
Starfinder Rpg Character Operations Manual

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 Heart of Night
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 The Diaspora Strain
 Warhammer Fantasy Roleplay 4e Core

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KENNY GABRIELLE

Starfinder Adventure Path Chaosium

Record Your Glory Fully detail your heroes and document their exploits with the Starfinder Player Character Folio! This deluxe, innovative character record provides space for absolutely everything you need to know about your Starfinder hero. This sturdy folio's 16 character-defining pages include: - Expanded space for your hero's attacks, defenses, feats, and class features. - A section for detailing your starship's statistics and capabilities. - Quick reference charts for everything from combat to character advancement. - Tons of space to track gear. - Room to chronicle your character's achievements, goals, and history. - Folder-flaps to hold handouts and other documents.

Alien Bestiary (Starfinder) Paizo Incorporated

Infected with a sickness that threatens to turn them into twisted murderers, the heroes travel to the city of Cuvacara on the planet Verces to find the possible origin of the madness! They soon discover that a sinister company plans to release a new social media app that will corrupt the entire city. Surviving attacks from

corporate assassins, the heroes can shut down the app's servers and discover the location of the company's hidden underground base on the planet's Darkside. Within are individuals who seem to have willingly undergone transformation and protect the facility with their lives. After confronting the charismatic executive in charge and learning of the mad scientist who created the signal, the heroes find out they are now trapped on the Shadow Plane! "The Penumbra Protocol" is a Starfinder Roleplaying Game adventure for four 9th-level characters. The adventure continues the Signal of Screams Adventure Path, a 3-part, monthly campaign in which players race to find the source of a mystical signal that warps both minds and bodies. It also includes a gazetteer of the technological metropolis of Cuvacara, a discussion of the shadowy fiends known as velstracs, and a selection of horrifying new monsters. Each monthly full-color softcover Starfinder Adventure Path volume contains a new installment of a series of interconnected science-fantasy quests that together create a fully developed plot of sweeping scale and epic challenges. Each 64-page volume of the Starfinder Adventure Path also contains in-depth articles that detail and expand the Starfinder campaign setting and provide new rules, a host of exciting new monsters and alien races, a new planet to

explore and starship to pilot, and more!

Pathfinder Lost Omens Legends Free League Publishing

"Enhance your hero - The starfinder galaxy is an expansive and diverse collection of eclectic planets, strange creatures, myriad cultures, and ancient traditions! Characters can draw from far more backgrounds, heritages, and training regimens than can possibly be contained in just one core book. The starfinder character operations manual expands the universe of what is possible for characters of any class or race, providing new choices t every stage of character creating and advancement. Whether you are a veteran or new to the game, there's something here for you! "--Cover, page 4.

Starfinder Adventure Path Endless Quest

"Outfit yourself with only the best supplies for interstellar adventure with the hardcover *Starfinder Armory*! Within this directory of futuristic equipment, you'll find tons of adventuring gear for the *Starfinder Roleplaying Game*, from weapons, armor, and augmentations to technological items, magic items, vehicles, and more! Also included are new equipment-themed player options for every *Starfinder* character class! *Starfinder Armory* is a must-have companion volume to the *Starfinder Core Rulebook*. With this galactic inventory of inventive gadgets and gear, you'll always have exactly what you need to explore new orlds and wonders!"--Provided by publisher.

Starfinder Adventure Path Paizo Incorporated

Welcome to the *Forgotten Realms Endless Quest* books, where you don't just read a fantastic tale. You become the hero -- and choose your own fate. You have entered the mist-shrouded realm of Ravenloft, where you attract the attention of Count Strahd, who decides to make you one of his vampire spawn. After awakening to find yourself alone within the walls of Castle Ravenloft, you must figure out how to escape the vampire lord's Gothic lair before you are doomed to become his slave for all time. Keep your wits about you, cleric.

Alien RPG Paizo Incorporated

"Open Game License version 1.0a"--4th unnumbered page.

Pathfinder Lost Omens Paizo Incorporated

Call of Cthulhu is a tabletop roleplaying game based upon the worlds of H. P. Lovecraft. It is a game of secrets, mysteries, and horror. Playing the role of steadfast investigators, you travel to strange and dangerous places, uncover foul plots, and stand against the terrors of the Cthulhu Mythos. You encounter sanity-blasting entities, monsters, and insane cultists. Within strange and forgotten tomes of lore you discover revelations that man was not meant to know. You and your companions may very well decide the fate of the world.

Starfinder Adventure Path Paizo Incorporated

The crew of the *Oliphant* have earned the freedom to go where they please, but they've still got bills to pay and old enemies hot on their tail. The *Fly Free or Die* Adventure Path continues, as the player characters travel to the *Veskarium*, an interplanetary empire ruled by the militant and lizard-like *Vesk*, where the crew must become smugglers and bounty hunters, capturing illegal resources in the turbulent storms of a gas giant. But along the way, they're forced to make some tough decisions that will come back to haunt them later, attracting the anger of the *Vesk* military itself. Can the player characters keep running forever, or will they eventually turn, stand, and fight for their lives?

"*Merchants of the Void*" is a *Starfinder* adventure for four 3rd-level characters. This adventure continues the *Fly Free or Die* Adventure Path, a six-part monthly campaign in which players take on the role of a merchant crew with an experimental starship, trying to get rich, escape interplanetary assassins, and outwit their rivals. This volume also details a crew of smugglers who cross the players at every turn, their starship, a collection of

alien threats, a mysterious tropical paradise planet, and a series of "Side Jobs"--short mini-adventures the GM can insert into the campaign at any time. Each monthly full-color softcover *Starfinder Adventure Path* volume contains a new installment of a series of interconnected science-fantasy quests that together create a fully developed plot of sweeping scale and epic challenges. Each 64-page volume of the *Starfinder Adventure Path* also contains in-depth articles that detail and expand the *Starfinder* campaign setting and provide new rules, a host of exciting new monsters and alien races, a new planet to explore and starship to pilot, and more.

Starfinder Alien Archive 4 *Starfinder RPG*"Enhance your hero -

The starfinder galaxy is an expansive and diverse collection of eclectic planets, strange creatures, myriad cultures, and ancient traditions! Characters can draw from far more backgrounds, heritages, and training regimens than can possibly be contained in just one core book. The starfinder character operations manual expands the universe of what is possible for characters of any class or race, providing new choices t every stage of character creating and advancement. Whether you are a veteran or new to the game, there's something here for you! "--Cover, page

4.*Starfinder Starship Operations Manual*Blast off into space with the *Starship Operations Manual*, *Starfinder's* latest rules expansion hardcover! Outfit your beloved starship with more than 100 new starship weapons, expansion bays, alternate armors, and systems like drop pods, ramming prows, mines, ablative armor, virtual intelligences, and more. If you're looking for a new ride, you'll find profiles of leading starship manufacturers as well as statistics for more than 40 new starships found throughout the galaxy. The *Starship Operations Manual* puts you at the controls, offering bold new ways to present starship combat, from dogfights in planetary atmospheres to daring chases through asteroid fields to pitched battles between huge fleets. New rules allow crewmembers to get even more out of their skills and feats, unlocking thrilling critical success results that add excitement to starship combat. Take your adventures into the great unknown and beyond with the *Starfinder Starship Operations Manual*!*Starfinder RPG: Galactic Magic*Unravel the eldritch mysteries of the galaxy! The new *Galactic Magic* hardcover rulebook for the *Starfinder Roleplaying Game* adds magical flair to any hero with a wealth of fantastical magic-infused character options for starfarers of any class! More than 100 spells, a host of powerful rituals, and an array of magic gear, hybrid items, and artifacts give you the edge to survive in a weird universe with lurking dangers at the end of every jump. The brand-new precog class allows you to see and change the future, relying on predictive prerolls to navigate clutch situations and quick reflexes to manipulate combat. Study arcana among the stars with a host of new magical organizations and spellcasting schools or petition higher powers using new faith-based options tied to the galaxy's gods and philosophies. Whatever your path to magical might, *Galactic Magic* is your guide!*Starfinder*"Open Game License version 1.0a"--4th unnumbered page.*Starfinder RPG*"Outfit yourself with only the best supplies for interstellar adventure with the hardcover *Starfinder Armory*! Within this directory of futuristic equipment, you'll find tons of adventuring gear for the *Starfinder Roleplaying Game*, from weapons, armor, and augmentations to technological items, magic items, vehicles, and more! Also included are new equipment-themed player options for every *Starfinder* character class! *Starfinder Armory* is a must-have companion volume to the *Starfinder Core Rulebook*. With this galactic inventory of inventive gadgets and gear, you'll always have exactly what you need to explore new orlds and wonders!"--Provided by publisher.*Starfinder RPG: Tech Revolution*Command the galaxy's cutting-edge technologies so

sophisticated that they rival magic itself! Outfit yourself with the latest and greatest new weapons, armor, and other gear, from high-power explosives to alien relics that surpass conventional science. Or incorporate technologies directly into yourself, whether you're installing advanced cybernetic augmentations or playing Starfinder's newest class: the nanocyte, whose body hosts an army of robotic nanites that obey her commands! Outrace the speediest threats by customizing your own space-age vehicles, and overcome even the toughest foes by piloting powerful battle robots using the all-new mech combat system! Seize the future with additional options for every class and articles exploring every aspect of science-fantasy tech from advertising and music to virtual intelligences and security systems. Join in the Starfinder Tech Revolution! Starfinder In the Dead Suns Adventure Path, the players take on the roles of members of the Starfinder Society, a loose association of scholars and adventurers who travel the galaxy uncovering the secrets of the past. When a fragment of an ancient alien superweapon surfaces in the depths of hyperspace, its discovery sets off a race to find the extraterrestrial doomsday device. Hopping from planet to planet in both the civilized Pact Worlds and beyond, the heroes must contend with both the undead Corpse Fleet and the nihilistic Cult of the Devourer, each of which seeks to acquire the alien artifact for its own purposes. Can the heroes find and destroy the superweapon before their enemies seize control of it, or will the Pact Worlds' sun go dark and cold, a harbinger of dead suns across the galaxy?

Starfinder RPG National Geographic Books

Trapped on the Shadow Plane, the heroes find their only hope of returning home is to find and defeat Dr. Lestana Gragant, the twisted scientist who is attempting to broadcast a maddening signal throughout the galaxy. If the PCs can make their way past shadowy foes and terrifying obstacles, they might be able to wash the stain of corruption from their souls! This volume of Starfinder Adventure Path concludes the Signal of Screams Adventure Path and includes: - "Heart of Night," a Starfinder adventure for 11th-level characters, by Saif Ansari. - Advice on how you can continue your campaign past the final encounter and details on the horrors to come should the heroes fail, by Tracy Barnett. - An exploration of the creepy Shadow Plane, as well as numerous player options for those connected to that plane, by Thurston Hillman. - An archive of alien frights, including a memory-stealing fey and a faceless beast, by Saif Ansari, Stephen Glicker, and James L. Sutter. - Statistics and deck plans for a velstrac starship, by Saif Ansari, plus a glimpse of a world of waking dreams, by Owen K.C. Stephens.

Starfinder RPG: Galactic Magic Paizo Incorporated

The Alien Bestiary brings you an incredible array of sci-fi and space-themed monsters and menaces for the Starfinder Roleplaying Game! The creatures you'll find within are perfect for whenever your heroes make a foray into the dark tapestry of space or have to defend their home from alien invasion by eldritch horrors from beyond the stars.

Starfinder

Test your convictions. In a land without fate and a world too often void of justice, it falls to the gods to make or break the people who call upon them for salvation -- or draw their ire. Swear yourself to the might of the gods and the power of their causes, or reject their offerings to live a life that's yours and yours alone! Lost Omens Gods & Magic offers details on major gods found in the Inner Sea region, including what forms their pleasure or wrath might take. It also presents rules for over a hundred other deities and philosophies so you can find the cause that best fits your convictions and take up weapons and magic in its service!

Simply6: A Fast, Universal, Tabletop Roleplaying Game

Unravel the eldritch mysteries of the galaxy! The new Galactic Magic hardcover rulebook for the Starfinder Roleplaying Game adds magical flair to any hero with a wealth of fantastical magic-infused character options for starfarers of any class! More than 100 spells, a host of powerful rituals, and an array of magic gear, hybrid items, and artifacts give you the edge to survive in a weird universe with lurking dangers at the end of every jump. The brand-new precog class allows you to see and change the future, relying on predictive prerolls to navigate clutch situations and quick reflexes to manipulate combat. Study arcana among the stars with a host of new magical organizations and spellcasting schools or petition higher powers using new faith-based options tied to the galaxy's gods and philosophies. Whatever your path to magical might, Galactic Magic is your guide!

A vacation on New Elysium, a luxury resort located on an asteroid in the Diaspora, goes horribly wrong as the facilities malfunction and the guests and staff turn violent. The heroes must protect themselves and aid those who have remained sane, including a wealthy android tech entrepreneur who might have some information about the cause of this madness--if he can be rescued from the old mining tunnels below the resort. The heroes must find a way to stop the growing delirium, even if it means going through the guests--including a celebrated champion of the vicious sport of brutaris--who have been transformed into hideous abominations! "The Diaspora Strain" is a Starfinder Roleplaying Game adventure for four 7th-level characters. The adventure begins the Signal of Screams Adventure Path, a 3-part, monthly campaign in which players must race to find the source of a mystical signal that warps both minds and bodies. It also includes a way to model forms of corruption that can taint a character's soul, advice on running horror campaigns in the Starfinder Roleplaying Game, and a selection of creepy new monsters. Each monthly full-color softcover Starfinder Adventure Path volume contains a new installment of a series of interconnected science-fantasy quests that together create a fully developed plot of sweeping scale and epic challenges. Each 64-page volume of the Starfinder Adventure Path also contains in-depth articles that detail and expand the Starfinder campaign setting and provide new rules, a host of exciting new monsters and alien races, a new planet to explore and starship to pilot, and more!

Starfinder

The Pathfinder Society is a globe-trotting organization of adventurers, scholars, and warriors all dedicated to exploration, collecting lost knowledge and treasure, and sharing it with the world. Lost Omens: Pathfinder Society Guide details everything players and GMs need to know about the Pathfinder Society, from the basics of membership, to the Society's various factions, to the various lodges littered throughout the Inner Sea region. This book is the go-to source for the history and lore of the Pathfinder Society and features new rules content including new equipment, wayfinders, and support for Pathfinder-related archetypes! A useful book in its own right, this helpful volume is a must-have for participants in Paizo's massive Pathfinder Society worldwide organized play campaign, and a great way to get involved in the international campaign! Written by: Kate Baker, James Case, John Compton, Vanessa Hoskins, Mike Kimmel, Ron Lundeen, Dennis Muldoon, Kieran T. Newton, Michael Sayre, Clark Valentine, Tonya Woldridge, and Linda Zayas-Palmer

Pathfinder Lost Omens

The story's not over yet! The Pathfinder Chronicles detail exploits and discoveries from members of the Pathfinder Society from all over Golarion. These include tales of great heroes capable of fabulous feats of might, magical relics that grow in strength alongside the heroes that wield them, and forgotten magic locked

away due its dangerous power. Pathfinder Player Companion: Chronicle of Legends is your chance to make these tales a reality with powerful new options for your character! This player-focused volume provides new class options, capstones, spells, and magic items to help you make the most of your character.

Starfinder RPG Pact Worlds Pocket Edition

Every day, unknowns and nobodies strike out to carve their legacy in the fate-forsaken world of Golarion but they are hardly the first! Meet the figures who rose in times past, clawing their way to the top, to now serve as the pillars of the Inner Sea region as it stands today! Lost Omens Legends introduces over 40 of Golarion's most famous faces each with a rich story that helps bring the setting to life. Delve into the web of relationships, secrets, and plots that molds the past and present of the Inner Sea, and seek out mighty paragons for a chance to claim some of their power!

The Penumbra Protocol

Welcome to Simply6! Simply6 is a fast, light tabletop roleplaying game by Russ Morrissey for 2 or more players which you can play using just six-sided dice. Simply6 is a multi-genre game. You can play in fantasy settings, science-fiction settings, or contemporary settings. You can play in the Wild West or a cyberpunk dystopia. The scope of your setting is entirely up to you, and these rules are simple and flexible enough to handle them all. In this short rulebook, you'll find sections which tell you the core rules, how to

create a character, how to adjudicate magic and combat, and a list of monsters for your characters to fight. It's small. It's simple. It's Simply6.

Pathfinder Lost Omens Ancestry Guide (P2)

Warhammer Fantasy Roleplay takes your customers back to the Old World. Get the gang together, create your (anti)heroes, and set off to make your way through the vile corruption, scheming plotters and terrifying creatures intent on destruction. The Warhammer Fantasy Roleplay Rulebook contains everything you need for grim and perilous roleplaying adventures in the Old World. 320 page full color hardcover

Dungeons & Dragons: The Mad Mage's Academy

In the Dead Suns Adventure Path, the players take on the roles of members of the Starfinder Society, a loose association of scholars and adventurers who travel the galaxy uncovering the secrets of the past. When a fragment of an ancient alien superweapon surfaces in the depths of hyperspace, its discovery sets off a race to find the extraterrestrial doomsday device. Hopping from planet to planet in both the civilized Pact Worlds and beyond, the heroes must contend with both the undead Corpse Fleet and the nihilistic Cult of the Devourer, each of which seeks to acquire the alien artifact for its own purposes. Can the heroes find and destroy the superweapon before their enemies seize control of it, or will the Pact Worlds' sun go dark and cold, a harbinger of dead suns across the galaxy?

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