

Table of Contents

Welcome to Starfinder Society 1
The Pact Worlds 2
Community Standards and Expectations 8

Welcome to Starfinder Society

The Starfinder Society is a worldwide science fantasy roleplaying campaign set in the Starfinder Universe. As an agent of the Starfinder Society, an organization of explorers, archaeologists, and adventurers headquartered in the Lorespire Complex of Absalom Station, you dedicate your time to discovering and chronicling all corners of the galaxy (and beyond). Starfinder adventures range from exploring unknown worlds and star systems to undertaking covert assignments within the bowels of the Pact World's largest metropolises.

Starfinder Society uses Paizo's [Starfinder Roleplaying Game](#) ruleset and setting under the campaign leadership of the Paizo Organized Play Team. This guide presents the information you need to participate in this exciting, dynamic campaign. Welcome to the Starfinder Society!

What Is Paizo Organized Play?

In a Paizo organized play campaign, your character adventures in a shared setting with thousands of other gamers worldwide. Anyone can host games, in homes, game stores, libraries, at conventions, and online, as long as they report the adventure's results afterward. Reporting earns participants campaign rewards and player actions influence the fate of the worlds of the Starfinder roleplaying game.

As part of the organized play experience, you can take your character to any Starfinder Society event in the world, allowing you to join a game with friends and strangers alike with ease. And after each adventure, your characters grow stronger and carry their rewards with them to the next adventure, even if your fellow players and Game Masters (GMs) change between adventures. The Paizo organized play experience is uniquely immersive, as the diverse range of players, GMs, and characters provide incredible depth. The campaign is also a great way to

meet other gamers and play regularly without needing to schedule regular events with a single set of people as you might for a more traditional game.

In order to help the Starfinder Society program run smoothly as a unified campaign, there are some additional rules to ensure a consistent and fair experience for everyone—no matter who is playing or running the game. The rest of this guide covers that information.

Besides the Starfinder Society, Paizo Organized Play programs also include the [Pathfinder Society \(second edition\) campaign](#), the [Pathfinder Adventure Card Society](#), and the [Pathfinder Society \(first edition\) campaigns](#).

Paizo's organized play team oversees the campaign's content and program structure, and team members include the Organized Play Manager, Organized Play Associate, Organized Play Managing Developer, Organized Play Developers, and design liaisons. Volunteers called Venture-Officers facilitate the campaign by coordinating the worldwide network of players and GMs.

Register for Organized Play

To ensure you have access to all the tools and benefits available to players, you need an organized play number and an account on [paizo.com](#). To create an account, visit [paizo.com/organizedplay](#) and click on the "New Players Create an Account" button.

If you are unable to acquire an organized play number online, ask your Event Coordinator for help.

My Organized Play

Every registered organized play participant has a record on [paizo.com](#). You can access this information by [direct link](#) or by visiting [paizo.com](#), hovering/clicking on the My Account at the top right of the screen, then selecting Organized Play. There are several tabs on your account page.

- **Summary:** A list of your GM rankings, all registered characters, and character Reputation totals. You can create new characters by selecting the desired type at the bottom of the screen.
- **Sessions:** A chronological list of all games you participated in, which may be sorted using the criteria on the left.
- **GM/Event Coordinator:** A list of earned points such as AcP or GM Glyphs, as well as a list of all events you are coordinating and a button to create new events.
- **Boons:** A list of all currently available boons in a program. The [Player Rewards](#) section of this guide details how to purchase boons.
- **Evaluations:** Regional Venture-Coordinators & Venture-Captains have this tab to record GM evaluation games. See [GM Rewards](#) for more info.

If you find an error in your session list, send an email to pfsreportingerrors@paizo.com with the error and any supporting documentation you have for the correct data.

Community Code of Conduct

All participants in Organized Play must adhere to the Paizo [Organized Play Code of Conduct](#) and the SFS [community standards](#)—read through them and uphold them at all Organized Play events and sessions.

Characters

To participate in an Organized Play game, you need a character (or PC). You control your character, who will be one of the protagonists in the game's story and can directly interact with the objects, characters, and events within the adventure. You can use a pregenerated character or create your own.

Using a Pregenerated Character

You can use a pregenerated character (or pregen) based on the Starfinder iconic characters. This option

can be useful when time is short or you want to try out a character class.

You can choose any of the pregenerated characters without owning the associated source. You can download the Starfinder [Pregenerated Characters](#) or request them from your local event coordinator.

Using Your Own Character

You can also build your own character following the rules in the [Character Creation](#) appendix. After you are done building your character, register them: go to your [Organized Play account](#), sign in, and click “Register a New Starfinder Character.”

Where can I find a Game?

Each community uses their own game scheduling process. Common platforms used in scheduling games include:

- [Paizo Event Calendar](#)
- [Warhorn](#)
- [Online Region Discord](#)
- [Meetup](#)

Organized Play Forums

Join the vibrant Starfinder Society online community by participating in the official [Starfinder Society forums](#). Ask questions! Compare character builds! Discuss! Find events! Your feedback helps us improve our program, so drop by and tell us what we can do to enhance your organized play experience.

The Pact Worlds

The Starfinder Society sends its agents on missions throughout the Pact Worlds, Near Space, and the Vast. The Universe Of The Starfinder Society below provides a basic introduction to the setting; you can learn more about the Starfinder Setting from Chapter 12 of the [Starfinder Core Rulebook](#), from the various books in the [Starfinder product line](#), and from the [Starfinder Wiki](#).

The Universe of the Starfinder Society

The Gap, an indeterminate span of time from which memories and records alike were wiped away, profoundly altered the galaxy. The planet Golarion, cradle of humanity in the home star system of the Pact Worlds, disappeared entirely. Untold history vanished during the Gap, with no species retaining any memories of this tumultuous time. Even the gods remain silent on the Gap, giving only vague allusions to the safety of lost Golarion.

What Is The Starfinder Society?

Founded shortly after the Gap, the Starfinder Society was inspired by incomplete tales of a similar pre-Gap organization called the Pathfinder Society. The Starfinder Society originally aimed to map the temporal edges of the Gap and piece together the history of what transpired during that tumultuous event, ambitiously endeavoring to find lost Golarion. Since the Society's inception, its mission has changed to focus less on the Gap and more on exploring a galaxy made accessible due to the spread of Drift beacons.

The heroes of the Starfinder Society travel the breadth of the galaxy—from verdant jungle worlds where even a fingernail-sized insect is deadly, to seemingly abandoned space stations filled with unspeakable horrors, to ruined temples of dead gods hidden amid the ruins of similarly dead worlds, and to the bustling streets of the metropolises of the Pact Worlds. Starfinders work in small but efficient groups to explore the known and unknown, recording their findings and bringing them back to the greater organization for dissemination.

Most Starfinders operate out of scattered regional headquarters called lodges, which dot the galaxy. Each lodge is home to a venture-captain and that officer's staff, who provide direction and support for

field agents and manage the day-to-day operations of the Society. The Lorespire Complex stands apart from other lodges. Located in Absalom Station, the Lorespire Complex is always accessible to even the farthest-flung Starfinder expeditions due to the unique ability for ships to quickly travel the Drift to reach Absalom Station. More than a single building, the Lorespire Complex is a campus of structures built around the eponymous spire. The Archives, the Hall of Discovery, and other edifices integral to the Society's ongoing existence fill the grounds of the Lorespire Complex.

Leadership

The First Seeker is a Starfinder elevated above their peers. This Starfinder is elected based on the merit of adventuring experience and personal field of focus. Each First Seeker uses their appointment to prioritize the Starfinder Society's primary research focus, using the position to advance a personal scholarly pursuit of value. Once a First Seeker's term has ended, that First Seeker can never again serve as a leader within the Starfinder Society. The thrust of many of the Starfinder Society's missions are the result of the First Seeker's goals—luckily, those same agents who perform these missions are integral in deciding who receives the honor of ascending to the rank of First Seeker.

The Forum is an elected body of Starfinders who work to coordinate the Society's many operations. Integral in drumming up the necessary support to elect a First Seeker, the Forum also assists the elected First Seeker with their personal mission. Any Starfinder can ascend to become a member of the Forum, and membership does not stop one from partaking in other activities. In fact, many faction leaders and venture-captains are active members of the Forum in addition to their other duties. Other Forum members are experienced Starfinders who hold no title beyond their Forum membership.

The third pillar of the Society's leadership is Guidance, a network of uploaded personalities of

exemplary Starfinders. Most First Seekers are invited to upload their consciousness into Guidance, and only those deemed unworthy or who perish in their mission fail to become part of the Starfinder Society's spiritual anchor. Guidance functions in two major ways: it is the first entity to formally induct new Starfinders into the organization, and every new Starfinder begins their career by receiving a commencement address from Guidance. The uploaded bank of personalities also confirms the election of new First Seekers, and while historically Guidance agrees to the democratic decision of the Society, there have been a handful of cases where Guidance has not approved an elected First Seeker.

Every Starfinder contributes to the overall success of the Starfinder Society. Some do so through diligent research, rarely leaving the teeming Archives of the Lorespire Complex. Others prefer to explore the relative safety of the Pact Worlds or the appropriately titled Near Space, where civilization remains only a short jaunt through the Drift away. The bravest Starfinders travel to the other ends of the galaxy, using the Society's starships to explore the endless expanse of space known as the Vast.

Symbols

The official symbol of the Starfinder Society is a compass, a stylized representation of the "wayfinder" used by Pathfinders on lost Golarion. Many Starfinders wear the emblem on their armor, get a tattoo of the symbol, or otherwise display it prominently. Some Starfinders elect to receive a special subdermal graft, which allows them to covertly display the symbol.

Factions

Factions have existed within the Starfinder Society since the organization's inception. Each faction supports its agents working within the Starfinder Society. All Society agents know that their allegiance is first to the Starfinder Society, followed by any faction allegiances they maintain. In fact, most factions within the Starfinder Society actively

cooperate despite their differing goals.

Note: Each Faction's name below links to a page with additional details, including current faction leader and goals.

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

Members of the Acquisitives seek to increase their personal fame and fortune through working with the Starfinder Society. As the Society's newest faction, the Acquisitives build their reputation by increasing the prestige of the Starfinder Society.

Dataphiles: "Knowledge is power."

If information is power, the Dataphiles seek to become the most powerful faction within the Starfinder Society. The Dataphiles believe in curating all data (both digital and physical) and that they alone are worthy of deciding what is fit for public consumption.

Exo-Guardians: "The sword that seeks the darkness."

The Exo-Guardians are dedicated to protecting the Pact Worlds from external threats. Their members campaign in Near Space and the Vast to amass equipment, knowledge, and magic believed to be essential in protecting the Pact Worlds.

Second Seekers: "Learn from the past." - Ehu Hadif

The Second Seekers are an informal faction dedicated to pursuing the agenda of the Society's current leader, the First Seeker. The current First Seeker, Ehu Hadif, has dedicated his tenure to re-establishing the Society as an archaeological research organization.

Wayfinders: "First into the unknown."

Named for an old relic of bygone explorers, the Wayfinders seek to explore space and create peaceful relationships with new species. Members of the Wayfinders often act as first contact ambassadors, as well as explorers to the absolute frontiers of known space.

Minor Factions

Advocates: "We're here for you!"

The Advocates aim to heal the widening rifts between factions, unite the squabbling Starfinder agents into an accepting, loving, and supportive community, and encourage the Starfinder Society to do good throughout the Pact Worlds and beyond.

Cognates: "Diversity in knowledge, unity in purpose."

The Cognates aim to reduce the Starfinder Society's dangerous over-reliance on technology, including Guidance, and refocus instead on magical and natural innovations, along with analog and other low-tech solutions.

Manifold Host: "We who welcome all."

Functioning as recruitment officers and an enthusiastic welcoming committee, members of the Manifold Host are dedicated to inducting new species into the Starfinder Society in the belief that each alien species can contribute their own new and unique skills to the benefit of all. Additionally, they welcome new agents of all kinds and aid them in acclimating to the Society's operations.

Other Factions

There are innumerable entities and organizations in the galaxy, and some represent unique factions yet to make major inroads with the Starfinder Society. During the course of play, it is possible for a character to receive an offer to join one of these factions. Other factions currently in circulation:

- Second Seekers (Roheas)

Recent History

The Starfinder Society Campaign is divided up into "Seasons" each approximately a year long. The following section describes the events preceding and surrounding each of those seasons, and may help give context to scenarios set in those seasons.

However, any information necessary to understanding a scenario should be made available by your GM, so you do not need to memorize the following information unless you want to.

The Scoured Stars Incident (Pre-Season 1)

In 316 AG, the Starfinder Society elected the renowned kasatha explorer Jadnura as First Seeker. Elevated due to his reputation for maintaining balance between the various divisions of the Society, Jadnura also proposed a tantalizing personal objective: a coordinated expedition to a region of space known as the Scoured Stars.

The Scoured Stars are a small cluster of star systems known for housing worlds filled with vicious fauna, not to mention an abundance of malicious outsiders and other strange entities. Well over a century ago, the Starfinder Society prohibited expeditions to the Scoured Stars, in part because of the deadly inhabitants but also because findings from the few successfully explored worlds showed little of research value. Jadnura's quest would have seemed suicidal, had he not provided a link to the mysterious worlds.

During his time as a Starfinder field agent, Jadnura discovered a mysterious artifact known only as the Tear. The item was little more than a jagged hunk of magical stone etched with indecipherable markings. The magical artifact defied most mystical and technological investigation, relenting only after years of intense scrutiny. It took the most powerful divination magic available, but veteran Starfinders uncovered a link between the Tear and the Scoured Stars. When Jadnura ascended to the rank of First Seeker, he rallied the Society to travel to the Scoured Stars to at last answer the Tear's secrets.

While the threats of the Scoured Stars were powerful, they were disorganized and possessed no obvious spacefaring assets. What followed was one of the greatest single undertakings by the Starfinder Society. A task force of almost 80% of the Society's

assets and agents joined the First Seeker on his mission into the Scoured Stars. Everything went well at first, with reports returning of Jadnura and the bulk of the Starfinder teams landing on the surface of the world to which the Tear directed them.

And then, nothing.

When the remaining Starfinders in the Lorespire Complex attempted to make contact, they discovered a terrifying reality: the Scoured Stars were now cut off from the rest of the galaxy. A vast shield of aurum energy surrounded the region of space, preventing communication and travel into the systems. Drift travel was rendered ineffective, and even visual scans failed to pierce the shifting veil, which was soon after dubbed “The Godshield” for its incomprehensible power. This single event left the Starfinder Society crippled, as most agents and assets are now trapped within the now-untouchable region of the Scoured Stars.

New Beginnings (Season 1 - Part 1)

With the bulk of the Starfinder Society lost in the aftermath of the Scoured Stars incident, the Society was on the brink of ruin. Only the actions of a particularly outspoken Starfinder, Luwazi Elsebo, has held the Starfinder Society together in the ensuing months. A dedicated assembly of surviving senior Starfinders has assisted Elsebo in stabilizing the Society, as well as in rebuilding the Forum. Many of these agents specialized in managing specific aspects of Society operations, each becoming de-facto leaders for Society factions old and new.

Even with the dedication of Luwazi and her allies, the Starfinder Society suffered further losses as discouraged surviving agents opted to leave the Society. The loss of additional field agents, especially veteran agents, made holding onto the Society’s vast portfolio of claimed planetoids, stellar regions, and other archaeological sites almost impossible. The necessity of maintaining the Society’s claims on these regions was too much for the remaining agents to

handle, and Luwazi turned to outside assistance from reputable mercenary organizations.

Through such imperfect arrangements, Luwazi Elsebo and her allies successfully held the Starfinder Society together long enough for a new cadre of Starfinders to complete their training. Those agents spent their first year working to rebuild the Society and undertaking missions that would set the groundwork for a return to the Scoured Stars.

Under Luwazi Elsebo’s direction, the Starfinder Society launched a major rescue operation into the Scoured Stars. Bypassing the shield around the system, the Starfinder Society returned to rescue their lost companions from untold hardships across the Scoured Stars. First Seeker Jadnura was among those rescued over the course of these missions. However, during this momentous rescue, a new alien threat emerged. Known as the jinsuls, these aliens came in vast numbers and seized the Scoured Stars in a single decisive battle that forced the Starfinder Society to abandon its rescue operations and retreat with the agents they managed to save.

The Starfinder Society left the Scoured Stars, but a new threat, the jinsuls, occupied that distant region of space. Knowing little of this alien threat, the Society returned to its primary goal of exploration and the acquisition of information. Many within the Society’s upper leadership began assembling the best of the best field agents for missions to learn more about the jinsuls and continue unraveling the mysteries of the Scoured Stars!

The Jinsul Threat (Season 1 - Part 2)

Following the Society’s retreat from the Scoured Stars, the jinsul menace did not remain dormant. Led by a semi-divine being known as Dhurus, the jinsuls began turning the Scoured Stars into a war engine that produced scores of new starships and technologies. The Society monitored the situation, with the Exo-Guardians stockpiling weapons from the sites of previous missions while the Acquisitives and

Dataphiles worked to stymie the jinsuls' advance with a daring strike into the Scoured Stars.

Events conspired to pull the Society back into grasp of the Scoured Stars when a group of agents traveling to an uncharted star system found it under invasion by jinsuls. These brave Starfinders managed to help save a group of dignitaries, who relayed that they belonged to the Kreiholm Freehold—yet another of the civilizations that departed the Scoured Stars in ages past. The Society established diplomatic relations with the Freehold, all while the jinsuls continued their attacks in hopes of forcing their former neighbors to return to the Scoured Stars.

In the meanwhile, First Seeker Jadnura assembled a group of Starfinders to explore the location of the mysterious Tear relic that first led him on the path of the first disastrous Scoured Stars mission. These agents uncovered the ruins of another Scoured Stars civilization and hints that a powerful deity dwelled within the Scoured Stars.

As the jinsul menace continued attacking numerous civilizations, First Seekers Luwazi Elsebo and Jadnura brought together a force of Starfinders to learn more about the jinsuls by traveling to the world the jinsuls settled before returning to the Scoured Stars. This mission led the Society to uncover more about Dhurus, including that the jinsul leader was in fact a divine herald of the deity that slept within the Scoured Stars: the god known as Kadrical the Preserver.

Jadnura and Luwazi began to formulate a plan on how to proceed, but other agencies within the Society weren't so pensive. Historia-7, leader of the Dataphiles, uncovered that her mentor, Historia-6, was not who he'd always claimed to be. A struggle broke out within the Dataphiles, as Historia-6 took possession of Historia-7's body and threatened the entire Starfinder Society. Only a timely intervention by a group of Starfinders and Zigvigix, leader of the Exo-Guardians, managed to save Historia-7 from her former mentor. Discarding her honorary title,

Historia-7 has reclaimed her former name of Celita and stood ready to aid the Society in its coming struggle.

In time, a renewed jinsul assault against the Kreiholm Freehold called the Society back into action in defense of its new allies. Led into battle by a group of experienced Starfinders, the Society fleet managed to push back the jinsul assault, but learned that Dhurus would not accept defeat and planned to either wake Kadrical or siphon the sleeping god's powers for itself. A second of Kadrical's heralds, the mysterious Ailurious, appeared during the battle to render assistance and confirm the Society's fears about the jinsul threat.

Bringing together a massive fleet, spearheaded by the recently repaired Wayfinders flagship the *Master of Stars*, the Starfinder Society once again ventured back into the Scoured Stars to stop Dhurus and the jinsul menace once and for all. The battle was long and arduous, but the Society's most senior agents took to the field against Dhurus and stopped the xenophobic herald from siphoning Kadrical's powers. With their herald defeated, the jinsuls retreated from the Scoured Stars in disparate packs of ships.

At the battle's end, First Seeker Jadnura declared his stated mission finished and chose to remain within the Scoured Stars as the system's new custodian. With the deity Kadrical awakening in a universe he'd not been involved in for millennia, Jadnura seeks to live out the remaining years of his life as a guardian of the Scoured Stars. Meanwhile, Jadnura's departure has formalized the transition of First Seeker authority, and Luwazi Elsebo has taken her place as the formally recognized leader of the Starfinder Society.

Weaponized Media (Season 2)

Returning to Absalom Station from the Scoured Stars, the Starfinder Society's battle-tested agents expected a heroes' welcome. Instead, a series of media advertisements and vidcast news feeds relayed scathing information about the Starfinder Society's

recent actions. Statements called out Starfinders for meddling in the affairs of foreign powers, inciting the threat from within the Scoured Stars, and effectively operating an unsanctioned paramilitary organization. More and more anti- Society rhetoric began to fill the infospheres of the Pact Worlds.

Despite attempts of the Starfinder Society's leadership to determine the source, they failed to uncover the culprits behind the multimedia "hit campaign" and the damage continued to grow. Many organizations within the Pact Worlds watched the Starfinder Society with wary eyes, wondering if association could bring unwanted backlash. For Starfinder agents, the task of exploration and cataloging remained paramount, as the Society's leaders hoped to combat the ongoing sour media outlook by providing the Pact Worlds with tangible evidence of all the good that the Society could do in the galaxy.

Luckily for the Society, their efforts over the course of the year led to stunning victories against their hidden foes. Through actions across the Pact Worlds and beyond, the Starfinder Society proved its value and battered down the incoming tide of negative press. After uncovering the identity of the smear campaign's architect, First Seeker Luwazi Elsebo dedicated the last days of her tenure to defeating this force and ensuring that her successor could begin their role as First Seeker without the negative press of the past.

A New Future (Season 3)

Elected as First Seeker by a slim margin, Ehu Hadif Ko'ra Amares of Clan Tolar is a veteran kasatha Starfinder. He won the election on a platform of returning the Starfinder Society to its roots of exploring the past. Soon after his election, Ehu Hadif began a series of missions focused on re-examining missions from the Society's distant past and exploring locations closer to the Pact Worlds. More than any First Seeker in recent memory, Ehu Hadif has opened up numerous exploration possibilities into the worlds of Near Space.

The Year of the Data Scourge (Season 4)

The Year of the Data Scourge pits the Starfinder Society against a mysterious threat targeting the Pact Worlds. As a series of digital attacks ravages infospheres and technology across the system, robotic attackers seek out Society agents and strongholds. The Starfinder Society launches missions to stop the attacks while assisting in defense of the Pact Worlds.

Community Standards and Expectations

In addition to the Community Standards laid out in the Paizo [Organized Play Code of Conduct](#) the following rules govern Starfinder Society Organized Play

Do Not Cheat

Maintain the integrity of the game. Cheating behaviors include, but are not limited to, falsifying rolls, forging records, using unapproved resources, not owning the sources used by your character, and lying to GMs and event coordinators. Participants caught cheating will be barred from Starfinder Society events for an amount of time dependent on the severity of the offense. Repeat offenders will be banned from all Paizo Organized Play activities.

Keep Good Records

Starfinder Society uses a combination of character sheets, Chronicles, and record trackers to chart character progression. GMs and event coordinators rely on these documents to keep the campaign honest, fair, and fun for everyone. It is your responsibility to maintain accurate records. Always bring either paper or digital copies of your character sheet and supporting documentation such as Chronicles and record trackers of any character you wish to play to Starfinder Society events. If using paper copies, we suggest keeping them all together

in a binder, with a folder for each character.

If you cannot produce the supporting documents for your character, the GM can ask you to play a [pregenerated character](#) instead.

No Character-versus-Character Combat

In keeping with the “Explore, Report, Cooperate” motto of the Starfinder Society, engaging in non-consensual character-versus-character conflict is prohibited. While accidental friendly fire happens due to missed attack rolls or other factors, players must obtain the consent of other players before taking an action that would include another PC in a damaging effect or other or harmful effect (such as effects that impose negative conditions).

Some examples include casting a harmful spell on another PC or an area that includes them, throwing a weapon with the explode property that would deal damage to another PC, or moving closer to another PC while surrounded by a harmful emanation in a way that exposes them to its effects.

This rule does not apply in situations where a character is not acting of their own free will, such as if they’re being mind-controlled by an NPC and forced to attack a fellow Starfinder.

Violation Enforcement Procedures

If a player is removed from a table for violating the community standards, or a character is marked “dead” due to [Infamy](#), then it is the responsibility of table GM or event coordinator to advise their local venture-officers of the situation. The GM or event coordinator must advise the player of the report and provide the player with the venture-officer contact information, so that the player may present their side of the issue to the venture-officer. Rules infringements will be kept on file, as continued violations will result in suspension of organized play

membership.

Rules Variations

From time to time, players might encounter different rules sources with minor variations in the rules. In general, the most current English-language printing of the rulebook in question should be treated as the definitive source. For this Guide, the most current printing is the English version on this web page.

Campaign Leadership

The rules of the campaign reside in this guide and the [Character Options page](#). As the campaign develops, additional rulings might be needed. These rules will be published via the [paizo.com forums](#) or [blogs](#) and from there be compiled into the program documentation listed above.

The people with the authority to issue rulings for the Starfinder Society campaign are:

- Tonya Woldridge (Director of Community),
- Linda Zayas Palmer (Development Manager (Digital Adventures)),
- Alex Speidel (Organized Play Coordinator), and
- Jessica Catalan (Starfinder Society Developer).

Clarifications from other campaigns and their campaign managers do not apply to the Starfinder Society Organized Play campaign unless confirmed by one of the above individuals.

Rules Changes

The Starfinder roleplaying game is a living game, and sometimes game elements change over the course of a PC’s career. The following guidelines allow players to update or convert existing characters to use the most current rules. When rebuilding your character in any way, you must describe all changes on your next Chronicle Sheet.

Class Features and Archetype Abilities: If an errata or FAQ changes an ability score-dependent

feature of a class or archetype, you can rebuild your character to its current XP. You can keep the same equipment or choose to resell any equipment that augments the altered ability score at full price.

If an errata or FAQ changes one of your character's class features for which there are multiple options (such as a biohacker's field of study), you can switch that class feature to a different one that your character would have qualified for at the same level when they first received the class feature. Any abilities that have the removed feature as a prerequisite may also be altered in the same manner.

If an errata or FAQ changes a class or archetype so that you no longer have proficiency with a given weapon or armor type, you can sell back any affected equipment at full price. You can also swap out any feats directly associated with the affected equipment.

Feats: If a feat changes or is removed from the Character Options page, you have two options: you can switch the old feat for an updated feat of the

same name in another legal source (if available), ignoring any prerequisites of the new feat you do not meet, or you can replace the feat (and any of the old feat's prerequisite feats) entirely with another feat for which you meet all the prerequisites. If any of the feat's changes directly reference one or more pieces of equipment you own (such as the weapon selected for the Weapon Focus feat), you can sell back that equipment at full price.

Items: If the price of an item increases, you must sell back the affected equipment at its original full price. So long as you have enough credits, you can repurchase the same item at its updated cost.

Spells: If the level of a spell changes, you must retrain the altered spell, replacing it with another spell of its original spell level. You can also retrain one spell of the altered spell's new level, but only in order to learn the altered spell. You must sell back any items that use that spell at their current full price based on the spell's old level.

Errata: Changes to rules via errata go into effect at