

STARFINDER QUICK-REFERENCE RULES SHEET

This sheet is a quick rundown of major Starfinder rules that work slightly differently than they do in Pathfinder. Page numbers indicate where you can get more information in the *Starfinder Core Rulebook*.

ACTIONS

Much like in Pathfinder, you can take a standard, move, and swift action each round, or you can take a full action. You also get a single reaction each round. Actions are defined beginning on page 244.

Standard Actions

Making one attack, casting a spell, activating an item, or using a special ability is a standard action (see page 244). Some specific standard actions are outlined below.

- Combat maneuvers (bull rush, dirty trick, disarm, grapple, reposition, sunder, and trip) require a successful melee attack roll against your target's KAC + 8 and do not provoke attacks of opportunity. See page 246.
- New combat options include covering fire (see page 246) and harrying fire (see page 247).

Move Actions

A move action allows you to move up to your speed (see page 255). Some other specific move actions are outlined below.

- Taking a guarded step to move 5 feet without provoking an attack of opportunity is a move action. There is no "5-foot-step" as a free action. See page 247.
- Reloading a weapon is normally a move action, which includes retrieving the needed battery or ammunition. See page 247.

Swift Actions

Swift actions are rare in Starfinder (see page 247). Some specific swift actions are outlined below.

- Changing your grip on your weapon, such as from carrying a rifle in one hand to having it ready to fire in two hands. See page 247.
- Dropping prone. See page 247.

Full Actions

Rather than full-round actions, Starfinder uses full actions, which are defined beginning on page 248. A few full actions work very differently than their Pathfinder equivalents.

- In Starfinder, anyone can make a full attack as a full action. This allows you to make two attacks, both at a -4 penalty to your attack roll. See page 248.
- As a charge, you can move up to double your speed in a straight line and then make a single melee attack. When you charge, you take a -2 penalty to your attack roll and AC. See page 248.

Reactions & Attacks of Opportunity

A reaction is a special action you can take when it's not your turn, but only after a defined and concrete trigger (see page 248). The most common reaction is an attack of opportunity. Only three actions provoke an attack of opportunity.

- Leaving a threatened square.
- Making a ranged attack.
- Casting a spell (unless the spell says otherwise).

WEAPONS AND ARMOR CLASS

Weapons and Armor Class work a little differently in Starfinder.

- All weapons indicate their damage type with an abbreviation—1d4 P means piercing damage, 1d6 F means fire damage, and so on. See page 169.
- You do not need to confirm critical hits. If you roll a natural 20 and the total exceeds the enemy's AC, you deal double damage and also inflict any additional effect listed in the weapon entry (such as "knockdown" or "burn 1d6"). See page 245.
- Armor Class is broken into Energy Armor Class (EAC) and Kinetic Armor Class (KAC)—EAC is your AC against energy attacks such as lasers and some spells, while KAC defends against bullets, knives, and so forth. There is no touch AC, and flat-footed is simply a condition. See page 240.

TAKING DAMAGE

In Starfinder, your Stamina Points, Hit Points, and Resolve Points are all important resources involved in taking and recovering from damage. See Health and Resolve on page 22 for more information.

- When you take damage, it reduces your Stamina Points (SP) first, then Hit Points (HP).
- Out of combat, you can rest for 10 minutes and spend 1 Resolve Point (RP) to regain all your SP.
- Starfinder does not track negative Hit Points. Instead, when you reach 0 HP, you are unconscious and dying and lose 1 RP at the end of each turn. If you would lose a Resolve Point due to this process and are already out of RP, you die. See page 250.

STARFINDER SOCIETY

Many features of the Starfinder Society Roleplaying Guild program (such as Chronicle sheets, 3 XP to gain a level, success conditions, and so forth) are identical or very similar to those in Pathfinder Society Roleplaying Guild. However, some issues are handled differently.

- Adventure tiers now span 4 levels, not 5 (e.g. Tier 1-4, not Tier 1-5).
- Most boons have a slot, such as Ally, Social, or Starship. In most adventures a PC can activate only a single boon in each slot, selected after the adventure's opening scene. Slotless boons are always accessible.
- There are no Prestige Points. Reputation cannot be spent and instead represents one's status with a faction. Fame can be spent on a variety of boons and services. PCs earn both for completing adventures.
- Working for a faction opens up access to special boons that a PC can purchase with Fame.
- A PC can work for and receive rewards from multiple factions, though the PC typically represents—and earns Reputation for—only a single faction during each adventure. The more Reputation earned for a faction, the better the rewards it grants.
- A PC's Prestige Points and Fame no longer determine what items that character can buy; a PC's item access now depends on character level.
- PCs can craft their own equipment. Note that the rules for crafting gear are considerably different from those in the Pathfinder RPG. See page 235.
- Performing evil actions can earn Infamy, which makes it harder for a PC to purchase equipment and can result in the character's expulsion from the Society.
- Starship combat is fairly common. PCs can typically choose between two models of starship in those adventures.