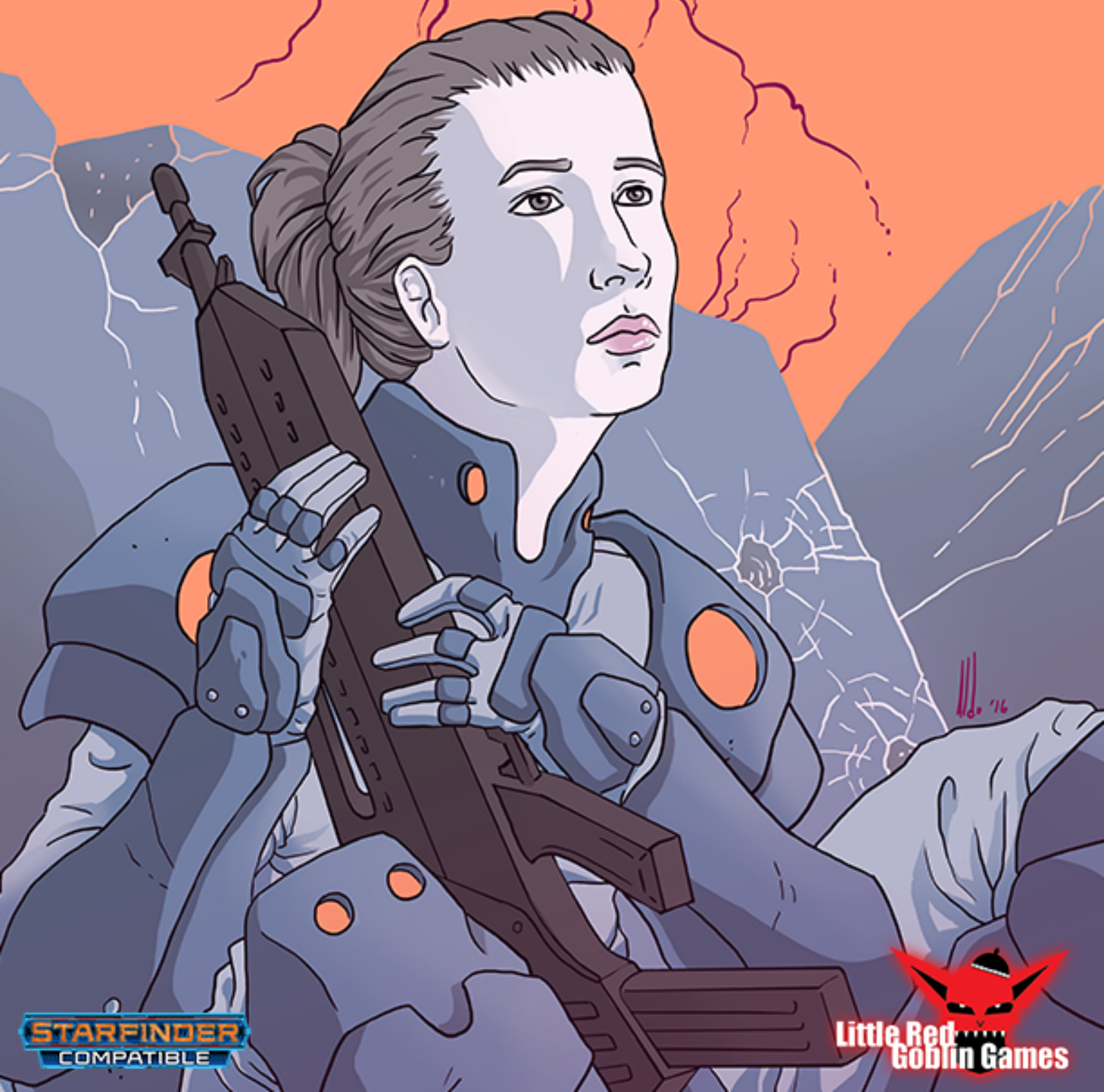


SCIFI THEMES



STARFINDER
COMPATIBLE


**Little Red
Goblin Games**

NEW SCIFI THEMES

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WHAT'S IN THIS BOOK

A collection of new themes for the Starfinder Roleplaying game. We felt a lot of obvious/common themes were overlooked in the initial development of Starfinder. We allowed ourselves to explore possibly negative or harmful thematic elements (such as being a slave or an addict) so that we could expand the options players had in presenting their characters. This book requires the Starfinder Core Rulebook to be used.

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ADDICT [-1 TO ANY 1 ABILITY SCORE]

You are physically, emotionally, and/or psychologically dependent on a harmful substance. It took over your life and defined you, consuming you even as you consumed it. You were no recreational user either- you were a habitual user who could not function as a normal part of society because of your substance's influence over you. It becomes your reason for being, eclipsing all others. You learned how to get your fix- to score at any cost. Rock bottom is a place you are well and truly familiar with and you'll do anything to avoid being there.

HANDLING ADDICTION IN A MATURE FASHION

The addict theme deals with some more mature content than your average theme. When playing a character with this theme your central focus is whatever you are addicted to; you adventure to get your fix, you live to partake of it, and are compelled to get it. This is a serious affliction that impacts many people around the world. Please handle the topic with care and give it the respect it deserves. Addiction is not something we endorse but it is a topic worthy of your attention, empathy, and help.

OVERCOMING ADDICTION

This is a detrimental theme and may end up being replaced by another theme should the character free themselves from the grips of addiction. Should you reach this point (a determination of the GM) a character can choose to replace all the benefits (and detriments) of this theme with another one at the same level; retroactively applying all the benefits of that class.

ADDICTION [1ST LEVEL]

You need your fix and you need it bad. It rules your life and you must spend at least 10 credits per character level per week on your addiction and consume it. (Example: A 10th level character would need to spend 1,000 credits per week) This could be in bribes to get it if it is illegal, getting larger and larger amounts, getting higher qualities, etc. You may buy more of your substance in advance so long as you are spending the required amount. (Example: A 1st level character, who must spend 10 credits per week, could buy 10 weeks worth of their substance by spending 100 credits). In addition, you gain an ability adjustment of -1 to an ability score of your choice at character creation.

THEME KNOWLEDGE [1ST LEVEL]

You can't be fooled with cheap drugs, weak liquor, or any sort of pale imitation of your vice. You gain a +5 bonus on all checks made to identify or apprise the quality of your particular addictive substance. In addition, you always treat Bluff as a class skill and gain a +5 bonus on Bluff checks that can aid you in getting your addictive substance.

DEALER [6TH LEVEL]

You have learned to drug trade and can thus sell drugs quite effectively. You gain a +5 bonus on all Profession (drug dealer) checks and on Medical checks made to craft your specific substance.

DARK EUPHORIA [12TH LEVEL]

If you receive a dose of your substance, you gain an immediate save against all ongoing mind-affecting effects.

DRUG LORD [18TH LEVEL]

Once every 12 hours, if you partake of your addictive substance you gain 1 Resolve Point. In addition you gain blindsense (scent) within 60 feet but only to detect your specific addiction.



ARISTOCRAT [+1 CHA]

You come from old money and your blood is as blue as it comes. You may not be famous but a little money opens everybody's eyes. Your name opens doors and those doors hide the high life from the hoi polloi.

THEME KNOWLEDGE & AFFLUENCE [1ST LEVEL]

You Diplomacy and Sense motive are class skills for you, though if they are class skills from the class you take at 1st level, you instead gain a +1 bonus to such checks. In addition you gain 50% more starting wealth upon character creation. Finally, you gain an ability adjustment of +1 to Charisma at character creation.

CREDIT LINE [6TH LEVEL]

You are given a line of credit that extends far beyond that of a normal person. You have a maximum credit line of 5,000 x your character level with no interest. Buying things on this credit means you must pay it back and if you fail to do so in a timely fashion (typically about a month or an adventure) you will soon find your equipment repossessed up to the value of your credit line.

HIGH CLASS [12TH LEVEL]

Your bloodline is famous and can grant you access to locations and people that others of a lower class couldn't hope to get into. This includes things like getting a seat at an exclusive restaurant that has been booked for months, getting a personal audience with a planetary governor, being invited to a gala for a socialite, being admitted to certain covert social orders, etc.

EMPIRE BUILDER [18TH LEVEL]

Up to twice a day when you broker a deal, make a positive impact on a person of standing, or otherwise advance your standing you recover 1 Resolve Point.

ARTISAN

[+1 INT]

You are more than a simple craftsman- you are an artist who gives forms to work for the sake of advancing your craft rather than yourself.

THEME KNOWLEDGE [1ST LEVEL]

You dream to create something that will surpass everything else currently available. Delving into the intricacies of your craft, you push yourself to find new tricks and cheats to create the next best thing. At the first level you pick a skill associated with a skill, of your choice, that can be used to craft something (such as Engineering, Life Science, Mysticism, or Profession). You are counted as if you had 5 extra ranks in that skill for the purpose of crafting. In addition, you gain an ability adjustment of +1 Intelligence at character creation.

IMPROVISED CRAFTING [6TH LEVEL]

If you can dream it you can make it- even if you need to do it in a cave with a box of spare parts. While you still need the UPB, you are treated as if you always had access to tools and a workshop appropriate to your chosen crafting skill. If you do not actually have access to such things, you treat your crafting skill as 4 lower than normal.

UNIVERSAL CRAFTER [12TH LEVEL]

Your extensive knowledge of crafting has lead you to expand your skills to other forms of crafting. Select 2 other skills that can be used for crafting. You gain the benefits of the Theme Knowledge and Improved Crafting abilities in those skills as well.

GREAT PRIDE [18TH LEVEL]

Whenever you craft an item you have never crafted before that has a minimum required ranks of 15 or higher you gain 1 Resolve point.

GOVERNMENT

[+1 INT]

Governments are big entities with lots of moving parts and functionaries. You are a proud manager or officer in a governmental agency or military (or other large bureaucratic organization). You are used to the labyrinthine bureaucracy, endless forms, and cadres of faceless grunts who you employ. Still, you are a leader of men, a sharp thinker, and you'll do your best for your organization or die trying.

THEME KNOWLEDGE [1ST LEVEL]

You knows the ins and outs of efficient management and inspiration like the back of your hand. Reduce the DC of Diplomacy checks to change the attitude of a creature by inspiring them by 5. In addition, you gain a +2 bonus on all Profession checks. Finally, you gain an ability adjustment of +1 to Intelligence at character creation.

WAGE SLAVE [6TH LEVEL]

When you perform Profession checks to earn a living you earn 4x your result instead of twice your result so long as you are working for your organization.



COMPETENT MANAGER [12TH LEVEL]

Once per round as a swift action you can grant one ally a +4 bonus on all skill checks with skills you have at least 1 rank in have until the start of your next turn.

DIRECTOR [18TH LEVEL]

You are given directorship of a large part of a corporate or governmental organization. This means you have corporate assets (as defined by your GM) totalling approximately 1 million credits. This may be ships, space stations, small towns, land, personnel, holdings, etc. While these assets are under your control they are also for corporate use. This means that while you may have access to 300 delivery craft, you may only be able to divert a few off course for your personal use.

In addition, so long as the assets you are assigned directorship are financially profitable you can regain 1 Resolve Point every 12 hours by taking 10 minutes to review your financial/managerial reports.

PARTISAN **[+1 CHA]**

You live, breath, and would die for a specific cause. The cause might be political, religious, philosophical, humanitarian, nationalist, or even be a cult of personality. You are a zealot, putting your belief in your cause before things like morality and rationality. You are a martyr for your cause at the drop of a hat and would give anything to advance your cause.

THEME KNOWLEDGE [1ST LEVEL]

Choose a specific ideology or cause. Reduce the DC of Culture checks made to demonstrate some kind of knowledge about or recall information on your cause or ideology 5. In addition, you gain a +5 bonus on Bluff, Diplomacy, and Intimidate checks to sway people to your cause or ideology. Finally, you gain an ability adjustment of +1 to Charisma at character creation.

PRESSURE [6TH LEVEL]

By spending 1 Resolve Point you can use suggestion as a mundane ability to influence a believer (even a recent convert) who earnestly shares your belief.

ZEALOT [12TH LEVEL]

You may spend 1 Resolve Point once per day to grant yourself 1 additional move or swift action at any point during your turn. This extra action must be to better your cause in some, even indirect, way. This could be making an extra move action to get closer to a political adversary you are attempting to assassinate, making an extra Diplomacy check to convince someone to join your cause, or even making an aid another check to help another believer.

TRUE BELIEVER [18TH LEVEL]

Your pressure ability can be used to replicate the effects of a mundane dominate person spell rather than a suggestion spell. In addition, when you use suggestion you can cause your target to carry out actions that will harm themselves. Finally, if you spend 1 hour bettering the state of your belief or advancing your cause, you regain 1 Resolve Point.



PERFORMER

[+1 DEX]

Your calling in life is in the performing arts; the roar of the crowd, the thrill of physical competition, the exertion, the mastery, the thrill! You could be as an athlete, a musician, a dancer, a stuntman, a circus acrobat, or a whole host of other things. You have made a living plying your skill- seeking not the fame but seeking to exceed your limits; to outperform the you from yesterday.

THEME KNOWLEDGE [1ST LEVEL]

You live for the excitement of the crowd and the competition. When attempting an Athletics or Acrobatics check to perform a stunt or do something exceedingly daring, increase the DC by 5. You gain a +1 bonus to checks on either Athletics or Acrobatics. In addition, you gain an ability adjustment of +1 to Dexterity at character creation.

COMPETITOR [6TH LEVEL]

You live for the thrill of competition; be it against an opponent or against the grim reaper. You may declare any act a "daring act" and take some unnecessary risk that could result in a painful failure (damage, a penalty, loss of face with an important person, etc). If successful the Performer gains 1 Resolve Point. This may only be done once per 12 hours.

PROFESSIONAL [12TH LEVEL]

They say the best measure of skill is if you can make a living using it. Since your skill is your meal ticket you gain a +5 bonus on Profession checks related to your chosen vocation.

COMPETITOR [18TH LEVEL]

The first time in a day that you roll a natural 20 on an Acrobatics or Athletics check you are restored 1 Resolve point.

PRIVATEER

[+1 CHA]

With all the trade goods and valuable cargo that travels the universe, only a fool wouldn't consider the possibilities of piracy. You are no fool, and you've made a name for yourself, fair or foul, as a privateer. You have under-the-table agreements with some spaceport authorities, and so you have a safe haven to turn to between raids and adventures- as long as the credits keep rolling in anyway.

THEME KNOWLEDGE [1ST LEVEL]

You are well versed in determining the value of stolen goods on the fly, and you know the people you have to contact to fence your plunder. Reduce the DC of checks to approximate the value of something (such as a Culture check to appraise cultural relics or a load of craft goods, an Engineering or Craft check to gauge the worth of an experimental weapon, etc) by 5. Intimidate is a class skill for you, though if it is a class skill from the class you take at 1st level, you instead gain a +1 bonus to Intimidate checks. In addition, you gain an ability adjustment of +1 to Charisma at character creation.

WRIT OF MARQUE [6TH LEVEL]

A governmental authority has granted you a semi-legal right to operate as a privateer, although you may only legally operate within a defined area or target certain entities (discuss with your GM). So long as you pay 10% of your piracy earnings while following the agreed upon rules, the authorities turn a blind eye to your actions. You can still get in trouble for openly destructive or murderous actions.

NOTORIOUS [12TH LEVEL]

You have gained quite the reputation, and nobody relishes the idea of crossing you. The DC of Culture checks to identify you is reduced to 15. Additionally, when you try to make someone helpful using Intimidate, they only become unhelpful if you fail the check by 10 or more.

PIRATE CAPTAIN [18TH LEVEL]

Nothing warms your heart like a hold full of plunder. Up to twice per day, after defeating an enemy and capturing gear and loot worth at least 100,000 credits total, you may spend 1 minute evaluating the haul and regain 1 Resolve point. This doesn't count as resting to regain Stamina Points.

SLAVE [+1 CON]

You either are or were a slave of some kind. You had the dehumanizing experiencing of being of being owned bodily and legally by someone else. This hatred for your oppressors burns deep and colors your perceptions of the universe.

INHUMANITY TOWARDS OURSELVES

Should a slave ever willingly partake in the slave trade they lose the benefits of their theme. The GM should talk with the player about replacing it with a suitable other theme (such as outlaw). In no uncertain terms, willingly enslaving another creature is an irredeemably evil action.

THEME KNOWLEDGE [1ST LEVEL]

You have suffered through inhumane social, physical, and/or emotional at the hands of your master. You gain a +5 bonus on Survival checks and always treat it as a class skill. In addition you gain a +2 bonus on attempts to escape bindings or grapples. In addition, you gain an ability adjustment of +1 to Constitution at character creation.

STRONG SPIRIT [6TH LEVEL]

Your will cannot be broken by simple things; you are a spiritual diamonds forged by your oppressor. You gain a +4 bonus on Will saves.

PECULIAR INSTITUTION [12TH LEVEL]

You have special insights into the slave trade and other institutions that profit on the systematic oppression of people. You are treated as if you had your level in ranks in "Profession (Human Trafficker)".

CHAINBREAKER [18TH LEVEL]

Whenever you free someone from oppression or bondage, offer an empowering speech against slavery or on another humanitarian topic, or strike a decisive blow against an establishment that perpetuates slavery you gain 1 Resolve Point. You can only gain a maximum of 1 Resolve Point per 2 hours in this fashion.



VARIANT THEMES

A variant theme is a modification to an existing theme. These give an adjustment to a few parts of the theme while keeping the other aspects in tack. This is often to give a theme new flavor or an interesting new angle while keeping the rough idea the same.

ASCETIC [VARIANT PRIEST THEME] [+1 WIS]

You have eschewed society in an effort to better focus on your connection with the cosmos. You care less about attracting followers and more about ascending beyond this mortal coil. Through rigorous training, you have achieved a greater sense of control over your bodily needs. Now your deity (or the cosmos itself) has demanded that you go forth and complete some appointed mission.

DENIAL OF FLESH [6TH LEVEL]

You have achieved a degree of mastery over your body, able to deny the needs of your own body. You only require 1/2 the normal amount of food and water a member of your race would normally need to avoid starvation. In addition, you may make a Wisdom check in place of a Constitution check to avoid nonlethal damage from starvation and thirst.

This replaces the mantle of the clergy ability gained at 6th level.

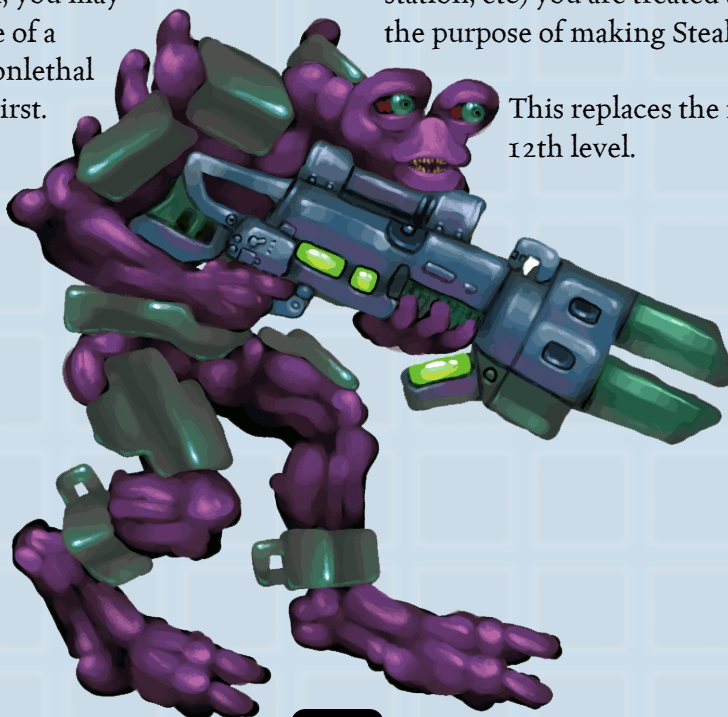
HIRED GUN [VARIANT BOUNTY HUNTER THEME] [+1 CON]

Not every bounty hunter is interested in bringing their target back alive. You ply your trade as a hired killer, working on either side of the law to take down the people your employers want gone. For you, the adventuring life isn't so much a calling as it is a collection of contract kills.

SHADOWMAN [12TH LEVEL]

You know how to follow your targets so they don't notice you. You could stand behind them in a crowded street and they would never see you. You get a +4 bonus to Stealth checks opposed by your mark's Perception checks. Additionally, when in a crowded non-combat area (a busy mall, a major passageway in a station, etc) you are treated as having concealment for the purpose of making Stealth checks.

This replaces the relentless ability gained at 12th level.



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