

# STARFINDER<sup>®</sup>

A dynamic comic book illustration for the Starfinder series. The scene is set in a futuristic, industrial environment with metallic walls and glowing blue energy fields. In the foreground, a female character with dark hair, wearing a green and brown tactical suit, is aiming a glowing blue energy pistol. To her left, a large, mechanical, insect-like creature with yellow eyes and a red weapon is visible. In the center, a large, dark, multi-limbed alien creature with glowing blue eyes is lunging forward. To the right, a purple, tentacle-like creature is also visible. The background features a large, glowing blue energy field and a large, dark, multi-limbed alien creature. The overall color palette is dominated by blues, greys, and metallic tones, with vibrant highlights from the energy weapons and fields.

TOTE SONNEN

AUFSTELLERSAMMLUNG



**Pawn Artists:** Leonardo Borazio, Maja Djeke, Javier Charro, Taylor Fischer, Marko Horvatin, Oh Wang Jing, Josef Kucera, Raph Lomotan, Damien Mammoliti, David Melvin, Mark Molnar, Johnny Morrow, Alexander Nanitchkov, Mirco Paganessi, Mary Jane Pajaron, Miroslav Petrov, Riccardo Rullo, Ainur Salimova, Matias Tapia, Allison Theus, Tom Ventre, and Ben Wootten

**Product Identity:** The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Game Content: All trademarks, registered trademarks, proper nouns (characters, deities, locations, etc., as well as all adjectives, names, titles, and descriptive terms derived from proper nouns), artworks, characters, dialogue, locations, plots, storylines, trade dress, the historical period called the Gap, the terms kishalee, sivr, and skyfire, and the Drift (the official Open Game Content term for which is "hyperspace"). (Elements that have previously been designated as Open Game Content, or are exclusively derived from previous Open Game Content, or that are in the public domain are not included in this declaration.)

**Open Content:** Except for material designated as Product Identity (see above), the game mechanics of this Paizo game product are Open Game Content, as defined in the Open Game License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

## OPEN GAME LICENSE VERSION 1.0A

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc. ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

**Open Game License v 1.0a** © 2000, Wizards of the Coast, Inc.

**System Reference Document** © 2000, Wizards of the Coast, Inc.; Authors: Jonathan Tweet, Monte Cook, and Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

**Starfinder Core Rulebook** © 2017, Paizo Inc.; Authors: Logan Bonner, Jason Bulmahn, Amanda Hamon Kunz, Jason Keeley, Robert G. McCreary, Stephen Radney-MacFarland, Mark Seifter, Owen K.C. Stephens, and James L. Sutter, with Alexander Augunas, Judy Bauer, John Compton, Adam Daigle, Crystal Frasier, Lissa Guillet, Thurston Hillman, Erik Mona, Mark Moreland, Jessica Price, F. Wesley Schneider, Amber E. Scott, and Josh Vogt.

**Starfinder Tote Sonnen Aufstellersammlung** © 2018, Paizo Inc.; Author: Jason Keeley.



# STARFINDER

## TOTE SONNEN AUFSTELLERSAMMLUNG

Die Charaktere, Bösewichte und Raumschiffe des Abenteuerpfades Tote Sonnen erwachen mit dieser Sammlung von mehr als 100 Kreaturen- und Raumschiffaufstellern auf deinem Spieltisch zum Leben! Sie können im Rahmen des Starfinder-Rollenspiels oder jedes beliebigen Science Fantasy-RPGs verwendet werden. Jeder Aufsteller ist doppelseitig auf stabiler Pappe gedruckt und kann in eine zu seiner Größe passenden Base gesteckt werden. Auf diese Weise können sie leicht mit traditionellen Metall- oder Plastikfiguren zusammen eingesetzt werden.

Hier findest du die Verbündeten und Gegner, auf welche die Spielercharaktere im Rahmen des sechsteiligen Abenteuerpfades Tote Sonnen stoßen:

- Zwischenfall auf der Absalom-Station
- Splitter Welten
- Das Dreizehnte Tor
- Der Tempel der Zwölf
- Wolkenruinen
- Reich der Knochen

Egal ob Raumpiraten oder widerwärtige fremdartige Bestien, unter diesen wunderbar illustrierten Aufstellern findest du alle Freunde und Feinde des Abenteuerpfades Tote Sonnen! Die Kreaturaufsteller nutzen Basen passend zu ihrer Größe, während alle Raumschiffaufsteller mittelgroße Basen verwenden. Diese Sammlung enthält:

### Kleine (und kleinere Kreaturen)

- Eohi (2)
- Ferraner
- Jabaxa
- Kaukariki (4)
- Modifizierter Servobot (4)
- Skreeling (3)
- Windender Schwärmer (4)
- Xix
- Zaz

### Mittelgroße Kreaturen

- Abneth
- Acrochor
- Ailabiens 21:2
- Aionengarde-Spezialist (2)
- Akata (3)
- Alera Okwana
- Anhänger des Verschlingerkultes (2)
- Ausgesetzter (4)
- Avissa
- Baykok (3)
- Beschädigter Sicherheitsroboter
- Bosheit
- Brut des Auslöschenden Schattens (4)
- Chiskisk
- Clara-247
- Delgreg der Schlächter
- Der Klirrende Mann
- Duravor Kriel
- Einundzwanziger (3)
- Elebrianer
- Erneuerter I
- Erneuerter II
- Ferani Nadaz
- Garaggakal
- Gevalarsk Nor
- Ghibrani
- Ghulsoldat (3)

- Ghurd Nashal
- Grässlicher
- Hebiza Eskolar
- Hybeki
- Kisch (4)
- Kischspäher
- Knochensoldat (5)
- Knochensoldat-Einzelkämpfer (4)
- Kreth
- Kurobozu (3)
- Lebendes Hologramm
- Leere-Zombie (2)
- Leichenvolk-Raumsoldat (8)
- Malakar
- Mannschftsmitglied der Rostiges Rohr (3)
- Moriko Nasch
- Muhali
- Nihili (2)
- Null-9
- Panelliar
- Patrouillen-Sicherheitsroboter, (2)
- Qabart-Schmuggler (2)
- Q-O
- Quillius
- Renzar
- Salask
- Schattenfürst (3)
- Schimirin
- Scyphozoaner
- Selamide
- Seprevoi
- Serovox
- Sisyus Kaltblut
- Solstarni
- Tahomen
- Twonas En
- Tzayl
- Veolisk
- Verzweifelter Hunger-Berserker (2)

- Verzweifelter Hunger-Kultanhänger (3)
- Vrokilayo Lukensprenger
- Wächter-Sicherheitsroboter (4)
- Waneda Trux
- Wissenschützer (2)
- Woiooko
- Xavra
- Xerantha Mortrant
- Zira Vesch

### Große Kreaturen

- Daeln (2)
- Erdelementar
- Feuerelementar
- Ilthisarian
- Junger Bergaal
- Klingenschwinge
- Ksarik
- Lufterelementar
- Psithir (2)
- Rauzhant
- Renkroda, Bärtige
- Skreebrüter
- Surnoch (2)
- Torbrecher
- Trümmerschlick
- Vracinea
- Wasserelementar
- Yex

### Riesige Kreaturen

- Himmelsfischer (3)
- Jubsnuth (2)

### Raumschiffe

- Die Reich der Knochen
- Fahlschlächter-Aufklärer (2)
- Fangzahnjäger (2)
- Grabhügel-Grabrede



Dieses Produkt enthält keine Basen. Es wurde für den Einsatz mit den Starfinder-Aufstellern, der Starfinder Alien-Archiv-Aufstellersammlung oder den Pathfinder-Aufstellern konzipiert.



**WARNUNG:**  
Nicht für Kinder unter  
drei Jahren geeignet

Cover Artist:  
David Alvarez



Paizo Inc.  
7120 185th Ave NE, Ste 120  
Redmond, WA 98052-0577

**paizo.com**

© 2018, Paizo Inc.  
Printed in the EU.



Ulisses Spiele GmbH  
Industriestrasse 11 | 65529 Waldems  
[www.ulisses-spiele.de](http://www.ulisses-spiele.de)

Artikelnummer:  
US56023PDF