

# SCIENCE OFFICER ACTIONS

**Source** *Starfinder Core Rulebook* pg. 324

As a science officer, you can take any of the following actions, depending on your ranks in the Computers skill. These actions can be taken only 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 =  $10 + 1\frac{1}{2} \times$  your starship's tier), you can shift Shield Points (SP) from the shield in one quadrant to the shield in another quadrant, including to depleted shields (after rebalancing, every shield 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). 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  $5 + 1\frac{1}{2} \times$  the tier of the starship being scanned + its bonus from defensive countermeasures (see page 298). 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 equals  $5 + 1\frac{1}{2} \times$  the tier of the enemy starship + its bonus from defensive countermeasures (see page 298). 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.

## **LOCK ON (HELM PHASE, PUSH)**

If you have at least 6 ranks in Computers, you can lock your starship's targeting system on to one enemy vessel. You must spend 1 Resolve Point and attempt a Computers check. The DC equals  $5 + 1\text{-}1/2 \times$  the tier of the target starship + its bonus from defensive countermeasures (see page 298). If you succeed, your starship's gunners gain a +2 bonus to gunnery checks against the target for the rest of the round. This action can be taken only once per round.

## **IMPROVE COUNTERMEASURES (HELM PHASE)**

If you have at least 12 ranks in Computers, you can try to foil enemy targeting arrays and incoming projectiles by spending 1 Resolve Point and attempting a Computers check. The DC equals  $5 + 1\text{-}1/2 \times$  the tier of the target starship + its bonus from defensive countermeasures (see page 298). If you're successful, gunners aboard the target starship roll twice and take the worse result for gunnery checks during this round (including checks for tracking weapons).

# **OPEN CREW ACTIONS**

**Source** *Character Operations Manual* pg. 148

Open crew actions are generally less specialized tasks than a typical crew action, and they can be performed regardless of a character's role. Many open crew actions do not require any specific skill or skill check to perform and can be undertaken by anyone with at least 1 rank in Computers, Engineering, Physical Science, or Piloting. Taking an open crew action counts as your action during a starship combat encounter.

Open crew actions occur at the beginning of the engineering phase, before any other actions occur. All open crew actions occur simultaneously and can be resolved in any order the GM sees fit. Each open crew action can be performed only once per round.

## **ERRATIC MANEUVERING (OPEN)**

You trigger minor maneuvering thrusters, probe launchers, ballast vents, and other secondary systems at random to cause your starship to make small, unexpected jukes in its trajectory. This does not affect the starship's facing or movement, but it grants a +1 circumstance bonus to your starship's AC and TL against any opponent that performs the flyby stunt this round.

## **FEIGN DISASTER (OPEN)**

As a ploy, you can activate fake distress calls, set off false internal alarms, artificially blow outer doors of airlocks, dump trash and other debris from your ship's jettison tubes, and intentionally leak panicked-sounding internal communications over public communication channels to convince your opponents that your ship has suffered a catastrophic failure and may imminently explode or otherwise cease functioning in a violent, spectacular manner. Each enemy vessel's captain (or the science officer with the highest Computers skill bonus, if the ship has no captain) must attempt a Computers check (DC =  $10 + 1\text{-}1/2 \times$  your starship's tier) immediately after you take this action; this doesn't take them an action. On a successful check, the enemy ship's crew sees through your ruse and this action has no effect, but on a failed check, their crews automatically take steps to ensure that their own ship's sensors are not blinded by the energy released by your ship's theoretical imminent destruction. These emergency procedures impose a -2 penalty on their checks for scan and lock on actions taken against your ship, as well as on Piloting checks attempted while within 1 hex of your starship. Once used, regardless of the outcome, feign disaster can't be used again.

during the same combat encounter, even against different opponents or newcomers to the battlefield.

### **PRIORITIZE CALCULATION (OPEN)**

You use a command terminal to temporarily suspend background computer tasks running noncritical systems throughout the ship, prioritizing the combat calculations made at one specific crew station. One crew member attempting a check this round and using a bonus from the ship's computer can increase that bonus by 1.

### **RANGE FINDING (OPEN)**

You use any one of a number of your ship's systems to identify the range to a specific target or spatial feature, and you relay that information to another crew member so that they are free to focus on other aspects of the task they're attempting this round. Select one crew member filling the gunner, pilot, or science officer role. They gain +1 bonus to one attack roll or skill check of their choice related to starship combat that's attempted before the end of this turn.

### **READY WEAPON SYSTEM (OPEN)**

You carefully perform comprehensive pre-firing preparations for one weapon, reading each minute detail of its systems and giving the ship's computers time to calculate the peak moment to fire the weapon so it can deal the maximum amount of damage to your opponents' ship. While normally no one has the time or capacity to perform these tasks in the heat of battle, you know they can be invaluable when focused on properly. Select one weapon system when you perform this task. If that weapon is not fired this round but is fired on the next round after you have readied it, it deals +1 damage on a successful attack (+2 damage for starships of tier 6 and greater).

## **MINOR CREW ACTIONS**

**Source** *Starfinder Core Rulebook* pg. 326

Minor crew actions are computer-aided actions that allow a starship limited functionality if it doesn't have the necessary crew to fill all the roles (for instance, the lone crew member aboard a Tiny starship might always be the pilot but may need to fire one of the vessel's weapons in an emergency). You can take one minor crew action per round regardless of your current role, but only if no other action was performed this round for the role associated with that minor crew action. A minor crew action can be performed only once per round and doesn't count as your action.

### **GLIDE (HELM PHASE, MINOR)**

You move the starship at half its normal speed. The starship can take turns during this movement, but the starship's distance between turns increases by 2. You can add your ranks in the Piloting skill to the starship's AC and TL for this round. You can only take this action if no other pilot actions have been taken during the helm phase (including glide).

## **SNAP SHOT (GUNNERY PHASE, MINOR)**

You can fire one of your starship's weapons with a -2 penalty to the gunnery check. You can take this action only if no other gunner actions have been taken during the gunnery phase (including snap shot).

## **QUICK RESCAN (HELM PHASE, MINOR)**

You quickly check the sensors to see minor changes and updates that your starship has made available since the last time your crew scanned the your opponent's starship. A science officer must have used the scan action in a previous round to determine information about the other starship you are looking for updates on. If you succeed at a Computers check (DC = 5 + 1-1/2 × the tier of the starship being scanned + its bonus from defensive countermeasures), you receive one piece of information, such as the ship's current Hull Points or its current distribution of Shield Points. You can take this action only if no science officer actions have been taken during the helm phase (including visual identification and quick rescan).

## **VISUAL IDENTIFICATION (HELM PHASE, MINOR)**

You use your ship's visual sensors to get a much closer look at an opponent's starship and see if you recognize the technology used to make the ship or if you remember some specific technical details of its make and model. Attempt a Computers, Engineering, or Perception check (DC = 10 + 1-1/2 × the tier of the starship being examined). If you succeed, you learn the first unknown piece of information on the list below (all basic information, all defenses, or information about one weapon). Information already obtained from a science officer's scan action or a quick rescan minor action is not unknown. You learn only one unknown piece of information, regardless of your total check result. Subsequent successful checks reveal new pieces of information, continuing down the list below.

1. **Basic Information:** Size, speed, and maneuverability.

2. **Defenses:** Total Hull Points, total Shield Points, and power core PCU value.

3. **Weapon:** Information about one weapon, including its firing arc and the damage it deals, selected at random. Repeat this entry until all the starship's weapons are revealed. You can take this action only if no science officer actions have been taken during the helm phase (including visual identification and quick rescan).