STARSHIP ROLE: **CAPTAIN**

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

Demand (Any Phase)

You can make a demand of a crew member to try to improve his performance. You grant a +4 bonus to one specific check by succeeding at an Intimidate check (DC = 15 + 1.5 × your starship's tier). You must use this action before the associated check is rolled, and you can grant this bonus to an individual character only once per combat. Demand might result in negative consequences if used on NPCs, and you can't make demands of yourself.

Encourage (Any Phase)

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

Taunt (Any Phase, Push)

You can use the communications system to broadcast a taunting message to the enemy vessel. You select an enemy vessel and a phase of combat (engineering, helm, or gunnery), and then attempt a Bluff or Intimidate check (DC = 15 + 1.5 × the enemy starship's tier). If you are successful, each enemy character acting during the selected phase takes a –2 penalty to all checks for 1d4 rounds; the penalty increases to –4 if the enemy's check is made as part of a push action. Once used against an enemy starship, regardless of the outcome, taunt can't be used against that starship again during the same combat.

STARSHIP ROLE: **ENGINEER**

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

Divert (Engineering Phase)

You can divert auxiliary power into one of your starship's systems, giving it a boost. This requires a successful Engineering check (DC = 10 + 1.5 × your starship's tier), and the results depend on where you decide to send this extra power.

- If you send it to the engines, your starship's speed increases by 2 this round.
- If you send it to the science equipment, all science officers receive a +2 bonus to their crew actions this round.
- If you send it to the starship's weapons, treat each damage die that rolls a 1 this round as having rolled a 2 instead.
- If you send it to the shields, restore an amount of Shield Points equal to 5% of the PCU rating of the starship's power core (see page 296 of the *Starfinder Core Rulebook*), up to the shields' maximum value. You can distribute the restored Shield Points across the shield's four quadrants as you see fit.

Hold It Together (Engineering Phase)

You can hold one system together by constantly modifying and patching it. If you succeed at an Engineering check (DC = 15 + 1.5 × your starship's tier), you can select one system; that system is treated as if its critical damage condition were two steps less severe for the rest of the round (wrecked becomes glitching, and a malfunctioning or glitching system functions as if it had taken no critical damage). This check isn't modified by penalties from critical damage to the power core.

Patch (Engineering Phase)

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

CRITICAL DAMAGE

CONDITION	ACTIONS TO PATCH	DC
Glitching	1	10 + 1.5 × your starship's tier
Malfunctioning	2	15 + 1.5 × your starship's tier
Wrecked	3	20 + 1.5 × your starship's tier

STARSHIP ROLE: **GUNNER**

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

Fire at Will (Gunnery Phase, Push)

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

Shoot (Gunnery Phase)

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

STARSHIP ROLE: **PILOT**

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

Fly (Helm Phase)

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

Maneuver (Helm Phase)

You move your starship up to its speed. You can also attempt a Piloting check (DC = 15 + 1.5 × your starship's tier) to reduce your starship's distance between turns by 1 (to a minimum of 0).

Stunt (Helm Phase, Push)

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

Back Off: The starship moves up to half its speed in the direction of the aft edge without changing facing. It can't take any turns during this movement. To perform this stunt, you must succeed at a Piloting check (DC = 10 + 1.5 × your starship's tier). On a failed check, your starship moves backward only 1 hex. If you fail this check by 5 or more, your starship does not move at all and takes a –4 penalty to its AC and TL until the start of the next round.

Barrel Roll: The starship moves up to half its speed and flips along its central axis. For the next gunnery phase, the starship's port shields and weapons function as if they were in the starboard firing arc and vice versa. The starship reverts to normal at the beginning of the next round. To perform this stunt, your starship must be Large or smaller and you must succeed at a Piloting check (DC = 10 + 1.5 × your starship's tier). On a failed check, the starship moves half its speed but doesn't roll. If you fail by 5 or more, your starship moves half its speed, doesn't roll, and takes a –4 penalty to its AC and TL until the start of the next round.

Evade: The ship moves up to its speed and can turn as normal, but it gains a +2 circumstance bonus to its AC and TL until the start of the next round. To perform this stunt, you must succeed at a Piloting check (DC = 10 + 1.5 × your starship's tier). If you fail, the starship moves as normal. If you fail the check by 5 or more, the starship moves as normal, but it also takes a –2 penalty to its AC and TL until the start of the next round.

Flip and Burn: The ship moves forward up to half its speed (without turning) and rotates 180 degrees to face the aft edge at the end of the movement. To perform this stunt, you must succeed at a Piloting check (DC = 15 + 1.5 × your ship's tier). If you fail this check, your starship moves forward half its speed but doesn't rotate.

Flyby: The ship moves as normal, but it can move through 1 hex occupied by an enemy starship without provoking a free attack (as described in Moving through Other Starships on page 319 of the *Starfinder Core Rulebook*). During the following gunnery phase, you can select one arc of your starship's weapons to fire at the enemy vessel as if the vessel were in close range (treat the range as 1 hex), against any quadrant of the enemy starship. To perform this stunt, you must succeed at a Piloting check (DC = 15 + 1.5 × the tier of the enemy starship). If you fail this check, your starship still moves as described above, but you follow the normal rules for attacking (based on your starship's final position and distance), and the movement provokes a free attack from that starship as normal.

Slide: The starship moves up to its speed in the direction of either the forward-port or forward-starboard edge without changing its facing. To perform this stunt, you must succeed at a Piloting check (DC = 10 + 1.5 × your ship's tier). If you fail this check, the ship moves forward up to half its speed and can't make any turns.

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

STARSHIP ROLE: **SCIENCE OFFICER**

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

Balance (Helm Phase)

You can balance the shields, redirecting power from one quadrant to protect another. With a successful Computers check (DC = 10 + 1.5 × your starship's tier),

- you can shift Shield Points (SP) from the shields in one quadrant to the shields in another quadrant, including to depleted shields (after balancing, every quadrant must have at least 10% of the total current SP).
- Alternatively, you can add up the SP from all the remaining shields and evenly distribute them to all four quadrants, putting any excess SP in the forward quadrant.

Scan (Helm Phase)

You can scan a starship with your sensors to learn information about it. This action requires your starship to have sensors (see page 300 of the *Starfinder Core Rulebook*). You must attempt a Computers check, applying any modifiers from the starship's sensors. You can attempt this check untrained. The DC for this check is equal to 5 + 1.5 x the tier of the starship being scanned + its bonus from defensive countermeasures (see page 298 of the *Starfinder Core Rulebook*). If you succeed at this check, you learn the first unknown piece of information on the following list. For every 5 by which you exceed the check, you learn another unknown piece of information. Subsequent checks reveal new pieces of information, continuing down this list.

   1. Basic Information: Living crew complement and ship classification, size, speed, and maneuverability.

   2. Defenses: AC, TL, total and current Hull Points, total and current Shield Points in each quadrant, and core PCU value.

   3. Weapon: Information about one weapon, including its firing arc and the damage it deals, starting with the weapon that uses the most PCU. Repeat this entry until all the starship's weapons are revealed.

   4. Load: Information about how the starship's expansion bays are allocated and any cargo the starship might be carrying.

   5. Other: Any remaining ship statistics.

Target System (Helm Phase, Push)

You can use your starship's sensors to target a specific system on an enemy starship. This action requires your starship to have sensors. You must attempt a Computers check, applying any modifiers from the starship's sensors. The DC is equal to 5 + 1.5 x the tier of the starship being scanned + its bonus from defensive countermeasures (see page 298 of the Starfinder Core Rulebook). If you succeed, choose one system (core, engines, life support, sensors, or weapons). The next attack made by your starship that hits the enemy ship scores a critical hit on a natural roll of 19 or 20. If that attack deals critical damage, it affects the chosen system. For any further critical damage resulting from the attack, determine which system is affected randomly as normal. Your starship's sensors can target only one system on a specific enemy starship at a time, though this action can be used to concurrently target systems on multiple starships.