

# STARFINDER SOCIETY ROLEPLAYING GUILD

## ADDITIONAL RESOURCES

Last Updated Friday, November 24, 2017



Paizo produces a wide range of books that further explore the game rules and world of Starfinder. These volumes contain a huge variety of options to help customize your character. You can view the list of all campaign-legal additional resources online at [paizo.com/starfindersociety/additional](http://paizo.com/starfindersociety/additional). In order to use content from sources outside of the *Starfinder Core Rulebook*, a player must bring an accessible copy of the resource that indicates that she owns the

resource. An accessible copy means one of the following: a physical copy of the book, a name-watermarked Paizo PDF of the relevant pages, or either a photocopy of the relevant pages or electronic access to the Starfinder Reference Document at [paizo.com/sfrd](http://paizo.com/sfrd) along with proof of purchase. Proof of purchase may include a receipt from a game store or a screenshot of your My Downloads page on [paizo.com](http://paizo.com).

### Product

### Legal for Play (Unless Otherwise Noted)

#### Dead Suns Adventure Path

*Starfinder Adventure Path #1: Incident At Absalom Station*

*Starfinder Adventure Path #2: Temple of the Twelve*

*Starfinder Adventure Path #3: Splintered Worlds*

*Starfinder Alien Archive*

**Equipment:** Noqual as listed in the sidebar on page 26, but only for ammunition and melee weapons; all items on pages 50–53, except *Ungarato*.

**Equipment:** All equipment in this book is legal for play. **Spells:** All spells in this book are legal for play. **Misc.:** The devastator connection is not legal for play.

**Equipment:** All equipment in this book is legal for play except the grave wind necrograft.

**Equipment:** All equipment in this book with a list item level and price is legal for play except aeon guard armor, aeon guard rifles, maze-core equipment, and the *resilient jacket*. Dragon glaives can only be wielded by Large creatures or creatures with Strength modifiers of at least +4. **Spells:** The summon creature spell (page 144) is legal for play. Players using this spell are encouraged to have ready statblocks for creatures they can summon via this spell.