



## SFS 1-00: CLAIM TO SALVATION PLAYER HANDOUTS

### HANDOUT #1: AUDIO LOG TRANSCRIPT

#### **BAGO:**

"I'm done! I'm sick of my brother Borgor bossing me around. I'm sick of his talk about "kill or be killed." It's just so ruthless. It's just...not me. I need to break free, but how—it seems impossible. Even recording this log without his constant peering over my shoulder is difficult."

"I found a way to rid myself from my brother's oppression, but it's expensive. Maybe, just maybe, after this expedition to Salvation's End, I can take my share and split for good."

#### **BORGOR:**

"I feel them slipping away. I think they're planning a mutiny. I've been able to delay them—I promised after this next big score, they can all go their separate ways. I have no intention of sharing the spoils of this heist. I'm going to kill them all, one by one. What to do with my dear brother Bago? It's just not a simple matter of murder with him. No, I'm gonna enslave his puny mind."

"I picked up a rich score: something my contact called Salvation's End. It seems this hunk of scrap holds all manner of riches inside. My contact said the salvage rights were just purchased by some group called the Starfinder Society, but by the time they arrive to investigate, I'll have it picked clean!"

#### **LIVEWIRE:**

"It's been a simple gig so far. Pilot the ship, flee the authority, get in and out. Sure, it's tough being around that slag-head Borgor, but his brother's attitude and constant apologizing goes a long way to make this gig palatable. Just 5,000 credits more. It's all I need, and if what the captain says about Salvation's End is true, this should be my last job."

#### **SNIPS:**

"Aw yeah, I gets to kill things, and it's good 'cause my murder thirst needs quenching. I don't like captain Borgor very much. I like his sniveling brother Bago even less. I swear if Bago says, "let's just take another prisoner," or "how 'bout we just knock 'em out" one more time, I'm gonna put that big lug in my crosshairs. Huh, that'd be two kills in one shot. Anyways, after this big score, I'd be in my rights to kill 'em all and take the Archer myself. I'm sure I can convince ol' Don to help me out."

#### **XALAK-DON:**

"Aw frag this, I got nuttin' to say!"



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## HANDOUT #2: CAPTAIN

*As a captain, you can take any of the following actions during any phase of combat.*

### **DEMAND (ANY PHASE)**

You can make a demand of a crew member to try to improve his performance. You grant a +4 bonus to one specific check by succeeding at an Intimidate check (DC = 15 + 2 × your starship's tier). You must use this action before the associated check is rolled, and you can grant this bonus to an individual character only once per combat. Demand might result in negative consequences if used on NPCs, and you can't make demands of yourself.

### **ENCOURAGE (ANY PHASE)**

You can encourage another member of the crew to give her a bonus to her action. This works like aid another (see page 133 of the Starfinder Core Rulebook), granting a +2 bonus to the check required by a crew action if you succeed at a DC 10 check using the same skill. Alternatively, you can grant this same bonus by succeeding at a Diplomacy check (DC = 15 + your starship's tier). You can't encourage yourself.

### **TAUNT (ANY PHASE, PUSH)**

You can use the communications system to broadcast a taunting message to the enemy vessel. You select an enemy vessel and a phase of combat (engineering, helm, or gunnery), and then attempt a Bluff or Intimidate check (DC = 15 + 2 × the enemy starship's tier). If you are successful, each enemy character acting during the selected phase takes a -2 penalty to all checks for 1d4 rounds; the penalty increases to -4 if the enemy's check is made as part of a push action. Once used against an enemy starship, regardless of the outcome, taunt can't be used against that starship again during the same combat.



## HANDOUT #3: ENGINEER

*As an engineer, you can take any of the following actions during the engineering phase. Unless otherwise noted, each action can be performed only once per round, no matter how many engineers are on a starship.*

### DIVERT (ENGINEERING PHASE)

You can divert auxiliary power into one of your starship's systems, giving it a boost. This requires a successful Engineering check (DC = 10 + 2 × your starship's tier), and the results depend on where you decide to send this extra power. If you send it to the engines, your starship's speed increases by 2 this round. If you send it to the science equipment, all science officers receive a +2 bonus to their crew actions this round. If you send it to the starship's weapons, treat each damage die that rolls a 1 this round as having rolled a 2 instead. If you send it to the shields, restore an amount of Shield Points equal to 5% of the PCU rating of the starship's power core (see page 296 of the Starfinder Core Rulebook), up to the shields' maximum value. Evenly distribute the restored Shield Points to all four quadrants (putting any excess Shield Points in the forward quadrant).

### HOLD IT TOGETHER (ENGINEERING PHASE)

You can hold one system together by constantly modifying and patching it. If you succeed at an Engineering check (DC = 15 + 2 × your starship's tier), you can select one system; that system is treated as if its critical damage condition were two steps less severe for the rest of the round (wrecked becomes glitching, and a malfunctioning or glitching system functions as if it had taken no critical damage). This check isn't modified by penalties from critical damage to the power core.

### PATCH (ENGINEERING PHASE)

You can patch a system to reduce the effects of a critical damage condition. The number of actions and the DC of the Engineering check required to patch a system depend on how badly the system is damaged, as indicated on the table on page 324 of the Starfinder Core Rulebook. Multiple engineers can pool their actions in a single round to effect repairs more quickly, but each engineer must succeed at her Engineering check to contribute her action to the patch. The number of actions required can be reduced by 1 (to a minimum of 1 action) by increasing the DC by 5. If you succeed at this check, the severity of the critical damage is unchanged, but it is treated as one step less severe for the remainder of the combat, until 1 hour has passed, or until the system takes critical damage again (which removes the patch and applies the new severity). This action can be taken more than once per round (but only once per round per engineer), and this check is not modified by any critical damage to the core.

### CRITICAL DAMAGE

Condition	Actions to Patch	DC
Glitching	1	10 + (2 x your starship's tier)
Malfunctioning	2	15 + (2 x your starship's tier)



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## HANDOUT #4: GUNNER

*As a gunner, you can take any of the actions below during the gunnery phase. Though each of a starship's weapons can be fired only once per round, multiple gunners can take actions to fire different weapons in a single round. Actions that allow you to fire starship weapons use the rules for attacking on page 320 of the Starfinder Core Rulebook.*

### **FIRE AT WILL (GUNNERY PHASE, PUSH)**

You can fire any two starship weapons, regardless of their arc. Each attack is made at a -4 penalty.

### **SHOOT (GUNNERY PHASE)**

You can fire one of your starship's weapons. If you use a turret weapon, you can target a ship in any arc.

### **GUNNERY CHECK CALCULATION**

Gunnery Check = 1d20 + the gunner's base attack bonus or the gunner's ranks in the Piloting skill + the gunner's Dexterity modifier + bonuses from computer systems + bonuses from the captain and science officers + range penalty



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## HANDOUT #5: PILOT

*As a pilot, you can take the following actions during the helm phase.*

### **FLY (HELM PHASE)**

You move your starship up to its speed and can make any turns allowed by its maneuverability. This doesn't require a skill check.

### **MANEUVER (HELM PHASE)**

You move your starship up to its speed. You can also attempt a Piloting check (DC = 15 + 2 × your starship's tier) to reduce your starship's distance between turns by 1 (to a minimum of 0).

### **STUNT (HELM PHASE, PUSH)**

You can attempt any one of the stunts described below. The DCs of the Piloting checks required and the results of success and failure are described in each stunt's description.

**Back Off:** The starship moves up to half its speed in the direction of the aft edge without changing facing. It can't take any turns during this movement. To perform this stunt, you must succeed at a Piloting check (DC = 10 + 2 × your starship's tier). On a failed check, your starship moves backward only 1 hex. If you fail this check by 5 or more, your starship does not move at all and takes a -4 penalty to its AC and TL until the start of the next round. **Barrel Roll:** The starship moves up to half its speed and flips along its central axis. For the next gunnery phase, the starship's port shields and weapons function as if they were in the starboard firing arc and vice versa. The starship reverts to normal at the beginning of the next round. To perform this stunt, your starship must be Large or smaller and you must succeed at a Piloting check (DC = 10 + 2 × your starship's tier). On a failed check, the starship moves half its speed but doesn't roll. If you fail by 5 or more, your starship moves half its speed, doesn't roll, and takes a -4 penalty to its AC and TL until the start of the next round. **Evade:** The ship moves up to its speed and can turn as normal, but it gains a +2 circumstance bonus to its AC and TL until the start of the next round. To perform this stunt, you must succeed at a Piloting check (DC = 10 + 2 × your starship's tier). If you fail, the starship moves as normal. If you fail the check by 5 or more, the starship moves as normal, but it also takes a -2 penalty to its AC and TL until the start of the next round.

**Flip and Burn:** The ship moves forward up to half its speed (without turning) and rotates 180 degrees to face the aft edge at the end of the movement. To perform this stunt, you must succeed at a Piloting check (DC = 15 + 2 × your ship's tier). If you fail this check, your starship moves forward half its speed but doesn't rotate.

**Flyby:** The ship moves as normal, but it can move through 1 hex occupied by an enemy starship without provoking a free attack (as described in Moving through Other Starships on page 319 of the Starfinder Core Rulebook). During the following gunnery phase, you can select one arc of your starship's weapons to fire at the enemy vessel as if the vessel were in close range (treat the range as 1 hex), against any quadrant of the enemy starship. To perform this stunt, you must succeed at a Piloting check (DC = 20 + 2 × the tier of the enemy starship). If you fail this check, your starship still moves as described above, but you follow the normal rules for attacking (based on your starship's final position and distance), and the movement provokes a free attack from that starship as normal.

**Slide:** The starship moves up to its speed in the direction of either the forward-port or forward-starboard edge without changing its facing. To perform this stunt, you must succeed at a Piloting check (DC = 10 + 2 × your ship's tier). If you fail this check, the ship moves forward up to half its speed and can't make any turns.

**Turn in Place:** The ship does not move but instead can turn to face any direction. If the ship has a maneuverability of clumsy, it takes a -4 penalty to its AC and TL until the start of the next round. If it has a maneuverability of poor, it instead takes a -2 penalty to its AC and TL until the start of the next round. Ships with a maneuverability of average or better do not take a penalty. This stunt doesn't require a skill check.



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## HANDOUT #6: SCIENCE OFFICER

*As a science officer, you can take the following actions during the helm phase.*

### **BALANCE (HELM PHASE)**

You can balance the shields, redirecting power from one quadrant to protect another. With a successful Computers check (DC = 15 + 2 × Your starship's tier), you can shift Shield Points (SP) from the shields in one quadrant to the shields in another quadrant, including to depleted shields (after balancing, every quadrant must have at least 10% of the total current SP). Alternatively, you can add up the SP from all the remaining shields and evenly distribute them to all four quadrants, putting any excess SP in the forward quadrant.

### **SCAN (HELM PHASE)**

You can scan a starship with your sensors to learn information about it. This action requires your starship to have sensors (see page 300 of the Starfinder Core Rulebook). You must attempt a Computers check, applying any modifiers from the starship's sensors. You can attempt this check untrained. The DC for this check is equal to 10 + the tier of the starship being scanned + its bonus from defensive countermeasures (see page 298 of the Starfinder Core Rulebook). If you succeed at this check, you learn the first unknown piece of information on the following list. For every 5 by which you exceed the check, you learn another unknown piece of information. Subsequent checks reveal new pieces of information, continuing down this list.

1. Basic Information: Living crew complement and ship classification, size, speed, and maneuverability.
2. Defenses: AC, TL, total and current Hull Points, total and current Shield Points in each quadrant, and core PCU value.
3. Weapon: Information about one weapon, including its firing arc and the damage it deals, starting with the weapon that uses the most PCU. Repeat this entry until all the starship's weapons are revealed.
4. Load: Information about how the starship's expansion bays are allocated and any cargo the starship might be carrying.
5. Other: Any remaining ship statistics.

### **TARGET SYSTEM (HELM PHASE, PUSH)**

You can use your starship's sensors to target a specific system on an enemy starship. This action requires your starship to have sensors. You must attempt a Computers check, applying any modifiers from the starship's sensors. The DC is equal to 15 + the tier of the enemy starship + its bonus from defensive countermeasures (see page 298 of the Starfinder Core Rulebook). If you succeed, choose one system (core, engines, life support, sensors, or weapons). The next attack made by your starship that hits the enemy ship scores a critical hit on a natural roll of 19 or 20. If that attack deals critical damage, it affects the chosen system. For any further critical damage resulting from the attack, determine which system is affected randomly as normal. Your starship's sensors can target only one system on a specific enemy starship at a time, though this action can be used to concurrently target systems on multiple starships.

# HANDOUT #7: STARSHIP STUNTS

**STUNTS** A: Starting Position B: End Position C: Enemy Starship

<p><b>BACK OFF</b></p> <p>Half speed</p>	<p><b>BARREL ROLL</b></p> <p>Half speed</p>	<p><b>EVADE</b></p> <p>Normal move +2 AC +2 TL</p>
<p><b>FLIP AND BURN</b></p> <p>Half speed and 180° turn at the end</p>	<p><b>FLYBY</b></p> <p>Normal move through enemy's hex</p>	<p><b>SLIDE</b></p> <p>Up to speed</p>

**FIRING ARCS**  
Shaded hexes are in both arcs (attacker's choice)

**FORWARD ARC**

**PORT ARC**

**STARBOARD ARC**

**AFT ARC**



## HANDOUT #8: STARSHIP COMBAT OVERVIEW

Each round of starship combat is divided up into the three following phases, resolved in order. Each character onboard a starship typically acts in only one of these phases, depending on her role on the starship. The captain can act in any phase. Full rules for starship combat begin on page 317 of the Starfinder Core Rulebook.

1. **Engineering:** The engineers can repair the starship's systems or give one or more systems a boost. These actions occur simultaneously, so they can be resolved in any order.
2. **Helm:** Each starship's pilot attempts a Piloting check. The pilot with the lowest result acts first to move his starship and perform stunts, followed by the next lowest, and so on, until all starships have moved. Also during this phase, each of the science officers act at the same point in the phase as her starship's pilot, but they can decide between them who acts first.
3. **Gunnery:** The gunners can fire their starships' weapons. Although starships fire in the same order decided upon in the helm phase, the effects of damage are not taken into account until the end of the phase, meaning that all starships can fire, even if they take enough damage to be disabled or destroyed during this phase.

### STARFINDER SOCIETY PEGASUS

TIER 4

*Medium Explorer*

**Speed** 10; **Maneuverability** good (turn 1); **Drift** 1

**AC** 13; **TL** 14

**HP** 65; **DT** —; **CT** 13

**Shields** light 60; forward 15, port 15, starboard 15, aft 15

**Attack (Forward)** light particle beam (3d6)

**Attack (Port)** laser net (2d6)

**Attack (Starboard)** light laser cannon (2d4)

**Attack (Turret)** light particle beam (3d6)

**Power Core** Pulse Red (175 PCU); **Drift Engine** Signal Basic; **Systems** advanced medium-range sensors, crew quarters (good), mk 2 duonode computer, mk 3 armor, mk 4 defenses; **Expansion Bays** cargo hold, escape pods, science lab, tech workshop

**Modifiers** +4 Computers, +1 Piloting; **Complement** 4–7



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## ADDITIONAL RESOURCES

The following additional resources would be help additions to your players:

- SFS Armor Classes
- SFS Starship Combat Rounds and Phases
- SFS Basics of HP, SP and RP
- SFS Factions Overview
- SFS Starship Pegasus
- SFS Starship Combat by Role