

# STARSHIP

## FREE COMMUNITY GUIDE



by Edward Moyer



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## New Frames

### Living Racer Frame

**Size** Tiny

**Maneuvering** Perfect +2 piloting, turn 1

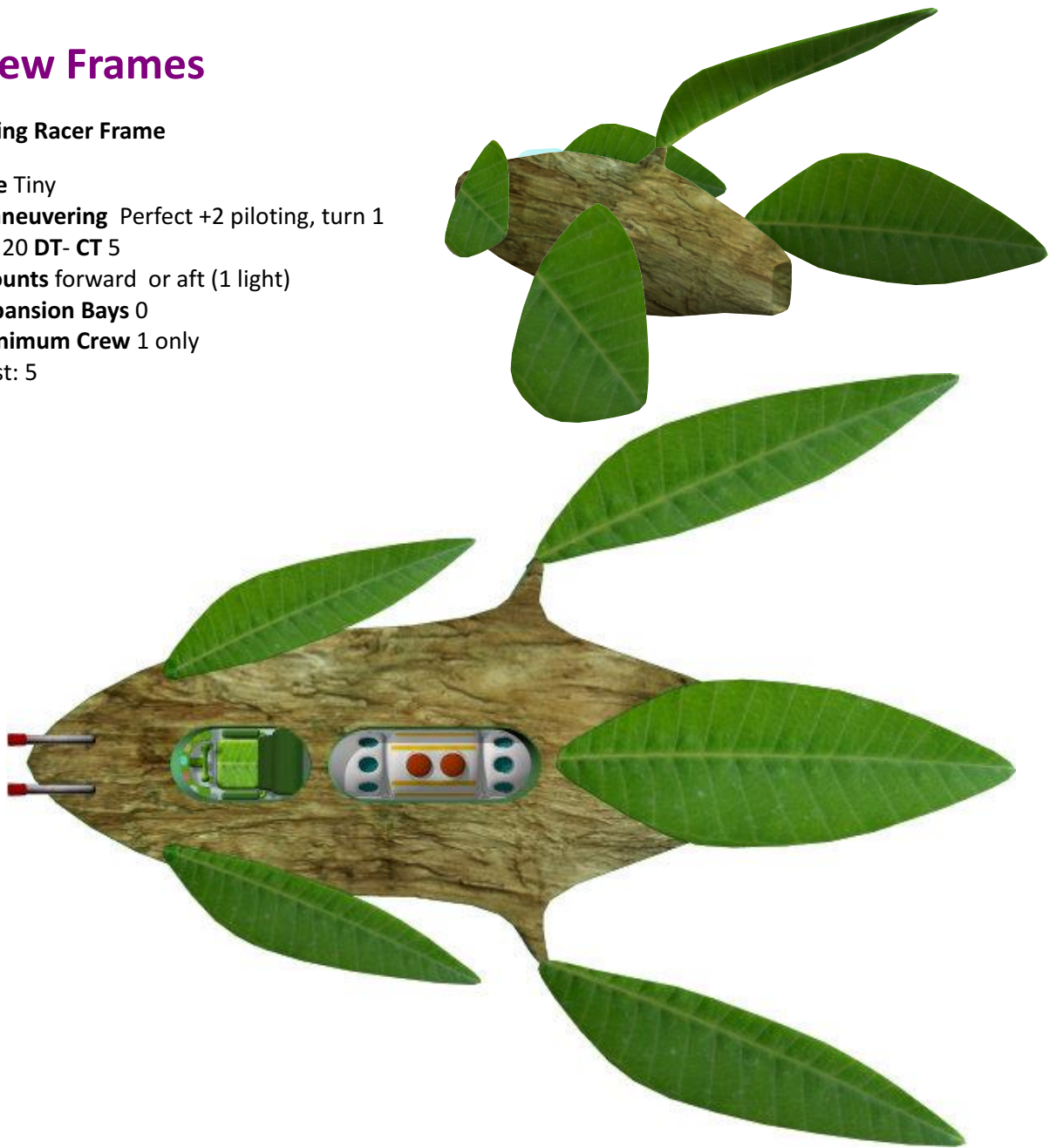
**HP** 20 **DT- CT** 5

**Mounts** forward or aft (1 light)

**Expansion Bays** 0

**Minimum Crew** 1 only

**Cost:** 5



**Space Dock Constructor Variable Frame:** This frame is generally used by Dry docks or as Mobile Repair, though it has been seen as a modified bandits nests to attack and accost small vessels. Some are used as Salvage rigs, using the modular bays to gather small ships and salvage.

**Size:** Medium

**Maneuverability:** Average: +0 pilot (-1 when docking, turn 2)

**HP:** 60 (increment 12) **DT:** - **CT:** 12

**Mounts:** Forward 2 heavy, turret (2 light)

**Expansion Bays:** 3 (usually used as docking collar, cargo bay, tech repair bays)

**Minimum Crew:** 1 **Maximum Crew:** 10 (repair teams)

**Cost:** 20



## Archimedes

Tier 6



medium mobile repair starship

**Speed** 8; **Maneuverability** average (turn 2)

**AC** 25; **TL** 25

**HP** 60; **DT** -; **CT** 12

**Shields** none

**Attack (Forward)** Gravity Gun (6d6), heavy antimatter missile launcher (10d10)

**Attack (Turret)** 2 light particle beams, linked (3d6)

**Power Core** Pulse Orange (250 PCU); **Drift Engine** Signal Basic; **Systems** biometric locks, budget long range sensors, crew quarters (common), mk 3 defenses, mk 3 duonode computer, m8 thrusters;

**Expansion Bays** exterior docking collar, grapppler arms system, tech workshop

**Modifiers** +3; **Complement** 10

### CREW

**Captain** gunnery +12, Intimidate +12, piloting +12 (6 ranks)

**Engineer** engineering +17 (6 ranks)

**Gunners (3)** gunnery +12

**Pilot** piloting +12 (6 ranks)

**Science Officer** computers +14 (6 ranks)

**Mechanics (3)** engineering +17 (6 ranks)





# Hull View



# Top Deck



# Crew Deck



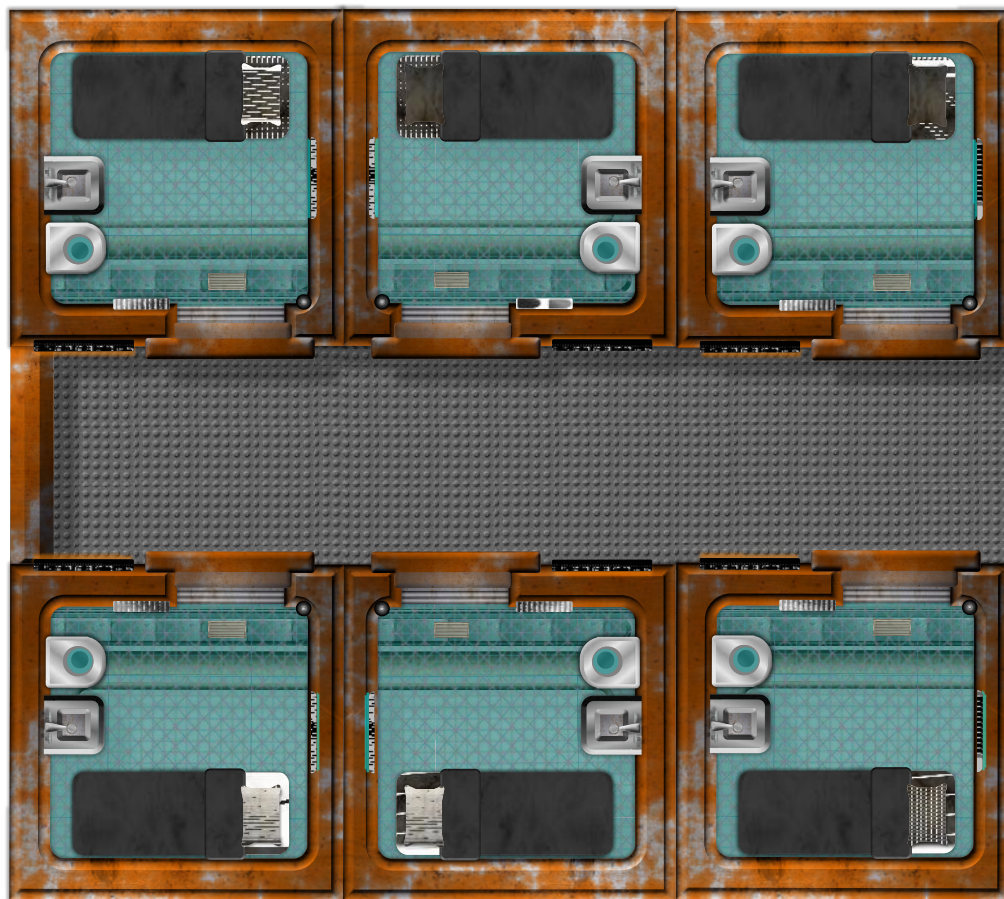
# Tech Deck



## New Expansion Bays

**Accelerator Launch Bays:** these magnetic launch platforms allow for ships to be prepared prior to combat, allowing up to 2 tiny (or smaller) or one small craft to be launched from the craft as a swift action, any craft launched moves at double its speed for the first 2 turns in the vacuum of space due to the assisted acceleration. Only ships of huge or greater may mount this extension bay. Reloading these bays takes 1 turn, but immediately count as launched the beginning of next round. Requires 1 Expansion Bay Requires 5 BP and 15 PCU

**Brig:** (Hardness 20, 30hp per 10 foot) A modification of the sealed room expansion bay, this holds up to 6 prisoners in individual armored and computer coded cells, each cell individual powered by its own recharging battery and electronic door systems. Sealable air tight pressure doors prevent guests from escaping without a DC 25 engineering check to bypass the defense systems. Any internal security measures bought for the ships also apply for the brig area (biometric locks, ect.) negligible PCU and 10 BP, a more advanced version (hardness 30, 60hp per 10 foot) only holds 4 medium or 2 large creatures, must be determined upon purchase) can be purchase for 20 BP that has a increased security system of 35 as well as a dampening field that prevents any electronic/magical device from operating within the confines of the advanced brig. A larger version that contains a single huge creature is available for 40 BP and heavily reinforced with advanced materials. (Hardness 40, 120hp per 10foot)





**Exterior Docking Ring:** This bay Allows a secondary ship to dock up with a characters ship, it shares movement and all phases, however when attached a facing must be determined. That facing will have zero shields (without a shield extender modification) nor will the ship allowed to have shields activated till it is moved from the space. When the ship is docked it counts as being in the same square. Ships that are docked must be 2 sizes smaller then the primary ship (i.e. medium ships can only dock small or tiny craft. Docking requires both ships to be alongside each other for one turn with matched speeds, docking without this will require a piloting check DC 15 + 2x Tier of ship attempting to dock, failure results in a collision that damages both ships, damage over the critical threshold automatically wrecks the Exterior Docking Ring. This bay costs 5 BP and uses 5 PCU



**Drop Pods:** Similar to escape pods, these pods are designed to be used to transit fully armed soldiers and equipment to the ground, each pod is armored (counts as tiny when in transit to planet) but can have limited maneuverability in space enough fuel for 10 turns of movement, before the autopilot kicks in a trajectory preprogrammed into the decent computer. A drop pod can be launched and dropped on the far side of a planet vs. an uncontrolled entry. Drop pods do not have the ability to exit a planets gravity but are equipped with a retrogel system that cushions the pod on arrival, suitable for most delicate equipment or the toughest marine. 4 Drop pods can be stored and deployed from an expansion bay via an automatic gantry system. Each Drop pod has 10 HP and poor maneuvering -2 to piloting checks when altering the preprogrammed drop trajectory to a planetoid surface. There are rumors of stealth and advanced maneuvering packs that can augment a drop pod. 10 PCU and 10 BP. Individual replacement pods can be purchased for 1 BP at most major ports that have shipyard facilities.

**Transformation Sequencer:** This complex System allows a spacecraft to shift into a Mecha common on many worlds. This grants the starship the ability of the use of hands as well as additional flexibility where it is needed. The Frame Being modified during its construction must sacrifice half of its bays round up. Tiny craft, count as gargantuan character scale power armor in ship scale when transformed into robot mode. In robot mode, all weapons count as being a turret, moving only  $\frac{1}{4}$  the original speed but gets a +4 piloting check vs. collisions and TL: check due to the size and maneuverability. Robot modes end any movement facing any direction; effective turn 0. In Gerwalk Mode, the ship/robot can move at half the thruster speed but has 2 of its forward mounted weapons set on a turreted arc (arms), it requires 1 action to transform to each phase (Robot, Gerwalk then Ship; it cannot skip a phase) in which no action other than movement can be made. In Ship mode, it functions just as per ship rules. Note that every CT reached that one transformation sequence is lost until it can be repaired. Costs BP of total cost Frame x Tier x 5, requires a minimum PCU equal to BP total cost

**Hydroponics Bay:** This often overlooked expansion bay allows food and air to be produced for a standard crew compliment of 6 people for an indefinite period of time. This suite requires 10 BP and 10 PCU, but also requires 1 BP of replenishment (nutrients and fresh water) per month. Two of these Bays may be combined to form an Arboretum Bay, which can function as an additional recreational area with a retractable armored skylight.

**Shield Augmentation Bay:** This engineering bay allows the installation of up to 2 shield augmentations per bay. PCU cost is 10 PCU and 10 BP per bay.

**Ship Grappler System** This is a system of legs, claws, hydraulic, organic, magnetic, and so on, that is used to grapple ships. First the ship must move to the square next to the target and make a Piloting check to avoid a collision; Piloting is DC 15 plus (2x size of the target ship). Though some bandits use this system to snare ships with no regard to damage (resulting in a collision, but requiring a Piloting check to avoid the collision with a -4 penalty do to the widespread claws.) This system only requires one bay to operate as the majority of it is actually stowed on the exterior, though when they are stored away they are vulnerable to being attacked. When a ship with this system receives a Critical Threshold hit, this system automatically takes the first hit, due to the large number of hoses and exterior components. Once a ship is grappled by this system, only a CT hit to remove the locked system will release it. Maneuvering is possible but it becomes a competition between the 2 ships; DC 15 + Piloting + (size of ship difference x 5). Every 5 DC success above the other means that ship can move 1 hex, up to their max thrust.

**Shuttle bay/Hanger** - can be mounted in large or bigger hangers scale to ship size allowing one tiny ship x ship size. These hangers can function to house larger ships with 2 tiny ships equaling a small, 2 small equaling a medium, 2 mediums equaling a large. Ships may only dock minus 2 of its size. I.e. a large ship may only dock up to a small frame. Shuttle bays require 2 bay slots, but full enclose and protect ships that are docked. Requires 2 turns to launch a ship (1 turn to ready, 1 turn to launch) Note this replaces the CRB shuttle and hanger bay. Costs 10 BP and 10 PBU

## Shield Augmentations

**Extend Range:** allows you to extend your shield 1 hex outward to shield another ship, however in that facing and the 2 adjacent sides of the ship you are shielding will be 1/2 strength, using this augmentation also doubles the PCU (cumulative with other augmentations)



## Armor Augmentations

**Reflective** : This applies a mirror like finish to your ship, causing a reflection ability to reflect 10% of damage to a angle one step to the left or right of the field receiving fire, and can be directed at another ship for -6 to hit. Taking a hull threshold hit destroys this coating. 10 BP

## Ship Weaponry

**Spell Primed Missiles:** These missiles utilize the powerful magic built into the spell gems and chip technology creating a dangerous. They can be launched from any launcher capable of firing a tracking weapon but due to the volatile nature of magical interference between these. Any more of these weapons will cause them to cease function till they are moved at least 1 hex away without special shielding. Utilizing the Arcane Lab and an Advanced Tech Lab, players can construct these powerful weapons, allowing a magic-using gunner to sacrifice a 3<sup>rd</sup>, 4<sup>th</sup>, 5<sup>th</sup>, or 6<sup>th</sup> level spell to it, adding the corresponding level of dice per spell slot to the damage of selected Weapon; Dice is equal to the weapon being fired i.e. d6, d8, d10, or d12. Light weapons require no extra effort, Heavy weapons require +1 spell slot, and capital weapons require a +2 spell slot. Weapons fired gain +1 per level of sacrificed spell level in TL and gunner skill. Spells that are sacrificed to power the missile are unusable for 24 hours till the gunner can rest. Interruption of this rest means the gunner loses that spell slot for 48 hours. These missiles are extremely complicated to build and require both the Arcane Lab and Advanced Tech Lab (specialization Physical Science: Spell Primed) which grants the associated wiring, Shielding and adjustment to the gunnery chair). Each requires one week to build 2 BP and 5 PCU to maintain, storing up to 6 Missiles ready to fire magically teleporting it to the appropriate magazine when it's called upon to fire. They count as magical weapons for purposes of damage reduction. Additional Magazines can be built as per Advanced Tech Lab: Spell Primed, these hold 12 each.

