

STARFINDER SOCIETY ROLEPLAYING GUILD

ADDITIONAL RESOURCES

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Paizo produces a wide range of books that further explore the game rules and world of Starfinder. These volumes contain a huge variety of options to help customize your character. You can view the list of all campaign-legal additional resources online at paizo.com/starfindersociety/additional. In order to use content from sources outside of the *Starfinder Core Rulebook*, a player must bring an accessible copy of the resource that indicates that she owns the

resource. An accessible copy means one of the following: a physical copy of the book, a name-watermarked Paizo PDF of the relevant pages, or either a photocopy of the relevant pages or electronic access to the Starfinder Reference Document at paizo.com/sfrd along with proof of purchase. Proof of purchase may include a receipt from a game store or a screenshot of your My Downloads page on paizo.com.

Product

Starfinder Adventure Path #1: Incident At Absalom Station

Starfinder Adventure Path #2: Temple of the Twelve

Starfinder Adventure Path #3: Splintered Worlds

Starfinder Adventure Path #4: The Ruined Clouds

Starfinder Adventure Path #5: The Thirteenth Gate

Legal for Play (Unless Otherwise Noted)

Equipment: Noqual as listed in the sidebar on page 26, but only for ammunition and melee weapons; all items on pages 50–53, except *Ungarato*.

Equipment: All equipment in this book is legal for play except the Ring of Fangs.

Spells: All spells in this book are legal for play.

Misc.: The devastator connection is not legal for play.

Equipment: All equipment in this book is legal for play except the grave wind necrograft.

Equipment: All equipment in this book is legal for play. *Eohi boots* must be worn for 24 hours before the wearer can benefit from their ability. A wearer cannot combine the full attack action associated with the *eohi boots* with any other class feature that might alter full attacks (such as flashing strikes or soldier's onslaught.) The suggested alternate versions of the *queller* are not legal for play.

Equipment: All equipment in this book is legal for play except for the Holdall Raiment. Relics do not sell for full resale value, but can be sold for 50% of their value instead of 10%. Relics do not come with ammunition (which must be purchased separately). Disruption equipment have serious downsides when used in environments that are not on the Material Plane (including the Drift) which are repeated here for GM reference:

Disruption pistols and rifles expend twice the usage and have half the range when used on any plane other than the Material Plane. If used in the Drift, they deal damage to the user rather than the target on any attack roll of a natural 1. Disruption grenades work in a way similar to the rifles and pistols. Temporal disruption grenades, on the other hand, slow down the rate of subatomic movement, halting those affected by it for a short period of time but not otherwise damaging those within the blast. The radius of a disruption grenade's explosion is reduced to 10 feet if it used on any plane other than the Material Plane. If used in the Drift, those caught in the blast radius can roll their saving throws twice and take the better result when attempting to halve the amount of damage taken or negate any secondary effects.



<i>Starfinder Adventure Path #6: Empire of Bones</i>	This book contains no additional character options.
<i>Starfinder Adventure Path #7: The Reach of the Empire</i>	Equipment: The motion-detection badge (page 10) and hovertrike (page 21) are both legal for play. Theme: The colonist theme is legal for play.
<i>Starfinder Adventure Path #8: Escape from the Prison Moon</i>	Equipment: All equipment in this book is legal for play except the <i>iridescent trillian aeon stone</i> , <i>opalescent white pyramid aeon stone</i> , <i>vibrant green prism aeon stone</i> , aeon eye, advanced resonant larynx, and all variants of trilasers and plasma flares.
<i>Starfinder Adventure Path #9: The Rune Drive Gambit</i>	Archetypes: The archetypes presented in this book are legal for play. Equipment: The Azlanti royal battle regalia is not legal for play.
<i>Starfinder Adventure Path #10: The Diaspora Strain</i>	Feats: All feats in this book are legal for play. Spells: All spells in this book are legal for play. Theme: The paranormal investigator theme is not legal for play.
<i>Starfinder Adventure Path #11: The Penumbra Protocol</i>	Equipment: All equipment in this book is legal for play except the detoxifier augmentation, the polarizing palm augmentation, the <i>ring of the ninth truth</i> , and the niaqui drug.
<i>Starfinder Adventure Path #12: Heart of Night</i>	Feats: All feats in this book are legal for play except for Shadow Infusion, Improved Shadow Infusion and Greater Shadow Infusion. Corruption's Gift is legal, but can only be selected by PCs who earn a corruption manifestation via a Chronicle sheet. Spells: All spells in this book are legal for play. Misc.: The shadow mystic connection and Gloom Gunner soldier fighting style are legal for play.
<i>Starfinder Adventure Path #13: Fire Starters</i>	Equipment: All equipment is allowed with the following clarifications and exceptions: Allegiance Collar is not allowed. The Mercy pistol series is not allowed. The Cinder Rifles should all be two-handed weapons. The Disciple Blaze Scimitar's correct Item Level is 8. Feats: All Feats are allowed. The Telepathic Spy feat requires a Will save to resist.
<i>Starfinder Adventure Path #14: Soldiers of Brass</i>	Equipment: All equipment is allowed with the following clarifications and exceptions: Astral Transponder is not allowed. Solar Flare Grenades are not allowed. Solar overload conduit is not allowed. Phase Twin Generator is not allowed. Lightvision shades are not allowed. The bonus provided by attablossom is a circumstance bonus and a creature who saves against an attablossom effect is immune to that effect for the next 24 hours. The radiant ensemble affects "other creatures" and not the wearer.
<i>Starfinder Adventure Path #15: Sun Divers</i>	Equipment: All equipment is allowed with the following clarifications and exceptions: Anykey is not allowed. Polyfluid equipment is not allowed (except for Chronicle-based exceptions). Theme: The Tinker theme is allowed for play.
<i>Starfinder Adventure Path #16: The Blind City</i>	Equipment: All equipment is allowed with the following clarifications and exceptions: The neuropopet is now allowed. The Adjudicator's Eye is not allowed. The Null Space Tumor is not allowed. Theme: The Cult Hunter theme is allowed.
<i>Starfinder Adventure Path #17: Solar Strike</i>	Equipment: All equipment is allowed with the following clarifications and exceptions: The antipathy unit is not allowed. The Protector Chariot is only available to anassanoi PCs. Feat: The Protector of Halannal is only allowed to anassanoi PCs.
<i>Starfinder Adventure Path #18: Assault on the Crucible</i>	Equipment: All equipment is allowed with the following clarifications and exceptions: The antipathy transponder is not allowed. The Malikahs Robes and the Malikahs Staff are not allowed. Connection: The flamewalker connection is allowed. Spells: All spells are allowed.
<i>Starfinder Alien Archive</i>	Equipment: All equipment in this book with a list item level and price is legal for play except aeon guard armor, aeon guard rifles, maze-core equipment, and the <i>resilient jacket</i> . Dragonglaives can only be wielded by Large creatures or creatures with Strength modifiers of at least +4. Spells: The summon creature spell (page 144) is legal for play. Players using this spell are encouraged to have ready statblocks for creatures they can summon via this spell.
<i>Starfinder Alien Archive 2</i>	Equipment: All equipment in this book with a listed item level and price is legal for play except arquand horns, calecor skull-globes, dreamstuff, mi-go brain cylinders, mi-go brain hollowskin, shantak whistle, shotalashu link cord, shotalashu saddle, and squox pet.



Feat: The Squox Companion feat is not legal for play.

Spells: the *polymorph* spell (page 145) is legal for play with the following exceptions:

- Other abilities (page 143) are never available.
- No ability that is not explicitly called out in the spell description can be gained from this spell.
- Players are required to bring the source of the polymorph with them AND have the forms prepared.
- Selected racial traits can only be selected from abilities listed in the “Racial Traits” sidebar for a race.

Equipment: All equipment in this book with a listed item level and price is legal for play except for the EMP weapon fusion and flux fig.

Feats: All feats in this book are legal for play except Periastra Training.

Spell: All Spells in this book are legal for play.

Races: All races in this book are disallowed for play without special access via a Chronicle sheet, except for the Izalguuns which are always available (see <https://paizo.com/community/blog/v5748dyo6sgs1?Starfinder-Society-Ethical-Anthropology>)

Creature Companions: The rules for creature companions are legal, with the following modifications:

- PCs can only purchase the “Companions of the Pact Worlds” listed in this product and cannot create their own companions.
- PCs can purchase companions for the credit price listed in the “Creature Companions Statistics” table, though they must follow all rules for purchasing items.
- A PC cannot purchase a pet with a higher level than their current level.
- As per the companion rules, when a PC gains a new level, they can choose to pay the difference in cost between the cost of the companion’s current level and the cost of bringing the companion up to the PC’s current level. Such levelling can only occur between scenarios.
- A companion cannot have a level lower or greater than the level ranges listed in its statblock.

The Minor Equipment on page 5 is allowed, but items purchased in this manner have no mechanical benefit to a character.

Weapons: All weapons in this book are legal for play with the following exceptions— all garrotes and vibrogarrotes; warclub; elite living staff; advanced core hammer; all vibrogarrotes; and battle ribbon. The correct price on the isothermal freeze ray is 165,000 credits and the correct distance on the dart cannon is 150 feet.

Ammunition: All special ammunition, weapon crystals, and grenades in this book are legal for play.

Weapon Manufacturers: All weapon manufacturer modifications are legal for play except Ringworks Arsenal Group. In addition, the combining modifications guidelines on page 55 are not allowed.

Weapon Accessories: All weapon modifications except *inertial dampeners* are legal for play.

Weapon Fusions: All weapon fusions except for the *charge disrupting*, *defending*, and *energetic fusions* are legal for play.

Special Materials: All special material except djezet are legal for play.

Armor: All armor and powered armor in this book are legal for play. The Brawler Frame has an item level of 9.

Armor Upgrades: All armor upgrades except for auto-injectors and computer interface are legal for play. The skill bonus granted by concealed compartments is considered a circumstance bonus.

Biotech: All biotech augmentations are legal for play. The circumstance bonus granted by the clinging hands biotech augmentation does not stack with weapons that have the disarm or grapple weapon special properties.

Cybertech: All cybertech augmentations except echolocators are legal for play.

Magitech: All magitech augmentations except charming *psychoactive eyes*, *fluttering heart*, *divining mirror neurons*, and *force palms* are legal for play. **Necrografts:** All necrograft augmentations except enervating hand and grave wind are legal for play.

Technological Items: All technological items are legal for play.

Magic Items: All magic items except *improvisation adornment*, *x-ray serum*, *techbane rod*, *mantle of willpower*, and all listed artifacts are legal for play.

Hybrid Items: All hybrid items except *animistic tools*, *computer idol*, *vital seed (beast)*, *scrambler gloves*, *kinetic converter*, *vampiric charger*, and *containment grenade* are legal for play.

Personal Items: All personal items except pheromonal perfume are legal for play.

Drugs, Medicinals, and Poisons: All drugs, medicinals, and poisons are legal for play.

Other Purchases: All other purchases except starship crews and starship officers, as well as transportation services are legal for play.

Vehicles: All vehicles except ultralight turboglider, stealth sub, aerial mining rid, and the ultimatum hover carrier are level for play.



Class Options: All class options are legal for play with the following exceptions—the lightning reload exploit, the pistol whip exploit, the particle wave revelation, and the incompetence spell.

All content in this book is allowed for play with the following exceptions:

Chapter 1

Themes: Grifter and Noble Scion.

Alternate Race Options: Swarmer [Ysoki], Cultural Chameleon [Half-Elf], Skittish [Halfling],

Spells: Preserve Specimen, Shrink Object

Feats: Enhanced Communalism, Profession Mastery, Diverse Conditioning, Multifaceted Nature

Chapter 2

Class Options: Tranq Dart [Biohacker Theorem], Hobble Creature [Witchwarper Paradigm Shift], Unveil Reality [Witchwarper Paradigm Shift]

Alternate Class Features:

Envoy—Polymorphic Disguise [Alternate Class Feature], Phalanx Fighting [Improvisation], Sudden Shift [Improvisation], Saving Expertise [Expertise Talent]

Mystic—Solar Connection [Epiphany], Lingering Spell [Epiphany], Guided Reincarnation [Epiphany], Modify Memory [Epiphany], Melophile [Connection]

Operative—Stunt and Strike [Alternate Class Feature; Computer Dirty trick only], Quick Trick [Alternate Class Feature], Audacity [Exploit],

Soldier—Multi-Weapon Versatility [Feat Boost], Qi Adept [Fighting Style], Wrathful Warrior [Fighting Style], Unburdened Shield [Gear Boost],

Technomancer—Cache Augmentation [Alternate Class Feature], Genehacker's Cache [remove *baleful polymorph* as a 6th-level spell option only; the rest of Genehacker's Cache is legal for play], Brain Hacker [Magic Hack]

Archetypes: Esotericist [Magical Devotion only], Fixer, Free Trader, Starwright [Inubrix Armor and Abyssium Weapons only]

Chapter 3

Feats: Defensive Roll

Chapter 5

Spells: Awaken Computer, Blast Door, Delay Countermeasures, Hoverdisk, Mass Hoverdisk, Instant Upgrade, Know Coordinates, Nanite Form, Optimize Technology

Chapter 6

Downtime: The Downtime rules are not used in Organized Play with the exception of the Rebuild Drone activity for mechanics.

Themes: All themes in this book are legal for play.

Archetypes: All archetypes in this book are legal for play. Replace the final paragraph of the Arcanamirium sage's Magic Item Scholar ability with the following: "Additionally, you can treat your character level as 1 higher for the purpose of purchasing hybrid or magic items; this does not stack with other abilities that increase your effective level when purchasing items." The biotechnician's discount on biotech augmentations from the industry connections ability does not stack with discounts from boons. For the divine champion archetype, when selecting a connection for the lesser divine power ability, you must select a connection that has your deity listed in the "Associated Deities" header.

Feats: All feats in this book are legal for play.

Equipment: All equipment in this book is legal for play except for the *greater grandchild's cloak* armor upgrade and the mature xenolash weapon.

Spells: All spells in this book are legal for play except for *mental block*.