

STARFARER'S CODEX: **LEGACY CAVALIER**



STARFINDER
COMPATIBLE

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STARFARER'S CODEX: LEGACY CAVALIER

Some warriors venture into combat for glory, others for the rush of adrenaline, others for more mercenary reasons. Though, there are some that are driven by something else entirely, a commitment to a cause or philosophy so deep that it sends them into untold dangers and across the far reaches of the universe. You are such a warrior, belonging to a chosen order that focuses on training and dedication to its tenets, ready to pursue its dictates wherever they may lead you. While you are a capable warrior even when accompanied only by your constructed or trained companion mount, you are at your finest when leading a group of like-minded allies.

Role: You are an inspiration on the battlefield, whether you are leading your companions from afoot or coordinating tactics from atop your steed. You don't hesitate to call out the most intimidating of foes and rush into combat to defend your allies or your ideals.

Key Ability Score: Your Strength governs your melee attacks, whether you are afoot or atop your steed, while your Dexterity helps you fire weapons from a distance, so you should choose either Strength or Dexterity as your key ability score. Once made, this choice cannot be changed. A high Constitution score allows you to absorb more damage.

Stamina Points: 7 + Constitution modifier.

Hit Points: 7

CLASS SKILLS

The cavalier's class skills are Acrobatics (Dex), Athletics (Str), Culture (Int), Diplomacy (Cha), Engineering (Int), Intimidate (Cha), Piloting (Wis), Profession (Cha, Int, or Wis), and Survival (Wis).

Skill Ranks per Level: 4 + Intelligence modifier.

CLASS FEATURES

The following are all class features of the cavalier.

Weapon and Armor Proficiency: Cavaliers are proficient with basic and advanced melee weapons, small arms, longarms and with light and heavy armor.

Challenge (Ex): Once per day, you can challenge a foe to combat. As a move action, choose one target within sight to challenge. You gain a +2 insight bonus to damage rolls on attacks against the target of your challenge. At 4th level, and every 4 levels thereafter, you can use this ability one additional time per day, and its bonus to damage increases by 1.

Challenging a foe requires much of your concentration. You take a -1 penalty to your Armor Class while a challenge is active, except against attacks made by the target of your challenge.

Your challenge remains in effect until the target is dead or unconscious or until the combat ends. Your challenge also includes another effect based on your chosen cavalier order.

Expert Rider (Ex): At 1st level, you gain Expert Rider (included at the end of this product) as a bonus feat.



TABLE: CAVALIER

Level	BAB	Fort	Ref	Will	Class Features
1st	+1	+2	+2	+0	Challenge 1/day, expert rider, mount, order
2nd	+2	+3	+3	+0	Order ability, expert trainer +1
3rd	+3	+3	+3	+1	Weapon specialization, tactician
4th	+4	+4	+4	+1	Combat feat, cavalier's charge, challenge 2/day
5th	+5	+4	+4	+1	Banner
6th	+6	+5	+5	+2	Order Ability
7th	+7	+5	+5	+2	Expert trainer +2
8th	+8	+6	+6	+2	Combat feat, challenge 3/day
9th	+9	+6	+6	+3	Greater tactician
10th	+10	+7	+7	+3	Combat Feat
11th	+11	+7	+7	+3	Mighty Charge
12th	+12	+8	+8	+4	Challenge 4/day, expert trainer +3, order ability
13th	+13	+8	+8	+4	Chain challenge
14th	+14	+9	+9	+4	Combat feat
15th	+15	+9	+9	+5	Greater banner
16th	+16	+10	+10	+5	Combat feat, challenge 5/day
17th	+17	+10	+10	+5	Demanding challenge, expert trainer +4
18th	+18	+11	+11	+6	Combat feat
19th	+19	+11	+11	+6	Master tactician
20th	+20	+12	+12	+6	Challenge 6/day, supreme charge

Mount (Ex): At 1st level, you gain the service of an unusually intelligent, strong, and loyal creature as your steed. You gain a companion (see the Companion rules, below), using your cavalier level as your master level. This mount is often a heavy horse or cycleroid (for a Medium cavalier) or a pony or cybersled (for a Small cavalier), although though some cavaliers chose more exotic mounts such as stellar tigers or cybermules. Your animal companion must have the quadruped or wheeled base form or be at least one size category larger than you and choose the mount evolution as its 1st-level evolution. Your chosen companion must always possess the mount evolution, even if you choose to update or reconfigure your companion when you gain a new level.

The bond with your mount is strong enough that you anticipate each other's movements so that you do not need to attempt a Survival check when performing certain riding actions. Attempting to control mount in battle, fast mount or dismount, fight from a combat-trained mount, guide with knees, or to stay saddled when your mount rears or you take damage succeeds automatically.

Order (Ex): At 1st level, you must pledge yourself to a specific order. The order grants you a number of bonuses, an additional class skill, and several special abilities. In addition, each order includes a number of edicts that you must follow. If you violate any of these, you lose the benefits from your order's challenge ability for 24 hours. The violation of an edict is subject to GM interpretation.

You cannot change your order without undertaking a lengthy process to dedicate yourself to a new cause. When this choice is made, you immediately lose all of the benefits from your old order. You must then follow the edicts of your new order for one entire level without gaining any benefits from that order. Once accomplished, you gain all of the bonuses from your new order. Note that the names of these orders might vary depending upon the campaign setting or GM's preference. A complete list of orders appears at the end of the cavalier class write-up.

Expert Trainer (Ex): At 2nd level, you become practiced at both handling your mount and training other creatures. You gain a +1 insight bonus to Survival checks made to handle an animal, rear a wild animal, and ride creatures. This bonus increases by 1 at 7th level and every 5 levels thereafter.

Weapon Specialization: At 3rd level, you gain the Weapon Specialization feat as a bonus feat for each weapon group this class grants you proficiency with.

Tactician (Ex): At 3rd level, as a standard action, you can grant the ability to use a combat feat you know to one ally within 30 feet who can see and hear you. Your ally retains the use of this bonus feat for 3 rounds plus 1 round for every two levels of cavalier that you possess. Your ally does not need to meet the prerequisites of this bonus feat. You can use this ability once per day at 3rd level, plus one additional time per day at 5th level and for every 5 levels thereafter.

Combat Feat: At 4th, 8th, 10th, 14th, 16th, and 18th levels, you gain a bonus feat in addition to those gained from normal advancement. These bonus feats must be selected from those listed as combat feats.

Whenever you gain a new bonus feat, you can also choose to replace one of the bonus feats you have already learned with a different bonus feat. The feat you replace can't be one that was used as a prerequisite for another feat or other ability. You can change only one feat at any given level, and you must choose whether or not to swap the feat at the time you gain the new bonus feat.

Cavalier's Charge (Ex): At 4th level, you can charge across the battlefield and quickly close the distance on your enemies. While riding your companion mount, as a full action, you can direct your mount to move up to double its speed and you can make a single melee or ranged attack at any point during its movement. Additionally, when you are not mounted, you can make a charge without the charge penalties (See Chapter 8 of the *Starfinder Core Rulebook*).

Banner (Ex): At 5th level, you choose a symbol that expresses your commitment to your order and its edicts. You gain a personal holographic image projector that you can use to display the symbol above you. You can activate or deactivate the projector as a move or swift action, and you can display your banner as often as you like. This otherwise functions as per a 1st-level *holographic image* except that it has a range of 5 feet.

While your banner is displayed, all allies within 30 feet that can see the banner gain a +2 morale bonus on saves versus fear. At 10th level, and every 5 levels thereafter, this bonus increases by 1.

Greater Tactician (Ex): At 9th level, when you use your tactician ability, you can choose to grant two combat feats you know to one ally within 30 feet, or to grant one combat feat you know to all allies within 30 feet. This otherwise functions as the tactician ability.

Mighty Charge (Ex): At 11th level, when you use your cavalier's charge ability or charge unmounted, you can make two melee or ranged attacks at any point during its movement, taking a -4 penalty on both attack rolls. The attacks can be made at the same point during the mount's movement, or at two different points.

Chain Challenge (Ex): At 13th level, your defeat of an enemy inspires you to take on further challenges. Whenever you defeat the target of your challenge, you may challenge a new target you can see as a reaction. Designating this new target does not count as a new use of challenge as long as you do so immediately as a reaction after defeating your previously-challenged opponent. You can continue designating new opponents in this way until combat ends or there are no legal targets for your challenge.

Greater Banner (Ex): At 15th level, the morale bonus from your banner ability also applies to saving throws against charm and compulsion effects. As a standard action, you can supercharge your banner, causing it to spark and shimmer. Any of your allies within 60 feet that are under an ongoing mind-affecting effect receive a new saving throw to end the effect. (This ability has no effect on conditions that do not allow a saving throw.) Once you have supercharged your banner, you can't use this ability again until after you spent a Resolve Point to regain Stamina Points during a 10 minute rest.

Demanding Challenge (Ex): At 17th level, whenever you declare a challenge, your target must pay attention to the threat you pose. For one round after being declared the target of your challenge, your opponent takes a -2 penalty to its attack rolls and save DCs for attacks and effects against anyone other than you.

Master Tactician (Ex): At 19th level, you can use your tactician ability as a move action. When you use the ability, you can grant 3 combat feats you know to one ally within 30 feet or 2 combat feats you know to all allies within 30 feet. This otherwise functions as the tactician ability.

Supreme Charge (Ex): At 20th level, when you hit an opponent you have challenged at the end of a unmounted charge or as a part of using your cavalier's charge ability, you double the damage bonus granted by your challenge ability. If you score a critical hit with your attack, in addition to any critical effect caused by your weapon, the opponent must succeed on a Fortitude save (DC = 10 + half your cavalier level + your key ability modifier) or be stunned for 1 round.

CAVALIER ORDERS

At 1st level, you must dedicate yourself to one of the following orders.

ORDER OF THE ASCENSION

While many people are concerned with the realities of material or political power, you know that these things are insignificant and temporary. Instead, you focus on pursuit of the deeper spiritual truths of the cosmos and seek to bring yourself and others into closer alignment with the universe.

Edicts: Your chief concern is the spiritual growth of yourself and others. If barriers stand between you and this goal, you must do everything in your power to remove them. You must never refuse to give advice if it is requested, and you must always do your best to render truthful and helpful guidance. If an item or a person distracts you from your quest for enlightenment, you must remove them from your life.

Challenge: Whenever you issue a challenge, you can gain a +1 insight bonus on the first saving throw that you must attempt against a spell or spell-like ability cast by the target of your challenge. This bonus increases by 1 for every 4 cavalier levels you have.

Skill: You add Mysticism to your list of class skills. If you are untrained in Mysticism, you can attempt to recall knowledge with the skill even if the DC of the check is greater than 10. At 4th level you gain a +1 insight bonus to checks with this skill. This increases by +1 at 8th level, and every 4 levels thereafter.

Order Abilities: As an order of the ascension cavalier you gain the following abilities as you increase in level.

Potent Advice (Ex): At 2nd level, whenever you use the aid another action to assist one of your allies, the bonus the ally receives to their skill check is 1 higher than normal. At 8th level, and every six levels thereafter, this bonus increases by an additional 1.

Cosmic Connection (Sp): At 6th level, you can form a mental link with creatures you touch, communicating information rapidly through it. You can use *mindlink* at will as a spell-like ability, though only once per day on any given creature.

Spiritual Awareness (Su): At 12th level, you can spend a standard action to grant yourself blindsense (emotion) with a range of 60 feet. A creature can keep its emotions calm to avoid detection by this

ability by succeeding at a Bluff check with a DC equal to 15 + your Sense Motive bonus, but a creature under the influence of an emotion effect cannot try to avoid detection. Creatures under the effects of *nondetection* or similar effects automatically avoid detection by this ability. Unless otherwise stated, constructs and creatures with Intelligence modifiers of -4 or lower don't have emotions and can't be sensed this way. This ability lasts for a number of rounds equal to your cavalier level, and once you have used it you cannot use it again until the next time you expend a Resolve Point to regain Stamina Points during a 10 minute rest.

ORDER OF THE BALM

There is so much pain in the universe, and so few who are called to tend to those hurts. You are one of these chosen, and you feel compelled to care for those that have been grievously injured or suffer from the ravages of disease.

Edicts: You must never refuse aid to the injured or ill, unless it would put you in immediate mortal danger or they are foes you are willing to kill. You must even care for former adversaries if they are sincerely repentant for their previous deeds. You must never willingly allow an ally to die with their wounds untended. You seek to alleviate harm wherever you go, and relentlessly oppose those who employ torture or use diseases as a weapon.

Challenge: Whenever you issue a challenge, you can choose to deal nonlethal damage to the target of your challenge without taking the normal penalties to your attack rolls for inflicting nonlethal damage with a lethal weapon.

Skill: Add Medicine to your list of class skills. Whenever you use Medicine to treat deadly wounds, if you exceed the DC check by 5 or more, add your cavalier level and Intelligence modifier to the amount healed. At 4th level you gain a +1 insight bonus to checks with this skill. This increases by +1 at 8th level, and every 4 levels thereafter.

Order Abilities: You belong to the order of the balm and gain the following abilities as you increase in level.

Rally the Dying (Ex): At 2nd level, as a standard action you can cause a dying creature you touch to become stable, as if you had successfully administered first aid to it.

Fight Through It (Ex): At 6th level, as a standard action you can suppress one condition of your choice that an ally within 60 feet is suffering from for 1d4 rounds, chosen from the following list: confused, fascinated, fatigued, shaken, sickened, and staggered. While your ally doesn't suffer the effects of the condition during that period, the condition is merely suppressed, not removed, and its effects resume at the start of your next turn. The condition can still be removed with spells, technology, and other effects as normal.

Treat Affliction (Ex): At 12th level, you can spend a standard action to grant a creature an additional saving throw against a disease, drug, or poison that currently afflicts them. If they fail, they do not suffer any ill effects or proceed down the affliction's progression track, but if they succeed it counts as two successful saving throws toward curing the condition. Once you have used this ability on a creature, you cannot use it on the same creature again until the next time you regain Stamina Points after a 10 minute rest.

ORDER OF THE CIRCUIT

Understanding machines and technological devices has always helped you to make sense of the world around you. You seek to make the most of your gear and to harness the powers of technology to help you and your allies accomplish your goals.

Edicts: You must study and attempt to understand any unusual machinery or technological items that you encounter. You must attempt to repair, rather than discard or sell, technological items that become broken or nonfunctional (though you can sell them once they function or it is clear repair is impossible). You seek payment in technological items or valuable schematics whenever possible.

Challenge: Whenever you issue a challenge, you gain a +1 insight bonus to Engineering checks to identify technological items carried by the target of your challenge. When you score a critical hit against the target of your challenge, you can choose one technological item in their possession. That object ceases to function for 1 round.



Skill: You add Computers to your list of class skills. Additionally, when you use Engineering to repair a technological item, add your cavalier level to your Engineering check to determine how many of the item's Hit Points you restore. At 4th level you gain a +1 insight bonus to checks with this skill. This increases by +1 at 8th level, and every 4 levels thereafter.

Order Abilities: As an order of the circuit cavalier you gain the following abilities as you increase in level.

Coax Power (Ex): At 2nd level, as a part of any move, standard, or full action you can restore 1 charge to a battery in your possession. Once you have used this ability, you cannot use it again until the next time you regain Stamina Points after a 10 minute rest.

Optimize (Ex): At 6th level, as a standard action you can reconfigure your weapon to temporarily increase its effectiveness. For 1 minute, the weapon gains an enhancement bonus on damage rolls equal to 1/3 your class level. You can use this ability once per day at 6th level, and one additional time per day at 12th level and 18th level.

Target Tech (Ex): At 12th level, you can spend a standard action to make an attack against a technological object in a creature's possession (including a technological weapon or armor upgrade, but not environmental protects or augmentations), targeting the creature's EAC or KAC as appropriate for your weapon. If you successfully hit, your attack deals no damage, but the creature must succeed on a Reflex save ($DC = 10 + \text{half your cavalier level} + \text{your key ability score modifier}$) or the object ceases to function for 1 minute. Once you have used this ability you cannot do so again against the same piece of technology until you regain Stamina Points after a 10 minute rest.

ORDER OF THE COMET

You are constantly in motion, and you see those who settle in one place as missing the many wonders the universe offers. While others might see you as impetuous, you merely possess the ability to make decisions in the blink of an eye and act on them without hesitation. You are an inveterate wanderer and long to see what lies in the next star system.

Edicts: You must be the first into combat, if possible, and the first to take up any challenge that is offered to you and your allies. You must never stay in one place for too long and must avoid establishing a permanent

stationary residence (though you could take up living on a mobile starship, rogue planet drifting through the cosmos, and so on).

Challenge: Whenever you issue a challenge, you can choose to substitute a bull rush for the melee attack at the end of a charge against the target of your challenge and gain a +2 bonus to the bull rush's attack roll when you do so. At 4th level, you can also substitute a bull rush for the melee attack when you use your cavalier's charge ability against the target of your challenge.

Skill: You add Perception to your list of class skills. When you use Perception to attempt to notice an ambush, you gain a +1 circumstance bonus to your check. At 4th level you gain a +1 insight bonus to checks with this skill. This increases by +1 at 8th level, and every 4 levels thereafter.

Order Abilities: As an order of the comet cavalier you gain the following abilities as you increase in level.

Quick Reflexes (Ex): At 2nd level, you gain a +2 insight bonus to initiative checks. This bonus increases by +1 at 6th level, and every 4 levels thereafter.

Elusive (Ex): At 6th level, during any turn in which you have moved at least 10 feet, you gain a +2 bonus on your KAC against combat maneuvers.

Mobile Attacker (Ex): At 12th level, you gain Shot on the Run as a bonus feat, even if you don't meet its prerequisites. When using the feat, you may choose to make 2 ranged attacks during the course of your movement, but each attack takes a -6 penalty.

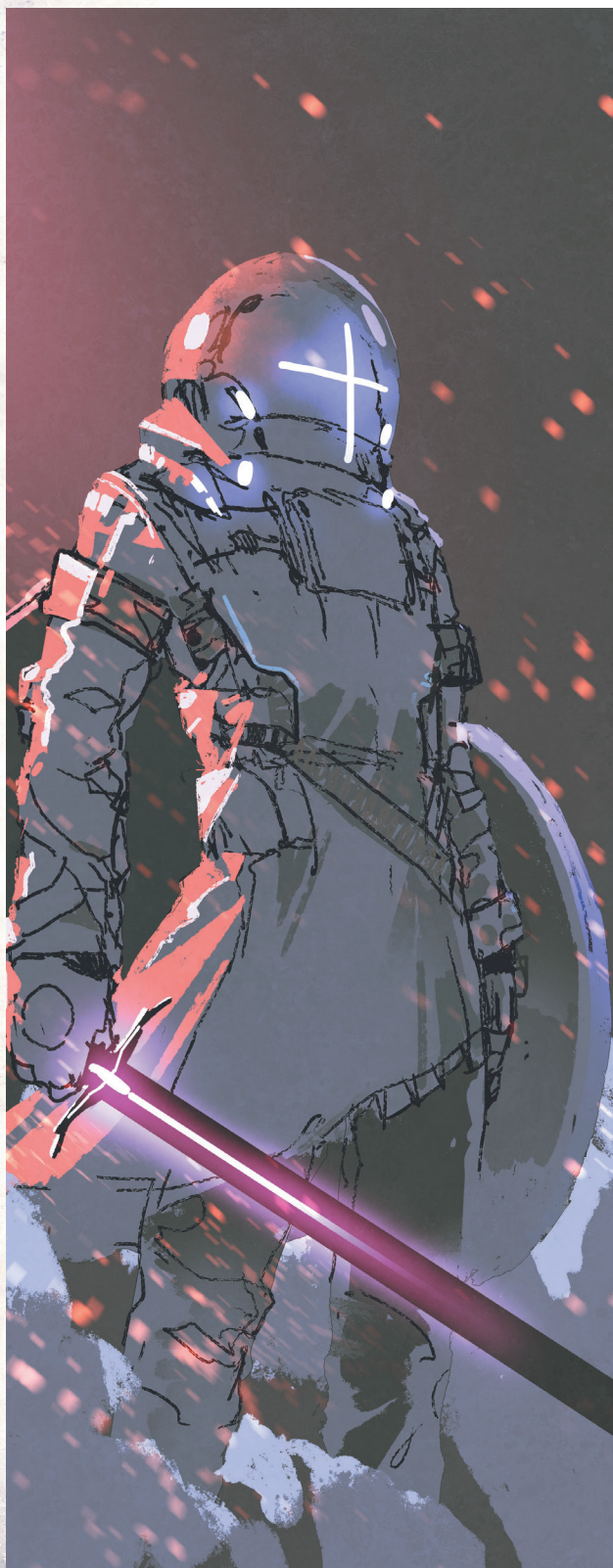
ORDER OF THE HOLOGRAM

You understand that perception shapes reality, and you have no compunctions about manipulating people's perceptions. What people believe is more important to you than the truth, and you can easily shape those beliefs to your benefit.

Edicts: You are motivated by your desire for others to view you in the best possible light and must always present evidence or retell events in ways that are most flattering to you. You are willing to omit details, invent half-truths, and downright fabricate evidence to make yourself the hero of every encounter. You must never willingly take the blame for any mistakes or setbacks, and you must never allow challenges to your good image to go unanswered.

Challenge: Whenever you issue a challenge, you can make a Bluff check to feint against the target of your challenge without taking an action to do so.





Skill: Add Bluff to your list of class skills. You can make Bluff checks to feint against creatures that lack an Intelligence score, but you take a -5 penalty on the Bluff check. At 4th level you gain a +1 insight bonus to checks with this skill. This increases by +1 at 8th level, and every 4 levels thereafter.

Order Abilities: You belong to the order of the hologram and gain the following abilities as you increase in level.

Rider's Feint (Ex): At 2nd level, you gain Improved Feint as a bonus feat. When you successfully feint, treat the target as flat-footed against both your next attack and your mount's next attack against the target before the end of your next turn.

Shift the Blame (Ex): At 6th level, as a reaction when you strike a target during combat, you can attempt a Bluff check to convince it that a creature adjacent to you actually struck the blow. The DC of the check increases as usual for attempting to Bluff against a Hostile target, and your GM can decide that some Bluffs are impossible to believe, such as blaming a small child for an attack with a heavy weapon. Whether or not you are successful, you can only attempt to use this ability against a particular creature once per day. If you succeed the target cannot make an attack of opportunity against you as a result of that attack, even if it would normally provoke.

Holoprojector Defense (Ex): At 12th level, you can cast *mirror image* as an extraordinary ability once per day, using your cavalier level as your caster level. At 18th level, you can do this twice per day.

ORDER OF THE PENUMBRA

You know that subtly is often the best way to win the day. While others might compete for glory, or strive for interplanetary fame, you move behind the scenes to shape the destiny of people who have never even heard of you.

Edicts: You must avoid notice when possible, and shift credit (or blame) onto your companions rather than claim it yourself. You must attempt to accomplish your ends in ways that leave your opponents none the wiser, though if this fails you are free to use any available methods.

Challenge: Whenever you issue a challenge, you can make a Stealth check against the target of your challenge as a swift action. If you succeed on the Stealth check, the target of your challenge is flat-footed against your first attack, as long as you make it before the end of your next turn.

Skill: You add Stealth to your list of class skills. You reduce your armor check penalty to Stealth checks by 2, to a minimum of 0. At 4th level you gain a +1 insight bonus to checks with this skill. This increases by +1 at 8th level, and every 4 levels thereafter.

Order Abilities: As an order of the penumbra cavalier you gain the following abilities as you increase in level.

Quiet Steed (Ex): At 2nd level, you can substitute your Stealth check for your mount's Stealth check when you are riding.

Skillful Sniper (Ex): At 6th level, you reduce by 5 the penalty on Stealth checks to hide while sniping.

Inconspicuous Demeanor (Ex): At 12th level, at the start of combat, you can make a Stealth check opposed by the Perception of your enemies as a part of your initiative check. Any enemy that you succeed on your Stealth check against ignores you until the beginning of your first turn in combat. You can use this ability once per day at 12th level plus one additional time per day at 18th level.

ORDER OF THE WARD

The universe is a place of terrible danger, and only stouthearted individuals like you can guard against the peril. You have dedicated your life to protecting your allies, and all who are helpless, from dangers seen and unseen.

Edicts: You must protect the lives and property of your allies and of any too weak to protect themselves. You must stand against any who would endanger or take advantage or those less fortunate or less powerful than they are. You must never cause harm to those who cannot defend themselves.

Challenge: Whenever you issue a challenge, you can choose one ally within 30 feet to protect from the target of your challenge. That ally gains a +1 insight bonus on their AC against attacks made by the target of your challenge for your challenge's duration.

Skill: You add Sense Motive to your list of class skills. When you use Sense Motive to detect deception,

you never believe that a truthful statement contains deceptions, even if you fail the check by 5 or more. At 4th level you gain a +1 insight bonus to checks with this skill. This increases by +1 at 8th level, and every 4 levels thereafter.

Order Abilities: You belong to the order of the ward and gain the following abilities as you increase in level.

Shield Ally (Ex): At 2nd level, as a standard action you can grant one ally adjacent to you a +2 circumstance bonus on their AC against the next attack attempted against them before the beginning of your next turn.

Sense Danger (Ex): At 6th level, you gain Blind-Fight as a bonus feat. At 15th level, when using Blind-Fight you can reroll your miss chance percentile roll twice to see if you actually hit.

Locate Threat (Ex): At 12th level, when you attempt a Perception check to pinpoint the location of a creature that has total concealment or is invisible, you gain a +10 circumstance bonus to the check.

ORDER OF THE VOID

You believe that the true fate of the universe lies in the unspooling of all matter—the return of all to the peace of the void. You are an agent of entropy, spreading chaos wherever you go and seeking to break down the social order and leave all in anarchy.

Edicts: You revel in conflict and disorder. You attempt to sow distrust and dissention in any group you are in, and use the resultant chaos for your personal gain. You never back down from a fight, and you must not let the smallest slight go unanswered. You seek to undermine authority figures and breed distrust in society's institutions.

Challenge: Whenever you issue a challenge, you receive a +1 insight bonus on damage rolls against objects possessed by the target of your challenge. This bonus increases by 1 for every 4 cavalier levels you have. Additionally, your sunder attacks against objects possessed by the target of your challenge ignore 5 points of the object's hardness.

Skill: You add Engineering to your list of class skills. When you use Engineering to disable a device, you reduce the time required by 1 round, to a minimum of 1 round. At 4th level you gain a +1 insight bonus to

checks with this skill. This increases by +1 at 8th level, and every 4 levels thereafter.

Order Abilities: As an order of the void cavalier you gain the following abilities as you increase in level.

Breaker (Ex): At 2nd level, you gain Improved Combat Maneuver (sunder) as a bonus feat. Whenever you successfully destroy an object in the possession of a significant foe, you can a +2 morale bonus on weapon damage rolls until the end of your next turn.

Crash Through (Ex): At 6th level, you barge your way through barriers to your objective. You can open unlocked doors and make Strength checks to break through sealed barriers as part of a move action made to move your speed rather than as a separate move action.

Sow Distrust (Ex): At 12th level, you can spend a standard action to attempt to convince a foe within 60 feet not to trust its allies. Unless the target succeeds on a Will save (DC = 10 + half your cavalier level + your key ability score modifier), it can neither benefit from or provide morale bonuses,

bonuses from flanking or aid another. The target is also not considered anyone's ally and does not treat anyone as an ally, and it will not willingly become a target for spells cast by its allies. This is a language-dependent, mind-affecting effect that lasts for a number of rounds equal to half your cavalier level.

ARCHETYPES FOR LEGACY CAVALIER

ALTERED OR REPLACED CLASS FEATURES

For any level where an archetype provides an alternate class feature, a cavalier who takes the archetype alters or replaces the listed class feature.

Multilevel 2nd, 6th, and 12th Levels: You don't gain the order ability normally granted at this level.

4th and 18th Levels: You don't gain a bonus combat feat.

9th Level: You don't gain the greater tactician ability at 9th level. Instead, you gain the greater tactician ability at 10th level and don't gain the bonus combat feat normally gained at 10th level.



Companion Rules

Companions and Mounts

Some classes, such as the cavalier, ranger, and paladin (See Chapters 7 and 8 of the *Starfarer's Companion*, from Rogue Genius Games), can grant a loyal companion that you choose and train. All companions have a neutral alignment and the same senses as an ordinary human. Your companion understands all of the languages that you speak. For instructions on creating your companion see *Selecting and Customizing Your Companion* below.

Each round on your turn, after you have acted, your companion can take either a move action or a standard action to attack (your companion doesn't make a separate initiative roll). You must be able to issue simple commands to your companion, but you don't have to spend actions to issue these commands.

You can instead choose to spend a move action on your turn to give your companion detailed commands. If you do so, your companion can take both a move action and any standard action this turn. If you also spend a swift action, your companion can take a swift action as well, or it can combine its actions into a full action. If you give your companion detailed commands, you can choose to take your remaining standard action before your companion acts or to ready your standard action, as usual.

To receive these commands, your companion must be able to see or hear you. If you become unconscious, unresponsive, or otherwise unable to communicate with your companion, it cannot take any actions until you are again able to issue commands.

Starting at 7th level, your bond with your companion has advanced to the point where it can more independently interpret your wishes. Each round on your turn, the companion can take a move action, take a standard action to attack, or make a full attack, even if you don't spend any actions to give it detailed commands. The companion takes a -6 penalty to full attacks made without your detailed commands instead of the normal -4 penalty. You must still be conscious and able to communicate with your companion for it to take these actions.

At 20th level, your companion instinctively anticipates your wishes and can act independently. Each round on your turn, your companion can take a full suite of actions (either a full action or else a move action, a standard action, and a swift action) without requiring your direct control, and it makes full attacks without your direct control with the normal -4 penalty. You don't need to issue commands to your companion for it to take actions.

Selecting and Customizing Your Companion

Selecting and customizing a companion is a multistep process. First, choose the companion's creature type: biological or technological. Companions can be traditional clever beasts and brave steeds or technological creations similar to a mechanic's drone. This choice effects some of the companion's base statistics and the evolutions that you can select. Next, select your companion's base form, which, along with your class level, determines its base statistics. Next, choose your companion's special abilities and feats. Finally, select your companion's evolutions, which grant your companion additional abilities and allow you to fully customize it.

Other than those aspects determined by your companion's type, base form, and evolutions, the exact details of your companion's appearance and personality are up to you.

Companion Type

BIOLOGICAL COMPANION

A biological companion is considered a magical beast for the purposes of spells and effects targeting it. Your biological companion gains natural attack as a bonus evolution at 1st level.

Like most magical beasts, a biological companion recovers from damage naturally through rest, and it may be healed like any other living creature. If a biological companion is reduced to 0 Hit Points, it begins dying. The biological companion immediately falls unconscious and can take no actions. On your turn, as long as you are within 60 feet of your biological companion, you can use a standard action and spend one Resolve Point to stabilize it. If the biological companion is not stabilized or healed to more than 0 hit points within one round of being reduced to 0 hit points, it dies. Additionally, if a biological companion takes damage from a single attack equal to or greater than its maximum Hit Points while it has 0 current HP, the biological companion dies. If a biological companion is unconscious but stable at 0 hit points and takes additional damage, it again begins dying.

If your biological companion is killed or lost, you can find and train a replacement companion for free after 24 hours of uninterrupted searching. You can take a single 8 hour rest during each 24 hours spent searching, but any other interruption greater than a moment of conversation requires you to add 12 hours to the time required to find a replacement companion. In addition,

every time you gain a class level in the class that grants your companion, you can find and train a new biological companion, discarding your bond with your old companion, with the same amount of work. This allows you to change any or all of the choices you made for your biological companion (including ability scores, base form, feats, evolutions, and skills).

TECHNOLOGICAL COMPANION

Technological companions are considered constructs with the technological subtype for the purposes of spells and effects targeting them. Your technological companion is proficient in your choice of small arms or basic melee weapons, and it gains specialization in that weapon type once you reach 3rd level. Technological companions gain your choice of melee weapon mount or ranged weapon mount as a bonus evolution at 1st level.

Like most constructs, a technological companion cannot recover from damage on its own. If a technological companion is reduced to 0 Hit Points, it becomes inactive until it is restored to 1 Hit Point or more. If a technological companion takes damage from a single attack equal to or greater than its maximum Hit Points while it has 0 current HP, the technological companion is destroyed.

If your technological companion is destroyed or lost, you can replace its body for free after 24 hours of uninterrupted work. You can take a single 8 hour rest during each 24 hours spent working, but any other interruption greater than a moment of conversation requires you to add 12 hours to the time required to rebuild your companion. In addition, every time you gain a class level in the class that grants your companion, you can rebuild your technological companion from scratch with the same amount of work, allowing you to change any or all of the choices you made for your companion (including ability scores, base form, feats, evolutions, and skills).

COMPANION BASE FORMS

Each companion has one of three base forms that determines its size, starting statistics, and initial evolutions, as well as the companion's overall look and theme. These base forms should cover most creatures that are suitable for companions; when choosing your companion, you should work with your GM to decide which of the base forms most closely approximates your companion. These base forms are aquatic, avian, biped, quadruped, and serpentine, and they are presented below. Each is organized as follows, using these terms:

Size: This is the base size options for your companion. Regardless of the size you choose, it does not change the companion's other statistics.

Speed: This shows the companion's land speed and its speeds for any additional movement types.

AC: This is the base Energy Armor Class (EAC) and Kinetic Armor Class (KAC) for this base form. Add the bonus to its AC from Table: Companion Base Statistics and your companion's Dexterity modifier to these numbers to determine the companion's EAC and KAC.

Good Save: This type of saving throw is your companion's best saving throw. This saving throw uses the Good Save bonus progression on Table: Companion Base Statistics.

Poor Saves: These types of saving throws are your companion's worse saving throws. These saving throws use the Poor Save bonus progression on Table: Companion Base Statistics.

Ability Scores: This shows the companion's base ability scores. The listed Constitution score applies to biological companions. Technological companions don't have a Constitution score. Any DCs or other statistics that rely on a Constitution score treat a technological companion as having a Constitution score of 10 (no bonus or penalty). Companions can't use items that grant additional ability score increases.

Ability Increases: These are the companion's ability scores that increase as you gain levels, as determined by the Ability Increase progression on Table: Companion Base Statistics.

Skills: Each base form determines which skills your companion is trained in. The listed skills are class skills for your companion, and it gains a number of ranks in the skill equal to your class level. Your companion can use these skills without the need for you to issue commands.

Initial Evolutions: Each base form begins with initial evolutions that are a part of the base form itself. These are in addition to the evolutions a companion gains by level. You can't change these evolutions when you gain levels, rebuild your companion, or find a new companion unless you choose a new base form. The list of evolutions appears after the companion base rules.

AQUATIC

At home in watery or other fluid environments, aquatic companions are effective choices for undersea adventures or exploring ocean-filled worlds. Examples of aquatic base form companions include dolphins, mecha-sharks, and sea wolves.

STARTING STATISTICS

Size Medium or Small

Speed 20 feet, swim 30 feet

AC EAC 10, KAC 10

Good Save Fortitude

Poor Saves Reflex, Will

Ability Scores Str 14, Dex 12, Con 10, Int 6, Wis 10, Cha 6

Ability Increases Strength, Dexterity

Skills Athletics, Stealth

Initial Evolutions amphibious, swim speed, enhanced speed (swim)

AVIAN

Swooping through the skies above battle as scouts or distractions, avian companions are effective in all but the most confined environments. Examples of avian base form companions include eagles, empyrean wasps, and raptor drones.

STARTING STATISTICS

Size Small or Tiny

Speed 30 feet, fly 30 feet

AC EAC 10, KAC 10

Good Save Reflex

Poor Saves Fortitude, Will

Ability Scores Str 8, Dex 16, Con 10, Int 6, Wis 10, Cha 6

Ability Increases Dexterity, Wisdom

Skills Acrobatics, Perception

Initial Evolutions atmospheric adaptation, distraction, fly speed

BIPED

Highly adaptable, biped companions thrive in most environments. Examples of biped base form companions include cyberapes, deinonychus, and kangaroos.

STARTING STATISTICS

Size Medium or Small

Speed 30 feet

AC EAC 11, KAC 11

Good Save Will

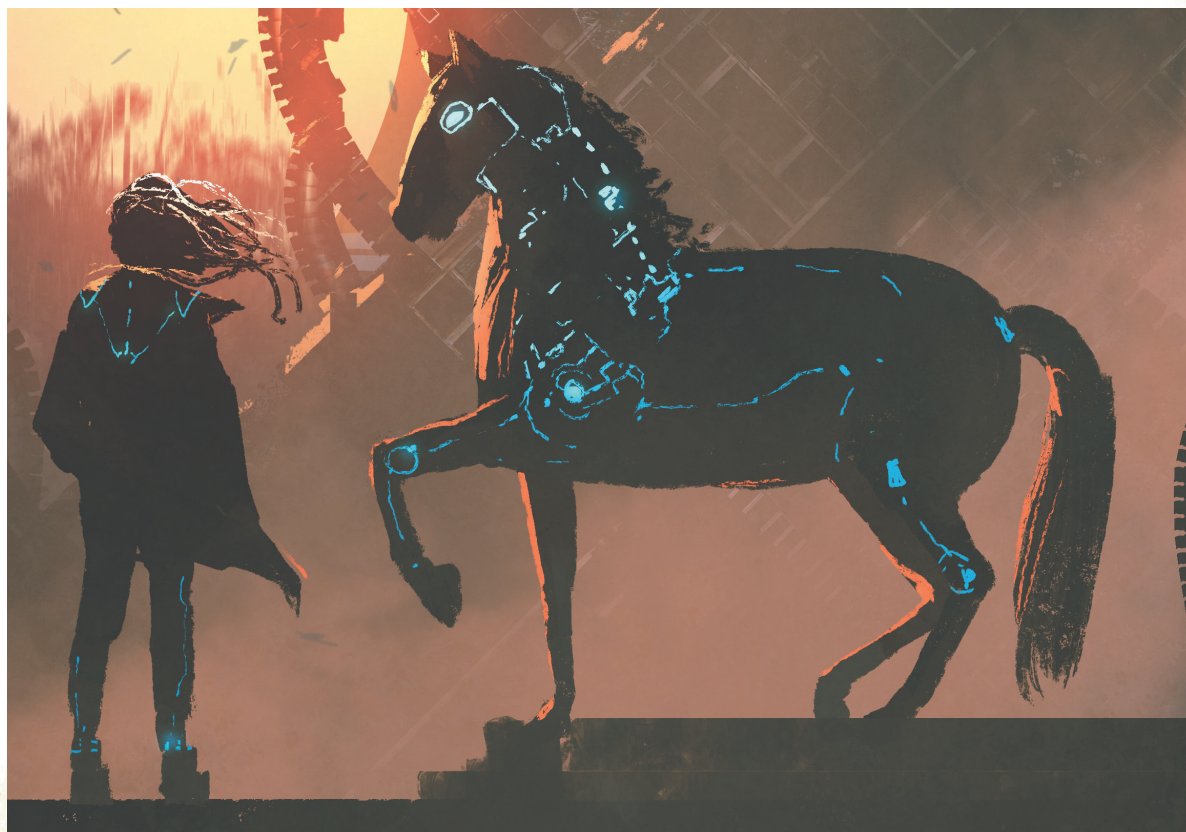
Poor Saves Fortitude, Reflex

Ability Scores Str 12, Dex 14, Con 10, Int 6, Wis 10, Cha 6

Ability Increases Strength, Dexterity

Skills Acrobatics, Stealth

Initial Evolutions enhanced ligaments, enhanced senses, share senses



QUADRUPED

Fierce protectors and steadfast mounts, quadruped companions often stand on the frontlines. Examples of quadruped base form companions include camels, robosteeds, and xenobears.

STARTING STATISTICS

Size Large or Medium

Speed 40 feet

AC EAC 10, KAC 13

Good Save Fortitude

Poor Saves Reflex, Will

Ability Scores Str 14, Dex 12, Con 10, Int 6, Wis 10, Cha 6

Ability Increases Strength, Dexterity

Skills Athletics, Perception

Initial Evolutions enhanced armor, enhanced speed, mount

SERPENTINE

Ambush predators and unobtrusive observers, serpentine companions can serve as scouts or as part of a strike force. Examples of serpentine base form companions include constrictor snakes, nanovipers, and sand wyrms.

STARTING STATISTICS

Size Medium or Small

Speed 20 feet, climb 20 feet

AC EAC 10, KAC 13

Good Save Reflex

Poor Saves Fortitude, Will

Ability Scores Str 12, Dex 14, Con 10, Int 6, Wis 10, Cha 6

Ability Increases Strength, Dexterity

Skills Athletics, Stealth

Initial Evolutions camouflage, enhanced armor, climb speed

Companion Base Statistics

Your companion's abilities are determined by your cavalier class levels and the evolutions you select for your companion. The table on page 17 determines many of the base statistics for your companion. These base statistics modify the starting statistics determined by the companion's base form. The terms used in Table: Companion Base Statistics are defined as follows.

Master Level: This is equal to your class level in the class that grants your companion. If you have levels in more than one class that grants a companion, your levels in those classes stack to determine the abilities of your companion—you do not gain additional companions.

Hit Points: This is the companion's maximum number of Hit Points. For the purposes of spells and other effects that rely on Hit Dice or level, your companion's equivalent Hit Dice or level is equal to your class level in the class that grants your companion. Companions do not have Stamina Points.

Base Attack Bonus: This is the companion's base attack bonus.

Armor Class: Add the listed bonus and the companion's Dexterity modifier to base Armor Class values listed for its base form to determine the companion's total EAC and KAC. Your companion cannot wear armor of any kind, and you cannot increase its AC further without selecting the appropriate evolutions.

Good Save Bonus, Poor Save Bonus: These are the companion's base saving throw bonuses. Each base form designates which saving throw uses the good save value and which ones use the poor save value.

Ability Increase: Increase two of your companion's ability scores, as designated by its base form, by this amount.

Feats: This is the companion's total number of feats. You can select a companion's feats from those listed in Companion Feats on page 17. A companion cannot select a feat that requires a base attack bonus of +1 until it gains its second feat at 3rd level.

Evolutions: This is the number of custom evolutions you can add to your companion.

Special: Your companion gains these abilities when you reach the appropriate level, as noted on the table. These abilities are described in the section below.

Link (Su): You have an empathic link with your companion within a 1 mile distance. You can communicate empathically with your companion, either through a magical link or through specialized sensors, but cannot see through its eyes. Because of the link's limited nature, only general emotions can be shared.

Evasion (Ex): If a companion is subjected to an attack that normally allows a Reflex save for half damage, it takes no damage if it makes a successful saving throw.

Devotion (Ex): A companion gains a +4 morale bonus on Will saves against enchantment spells and effects.

Advanced Evolutions (Ex or Su): Beginning at 11th level, you can choose from the list of advanced evolutions whenever your companion gains a new evolution.

Improved Evasion (Ex): When subjected to an attack that allows a Reflex saving throw for half damage, a companion takes no damage on a successful saving throw and only half damage if the saving throw fails.

TABLE: COMPANION BASE STATISTICS

Master Level	HP	BAB	AC	Good Save Bonus	Poor Save Bonus	Ability Increase	Feats	Evolutions	Special Abilities
1st	10	+1	+0	+2	+0	—	1	1	Link
2nd	20	+2	+1	+3	+0	—	1	1	—
3rd	30	+3	+2	+3	+1	—	2	2	Evasion
4th	40	+3	+3	+3	+1	+1	2	2	—
5th	50	+4	+4	+4	+1	—	2	3	—
6th	60	+5	+5	+4	+1	—	3	3	Devotion
7th	70	+6	+6	+5	+2	+1	3	4	—
8th	80	+6	+7	+5	+2	—	3	4	—
9th	90	+7	+8	+5	+2	—	4	5	—
10th	100	+8	+9	+6	+2	+1	4	5	—
11th	110	+9	+9	+6	+3	—	5	6	Advanced evolutions
12th	120	+9	+10	+6	+3	—	5	6	—
13th	130	+10	+11	+7	+3	+1	5	7	—
14th	140	+11	+12	+7	+3	—	6	7	—
15th	150	+12	+13	+8	+4	—	6	8	Improved evasion
16th	160	+12	+14	+8	+4	+1	6	8	—
17th	170	+13	+15	+8	+4	—	7	9	—
18th	190	+14	+16	+9	+4	—	7	9	—
19th	210	+15	+17	+9	+5	+1	8	10	—
20th	230	+15	+18	+9	+5	—	8	10	—

Companion Feats

When choosing feats for your companion, you can choose from the following: Blind-Fight, Cleave, Deadly Aim, Far Shot, Great Cleave, Great Fortitude, Improved Combat Maneuver, Improved Critical, Iron Will, Jet Dash, Kip Up, Lightning Reflexes, Lunge, Mobility, Multi-Weapon Fighting, Nimble Moves, Opening Volley, Penetrating Attack, Shot on the Run, Skill Focus, Skill Synergy, Slippery Shooter, Spring Attack, Strike Back, Suppressive Fire, Versatile Focus, Versatile Specialization, Weapon Focus, and Weapon Specialization. GMs can expand this list to include feats from other sources.

Companion Evolutions

Evolutions are modifications added to your companion. They can change based on the type of companion—for instance, the amphibious evolution might be a rebreather module or a gill implant—but the function is still the same. If an evolution requires a saving throw, the difficulty class is equal to $10 + 1/2$ your class level in the class that grants the companion (minimum 1). Evolutions are set once chosen, unless you rebuild your companion or find a new one. Some evolutions have prerequisites for selection based on possession of other evolutions. You must be at least 11th level to select advanced evolutions. Unless otherwise stated, you may only choose an evolution once.

BASIC EVOLUTIONS

Amphibious (Ex): Your companion can breathe easily in air or under water.

Atmospheric Adaptation (Ex): Your companion is acclimated to high altitudes, allowing it to function normally in thin atmospheres and granting it a +4 insight bonus on Fortitude saves to resist the effects of severely thin atmospheres.

Camouflage (Ex): Your companion's skin or hide subtly changes color to match its surroundings. Whenever your companion stays stationary for 1 round, it gains a +5 bonus to Stealth checks (this bonus doesn't stack with the *invisibility* spell or similar effects). If your companion takes any action, it loses this bonus until it spends 1 round remaining still. At 11th level, you can choose this evolution again to increase the bonus on Stealth checks to +10.

Climb Speed (Ex): Your companion gains sharp claws, sticky pads, or suction cups on its extremities, granting it a climb speed equal to its base speed.

Distraction (Ex): As a standard action, your companion can let out a frightening roar or make an intimidating display directed against one enemy within 30 feet that can see or hear it. The enemy must succeed on a Will save or be shaken until the end of your next turn. This is a mind-affecting, sense-dependent effect.

Enhanced Armor (Ex): Your companion gains a +2 bonus to its AC. At 11th level, you can choose this evolution a second time as an advanced evolution.

Enhanced Senses (Ex): Your companion gains low-light vision, darkvision to 60 feet, and a +2 insight bonus to Perception skill checks.

Enhanced Speed (Ex): Your companion increases one form of its movement speed by 10 feet. You can select this evolution multiple times. Its effects do not stack; each time you select this evolution, it must apply to a different movement type.

Extra Ammo (Ex): One of your companion's weapon mounts can hold two additional batteries, magazines, or other ammunition type in addition to its usual weapon and ammunition capacity. Your companion must have the ranged weapon mount mod before selecting this mod. You can select this mod more than once, up to the number of weapon mounts the companion has.

Enhanced Ligaments (Ex): Your companion is equipped with powerfully reinforced limbs. It can jump up to 30 feet as a move action (either vertically, horizontally, or in any combination that does not exceed

30 feet). Once this ability is used, your companion must wait 1 minute before using this ability again.

Melee Weapon Mount (Ex): Your companion is equipped with a harness or robotic arm to which you can affix a one-handed melee weapon, allowing your companion to wield that weapon and attack with it. This weapon cannot be disarmed. Wielding a two-handed melee weapon requires two melee weapon mounts. If you do not already have a weapon to equip, you must purchase it separately. Swapping out a weapon in a melee weapon arm requires 1 hour of work. You can select this evolution multiple times, each time adding an additional melee weapon mount to the companion.

Mount (Ex): Your companion is able to carry a rider as a combat-trained mount. If you ride your companion, it must be at least your size or larger. To carry another rider, the companion must be at least one size larger than the rider. You can direct your companion mount in battle without attempting Survival checks and you take no penalty to Survival checks for riding without a saddle.

Natural Attack: Your companion's unarmed strikes deal 1d6 slashing damage. This attack doesn't count as archaic. Your companion gains a unique weapon specialization with their unarmed strikes at 3rd level, allowing it to add $1\frac{1}{2} \times$ your character level to its damage rolls for its unarmed strikes (instead of just adding your character level, as usual).

Ranged Weapon Mount (Ex): You can affix a small arm or another one-handed ranged weapon on your companion, via a harness, implant, or modification, allowing it to wield that weapon and attack with it. This weapon cannot be disarmed. Mounting a longarm, a heavy weapon, or another two-handed ranged weapon requires two ranged weapon mounts. A ranged weapon mount can hold up to two batteries, two magazines, or two of another ammunition type for the affixed weapon, provided this ammunition is of light bulk or less. Multiple ranged weapon mounts used to affix a single two-handed weapon count as a single ranged weapon mount for the purpose of how much ammunition it can hold. The weapon mount reloads these batteries or magazines automatically, which takes the usual amount of time for the weapon. Spent batteries or magazines are stored within the ranged weapon mount. You can replace all of a ranged weapon mount's batteries or magazines as a move action. You must purchase separately or already have the weapon and ammunition for use with a ranged weapon mount. You can replace the weapon with any other weapon that meets the criteria for your ranged weapon mount (for example, if you have two ranged weapon mounts, you could replace a

longarm with a heavy weapon). Swapping out a weapon in a ranged weapon mount requires 1 hour of work. You can select this evolution multiple times, each time adding an additional ranged weapon mount to the companion.

Resistance (Ex): Your companion gains resistance to an energy type of your choice—acid, cold, electricity, fire, or sonic—equal to your class level, to a maximum of 10. You can select this evolution multiple times. Its effects do not stack; each time you select this evolution, it must apply to a different energy type from the list above.

Scent (Ex): Your companion gain blindsense (scent) with a 10 foot range. At 11th level, you can select this evolution again as an advanced evolution to extend the range of your companion's blindsense to 30 feet.

Shared Senses (Su or Ex): Either through an ocular implant or a mystical connection, you can see through your companion's eyes as a move action, maintaining this connection as long as you like (as long as your companion is within 1 mile). You can end this connection as a swift action. While you are sharing your companion's senses, you are blinded.

Strong Back (Ex): Your companion's Strength score counts as 4 higher for the purpose of determining how much bulk it can carry, but all of this extra bulk must be stored gear and cargo, not mounted weapons or the like. This does not affect the companion's actual Strength score in any way, merely how much it can carry. Due to its size, a companion might still be unable to carry awkward or unwieldy items.

Squeeze (Ex): Your companion can move at full speed and is not considered entangled while it is squeezing.

Swim Speed (Ex): Your companion gains a swim speed equal to its base speed.

Tracking (Ex): Your companion can make Perception checks to find and follow tracks as if it were using the Survival skill.

ADVANCED EVOLUTIONS

Burrow (Ex): Tough claws or drill attachments grant your companion a burrow speed equal to its land speed.

Fly Speed (Ex or Su): Your companion gains a fly speed equal to its land speed, by gaining either wings or mystical anti-gravity power. It can use its flight for 10 minutes per day. These minutes do not need to be consecutive, but they must be spent in 1 minute increments. You can select this evolution a second time to remove the limit on the amount of time your companion can fly.

Greater Camouflage (Ex): Once per day as a standard action, your companion can turn invisible for 10 minutes, as per the *invisibility* spell. If it makes an attack during this time, the invisibility ends. Your companion must have the camouflage evolution to select this ability.

Greater Resistance (Ex): Choose one type of energy for which your companion already has the resistance evolution. Increase your companion's resistance to that energy type by 5. You can select this evolution multiple times. Its effects do not stack. Each time you select this evolution, it applies to a different energy type for which your companion has the resistance evolution.



Improved Natural Attack (Ex): The base damage from your companion's unarmed attacks increases to 3d6. Additionally, when making a full attack with its unarmed strikes, your companion can make a third attack, suffering the same penalties as usual. Your companion must have the natural attack evolution to select this ability.

Reach (Ex): You extend your companion's limbs or neck, increase its reach with its natural attack by 5 feet. Your companion must have the natural attack evolution to select this ability.

Thick Skin (Ex): Your companion's hide or outer coating toughens, granting it damage reduction 2/—. This increases to DR 3/— at 14th level and increases by 1 again at 17th level and 20th level.

Tympanic Membranes (Ex): Your companion uses basic echolocation to notice unseen foes. The companion gains the blindsense (sound) ability with a range of 30 feet.

Venom (Ex): Your companion gains venom glands or a toxin pump that grants it a poison attack. As a standard action, your companion can make a ranged attack versus EAC against an enemy within 30 feet. If the attack is successful, the enemy must succeed on a Fortitude save or be afflicted by Companion's Venom. Your companion cannot use this ability again until you take a 10 minute rest to regain stamina.

Companion's Venom

Type poison (injury); Save Fortitude (special)

Track Constitution; Frequency 1/round for 3 rounds

Cure 1 save

Vacuum Resistance (Ex): Due to physiological modification and development of internal air bladders, your companion no longer suffers the hazardous environmental effects of being in a vacuum. Additionally, it can go without breathing for a number of hours equal to your class level. You must have the atmospheric adaptation evolution to select this ability.

MOUNTED COMBAT RULES

CONTROLLING A MOUNT

You control a mount using the Survival skill (see Chapter 5 of the *Starfinder Core Rulebook*). If you are an expert on mounted combat, and your game takes place in a setting where mounted combat will be commonplace, you may wish to take the Expert Rider feat. The rules for controlling a mount only apply if you are riding an animal, beast, or similar creature, and may be modified if you are riding a class-granted companion or drone (see Riding a Companion or Drone, below).

FIGHTING FROM A MOUNT

When mounted, you treat your mount's space as your space. You use your reach, but calculate it from the edges of your mount's space. This means if you are Medium but on a Large mount, you can make melee attacks against creatures adjacent to your mount, but those creatures can also make melee attacks against you.

If you use a move action to direct your mount to make a guarded step, neither you nor your mount provoke attacks of opportunity from this movement. As your full action, you can direct your mount to take a full action to withdraw; neither you nor your mount provoke attacks of opportunity from visible foes for moving out of the first square during this movement.

Note that, as controlling your mount in combat requires you to make a Survival check as a swift action at the beginning of your turn, you are generally unable to take full attacks or use other full actions while engaging in mounted combat. Likewise, remaining seated on your mount when you are damaged requires you to make a Survival check as a reaction, so it is often dangerous to go into the thick of mounted combat unless you have the Expert Rider feat or a similar ability.

If your mount is trained for combat, or you have ranks in Survival equal or greater to your mount's CR, you can draw and replace equipment stored on your mount as easily as if it was on your body. Otherwise, it's a standard action to retrieve or put away equipment stored on your mount.

RIDING A COMPANION OR DRONE

The rules for controlling a class-granted drone or companion in mounted combat modify the base mounted combat rules, as presented in Chapter 5 of the *Starfinder Core Rulebook*. When riding on your drone or companion, you do not need to attempt Survival checks to accomplish the following actions: fight from a combat trained mount, guide your mount with your knees, leap, spur your mount, and stay mounted. You automatically succeed on these tasks and do not need to spend actions to fight from a combat trained mount or stay mounted. You must still make Survival checks when attempting to use your mount for cover, quick mount or dismount, and soften a fall off your mount.

Instead of using the actions described in the mounted combat rules to control your drone or companion mount, you must use the actions listed in the description of the class feature. The riding saddle mod for drones and the mount evolution for companions enhance the ability of mounts to carry heavy riders. This allows them to carry a rider with a bulk up to the mount's Strength score, rather than half of its Strength score, without being encumbered.

Training a Mount

You can train a grown wild animal to act as domesticated. During this training, you must decide whether to train the animal to act consistently domesticated, domesticated toward only you, or domesticated toward you and a subset of people present during its training. The Survival check to succeed on this training has a DC equal to 5 + the DC to rear a wild animal of its CR. You can also train a domesticated animal to be combat trained using the same DC as to rear a wild animal. Training an animal in either of these ways typically takes weeks or months.

Example Mounts

The creatures below represent typical mounts which a character might acquire at 1st level, a light horse (or pony), and a heavy horse. Either animal could be wild, domesticated, or combat trained. If you have the Expert Rider feat, you could upgrade either of these mounts to higher CRs just by referring to the monster creation table appropriate for their role in Appendix 1 of *Starfinder Alien Archive*.

HORSE, LIGHT CR 1

[EXPERT]

XP 400

N Medium or Large Animal

Init +2; **Senses** low-light vision; **Perception** +10

DEFENSE HP 17

EAC 11; **KAC** 12

Fort +3; **Ref** +3; **Will** +4

OFFENSE

Speed 60 ft.

Melee hoof +5 (1d4+5 B)

STATISTICS

Str +4; **Dex** +2; **Con** +1; **Int** -4; **Wis** +0; **Cha** +0

Skills Acrobatics +5, Athletics +10, Sense Motive +5, Survival +10

HORSE, HEAVY CR 1

[COMBATANT]

XP 400

N Large Animal

Init +2; **Senses** low-light vision; **Perception** +10

DEFENSE HP 20

EAC 11; **KAC** 13

Fort +5; **Ref** +5; **Will** +1

OFFENSE

Speed 50 ft

Melee hoof +8 (1d6+6 B)

STATISTICS

Str +5; **Dex** +1; **Con** +2; **Int** -5; **Wis** +0; **Cha** +0

Skills Athletics +5, Survival +5

Mounted Combat Feats

EMERGENCY PROTOCOL (COMBAT)

You have trained your mount to bring you to safety should you fall unconscious.

Prerequisite: Expert Rider, drone class feature, or mount class feature.

Benefit: When you are riding a mount trained for combat, your class-granted drone with the riding saddle mod, or your class-granted mount, you do not fall out of the saddle if you become unconscious. On your next turn after you fall unconscious, your mount attempts to withdraw from combat, moving up to double its speed in the direction that it deems least dangerous. Should your mount possess the ability to act without your direction, it can override this training, but it always acts in what it perceives as your best interest.

Normal: You cannot direct your mount when you become unconscious.

EXPERT RIDER (COMBAT)

You are an accomplished trainer and skilled in mounted combat.

Prerequisite: Survival as a class skill.

Benefit: You treat an animal with an attitude of indifferent or better toward you as a domesticated animal for the purpose of riding it. You treat a domesticated animal not trained for combat as if it is trained for combat for the purpose of riding and controlling it in combat.

When riding a mount trained for combat, at the beginning of your turn, as long as you are able to take actions, you may, without taking an action, make a Survival check to direct your mount that would normally take a move or swift action. You have a knack for staying in the saddle, even in combat, and when you are damaged while riding, you can make a Survival check to stay mounted without taking an action.

Additionally, you can rear a wild animal, or train a wild animal in days or weeks, rather than weeks or months. You can give special training to a single mount, allowing it to increase in CR up to a CR one below your level. If you lose this special animal, it takes weeks of training to bring a new animal to the same CR. Once your old animal leaves your service, it quickly forgets its training and reverts to its normal CR.

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