

# STARFINDER<sup>®</sup>

The cover art for the Starfinder roleplaying game features four main characters in a dynamic pose against a cosmic background. In the center is a large, imposing figure with a purple and red armored suit and a multi-colored, spiky headpiece. To the left is a female character with purple hair, wearing a purple and orange outfit with a cape, holding a futuristic pistol. To the right is a male character with a white face, blue eyes, and a red mohawk, wearing a black and green suit with a glowing hexagonal emblem, holding a long-barreled rifle. In the foreground is a smaller character with orange fur, wearing a full-body orange and black suit with a helmet and goggles, holding a glowing orange staff. The background includes a large, pale moon, a red and white striped structure, and a small spacecraft in the distance. The overall color palette is dominated by purples, oranges, and reds.

The next great adventure  
in science fantasy  
roleplaying takes off!



# STARFINDER SOCIETY

The Starfinder Society Roleplaying Guild is a shared, worldwide science fantasy campaign that portrays players as explorers in the Starfinder Society, an organization dedicated to uncovering lost knowledge and new worlds. Navigate the political intrigues, shadowy deals, and forgotten past of the nearby Pact Worlds, or blast off to the other side of the galaxy using the recently discovered hyperspace dimension known as the Drift. Whether you want to make first contact with an alien species, uncover ancient ruins on a distant planet, or duke it out in a starship firefight, you'll find excitement in Starfinder Society!

Contribute to the ongoing story over the course of short, 4-hour adventures and meet new friends at game stores and conventions worldwide. You can also play from the comfort of your own home—in person or online using both the play-by-post (PbP) and virtual tabletop (VTT) formats. Start your journey at [StarfinderSociety.club](https://starfindersociety.club), and click on the Coordinators link to find an organizer and game near you!

## THE ACQUISITIVES

"Fame, glory, and money.  
We want it all."

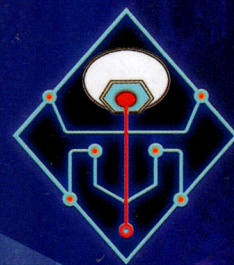
Driven by the promise of fame and fortune, the Acquisitives are mercenaries who enjoyed working for the Starfinder Society so much that they joined permanently.



## THE DATAPHILES

"Knowledge is power."

All Starfinders value information, but the Dataphiles are obsessed with the acquisition and distribution of new data, attracting investigators, hackers, information brokers, and more.



## THE EXO-GUARDIANS

"The sword that seeks  
the darkness."

The galaxy's a dangerous place, and the Starfinders are often the first to identify new threats. The Exo-Guardians protect both the Society's expeditions and the Pact Worlds from external threats.



## THE SECOND SEEKERS

"A new way forward."

The Second Seekers are the iconic Starfinders, each supporting the Society's grandest projects, including those championed by its best and brightest. This ties them closely to the campaign's evolving storylines.



## THE WAYFINDERS

"First into the unknown."

All Starfinders are explorers, but the Wayfinders are the undisputed masters of space travel, discovery, and first contact. Their passion for meeting new species and discovering alien ruins takes them across the galaxy.





ENVOY



### NAVASI

Navasi is the iconic human envoy. Found nearly anywhere in the Pact Worlds, humans are known for their curiosity, tenacity, and adaptability. The envoy uses her personal magnetism and intelligence to help her allies and baffle her enemies, often in the service of negotiation or politics.

MECHANIC



### QUIG DEXEL

Quig is the iconic ysoki mechanic. Passionate and scrappy, the ratlike ysoki let their love of technology, exploration, and adventure carry them throughout the galaxy. Adept at building and modifying machinery, the mechanic has either an implanted artificial intelligence or a robot drone.

OPERATIVE



### ISEPH

Iseph is the iconic android operative. Androids were originally created by humanity as servants but are now free to chart their own destinies among the stars. The operative has the skills to complete almost any mission requiring stealth and discretion, whether it be espionage or wet work.

SOLARIAN



### ALTRONUS DOVENAYAN

Altronus is the iconic kasatha solarian. An ancient four-armed race from a distant star system, kasathas are staunch traditionalists who embrace personal rituals. The solarian contemplates and gains power from the life cycles of stars, and can create a weapon or suit of armor from a mote of stellar energy.

MYSTIC



### KESKODAI

Keskodai is the iconic shirren mystic. The insectile shirrrens broke away from a terrifying hive mind to become community-minded individuals addicted to the freedom of choice. The mystic magically channels the energy connecting all things, often through a focus on biology or the divine.

SOLDIER



### OBOZAYA

Obozaya is the iconic vesk soldier. Devoted to conquest and dominance, the reptilian vesk are still distrusted by many despite their sense of honor and skill in combat. Thoroughly familiar with weapons of war, the soldier is ready to wreak havoc when needed, and specializes in a particular fighting style.

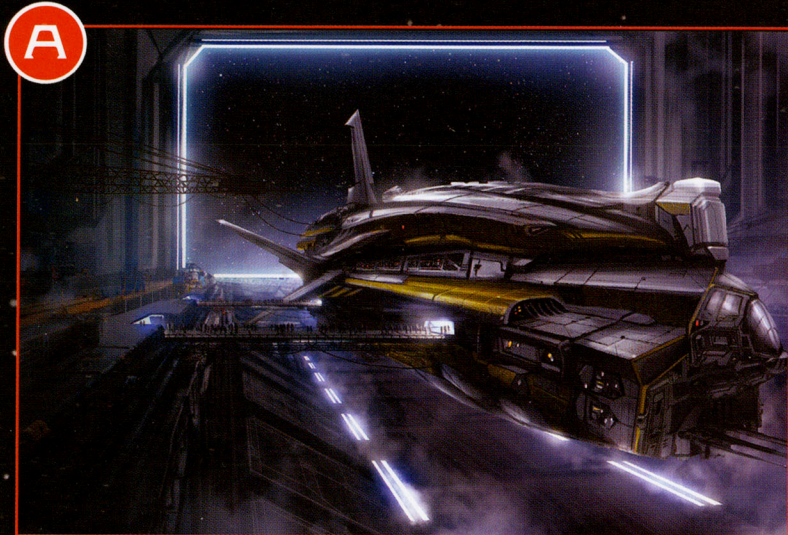
TECHNOMANCER



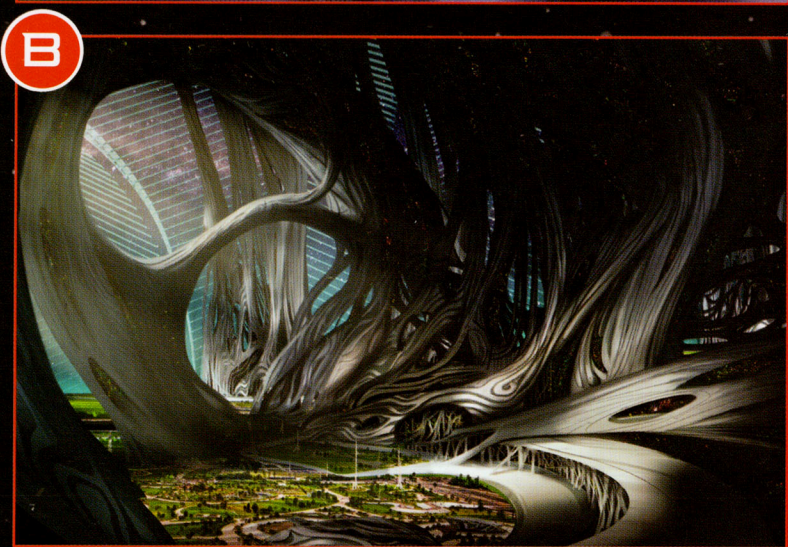
### RAIA DANVIRI

Raia is the iconic lashunta technomancer. Divided into two subraces, lashuntas are naturally gifted psychics, dedicated to scholarship and self-perfection. The technomancer understands the connections between technology and magic, and exploits them by bending reality to suit her needs.





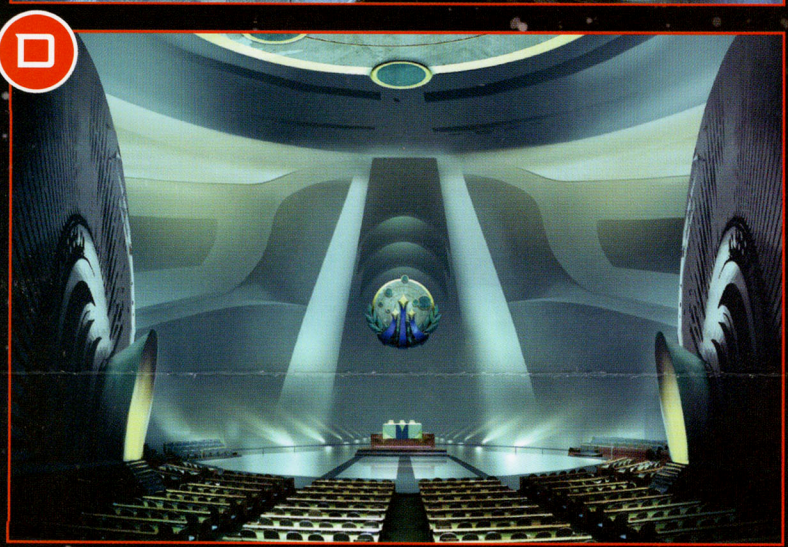
**THE ARMS**  
Absalom Traffic Control assigns docking space to visiting starships within the station's protruding Arms, which also contain a plethora of services offering almost anything a spacer might need while staionside.



**COSMONASTERY OF THE EMPTY ORBIT**  
Solarians come from across the Pact Worlds to train at this facility. Those who complete their training can join the Order of the Empty Orbit, dedicated to preventing the use of megascale engineering.



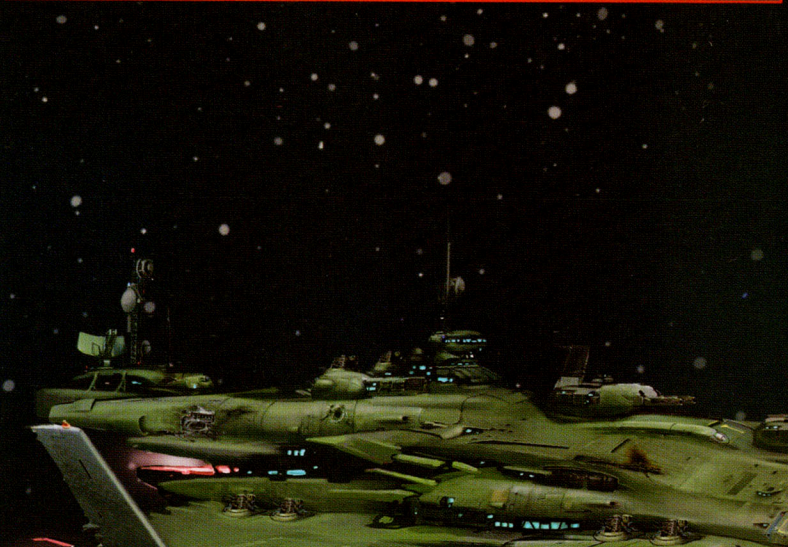
**FOGTOWN**  
A wide variety of alien creatures have made parts of Absalom Station their own. This Arms neighborhood takes its name from its thick, multicolored atmosphere tailored to the natives of the system's gas giants.



**THE PLENARA**  
The legislative body of the Pact Worlds, the Pact Council, debates and decides policy and maintains the web of alliances holding the Pact together from inside the stepped dome of the Pact Worlds' capitol building.



**SWORDLIGHT CATHEDRAL**  
This soaring cathedral is dedicated to Iomedae, the goddess of justice and valor and the patron deity of humanity. Inside, Iomedae crusaders guard the faith's relics and records.



**VESKARIUM SHIPS**  
Like the reptilian vesk themselves, the starships of their empire, the Veskarium, tend to be brutal and pugnacious, bristling with weapons and armor. Veskarium-based corporations manufacture ships like the BMC Mauler, the Norikama Dropship, and the Vindicas Tyrant.



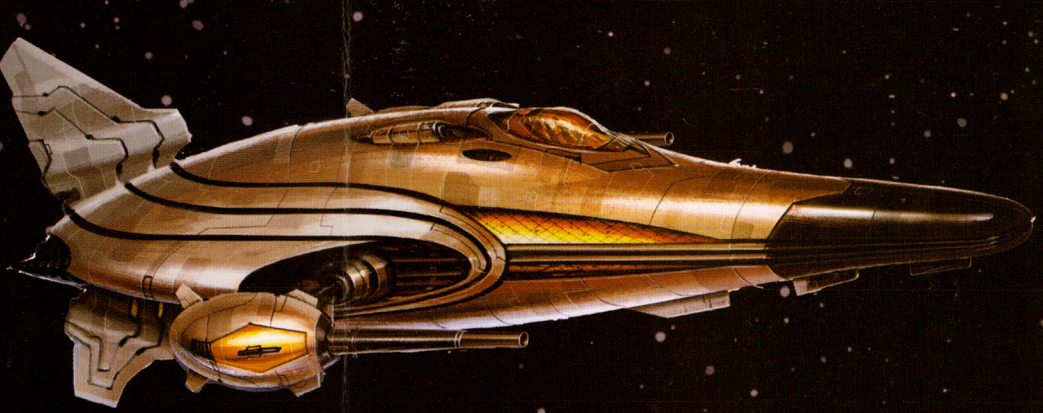
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**KASATHAN SHIPS**  
The starships of the four-armed kasatha race are generally artistic and graceful, with smooth, ornate designs perfected long ago. Manufactured in the kasathan worldship *Idari*, examples include the Idaran Millennium, the Idaran Vansera, and the Idaran Voidrunner.



**KUMARA MELACRUZ**  
Melacruz rules Absalom Station as its Prime Executive (or "Primex"), with theoretically absolute authority over the station's management.



**LIN CAMULAN**  
As Director-General of the Stewards, Camulan also sits on the Directorate of the Pact Council, though his role is to advise rather than vote on policy.



**LUWAZI ELSEBO**  
The current First Seeker of the Starfinder Society, Elsebo was elected for her merit as an adventuring scholar and serves as the Society's nominal head.



**GEVALARSK NOR**  
The dead planet of Eox was the first world to sign the Absalom Pact, and the undead necrovite Gevalarsk Nor is Eox's influential ambassador to Absalom Station.



**TABISHAD OSEO MARKOLA**  
High Sola of the Cosmonastery of the Empty Orbit, Markola is consumed by the idea that megascale engineering projects disrupt the balance of the cosmos.

# ABSALOM STATION

Absalom Station is the metaphorical center of the Pact Worlds, a system-wide association of independent worlds joined by treaty for interplanetary cooperation and trade as well as for mutual defense. With the mysterious artifact at its heart acting as a singularly powerful hyperspace beacon, Absalom Station remains the system's heart culturally, economically, and governmentally.

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**BASTION**  
This imposing fortress is the headquarters of the Stewards, the warrior-diplomats who form the Pact Worlds' primary peacekeeping force and serve as the de facto military arm of the Pact Worlds—though their oath is to the Pact itself.

**JATEMBE PARK**  
Located beneath the Eye, Absalom Station's great central dome, the lush meadows and trees of Jatembe Park are open to all. Government buildings, corporate skyscrapers, and luxury residences tower along the fringes of the park.

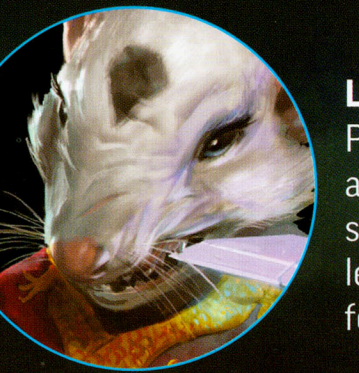
**LORESPIRE COMPLEX**  
Home to the Starfinder Society, this sprawling campus includes the Archives, with its massive collection of artifacts and texts from across the galaxy, as well as the Hall of Discovery, where the Society's leaders meet.

**THE SPIKE**  
Colloquially known as "Downside," the hundreds of levels on the underside of Absalom Station house the station's poorest citizens—and no shortage of both criminal activity and dangerous monsters.

**THE ARMADA**  
A vast and shifting swarm of starships constantly orbits Absalom Station. The independent crews of these ships gain many of the benefits the station has to offer, but they are subject to only the most basic regulations.



**KING CURNEY**  
This infamous dwarf runs King Curney's Kasbah, a notorious and popular combination casino, drug den, and brothel in the Armada made of welded-together ships.

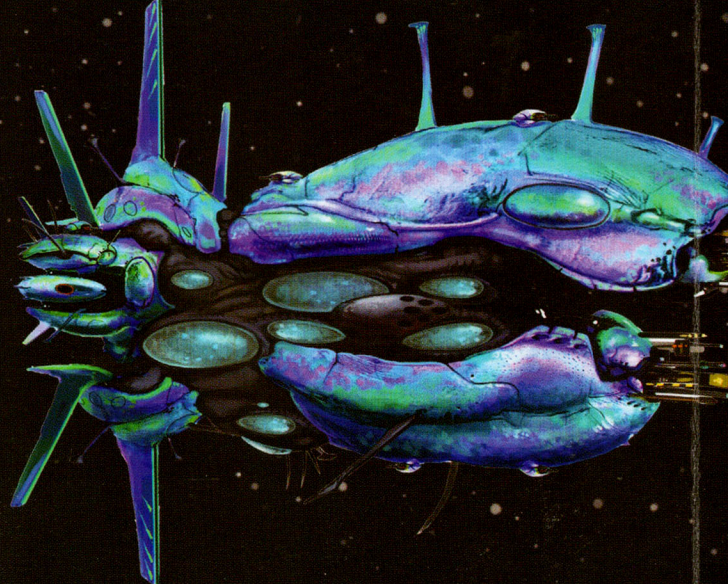


**LHANA "DIAMOND" NOKORISO**  
Proprietor of Diamond Defense and Surplus, a dingy weapons shop in the Spike, Diamond is legendary in criminal circles as a font of underworld knowledge.



**SILEK ODEGARD**  
The public face of the nativist Strong Absalom movement, Odegard officially decries the xenophobic terrorism of his organization's fringe elements.

**SHIRREN SHIPS**  
The insectile shirren race manufactures starships with hive-like corridors that incorporate organic technology grown in assembly vats. Common shirren-style ships include the Hivonyx Titan Hauler, the Starhive Drone Mk III, and the UIE Hiveguard.





The **Starfinder Roleplaying Game** puts you in the role of a bold science fantasy explorer, investigating the mysteries of a weird and magical universe as part of a starship crew. Whether you're making first contact with new cultures on uncharted worlds or fighting to survive in the neon-lit back alleys of Absalom Station, you and your team will need all your wits, combat skill, and magic to make it through.



#### STARFINDER CORE RULEBOOK

This 528-page hardcover rulebook is the centerpiece of the Starfinder Roleplaying Game, with rules for character creation, magic, gear, and more—everything you need to play Starfinder as either a player or Game Master!



#### STARFINDER ALIEN ARCHIVE

Strange aliens both friendly and fearsome fill this 160-page, hardcover creature collection designed for use with the Starfinder Roleplaying Game. Plus, player rules for a host of creatures let players not just fight aliens, but be them!



#### STARFINDER PACT WORLDS

Experience the wonders of the Pact Worlds in this definitive, 216-page hardcover campaign setting for the Starfinder Roleplaying Game! The book contains detailed gazetteers, new alien races, and tons of new player options.



#### STARFINDER ARMORY

Outfit yourself with only the best supplies for interstellar adventure with this 160-page, hardcover directory of futuristic equipment for the Starfinder Roleplaying Game, featuring armor, weapons, magic and technological items, and more!



#### STARFINDER GM SCREEN

Protect your important notes and die rolls from players' prying eyes with the *Starfinder GM Screen*! This beautiful, four-panel screen features a huge number of tools and tables to speed up play and keep key figures handy.



#### STARFINDER ADVENTURE PATH #1: INCIDENT AT ABSALOM STATION

This exciting 64-page adventure and supplement for the Starfinder kicks off the *Dead Suns* Adventure Path, a complete six-volume science fantasy campaign!

### STARFINDER LICENSED PRODUCTS

Take your Starfinder campaign to the next level with these officially licensed products, available through [paizo.com](http://paizo.com).

**Accessories (Campaign Coins):** Dice trays, faction pins, and more.

**Apparel (Offworld Designs):** T-shirts, hats and bags.

**Audio (Syrinscape):** Customized sounds for adventure paths, starships, and more.

**Card Game (Steve Jackson Games):** Munchkin Starfinder.

**Character Creator (Lone Wolf Development):** Build your perfect character with Hero Lab Online.

**Dice (Q Workshop):** Roll dice themed with your adventure!

**Miniatures (Ninja Division):** Prepainted and unpainted Masterclass Miniatures.

**Virtual Tabletops:** Play online with your friends at Fantasy Grounds or on Roll20.



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