

STARFINDER

Jumpdoc

Version 0.2

by: GeneticArt

Thousands of years after the events of the Pathfinder campaigns, the various races of Golarion and its neighboring planets have taken to the stars. Superluminal space-flight has been made possible via Drift technology, which was gifted to the galaxy by the machine god Triune. Technology has advanced into the realm of scifi, and in many ways, has been merge with magic.

About 300 years ago was the end of what is called the Gap, a period of hundreds, potentially thousands of years, in which history was magically misplaced. Memories & documents went blank across the local multiverse, and civilizations were left to pick up the pieces. Somewhere along the way, Golarion disappeared, leaving only Absalom Station in its place, powered by the legendary Starstone.

You get 1000 CP.

Age: Any within a reasonable range for your race and class.

Gender: Same as previous jump. If you want to change your gender for this jump, get a Serum of Sex Shift when you start

Starting Location: You may roll a d20 to determine your starting location, if you wish. You don't have to pay CP for any location within the Pact Worlds System.

Anywhere within the Material Plane, outside the Pact World System, costs 50 CP, except that Vesk or Skittermanders may also choose anywhere within the Veskarium for free.

Anywhere within the Inner Sphere of the Great Beyond, outside the Material Plane, costs 100 CP.

Anywhere in the Astral Plane or the Outer Sphere costs 150 CP.

Pact Worlds System (free):

1. The Burning Archipelago, The Sun: Located within the sun's flaming sea is a collection of floating bubble cities whose origin is lost to time.

2. Striving, Aballon: This city, on the first planet from the sun, is home to the Machine Court, and is a key holy site of the church of Triune.

3. Castorvel: This jungle planet is the ancestral home of the Elves and Lashunta. There are numerous city-states to choose from.

4. Absalom Station: Floating in the orbit formerly occupied by Golarion, this 5-mile diameter space station is the primary home of humanity, and the undisputed center of both interstellar trade and governance among the Pact Worlds.

5. The Hivemarket, Akiton: The vast bazaar-city at the foot of Ka, Pillar of the Sky, where everything can be found for the right price and the ghostly khulan keep the peace.

6. The Ring of Nations, Verces: All along the temperate zone of this tidally locked planet is a vast metropolis. To the sunward side is the scorched desert Fullbright. On the far side is the frozen wastes of Darkside.

7. The Idari: This Kasatha colony ship, originally sent to Akiton from their homeworld, now orbits between the planet Verces and the asteroid belt known as the Diaspora.

8. Eox: Make sure you have your spacesuit on to survive the hostile atmosphere of this undead rock. I would leave as soon as possible, unless you are seeking the expertise of the ruling technomantic bone sages.

9. Allied Territories, Triaxus: A planet fraught with war between the dragonkin riding Ryphorians and the Dragons of the Drakelands. This planet's orbit shifts over centuries, passing closer to the sun than Castrovel and going out past the gas giants.

10. Arkanen, Liavara: Arkanen is the most populated moon of the gas giant Liavara. It acts as arcane dynamo as it passes in and out of the giant's atmosphere over the course of its orbit.

11. Marata, Bretheda: One of the many moons of the gas giant Bretheda, the arid forests here are home to a race of furry humanoids who have gone stone-age to space-age in a few generations.

12. Nightarch, Apostae: This rocky artificial planetoid is currently ruled by several drow houses. Knowledge of who built Apostae and placed it in orbit here has been lost.

13. The Citadel of the Black, Aucturn: As with Eox, be ready with your spacesuit. This place is toxic to the health of both body and mind. The Citadel is home to the largest temple to Nyarlathotep in the system. I would leave here fast.

Near Space (50 CP):

14. The Veskarium: This 8 planet system (Vesk Prime, and Vesk-2 through Vesk-8) is ruled by the reptilian Vesk.

15. Daimalko: This withered planet is home to a people on the brink of destruction, as they hide from the Kaiju that now roam the surface.

16. Orry: This planet was shattered millenia ago. By some mystical forces, some large land masses along with some atmosphere continue to float where the planet once was. The magic and technology that created this anomaly are long gone, leaving a primitive society.

The Vast (50 CP):

17. Ironstar: The largest dwarven star citadel. It travels through the Vast on a centuries-long Second Quest for the Sky.

18. Tabori Cluster: This is a quinary star system nestled within a nebula that causes significant electrical interference to communication, navigation, and travel. It is also rich in rare & valuable mineral deposits.

19. New Thespera, Azlanti Star Empire: Somehow, you have ended up on the throne world of the Azlanti Star Empire. This empire is ruled by humans who left Golarion thousands of years ago. They probably won't like you, even if you are human too.

20. Great Shadar: Here is a nest of space pirates within a nebula-shrouded star system on the edge of the Azlanti Star Empire. The local religion honors the onward march of entropy in the universe.

Theme: All themes except Themeless receive an associated background and memories.

Ace Pilot (50 CP): Thanks to steady hands and nerves of steel, you are skilled at operating starships and other vehicles.

Bounty Hunter (50 CP): Almost nothing will stop you from tracking down your quarry and returning them dead or alive.

Icon (50 CP): You are a popular and respected celebrity within the bounds of colonized space.

Mercenary (50 CP): You are a well-trained soldier of fortune who works well with your companions in battle.

Outlaw (50 CP): Whether you are guilty or not, you are a wanted criminal in a city, on a planet, or even throughout the galaxy.

Priest (50 CP): Your unshakable devotion to a philosophy or religion forms the core of your personality.

Scholar (50 CP): As an academic, you have a broad knowledge base and a thirst to expand it.

Spacefarer (50 CP): You live your life among the stars, seeking new worlds to explore and yearning for the next adventure.

Xenoseeker (50 CP): As you travel outside of Pact Worlds space, you strive to make contact with alien life-forms

Themeless (free): You don't fit neatly into any of the above categories, or you see yourself as a blank slate .

Race: Cost is dependent upon the chosen race's challenge rating. Races with a CR of 1 or less are free. Races with a CR greater than 1 cost CR x 100 CP. Races can be pulled from the Core-Rulebook, the Alien archive, or the Pathfinder rulebooks.

Class: The 1st level of your chosen starting class is free. To start the jump at a higher level costs 100 CP per level beyond the 1st. You may multiclass, but you don't get the 1st level free for any classes other than the first.

Envoy: The Envoy uses personal magnetism and intelligence to help allies and baffle enemies, often in the service of negotiation or politics.

Mechanic: Adept at building and modifying machinery, the mechanic has either an advanced artificial intelligence or a cutting edge robot drone as a constant companion.

Mystic: The mystic magically channels the energy from a source to which they are connected. These connection styles include: Akashic, Empath, Healer, Mindbreaker, Overlord, Star Shaman, and Xenodruid.

Operative: The Operative has the skills to complete almost any mission requiring stealth and discretion, whether it be simple espionage or messy wet work.

Operative specializations include: Daredevil, Detective, Explorer, Ghost, Hacker, Spy, and Thief.

Solarian: The Solarian contemplates and gains power from the life cycles of star. Their techniques allow for the creation of either a weapon or suit of armor from a mote of stellar energy.

Soldier: Thoroughly familiar with weapons of war, the soldier is ready to wreak havoc when force is called for, and specializes in a particular fighting style, including: Arcane Assailant, Armor Storm, Blitz, Bombard, Guard, Hit-and-Run, and Sharpshoot.

Technomancer: The technomancer understands the connections between technology and magic, and exploits them by bending reality to suit their needs.

Perks: 100 CP perks are free for the listed themes. All others are 50% off for the listed themes.

Resolve (free): You gain a pool of pseudo-mystical energy within you that you can use to recharge your stamina, heal yourself just enough to avoid death, and power various class related abilities. This pool is refilled after 8 hours of rest. The healing doesn't work if you get one-shotted.

Virtual Training (100 CP, Themeless, Spacefarer): With each purchase, you will get an extra feat, so long as you meet the prerequisites. The first purchase is free for Themeless and Spacefarer. All subsequent purchases are at the normal price.

Sensory Input (100 CP, Ace Pilot, Scholar): You can see or feel through the sensors of a starship as if they were extensions of your own senses.

Artillery Reflexes (100 CP, Mercenary, Bounty Hunter): Some warriors of the sword speak of the weapon as an extension of their arm. For you this is true for the guns of a starship.

Immersive Immersion (100 CP, Outlaw, Xenoseeker): You are skilled at immersing yourself in new cultures, whether this helps you go into hiding or research a previously unknown people.

Crowd Surfing (100 CP, Icon, Priest): You know how to work a crowd. You can easily get their attention, and can feel their mood.

Chosen (200 CP, Priest, Themeless): Anywhere you go, you will find people who think you are the central figure of some local prophecy. They will seek you out to get you to fulfill the prophecy.

Hide N Seek (200 CP, Bounty Hunter, Outlaw): You know the best places to hide, whether you are hunting, or being hunted.

Learning Curve (200 CP, Scholar, Xenoseeker): You progress faster than normal in developing the following skills: Life Science, Mysticism, and Physical Science. You also have faster recall of related knowledge.

Roughing It (200 CP, Mercenary, Spacefarer): You could sleep through a hurricane. As long as you are not in immediate danger, you won't have any difficulty getting the sleep you need.

Don't Panic (200 CP, Icon, Ace Pilot): If you are by chance stranded without your ship, or your ship is not in flying condition, you will always be able to find passage aboard another ship headed in the right direction, and for a reasonable price.

Credits Where Credit is Due (400 CP, Mercenary, Themeless): Anytime someone wants something done, you will be their first choice, and the primary method they will use to motivate you is giving you money, even if cheaper options are available.

Bold Voyager (400 CP, Spacefarer, Xenoseeker): You have be tutored by a star shaman to be able to use the stars to figure out where you are even in uncharted space. You have also be taught to quickly identify the polar star and the path of "the sun" for navigation on unfamiliar planets.

Seekstone (400 CP, Bounty Hunter, Outlaw): You know how to modify a starstone to hone in on a specific person or object. You have to know a name that is unique to that person or thing for this to work. It is accurate to within a 300 foot radius.

Starstones can be modified more than once, but it loses track of previous targets.

Suave the Deck (400 CP, Icon, Ace Pilot) As long as you are in the captains seat of a starship, and have a viable method of communication with hostile parties, you can talk your way out of any fight, at least long enough to get away from danger. Your ship may be in shambles, and your crew in serious need of medical attention, but everyone will make it out alive due to your way with words.

Ceremonial Renaming (400 CP, Priest, Scholar): Whether through divine blessing, or esoteric knowledge, You can bestow boons upon a ship by renaming it. The first boon doubles the speed & durability of the ship. It can only be applied once, but endures through repairs & upgrades to the ship. The second boon purges the ship of contaminants and contagions, and can be applied once per day, as a spell-like ability. The renaming does not have to be drastic. Something like renaming *The Wanderer* to *The Wanderer B* or *The Wanderer 1.1* is sufficient.

Improved Resolve (600 CP, Themeless, Priest) Once per jump, you can use your resolve pool to save you from death even if you were one-shotted.

Targeting Augmentation (600 CP, Bounty Hunter, Mercenary): Attacks you make will pass through any armor the target has. This is true whether you are using a weapon in your hand, a spell, or the guns of a starship.

Technomantic Reputation (600 CP, Outlaw, Icon): Sometimes, you just want to be left alone. Sometimes, you want your exploits to be the latest buzz on the Nets. You can mask or amplify any information about you present in digital space.

Doc Macgyver (600 CP, Scholar, Xenoseeker): You can eschew the need for proper tools or a workshop type area when crafting equipment. You can also eschew the need for a medical lab or familiarity with a creature's anatomy or physiology when administering medical aid. You are able to glean the necessary materials or medicines from your surrounds, unless you are in the vacuum of space.

Blessing of Triune (600 CP, Spacefarer, Ace Pilot): You can enter and exit the Drift at will, without the need for a starship of any kind. You may bring with you any objects you can carry, and upto 8 willing or unconscious people. It is up to you to figure out a method of propulsion while you are there.

Equipment: Discounted items are 50% off for the listed theme.

Starting Gear (variable CP): You will receive a number of credits, or equipment of equivalent value, according to the level that you purchased above. If your chosen race has a CR of 2 or more, subtract 1 from the CR, and add it to your level for the purpose of determining the credit amount.

1st - 1,000 credits	11th - 100,000 credits
2nd - 2,000 credits	12th - 150,000 credits
3rd - 4,000 credits	13th - 225,000 credits
4th - 6,000 credits	14th - 333,000 credits
5th - 9,000 credits	15th - 500,000 credits
6th - 15,000 credits	16th - 750,000 credits
7th - 23,000 credits	17th - 1,125,000 credits
8th - 33,000 credits	18th - 1,700,000 credits
9th - 45,000 credits	19th - 2,550,000 credits
10th - 66,000 credits	20th - 3,775,000 credits

If you want more credits, you may instead purchase the starting credits of a higher level for 50 CP per level higher than the level you purchased for your class. Any equipment you choose to obtain through this method is insured, i.e. it will reappear in your warehouse if it is lost, stolen, or broken beyond repair. Consumables only get replaced if they are used by someone other than you. Using them on your companions counts as you using them. Equipment purchased within the jump has no such insurance.

Starstone Compass (50 CP): This small, clockwork navigational device hones in on mystical signals emitted by the Starstone resting at the heart of Absalom Station. In future jumps, this compass will hone in on your starting location, as long as you are within the same star system.

Fusion Seal (100 CP): Pick one weapon fusion when you purchase this seal. This fusion seal can apply its effect to any weapon to which it is attached, regardless of the weapons level, and does not require the normal 24 hours after attachment before becoming functional.

Assembly Ooze (200 CP): You may regret purchasing this living recycler/3d printer, but if you take the right precautions, it can be useful. This hive of nanobots suspended in a 5 foot cube of protoplasm can reach out and disassemble any tech items up to 3 CR & 5 bulk, then randomly produce another, potentially functional, item of comparable complexity. Don't feed it too much without it producing anything, or it may replicate. With sufficient programming skill, it may be possible to remove the random elements, and teach it more complex designs. Your ooze comes in a containment cell with force fields, and an electrical sedation system.

Modded Armor (200 CP, Mercenary, Bounty Hunter): This isn't armor, or even an upgrade, but rather an extra upgrade slot that can be attached to any armor that you wear. It is detachable, so that it can be swapped to other armor.

Space Whale (400 CP, Xenoseeker): If you want a more exotic mode of interstellar transport than a run of the mill starship, you can ride in the habitable stomach of an Oma. You may choose now whether it will be a living Oma or a ghoulish one. Either way, it has been given a Drift engine implant, and functions as a medium scale starship. The beast will be telepathically bonded to you.

Mnemonic Editor (600 CP, Themeless): Unlike the kind you can buy in the setting, this device is reusable and a fair bit more powerful. Once every 10 years, or once per jump, whichever is shorter, you may use this device to reset your level selections from this jump or any other level-based RPG jump. You may then replace those selections with new classes, skills, feats, etc. from the given jump up to the same amount removed.

Starship (free - 600 CP, Ace Pilot): At the start of your jump you will get a free starship with a working Drift engine. The size and capabilities of this starting ship are based on the average Starfinder class level of your party, whether you

are alone or have recruited/imported companions. For 600 CP, this ship will keep track of your party's average Starfinder class level, and will have a menu in its main control console to upgrade itself through technomantic programming. These alterations may include anything from subtle stylistic choices, or swapping of systems & bays, to completely replacing the base frame. The ship must either be docked at a spaceport, or be landed, for these alterations to occur. It is not recommended for anyone to be onboard when the alterations occur. The menu can either have the alterations set to a timer, or can be controlled remotely by a control module in a portable computer, if you have one.

You may import an existing starship. The perks that the imported ship gains of course depend upon whether you choose the free or 600 CP option.

Companions: Companions cannot purchase or import other companions.

Companion Import (50-200 CP): you may import individual companions for 50 CP each, 4 companions for 100 CP, or 8 companions for 200 CP. They receive 600 CP to spend on perks and equipment.

Recruitment (200 CP): You get a new companion with a free theme, a standard race, and the 1st level of their class. They have 600 CP to spend on perks and equipment.

Drawbacks: As usual, any drawbacks will go away at the end of the jump. Companions may only receive CP from drawbacks you have chosen for yourself which have setting-wide effects.

Abduction (100 CP): At least once per year, seemly at random, Grays will track you down wherever you are, kidnap you, experiment on you, expunge your memories of the event and drop you off a few days later unharmed, save for some surgical scars and perhaps a bizarre implant.

If you happened to have spent CP to be a Gray, well your fellows seem to get a kick out of doing this to you as a prank.

Quiet Grind (200 CP): It's not so much a matter of levels requiring a lot more XP. It's just that you have difficulty actually finding adventure. Most of the time quest givers will have already found someone else to do the job, and dangerous creatures tend to think you aren't worth their time.

Legacy (300 CP): You don't get to pick a Starfinder class. Instead, you are stuck choosing from Pathfinder classes, which are rather underpowered for this setting. You have background memories of a pre-Gap adventurer, and are continuously baffled by the technology & hybrid magic around you.

Lost in Space (300 CP): You and Drift engines don't get along. Anytime a ship that you are aboard uses its Drift engine, it will pop out of the Drift in a random unoccupied location somewhere in the galaxy.

The Gap (400 CP): The Gap has not only consumed a portion, read a few thousand years, of history from the local multiverse, it has also consumed your memories of anything before this jump. You still have access to your warehouse and your abilities from previous jumps, but any information you retrieve about what happened before this jump will appear garbled at best, more often it will just appear blank.

The Azlanti Star Empire (400 CP): The Azlanti have finally decided to return, with the full strength of their empire, to conquer their home star system, and they are not happy about their homeworld of Golarion being "misplaced".

The Swarm (400 CP): The Swarm has returned, and this time, it is more than capable of breaking through the defenses of the combined might of the Pact and the Veskarium.

Aucturn Awakens (600 CP): Aucturn is not truly a planet, but rather an egg, likely the offspring of some Elder God. This much is known.

Now Aucturn is hatching, and the thing within will soon feed. You may fight it, or you may flee the Pact Worlds System, for all the good either would do you. Such beings are not known for their respect of the physical laws of 3-dimensional space, or the sanctity of the mind. You may very well wake to find that your

attempts to do either were just the workings of a broken mind clinging desperately to fragments of the reality it once knew, if you wake at all.

Trojan Technology (600 CP): It is said that each time a ship enters the Drift a little random piece of one of the other planes get pulled into the Drift as well. This side-effect of Drift technology has been significantly downplayed. The pieces aren't little, and they're not random. Triune gifted Drift technology to us so that his personal dimension, The Drift, can consume the local multiverse. You're going to have to convince everyone to stop using Drift engines or all the planes are going to be torn apart and brought under Triune's dominion.

The Great White Whale (Novaspawn): I said in the notes that you can't be a Novaspawn. Well, now not only can you be one, you are stuck as one for this whole jump.

You don't get the free starship. You are the starship. You also don't have access to your warehouse, not that you could fit inside. You have a minimum length of 800 ft. a minimum mass of 420 tons, and can't change forms for the duration of the jump.

You have built-in, aberrant, weapons & shielding at least comparable to a huge scale starship, but will be hunted by every entrepreneur, xenobiologist, or big game hunter around for parts, dissection, or just as a trophy. Furthermore, if you get within a few hundred thousand miles of any inhabited world, they will assume you are about to go into solar parturition, and treat you as an existential threat.

Advancement: Drawbacks fade, and you are left with a choice.

Go Home: Whether burned out or satisfied, you feel it's time to head home.

Stay: There is just too much to see and do here.

Next Adventure: What adventurer is ever done? Not you that's for sure.

Notes:

- In case there is any question, you can continue to earn xp and levels in your Starfinder class after this jump.
- While Novaspawn technically don't have a CR, you can't be one for free. In practical terms, they are living starships, not anything remotely like a playable race. If they had a CR, it would be higher than you could afford, even with all the drawbacks.
- On that note, while Oma are also living starships, they are much smaller than Novaspawn, and do have a CR that is within reach. I don't know why someone would want to be an Oma, but I'm not sayin' no.
- A starship obtained here, and taken to another jump with superluminal space-flight technology, will be able to use its Drift engines. Spontaneously generated Drift beacons will be scattered throughout space in that jump, concentrated in and around the most populated regions of known space. This also applies to the Blessing of Triune Perk.
- If you take the legacy drawback, the starship's size and capabilities are determined using your Pathfinder level, from this jump, instead of your Starfinder level.
- In regards to Targeting Augmentation, damage resistance, and spell resistance are not armor.

Changelog:

v0.2 - The original 600 CP perks have been scrapped, and replaced.