The next great adventure in science fantasy roleplaying takes off!
The Starfinder Society Roleplaying Guild is a shared, worldwide science fantasy campaign that portrays players as explorers in the Starfinder Society, an organization dedicated to uncovering lost knowledge and new worlds. Navigate the political intrigues, shadowy deals, and forgotten past of the nearby Pact Worlds, or blast off to the other side of the galaxy using the recently discovered hyperspace dimension known as the Drift. Whether you want to make first contact with an alien species, uncover ancient ruins on a distant planet, or duke it out in a starship firefight, you'll find excitement in Starfinder Society!

Contribute to the ongoing story over the course of short, 4-hour adventures and meet new friends at game stores and conventions worldwide. You can also play from the comfort of your own home—either in person or online using both the play-by-post (PbP) and virtual tabletop (VTT) formats. Start your journey at StarfinderSociety.club, and click on the Coordinators link to find an organizer and game near you!
**Navasi**
Navasi is the iconic human envoy. Found nearly anywhere in the Pact Worlds, humans are known for their curiosity, tenacity, and adaptability. The envoy uses her personal magnetism and intelligence to help her allies and baffle her enemies, often in the service of negotiation or politics.

**Quig Dexel**
Quig is the iconic ysoki mechanic. Passionate and scrappy, the ratlike ysoki lost their love of technology, exploration, and adventure carry them throughout the galaxy. Adept at building and modifying machinery, the mechanic has either an implanted artificial intelligence or a robot drone.

**Iseph**
Iseph is the iconic android operative. Androids were originally created by humanity as servants but are now free to chart their own destinies among the stars. The operative has the skill to complete almost any mission requiring stealth and discretion, whether it be espionage or wet work.

**Altronus Dovenayan**
Altronus is the iconic kanitha soldier. An ancient four-armed race from a distant star system, kanithas are staunch traditionalists who embrace personal rituals. The solarian contemplates and gains power from the life cycles of stars, and can create a weapon or suit of armor from a mote of stellar energy.

**Keskodai**
Keskodai is the iconic shirren mystic. The insectile shirrens broke away from a terrifying hive mind to become community-minded individuals addicted to the freedom of choice. The mystic magically channels the energy connecting all things, often through a focus on biology or the divine.

**Obozaya**
Obozaya is the iconic vesk soldier. Devoted to conquest and dominance, the reptilian vesk are still distrustful by many despite their sense of honor and skill in combat. Thoroughly familiar with weapons of war, the soldier is ready to wreak havoc when needed, and specializes in a particular fighting style.

**Raja Danviri**
Raja is the iconic lashunta technomancer. Divided into two subraces, lashuntas are naturally gifted psychics, dedicated to scholarship and self-perfection. The technomancer understands the connections between technology and magic, and exploits them by bending reality to suit her needs.
ABSALOM STATION

Absalom Station is the metaphorical center of the Pact Worlds, a system-wide association of independent worlds joined by treaty for interplanetary cooperation and trade as well as for mutual defense. With the mysterious artifact at its heart acting as a singularly powerful hyperspace beacon, Absalom Station remains the system’s heart culturally, economically, and governnmentally.

VEKARIAN SHIPS

Vekarian corporation ships are sleek and streamlined, with a focus on efficiency and performance. The Vekarian navy is one of the most advanced in the galaxy.

KASANIAN SHIPS

The Kasanians are known for their advanced ship designs, featuring unique hull shapes and powerful engines. Their ships are a testament to their technological prowess.

PACT WORLD SHIPS

These are state-of-the-art vessels, incorporating the latest in advanced engineering and materials. They are designed to handle a wide range of missions, from exploration to military operations.

KUMARA HELLAR CATZ

A much-loved member of the Kasanian military, Kumara is known for her strategic mind and her ability to lead her ships through even the toughest of battles.

ROSE FINCH

A skilled pilot, Rose Finch has been instrumental in several key missions for the Pact Worlds. Her skills and experience are highly valued.

LYN CAMERON

The head of the Absalom Station, Lyn Cameron is a respected leader with a strong sense of justice. She is known for her fair and balanced approach to governing.

LWAZI ELIGI

A skilled mechanic, Lwazi Eligi has played a crucial role in the upkeep and maintenance of Absalom Station’s infrastructure.

GEVALDRN MIR

One of the most respected深深/insensitive war leaders in the Pact Worlds, Gevaldrn Mir is known for his tactical genius and military savvy.

TARSHAD OGGO MAMILKA

A leader of the Kasanians, Tarshad Oggom Mamilka is known for her firm yet compassionate leadership style.

BASTIAN

Bastian, the head of the Vekarian military, is known for his decisive and strategic approach to the affairs of Absalom Station.

JATEMBE PARK

This beautiful park is a popular spot for locals and tourists alike. Its tranquil setting makes it a perfect destination for relaxation.

LORESHIRE COMPLEX

A hub for the Absalom Station, the Loreshire Complex includes the Lore Church, archives, and a museum of artifacts. It is a place of education and discovery.

THE SPIKE

Colloquially known as “Absalom’s Eye”, the Spike is the heart of the Absalom Station. It is a bustling area filled with activity and excitement.

THE ARMADA

A fleet of ships, the Armada is the military force of Absalom Station. It is made up of the most advanced vessels in the Pact Worlds.

SHIRREN SHIPS

These are the ships of the Shirren, a people known for their unique art style and vibrant culture. Their ships are works of art, with intricate designs and vibrant colors.
The Starfinder Roleplaying Game puts you in the role of a bold science fantasy explorer, investigating the mysteries of a weird and magical universe as part of a starship crew. Whether you’re making first contact with new cultures on uncharted worlds or fighting to survive in the neon-lit back alleys of Absalom Station, you and your team will need all your wits, combat skill, and magic to make it through.

STARFINDER CORE RULEBOOK
This 528-page hardcover rulebook is the centerpiece of the Starfinder Roleplaying Game, with rules for character creation, magic, gear, and more—everything you need to play Starfinder as either a player or Game Master!

STARFINDER ALIEN ARCHIVE
Strange aliens both friendly and fearsome fill this 160-page hardcover creature collection designed for use with the Starfinder Roleplaying Game. Plus, player rules for a host of creatures let players not just fight aliens, but be them!

STARFINDER PACT WORLDS
Experience the wonders of the Pact Worlds in this definitive, 216-page hardcover campaign setting for the Starfinder Roleplaying Game! The book contains detailed gazetteers, new alien races, and tons of new player options.

STARFINDER ARMORY
Outfit yourself with only the best supplies for interstellar adventure with this 160-page, hardcover directory of futuristic equipment for the Starfinder Roleplaying Game, featuring armor, weapons, magic and technological items, and more!

STARFINDER GM SCREEN
Protect your important notes and die rolls from players’ prying eyes with the Starfinder GM Screen! This beautiful, four-panel screen features a huge number of tools and tables to speed up play and keep key figures handy.

STARFINDER ADVENTURE PATH #1: INCIDENT AT ABSALOM STATION
This exciting 64-page adventure and supplement for the Starfinder kicks off the Dead Suns Adventure Path, a complete six-volume science fantasy campaign!

STARFINDER LICENSED PRODUCTS
Take your Starfinder campaign to the next level with these officially licensed products, available through paizo.com.

Accessories (Campaign Coins): Dice trays, faction pins, and more.
Apparel (Offworld Designs): T-shirts, hats and bags.
Audio (Syrinscape): Customized sounds for adventure paths, starships, and more.
Card Game (Steve Jackson Games): Munchkin Starfinder.
Character Creator (Lone Wolf Development): Build your perfect character with Hero Lab Online.
Dice (Q Workshop): Roll dice themed with your adventure.
Miniatures (Ninja Division): Prepainted and unpainted Masterclass Miniatures.
Virtual Tabletops: Play online with your friends at Fantasy Grounds or on Roll20.

paizo.com/starfinder