

STAR LOG.DELUXE

STARFARER GRAFTS



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STARFARER GRAFTS

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Everyman Gaming began as the blog of Alexander Augunas in January 2014, where he wrote about Pathfinder Roleplaying Game tips, tricks, and techniques for both players and GMs. In May of 2014, Alex began talks with the Know Direction Network about bringing his blog to their site under the name *Guidance*. At the same time, Alex transformed Everyman Gaming into the company it is today so he could begin self-publishing his works. In 2016, he teamed up with Rogue Genius Games to release *Ultimate Occult* and has remained with them since.

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Access granted. Welcome to *STAR LOGS.EM*, brought to you by Everyman Gaming LLC! Here at Everyman Gaming LLC, we strive to bring you exactly what you need for your starfaring adventures. From new class options and archetypes to the latest information on alien life forms found throughout the galaxy, Everyman Gaming is here to make sure that your space ship is stocked and your datajacks filled with everything you need to have safe, fun, and profitable adventures throughout the known galaxy. (Warning: Everyman Gaming LLC takes no responsibility for any death, permanent affliction, potential brain scrambling, or similar impairments you may suffer during your adventures.)

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~ Alexander Augunas
Publisher & Crunchmaster of Everyman Gaming LLC

ACCESSING ARCHIVES QUERY: STARFARER GRAFTS OVERRIDING 4TH WALL PROTOCOLS

Hello, and thank you for purchasing *STAR LOG. DELUXE: STARFARER GRAFTS*! When we (Everyman Gaming and Rogue Genius Games) first created the *STARFARER'S COMPANION*, the fantastic *STARFINDER ALIEN ARCHIVE* didn't exist, so we weren't 100% sure exactly how you'd create monsters in Starfinder. When the book was release, we went right to work figuring out its new system of arrays and grafts so we could provide you with everything you'd need to use our content on both sides of the screen. But in between the time it took us to learn this new system, we ended up adding a bunch more content to Starfinder that really warranted additional grafts—Rogue Genius Games wrote two fantastic new classes, while we at Everyman Gaming produced several new races and a third class. At the end of the day, this product got a lot bigger than we ever anticipated simply out of necessity, but we're pleased with the result. Going forward we're going to include graft rules directly with any new races or classes we design since we find that to be a more elegant and practical solution, but there's no reason to punish good races and classes simply because they were first. We hope that you feel the same, and use this product to its fullest as a result!

Alexander Augunas, Matt Morris, and Owen K.C. Stephens



STARFARER GRAFTS

The following class grafts allow GMs to use the classes and races from the *STARFARER'S COMPANION*, *STARFARER'S CODEX: THE AEONCARNATE*, *STARFARER'S CODEX: WITCH LEGACY CLASS*, *STAR LOG. EM-015: SKINWALKERS*, *STAR LOG. EM-017: GNOLLS*, *STAR LOG. EM-018: MSVOKAS*, and *STAR LOG. EM-020: GANZI* with the creature creation rules in *STARFINDER ALIEN ARCHIVE*. Several of these grafts also reference spells and abilities from the same source as the creature of class the graft is designed to work with.

CREATURE SUBTYPE GRAFTS

The grafts presented below are added to NPCs of the indicated race during Step 3 of the monster creation process. See *STARFINDER ALIEN ARCHIVE* for more information.

Catfolk

This subtype is applied to catfolk and creatures related to catfolk.

Traits: Low-light vision; if the creature is of the catfolk race, it also gains the cat's luck and sprinter racial traits, and Perception, Stealth, and Survival as master skills.

Deoxyomorphic

This subtype is applied to deoxyians and creatures that have been heavily altered via genetic engineering.

Traits: Deoxyomorphic being; if the creature is of the deoxyian race, it also gains the holistic perfection and pragmatic paragon racial traits.

Dhampir

This subtype is applied to dhampirs and creatures related to dhampirs.

Traits: Acute vision, resist level drain, and undead resistance; if the creature is of the dhampir race, it also gains Bluff and Perception as master skills.

Gnoll

This subtype is applied to gnolls and creatures related to gnolls.

Traits: Low-light vision; if the creature is of the gnoll race, it also gains the heckle, natural weapons, and resiliency racial traits.

Grippli

This subtype is applied to grippli and creatures related to grippli.

Traits: Darkvision 60 ft.; if the creature is of the grippli race, it also gains the camouflage, powerful leap, and toxic skill racial traits.

Kitsune

This subtype is applied to kitsune and creatures related to kitsune.

Traits: Low-light vision; if the creature is of the kitsune race, it also gains the change shape, kitsune magic, and natural weapons racial traits and gains Acrobatics and Athletics as master skills.

Kobold

This subtype is applied to kobolds and creatures related to kobolds.

Traits: Tunnel vision; if the creature is of the kobold race, it also gains the ambusher, natural weapons, and scrappy racial traits and gains Engineering, Perception, Profession, and Stealth as master skills.

Msvoka

This subtype is applied to msvokas and creatures related to msvokas.

Traits: Darkvision; if the creature of the msvoka race, it also gains the radiation, radiation immunity, and rebirth racial traits.

Nagaji

This subtype is applied to nagaji and creatures related to nagaji.

Traits: Low-light vision; if the creature is of the nagaji race, it also gains the armored scales, resistant, and spit venom racial traits and gains Perception as a master skill.

Native

This subtype is applied to outsiders from the Material Plane.

Traits: Most creatures of this subtype gain darkvision 60 ft.; if the creature is of the aasimar race, it also gains the celestial resistance racial trait, Diplomacy and Intimidate as master skills, Perception as a good skill, and the following spell-like abilities: 1/day—*daylight*. If the creature is of the ifrit race, it also gains the firestarter, fire resistance, and wildfire heart racial traits. If the creature is of the ganzi race, it also gains the immutable and quibble racial traits and Sense Motive and Survival as master skills. If the creature is of the oread race, it also gains the granite skin, natural weapons, and stone resistance racial traits. If the creature is of the suli race, it also gains the elemental assault and elemental resistance racial traits, and gains low-light vision instead of darkvision 60 ft.. If the creature is of the sylph race, it also gains the glide and zephyr resistance racial traits and gains Acrobatics, Piloting, and Stealth as master skills. If the creature is of the tiefling race, it also gains the fiendish resistance and fiendish extremities racial traits, and gains Bluff, Sleight of Hand, and Stealth as master skills. If the creature is of the undine race, it also gains a 30-foot swim speed and the aquatic anatomy, hydraulic control, and water resistance racial traits.

Samsaran

This subtype is applied to samsarans and creatures related to samsarans.

Traits: Low-light vision; if the creature is of the samsaran race, it also gains the lifebound and psychic magic racial traits and gains any two skills as master skills.

Skinwalker

This subtype is applied to skinwalkers and creatures related to skinwalkers.

Traits: Low-light vision; if the creature is of the skinwalker race, it also gains the bestial lineage, change shape, feral hide, and natural weapons racial traits, as well as one with the wilds as a master skill.

Tengu

This subtype is applied to tengus and creatures related to tengus.

Traits: Low-light vision; if the creature is of the tengu race, it also gains the natural weapons and weapon familiarity racial traits, and gains Culture, Perception, and Stealth as master skills.

Vanara

This subtype is applied to vanaras and creatures related to vanaras.

Traits: Low-light vision; if the creature is of the vanara race, it also gains the change size and the dimorphic racial trait. (Instead of the benefits granted to PCs, the creature gains Acrobatics, Sleight of Hand, and Stealth as master skills if they choose the longtail racial trait, or Acrobatics, Intimidate, and Perception as master skills if they choose the whitecape racial trait. Except as noted here, the benefits from the dimorphic racial trait are unchanged.)

Vishkanya

This subtype is applied to vishkanyas and creatures related to vishkanyas.

Traits: Low-light vision; if the creature is of the vishkanya race, it also gains the human appearance, poison resistance and toxic ichor racial traits, and gains Acrobatics, Disguise, and Stealth as master skills.

Wayang

This subtype is applied to wayangs and creatures related to wayangs.

Traits: Darkvision 60 ft.; if the creature is of the wayang race, it also gains the dissolution, light and dark, and shadow resistance racial traits and gains Perception and Stealth as master skills.

CLASS GRAFT

The grafts presented below are added to NPCs of the indicated class during Step 4 of the monster creation process. This section includes grafts for classes introduced in *STARFINDER'S CODEX: THE AEONCARNATE*, *STARFINDER'S CODEX: WITCH LEGACY CLASS*, the *STARFINDER'S COMPANION*, and *STAR LOG: DELUXE: ZOOMER*. See *STARFINDER ALIEN ARCHIVE* for more information regarding class grafts and how they are used to construct NPCs.

Aeoncarnate

Aeoncarnates are masters over conflicting forces across the cosmos. Whether between stars and black holes, water and fire, or technology and nature, aeoncarnates draw power from the truth inherent in opposition.

Required Array: Expert.

Adjustments: +2 to Fortitude saves.

NPCS AND LEVEL-DEPENDENT FEATS

When you're using the creature creation rules found in *STARFINDER ALIEN ARCHIVE* to design an NPC that has racial traits (such as a kitsune or a wayang), you can choose feats for that NPC as if they had a character level equal to their CR. For example, a groll NPC of CR 3 or higher can gain the Heckling Chatter feat as one of their special abilities even though that feat lists a character level of 3rd as a prerequisite.

Skills: Master Acrobatics, Athletics, and Piloting.

Ability Score Modifiers: Charisma, Constitution, and Dexterity.

Gear: Light armor (item level = CR), longarm (item level = CR), and basic melee weapon (item level = CR - 1).

Abilities by CR

CR 1: Dynamic potential, unflappable, and one 1st-level kinetic conversion.

CR 2: Destructive force (1d6), dynamic potential, unflappable, and two 1st-level kinetic conversions.

CR 5: Destructive force (1d6), dynamic potential, internal battery, kinetic conversion, unerring vector +1, unflappable, and two 1st-level kinetic conversions.

CR 8: Destructive force (2d6), dynamic potential, internal battery, unerring vector +1, unflappable, one 1st-level kinetic conversion, and one 8th-level kinetic conversion.

CR 9: Destructive force (2d6), dynamic potential, internal battery, unerring vector +2, unflappable, one 1st-level kinetic conversion, and one 8th-level kinetic conversion.

CR 13: Destructive force (2d6), dynamic potential, internal battery, unerring vector +3, unflappable, one 1st-level kinetic conversion, and one 8th-level kinetic conversion.

CR 14: Destructive force (4d6), dynamic potential, internal battery, unerring vector +3, unflappable, one 1st-level kinetic conversion, and one 8th-level kinetic conversion.

CR 16: Destructive force (4d6), dynamic potential, internal battery, unerring vector +3, unflappable, one 1st-level kinetic conversion, and one 16th-level kinetic conversion.

CR 17: Destructive force (4d6), dynamic potential, internal battery, unerring vector +4, unflappable, one 1st-level kinetic conversion, and one 16th-level kinetic conversion.

CR 20: Destructive force (4d6), dynamic potential, inertial mastery, internal battery, unerring vector +4, unflappable, one 1st-level kinetic conversion, and one 16th-level kinetic conversion.

Bard

Professionally talented at performing arts, bards can manifest magic through song, dance, and other creative avenues.

Special Rules: Choose one muse and one repertoire of bardic knowledge. Any bard class features that aren't relevant to the

creature (or that can be simply incorporated into the creature's statistics) don't need to appear in the creature's stat block.

Spells come from the bard spell list.

Required Array: Spellcaster.

Adjustments: +2 bonus to Reflex saves.

Skills: Master skill from bard's muse and repertoire (see bardic knowledge).

Ability Score Modifiers: Muse's key ability score (Charisma, Intelligence, or Wisdom), Dexterity, Constitution.

Gear: Light armor (item level = CR), small arm (item level = CR), and basic melee weapon (item level = CR - 1).

Abilities by CR

CR 1: Bardic performance (fascinate, distraction, inspire competence, inspire courage).

CR 2: Bardic flourish, bardic performance (fascinate, distraction, inspire competence, inspire courage), and one 2nd-level bardic flourish.

CR 3: Bardic performance (fascinate, distraction, inspire competence, inspire courage), versatile performance, and one 2nd-level bardic flourish.

CR 4: Bardic performance (fascinate, distraction, inspire competence, inspire courage), versatile performance, and two 2nd-level bardic flourishes.

CR 5: Bardic performance (fascinate, distraction, inspire competence, inspire courage), double accompaniment, repertoire master 1/day, versatile performance, and two 2nd-level bardic flourishes.

CR 6: Bardic performance (fascinate, distraction, inspire competence, inspire courage), double accompaniment, repertoire master 1/day, versatile performance, one 2nd-level bardic flourish, and one 6th-level bardic flourish.

CR 7: Bardic performance (fascinate, distraction, inspire competence, inspire courage), double accompaniment, hasty performance (move), repertoire master 1/day, versatile performance, one 2nd-level bardic flourish, one 6th-level bardic flourish, and one versatility talent.

CR 9: Bardic performance (fascinate, distraction, inspire competence, inspire courage, inspire greatness), double accompaniment, hasty performance (move), repertoire master 1/day, versatile performance, one 2nd-level bardic flourish, one 6th-level bardic flourish, and one versatility talent.

CR 11: Bardic performance (fascinate, distraction, inspire competence, inspire courage, inspire greatness), double accompaniment, hasty performance (move), repertoire master 2/day, versatile performance, one 2nd-level bardic flourish, one 6th-level bardic flourish, and two versatility talents.

CR 13: Bardic performance (fascinate, distraction, inspire competence, inspire courage, inspire greatness), double accompaniment, hasty performance (swift), repertoire master 2/day, versatile performance, one 2nd-level bardic flourish, one 6th-level bardic flourish, and two versatility talents.

CR 14: Bardic performance (fascinate, distraction, inspire competence, inspire courage, inspire greatness), double accompaniment, hasty performance (swift), repertoire master 2/day, versatile performance, one 2nd-level bardic flourish, one 14th-level bardic flourish, and two versatility talents.

CR 15: Bardic performance (fascinate, distraction, inspire competence, inspire courage, inspire greatness, inspire heroics), double accompaniment, hasty performance (swift), repertoire master 2/day, versatile performance, one 2nd-level bardic flourish, one 14th-level bardic flourish, and two versatility talents.

CR 17: Bardic performance (fascinate, distraction, inspire competence, inspire courage, inspire greatness, inspire heroics), double accompaniment, hasty performance (swift), repertoire master 3/day, triple accompaniment, versatile performance, one 2nd-level bardic flourish, one 14th-level bardic flourish, and two versatility talents.

CR 20: Bardic performance (fascinate, distraction, inspire competence, inspire courage, inspire greatness, inspire heroics, inspire legends), double accompaniment, hasty performance (swift), repertoire master 3/day, triple accompaniment, versatile performance, one 2nd-level bardic flourish, one 14th-level bardic flourish, and two versatility talents.

Cleric

Bound to the gods, clerics devote their worship to a particular divine force and are rewarded in turn with divine power.

Special Rules: Choose one cleric domain. The cleric creature's domain powers and the effects of their channel divinity come from that domain. Any domain powers that aren't relevant to the creature (or that can simply be incorporated into the creature's statistics) don't need to appear in its stat block.

Spells come from the cleric spell list. Start with domain spells of the corresponding levels and then fill in the remaining slots. Use Table: Spells for Cleric and Wizard NPCs instead of Table 7: Spells for NPCs from *STARFINDER ALIEN ARCHIVE* when determining the cleric creature's spells.

A cleric creature must worship a god that includes the cleric's domain on their list of cleric domains.

Required Array: Spellcaster.

Adjustments: +2 to Fortitude saving throws.

Skills: Master Mysticism.

Ability Score Modifiers: Wisdom, Constitution, and Charisma.

Gear: Light armor (item level = CR), small arm (item level = CR), and deity's holy weapon (item level = CR)

Abilities by CR

CR 1: Channel divinity 1d8, 1st-level domain power.

CR 2: Channel divinity 3d8, 1st-level domain power, and one 2nd-level devotion.

CR 3: Channel divinity 3d8, 1st-level domain power, and one 2nd-level devotion.

CR 4: Channel divinity 3d8, 1st-level domain power, and two 2nd-level devotions.

CR 5: Channel divinity 3d8, 1st- and 5th-level domain powers, and two 2nd-level devotion.

CR 6: Channel divinity 5d8, 1st- and 5th-level domain powers, and two 2nd-level devotion.

CR 8: Channel divinity 5d8, 1st- and 5th-level domain powers, one 2nd-level devotion, and one 8th-level devotion.

CR 9: Channel divinity 7d8, 1st-, 5th-, and 9th-level domain powers, one 2nd-level devotion, and one 8th-level devotion.

CR 12: Channel divinity 9d8, 1st-, 5th-, and 9th-level domain powers, one 2nd-level devotion, and one 8th-level devotion.

CR 13: Channel divinity 9d8, 1st-, 5th-, 9th-, and 13th-level domain powers, one 2nd-level devotion, and one 8th-level devotion.

CR 14: Channel divinity 9d8, 1st-, 5th-, 9th-, and 13th-level domain powers, one 2nd-level devotion, and one 14th-level devotion.

CR 15: Channel divinity 11d8, 1st- and 5th-, 9th-, 13th-, and 17th-level domain powers, one 2nd-level devotion, and one 14th-level devotion.

CR 17: Channel divinity 11d8, 1st-, 5th-, 9th-, 13th-, and 17th-level domain powers, one 2nd-level devotion, and one 14th-level devotion.

CR 18: Channel divinity 13d8, 1st-, 5th-, 9th-, 13th-, and 17th-level domain powers, one 2nd-level devotion, and one 14th-level devotion.

Magus

Master of martial and magical techniques alike, magi utilize ancient techniques that allow them to combine their spells and martial artists into a single devastating fighting style.

Special Rules: Arcane weapon improves the magus creature's attack bonus from that of the spellcaster array to the combatant array, based on the magus creature's level.

Spells come from the magus spell list.

Required Array: Spellcaster.

Adjustments: +2 to Fortitude saving throws.

Ability Score Modifiers: Strength or Dexterity, Intelligence, and Constitution.

Gear: Light armor (item level = CR)*, advanced melee weapon (item level = CR), small arm (item level = CR), and two grenades (item level = CR).

* A CR 13 or higher magus can substitute light armor for heavy armor (item level = CR).

Abilities by CR

CR 1: Arcane weapon, and spellstrike

CR 2: Arcane weapon, spell combat, and spellstrike

CR 3: Arcane weapon, spell combat, spellstrike, and one 3rd-level magus arcana.

CR 4: Arcane weapon, spell combat, spell recall, spellstrike, and one 3rd-level magus arcana.

CR 6: Arcane weapon, spell combat, spellstrike, and two 3rd-level magus arcana.

CR 7: Arcane weapon, knowledge pool, spell combat, spellstrike, and one 3rd-level magus arcana.

CR 8: Arcane weapon, improved spell combat, knowledge pool, spell combat, spellstrike, and one 3rd-level magus arcana.

CR 9: Arcane weapon, improved spell combat, knowledge pool, spell combat, spellstrike, one 3rd-level magus arcana, and one 3rd-level or higher magus arcana.

CR 11: Arcane weapon, improved spell combat, improved spell recall, knowledge pool, spell combat, spellstrike, one 3rd-level magus arcana, and one 3rd-level or higher magus arcana.

CR 14: Arcane weapon, greater spell combat, improved spell combat, improved spell recall, knowledge pool, spell combat, spellstrike, one 3rd-level magus arcana, and one 3rd-level or higher magus arcana.

CR 16: Arcane weapon, counterstrike, greater spell combat, improved spell combat, improved spell recall, knowledge pool, spell combat, spellstrike, one 3rd-level magus arcana, and one 3rd-level or higher magus arcana.

CR 20: Arcane weapon, counterstrike, greater spell combat, improved spell combat, improved spell recall, knowledge pool, spell combat, spellstrike, true magus, one 3rd-level magus arcana, and one 3rd-level or higher magus arcana.

Paladin

Righteous warriors bent on the protection of the innocent and the destruction of evil, paladins charge into battle headfirst, relying on their righteous powers to smite the wicked and stave off enemy attacks.

Special Rules: Choose one oath. The paladin creature's virtues come from that domain. Any oaths that aren't relevant to the creature (or that can simply be incorporated into the creature's statistics) don't need to appear in its stat block.

Paladin creatures of CR 4 or higher can cast spells as if they had the spellcaster array. A paladin creature uses their CR – 3 to determine how many spells they gain from this array, up to a maximum of CR 10. Paladin creatures gain half as many spells per day and spells known as indicated on Table 7: Spells for NPCs in *STARFINDER ALIEN ARCHIVE*.

A paladin creature's alignment must be Lawful Good.

Required Array: Combatant.

Adjustments: –2 to Reflex saving throws and +2 to Will saving throws.

Ability Score Modifiers: Strength or Dexterity, Constitution, and Charisma.

Gear: A paladin's gear selection depends on whether it's focused on melee or ranged combat.

Melee: Heavy armor (item level = CR), advanced melee weapon (item level = CR + 1), longarm (item level = CR), and two grenades (item level = CR).

Ranged: Heavy armor (item level = CR), advanced melee weapon (item level = CR), longarm (item level = CR + 1) or heavy weapon (item level = CR), and two grenades (item level = CR).

Abilities by CR

- CR 1:** Smite evil 1/day, 1st-level virtue.
- CR 2:** Lay on hands, smite evil 1/day, 1st-level virtue.
- CR 3:** Aura of courage, lay on hands, smite evil 1/day, 1st-level virtue, and one 3rd-level mercy.
- CR 4:** Aura of courage, channel energy, lay on hands, smite evil 2/day, 1st-level virtue, and one 3rd-level mercy.
- CR 5:** Aura of courage, channel energy, divine bond, lay on hands, smite evil 2/day, 1st- and 5th-level virtues, and one 3rd-level mercy.
- CR 6:** Aura of courage, channel energy, divine bond, lay on hands, smite evil 2/day, 1st- and 5th-level virtues, one 3rd-level mercy, and one 6th-level mercy.
- CR 7:** Aura of courage, channel energy, divine bond, lay on hands, smite evil 3/day, 1st- and 5th-level virtues, one 3rd-level mercy, and one 6th-level mercy.
- CR 8:** Aura of courage, aura of resolve, channel energy, divine bond, lay on hands, smite evil 3/day, 1st- and 5th-level virtues, one 3rd-level mercy, and one 6th-level mercy.
- CR 9:** Aura of courage, aura of resolve, channel energy, divine bond, lay on hands, smite evil 3/day, 1st-, 5th-, and 9th-level virtues, one 3rd-level mercy, and one 9th-level mercy.
- CR 10:** Aura of courage, aura of resolve, channel energy, divine bond, lay on hands, smite evil 4/day, 1st-, 5th-, and 9th-level virtues, one 3rd-level mercy, and one 9th-level mercy.
- CR 11:** Aura of courage, aura of justice, aura of resolve, channel energy, divine bond, lay on hands, smite evil 4/day, 1st-, 5th-, and 9th-level virtues, one 3rd-level mercy, and one 9th-level mercy.
- CR 12:** Aura of courage, aura of justice, aura of resolve, channel energy, divine bond, lay on hands, smite evil 4/day, 1st-, 5th-, and 9th-level virtues, one 3rd-level mercy, and one 12th-level mercy.
- CR 13:** Aura of courage, aura of justice, aura of resolve, channel energy, divine bond, lay on hands, smite evil 5/day, 1st-, 5th-, 9th, and 13th-level virtues, one 3rd-level mercy, and one 12th-level mercy.
- CR 14:** Aura of courage, aura of faith, aura of justice, aura of resolve, channel energy, divine bond, lay on hands, smite evil 5/day, 1st-, 5th-, 9th, and 13th-level virtues, one 3rd-level mercy, and one 12th-level mercy.
- CR 16:** Aura of courage, aura of faith, aura of justice, aura of resolve, channel energy, divine bond, lay on hands, smite evil 6/day, 1st-, 5th-, 9th, and 13th-level virtues, one 3rd-level mercy, and one 12th-level mercy.
- CR 17:** Aura of courage, aura of faith, aura of justice, aura of resolve, aura of righteousness, channel energy, divine bond, lay on hands, smite evil 6/day, 1st-, 5th-, 9th, 13th-, and 17th-level virtues, one 3rd-level mercy, and one 12th-level mercy.
- CR 19:** Aura of courage, aura of faith, aura of justice, aura of resolve, aura of righteousness, channel energy, divine bond, lay on hands, smite evil 7/day, 1st-, 5th-, 9th, 13th-, and 17th-level virtues, one 3rd-level mercy, and one 12th-level mercy.

CR 20: Aura of courage, aura of faith, aura of justice, aura of resolve, aura of righteousness, channel energy, divine bond, holy champion, lay on hands, smite evil 7/day, 1st-, 5th-, 9th, 13th-, and 17th-level virtues, one 3rd-level mercy, and one 12th-level mercy.

Ranger

Silent and shrewd, rangers are master hunters who stalk game across the galaxy. Each possessing a signature fighting style and hunting methodology, rangers use every tool at their disposal to lay their quarry low.

Special Rules: Choose one ranger style. The ranger creature's style expertises come from that style. Any expertises that aren't relevant to the creature (or that can simply be incorporated into the creature's statistics) don't need to appear in its stat block.

Ranger creatures with the mystic ranger style of CR 4 or higher can cast spells as if they had the spellcaster array. A ranger creature uses their CR – 3 to determine how many spells they gain from this array, up to a maximum of CR 10. Ranger creatures gain half as many spells per day and spells known as indicated on Table 7: Spells for NPCs in Starfinder: Alien Archive.

Required Array: Combatant.

Adjustments: None.

Skills: Survival and style's associated skill as master skills.

Ability Score Modifiers: Dexterity, Constitution, Wisdom.

Gear: A ranger's gear selection depends on whether it's focused on melee or ranged combat.

Melee: Light armor (item level = CR), advanced melee weapon (item level = CR + 1), longarm (item level = CR), and two grenades (item level = CR).

Ranged: Light armor (item level = CR), advanced melee weapon (item level = CR), longarm (item level = CR + 1) or sniper rifle (item level = CR), and two grenades (item level = CR).

Abilities by CR

- CR 1:** Studied target +1 (1 target) and 1st-level style expertise.
- CR 2:** Studied target +1 (1 target), 1st-level style expertise, and one 2nd-level ranger methodology.
- CR 3:** Practical lore, studied target +1 (1 target), 1st-level style expertise, and one 2nd-level ranger methodology.
- CR 4:** Practical lore, studied target +1 (1 target), 1st-level style expertise, and two 2nd-level ranger methodology.
- CR 5:** Practical lore, ranger's advance (half move), studied target +1 (2 targets), 1st-level style expertise, and two 2nd-level ranger methodology.
- CR 6:** Practical lore, ranger's advance (half move), studied target +2 (2 targets), 1st-level style expertise, and two 2nd-level ranger methodology.
- CR 7:** Practical lore, ranger's advance (half move), studied target +2 (2 targets), swift study, 1st-level style expertise, and two 2nd-level ranger methodology.

CR 8: Practical lore, ranger's advance (half move), studied target +2 (2 targets), swift study, swift tracker, 1st-level style expertise, one 2nd-level ranger methodology, and one 8th-level ranger methodology.

CR 9: Practical lore, ranger's advance (move), studied target +2 (2 targets), swift study, swift tracker, 1st- and 9th-level style expertise, one 2nd-level ranger methodology, and one 8th-level ranger methodology.

CR 10: Practical lore, ranger's advance (move), studied target +2 (3 targets), swift study, swift tracker, 1st- and 9th-level style expertise, one 2nd-level ranger methodology, and one 8th-level ranger methodology.

CR 11: Practical lore, ranger's advance (move), studied target +3 (3 targets), swift study, swift tracker, 1st- and 9th-level style expertise, one 2nd-level ranger methodology, and one 8th-level ranger methodology.

CR 13: Practical lore, ranger's advance (double move), studied target +3 (3 targets), swift study, swift tracker, 1st- and 9th-level style expertise, one 2nd-level ranger methodology, and one 8th-level ranger methodology.

CR 14: Practical lore, ranger's advance (double move), studied target +3 (3 targets), swift study, swift tracker, 1st-, 9th-, and 14th-level style expertise, one 2nd-level ranger methodology, and one 14th-level ranger methodology.

CR 15: Practical lore, ranger's advance (double move), studied target +3 (4 targets), swift study, swift tracker, 1st-, 9th-, and 14th-level style expertise, one 2nd-level ranger methodology, and one 14th-level ranger methodology.

CR 16: Practical lore, ranger's advance (double move), studied target +4 (4 targets), swift study, swift tracker, 1st-, 9th-, and 14th-level style expertise, one 2nd-level ranger methodology, and one 14th-level ranger methodology.

CR 17: Practical lore, ranger's advance (triple move), studied target +4 (4 targets), swift study, swift tracker, 1st-, 9th-, and 14th-level style expertise, one 2nd-level ranger methodology, and one 14th-level ranger methodology.

CR 19: Practical lore, ranger's advance (triple move), studied target +4 (4 targets), swift study, swift tracker, 1st-, 9th-, 14th-, and 19th-level style expertise, one 2nd-level ranger methodology, and one 14th-level ranger methodology.

CR 20: Practical lore, ranger's advance (triple move), studied target +4 (5 targets), style mastery, swift study, swift tracker, 1st-, 9th-, 14th-, and 19th-level style expertise, one 2nd-level ranger methodology, and one 14th-level ranger methodology.

Witch

Gifted with terrible powers, witch utilize magic wrought from esoteric powers that lay at the fringes of mortal understanding. Guided by a magical familiar, you learn to twist the lives and destinies of friends and enemies alike using powerful hexes with supernatural backing.

Special Rules: Choose one patron. The witch creature's patron hex comes from that patron. Any patron hexes

SPELLS FOR CLERIC AND WIZARD NPCS

NPCs who cast spells like clerics and wizards use the following progression instead of the progression found in *STARFINDER ALIEN ARCHIVE*.

CR	Spellcaster
1/3–3	1st (3/day)—two 1st-level spells; 0 (at will)—two 0-level spells
4–5	2nd (3/day)—two 2nd-level spells; 1st (6/day)—three 1st-level spells; 0 (at will)—two 0-level spells
6–7	3rd (3/day)—two 3rd-level spells; 2nd (6/day)—three 2nd-level spells; 1st (at will)—two 1st-level spells
8–9	4th (3/day)—two 4th-level spells; 3rd (6/day)—three 3rd-level spells; 2nd (at will)—two 2nd-level spells
10–11	5th (3/day)—two 5th-level spells; 4th (6/day)—three 4th-level spells; 3rd (at will)—two 3rd-level spells
12–13	6th (3/day)—two 6th-level spells; 5th (6/day)—three 5th-level spells; 4th (at will)—two 4th-level spells
14–15	7th (3/day)—two 7th-level spells; 6th (6/day)—three 6th-level spells; 5th (at will)—two 5th-level spells
16–17	8th (3/day)—two 8th-level spells; 7th (6/day)—three 7th-level spells; 6th (at will)—two 6th-level spells
18+	9th (3/day)—two 9th-level spells; 8th (6/day)—three 8th-level spells; 7th (at will)—two 7th-level spells

that aren't relevant to the creature (or that can simply be incorporated into the creature's statistics) don't need to appear in its stat block.

Spells come from the witch spell list.

All witch creatures get the familiar class feature, which is built as a separate magical beast of the wizard's CR –2 or use an existing magical beast with the wizard's CR –2. The familiar does not get a full suite of actions on its own; each round the wizard creature and the familiar can each take a move action, a swift action, and a reaction, but only one of them can take a standard action or combine their move or standard actions into a full action. The familiar doesn't have its own CR; it doesn't contribute to the CR of the encounter, and PCs receive no XP for defeating a familiar.

Required Array: Spellcaster.

Adjustments: None.

Skills: Mysticism as a master skill.

Ability Score Modifiers: Intelligence, Dexterity, Constitution.

Gear: Light armor (item level = CR), basic melee weapon (item level = CR -1), small arms (item level = CR) or sniper rifle (item level = CR).

Abilities by CR

- CR 1:** Familiar (empathic link), patron hex.
CR 2: Familiar (empathic link), patron hex, and one hex.
CR 2: Familiar (empathic link), patron hex, and two hexes.
CR 5: Familiar (deliver touch spells, empathic link), patron hex, two 2nd-level hexes, and one hex amplification.
CR 9: Familiar (deliver touch spells, empathic link), patron hex, two hexes, and two hex amplifications.
CR 10: Familiar (communication, deliver touch spells, empathic link), patron hex, one hex, one major hex, and two hex amplifications.
CR 15: Familiar (communication, deliver touch spells, empathic link, share senses), patron hex, one hex, one major hex, and two hex amplifications.
CR 18: Familiar (communication, deliver touch spells, empathic link, share senses), patron hex, one hex, one grand hex, and two hex amplifications.

Wizard

Masters of ancient magical arts that the world has long-since forgotten, wizards are unrivaled experts of spells and magic. Using their incredible repertoire of spells, wizards possess magic that their more modern contemporaries dare not to dream of.

Special Rules: Choose one tradition. The wizard creature's tradition powers come from that tradition. Any tradition powers that aren't relevant to the creature (or that can simply be incorporated into the creature's statistics) don't need to appear in its stat block.

Spells come from the cleric spell list. Use Table: Spells for Cleric and Wizard NPCs instead of Table 7: Spells for NPCs from *STARFINDER ALIEN ARCHIVE* when determining the cleric creature's spells.

All wizard creatures get the arcane bond class feature, which requires a choice between a bonded item and a familiar. For a wizard creature with a bonded item, they gain a free magic, hybrid, or technological item to serve this purpose (item level = CR +1).

For a wizard creature with a familiar, build the familiar as a separate magical beast of the wizard's CR -2 or use an existing magical beast with the wizard's CR -2. The familiar does not get a full suite of actions on its own; each round the wizard creature and the familiar can each take a move action, a swift action, and a reaction, but only one of them can take a standard action or combine their move or standard actions into a full action. The familiar doesn't have its own CR; it doesn't contribute to the CR of the encounter, and PCs receive no XP for defeating a familiar.

Required Array: Spellcaster.

Adjustments: None.

Skills: Mysticism as a master skill.

Ability Score Modifiers: Intelligence, Dexterity, Constitution.

Gear: Light armor (item level = CR -1), small arm (item level = CR -1), and basic melee weapon (item level = CR -1).

Abilities by CR

- CR 1:** Arcane bond and 1st-level tradition power.
CR 2: Arcane bond, focused power (1d4), and 1st-level tradition power.
CR 3: Arcane bond, focused power (1d4), spell focus, spell specialization, and 1st-level tradition power.
CR 4: Arcane bond, focused power (2d4), spell focus, spell specialization, and 1st-level tradition power.
CR 5: Arcane bond, focused power (2d4), spell focus, spell specialization, and 1st-level tradition power.
CR 6: Arcane bond, focused power (3d4), spell focus, spell specialization, and 1st-level tradition powers.
CR 7: Arcane bond, focused power (3d4), spell focus, spell specialization, 1st- and 7th-level tradition powers.
CR 8: Arcane bond, focused power (4d4), spell focus, spell specialization, 1st- and 7th-level tradition powers.
CR 9: Arcane bond, focused power (4d4), spell focus, spell specialization, 1st- and 7th-level tradition powers, and one arcane secret.
CR 10: Arcane bond, focused power (5d4), spell focus, spell specialization, 1st- and 7th-level tradition powers, and one arcane secret.
CR 11: Arcane bond, focused power (5d4), spell focus, spell specialization, 1st- 7th-, and 11th-level tradition powers, and one arcane secret.
CR 12: Arcane bond, focused power (6d4), spell focus, spell specialization, 1st- 7th-, and 11th-level tradition powers, and one arcane secret.
CR 13: Arcane bond, focused power (6d4), spell focus, spell specialization, 1st- 7th-, and 11th-level tradition powers, and two arcane secrets.
CR 14: Arcane bond, focused power (7d4), spell focus, spell specialization, 1st- 7th-, and 11th-level tradition powers, and two arcane secrets.
CR 16: Arcane bond, focused power (8d4), spell focus, spell specialization, 1st- 7th-, and 11th-level tradition powers, and two arcane secrets.
CR 17: Arcane bond, focused power (8d4), spell focus, spell specialization, 1st- 7th-, 11th-, and 17th-level tradition powers, and two arcane secrets.
CR 18: Arcane bond, focused power (9d4), spell focus, spell specialization, 1st- 7th-, 11th-, and 17th-level tradition powers, and two arcane secrets.
CR 20: Arcane bond, bond mastery, focused power (9d4), spell focus, spell specialization, 1st- 7th-, 11th-, and 17th-level tradition powers, and two arcane secrets.

Zoomer

In possession of superhuman speed either by technology or supernatural power, zoomers are masters of movement and momentum. Whether they're racing along roads on foot, driving vehicles, or soaring among the stars, zoomers strive to win every race and topple every challenge.

Required Array: Combatant.

Adjustments: Bonus to initiative equal to the creature's CR divided by 4, +1; +3 to Reflex saving throws.

Skills: Acrobatics and Piloting as master skills.

Ability Score Modifiers: Constitution, and Dexterity.

Gear: Light armor (item level = CR) and small arm (item level = CR).

Abilities by CR

CR 1: Zoom dash +10 ft..

CR 2: Evasion, zoom dash +10 ft., and one 2nd-level zoomer stunt.

CR 3: Evasion, zoom dash +20 ft., and one 2nd-level zoomer stunt.

CR 4: Evasion, zoom dash +20 ft., and two 2nd-level zoomer stunts.

CR 5: Evasion, racing attack, zoom dash +20 ft., zoomer's advance (half move), and two 2nd-level zoomer stunts.

CR 7: Evasion, racing attack, uncanny agility, zoom dash +20 ft., zoomer's advance (half move), and two 2nd-level zoomer stunts.

CR 8: Evasion, racing attack, uncanny agility, zoom dash +20 ft., zoomer's advance (half move), one 2nd-level zoomer stunt, and one 8th-level zoomer stunt.

CR 9: Evasion, racing attack, zoom dash +30 ft., zoomer's advance (move), one 2nd-level zoomer stunt, and one 6th-level zoomer stunt.

CR 13: Evasion, racing attack, zoom dash +30 ft., zoomer's advance (double move), one 2nd-level zoomer stunt, and one 6th-level zoomer stunt.

CR 15: Evasion, racing attack, zoom dash +40 ft., zoomer's advance (double move), one 2nd-level zoomer stunt, and one 14th-level zoomer stunt.

CR 17: Evasion, racing attack, zoom dash +40 ft., zoomer's advance (triple move), one 2nd-level zoomer stunt, and one 14th-level zoomer stunt.

CR 20: Evasion, incredible advance, racing attack, zoom dash +40 ft., zoomer's advance (triple move), one 2nd-level zoomer stunt, and one 14th-level zoomer stunt.

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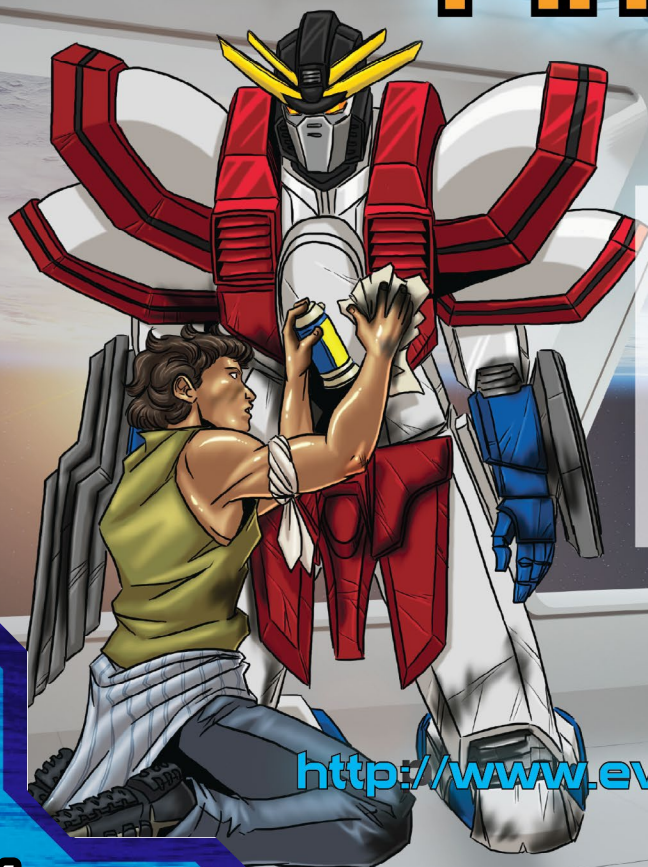
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