.

Off-Target: You take a –2 penalty to attack rolls.

Overburdened: Your speeds are reduced to 5 feet, your maximum Dex bonus to AC is reduced to +0, and you take a –5 penalty to Str- and Dex-based checks.

Panicked: You drop held items, flee at top speed, and cannot take other actions. Take a –2 penalty to ability checks, saving throws, and skill checks, and cower if cornered.

Paralyzed: Your Dex modifier is –5; you cannot move but can take mental actions.

Pinned: You cannot move, are flat-footed, and take the same penalties as grappled, but the penalty is –4.

Prone: You take a –4 penalty to melee attacks, a +4 bonus to AC against ranged attacks, and a –4 penalty to AC against melee attacks.

Shaken: Take a –2 penalty to ability checks, attack rolls, saving throws, and skill checks.

Sickened: You take a –2 penalty to ability checks, attack rolls, weapon damage rolls, saving throws, and skill checks.

Stable: You are no longer dying, but you are still unconscious.

Staggered: You can take only a single move action or standard action each round and cannot take reactions, but you can take swift actions as normal.

Stunned: You drop everything held, can't take actions, and are flat-footed.

Unconscious: You are knocked out and helpless.

STARSHIP COMBAT

STARSHIP COMBAT ROUNDS (PAGE 317)

Each round of starship combat is divided up into the three following phases, resolved in order. Each character onboard a starship typically acts in only one of these phases, depending on her role on the starship (see below). The captain can act in any phase.

- 1. Engineering:** The engineers can repair the starship's systems or give one or more systems a boost. These actions occur simultaneously, so they can be resolved in any order.
- 2. Helm:** Each starship's pilot attempts a Piloting check. The pilot with the lowest result acts first to move his starship (page 317) and perform stunts (pages 319-320), followed by the next lowest, and so on, until all starships have moved.
Also during this phase, each of the science officers act at the same point in the phase as her starship's pilot, but they can decide between them who acts first.
- 3. Gunnery:** The gunners can fire their starships' weapons. Although starships fire in the same order decided upon in the helm phase, the effects of damage are not taken into account until the end of the phase, meaning that all starships can fire, even if they take enough damage to be disabled or destroyed during this phase.

STARSHIP SPEED AND MANEUVERABILITY (PAGE 319)

SPEED	PILOTING CHECK MODIFIER
4 or less	+2
6	+1
8-10	-
12	-1
14 or more	-2

MANEUVERABILITY	DISTANCE BETWEEN TURNS	PILOTING CHECK MODIFIER
Clumsy	4	-2
Poor	3	-1
Average	2	0
Good	1	+1
Perfect	0 (see page 319)	+2

CRITICAL DAMAGE (PAGE 321)

D%	SYSTEM	EFFECT
1-10	Life support	Condition applies to all captain actions
11-30	Sensors	Condition applies to all science officer actions
31-60	Weapons array	Randomly determine one arc containing weapons; condition applies to all gunner actions using weapons in that arc (a turret counts as being in all arcs)
61-80	Engines	Condition applies to all pilot actions
81-100	Power core	Condition applies to all engineer actions except hold it together and patch; a malfunctioning or wrecked power core affects other crew members' actions (see Critical Damage Conditions below)

Glitching: All checks attempted involving a glitching system (except the hold it together and patch engineer actions) take a -2 penalty.

Malfunctioning: All checks attempted involving a malfunctioning system (except the hold it together and patch engineer actions) take a -4 penalty. In addition, crew members can't take any push actions using that system. If the power core is malfunctioning, all actions aboard the starship not involving the power core take a -2 penalty; this penalty stacks with penalties from critical damage conditions to other systems.

Wrecked: All checks attempted involving a wrecked system (except the hold it together and patch engineer actions and minor crew actions) automatically fail. A crew member can still take minor actions using that system. If the power core is wrecked, all actions aboard the starship not involving the power core take a -4 penalty; this penalty stacks with penalties from critical damage conditions to other systems.



PATCHING CRITICAL DAMAGE (PAGE 323-324)

DAMAGE LEVEL	ACTIONS TO PATCH	DC
Glitching	1	10 + 2 × starship's tier
Malfunctioning	2	15 + 2 × starship's tier
Wrecked	3	20 + 2 × starship's tier