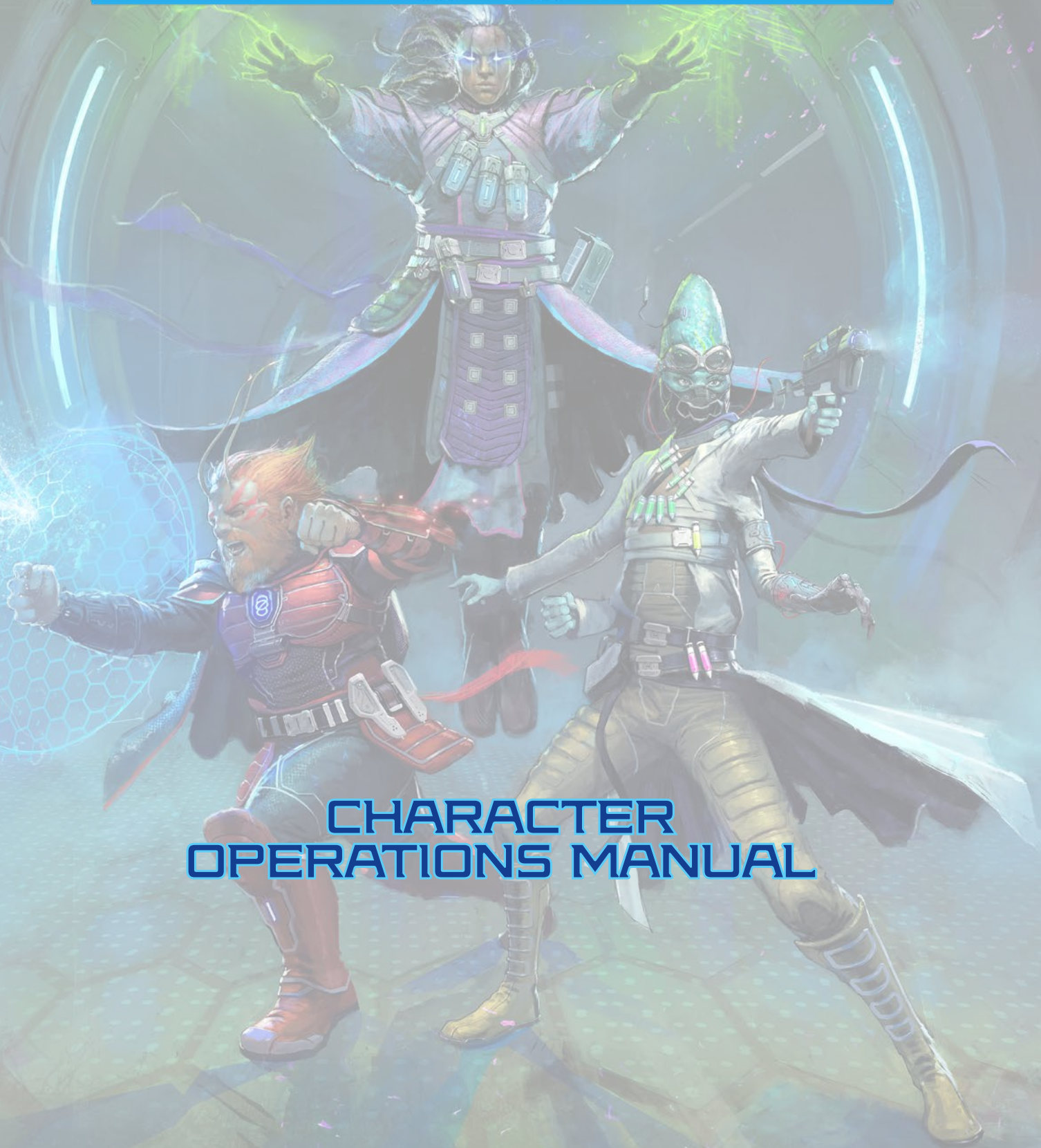


STARFINDER[®]



CHARACTER
OPERATIONS MANUAL

STARFINDER



CHARACTER OPERATIONS MANUAL

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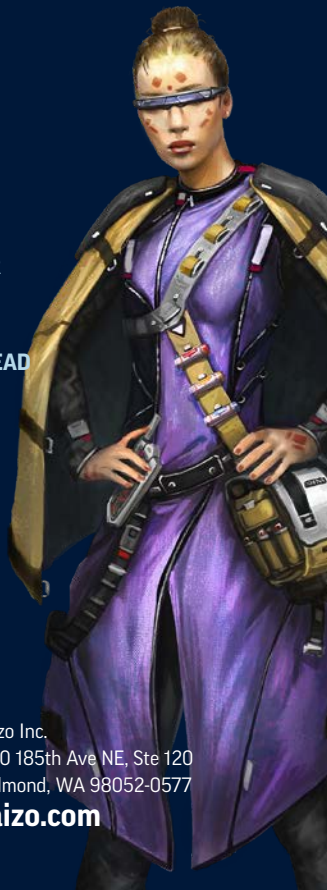


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This book refers to several other Starfinder products, yet these additional supplements are not required to make use of this book. Readers interested in references to Starfinder hardcovers can find the complete rules of these books available for free at sfrd.info.

AA	<i>Alien Archive</i>
AA2	<i>Alien Archive 2</i>
AR	<i>Armory</i>
PW	<i>Pact Worlds</i>



OVERVIEW

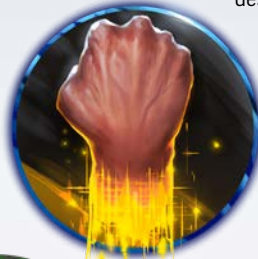
The Starfinder Roleplaying Game is about blending together ideas and tropes from hundreds of different inspirations and setting them against the nearly limitless backdrop of an entire galaxy of super-science and true magic. It's impossible to detail every possible background or character concept you might find on even one world, of course, much less a galaxy, but by creating flexible, interchangeable elements, the game encourages players to build the characters they want without worrying about how effective a specific character concept may be. Of course, once the basics are covered, there is always room for expanded rules options to broaden the kinds of characters a Starfinder campaign can include. The *Starfinder Core Rulebook* took the first steps in defining the game as a whole, and the *Starfinder Alien Archive* volumes and *Starfinder Armory* expanded many of the rules and elements used to flesh out characters once they exist, but the *Starfinder Character Operations Manual* is the first major Starfinder book designed specifically to massively expand the options that are available to players when they're creating characters.

Not only does this book present a wealth of options for creating new characters, but there are also plenty of options for existing characters! While some of the new options in this book make the most sense when creating a character (you don't normally change your species or theme later in your career, after all), many are available to established characters interested in branching out into new areas. Whether it's picking up a shield to better protect yourself, taking a few levels in one of the new classes, learning a new spell to round out your options, or picking up a new feat to gain new advantages and maneuvers during combat, there are lots of new options existing characters can take advantage of. And some of the new options in this book are automatically available to everyone, such as downtime rules and open crew starship combat actions.

In addition to character options for players, this book also provides a great deal of material for Game Masters. Every new class feature, racial trait, feat, and spell is a self-contained rules package that a Game Master can give as special abilities to NPCs created using Appendix 1 of the *Starfinder Alien Archive*. The new equipment can serve as unexpected rewards, either taken from the body of a fallen foe, or offered up as payment to PCs for a dangerous job well done. Chapter 6 in particular presents new tools a GM can use to deepen the experience of running a Starfinder game, especially the downtime rules, which give game mechanics for numerous activities that might have previously been hand-waved during the flow of the game.



BIOHACKER



VANGUARD



WITCHWAPER

NAVIGATING THIS BOOK

This book is organized similarly to the *Core Rulebook* in terms of how the information is ordered and presented. The following overview offers a brief look at each chapter of the book and a quick summary of what new rules can be found in each, along with some potential applications and benefits of those rules.

CHAPTER 1: THEME AND RACE

The first chapter expands on the themes available for any starting character, adding to those found in the *Core Rulebook* and *Starfinder Pact Worlds*. Many of these new themes are designed to fill a specific niche. This is a departure from previous themes, which either have been extremely broad or have close ties to some specific civilization or organization within the setting. Some of these new themes are instead focused on a profession or dedicated hobby that influences a character throughout their life (such as athlete and grifter), while others are more representative of a character's social class that can shape how they interact with others long after they leave home (such as noble scion and street rat).

Chapter 1 also introduces new rules options tied to specific races, with an entry for every player race from the *Core Rulebook*—including the legacy races—celebrating the myriad variations within any species. Each race entry includes alternate ability adjustments for the race, alternate racial traits, and other rules elements that are most common among or were developed by members of that race.

CHAPTER 2: CLASSES

Here, for the very first time, we expand the Starfinder Roleplaying Game with new character classes: the biohacker, vanguard, and witchwarper. These classes are designed to be used in the same way as the classes from the *Core Rulebook*, but with rules that focus on different elements of the game and the Starfinder universe. The biohacker uses fringe science and strange compounds to alter existing metabolic processes—or even introduce new ones—in friend and foe alike. Vanguarders have learned to manipulate entropy and potential energy, using this power to survive in the thick of combat. Witchwarpers can draw on alternate realities to enforce temporary changes to the environment around them and research different ways events could have turned out.

Following the new classes are plenty of new options for the existing character classes introduced in the *Core Rulebook*. Every class from envoy to technomancer receives alternate class features—new abilities specific to that class that can be selected in place of certain standard abilities the class grants.

There are also new choices for each class's customizable class features, including mechanic hacks, operative specializations, and soldier gear boosts.

Finally, Chapter 2 presents a number of new archetypes that explore different ways the archetype rules can be used to represent a change in a character's focus. These range from any character being able to become a battleflower of Triaxus as early as 2nd level, regardless of class, to an instructor archetype restricted to experienced characters who have reached 12th level and wish to pass their expertise on to those around them. Some archetypes have a single alternate class feature that gives multiple minor benefits that grow as the character gains levels, while others radically change how a character functions by swapping out numerous class features.

CHAPTER 3: FEATS

This chapter provides numerous new feats. Some play into the new concepts embodied by the new classes in this book, while others expand choices for characters with a broad range of play styles or classes. Most notable of these is the Shield Proficiency feat, which enables characters to make use of the full range of options available when wielding a shield and is automatically granted to some classes (both those presented in this book for the first time and some from the *Core Rulebook*). A number of these new feats have a minimum ability score prerequisite, which is always an odd number—this offers characters a potential benefit for increases to their ability scores that aren't big enough to increase their ability modifiers. For example, when building your character, if you want to take Constant Alert (page 113) but your character design initially has a Wisdom of only 10 (failing to meet the feat's prerequisite of Wisdom 11), you might consider selecting a theme that grants you a +1 to your Wisdom ability score. This wouldn't change your Wisdom modifier, but it makes new options available to you earlier. Of course, you could also wait until 5th level and increase your Wisdom as one of the four ability scores you increase at that level.

CHAPTER 4: EQUIPMENT

The *Core Rulebook* and *Armory* both include a wealth of equipment that nearly anyone can use. The *Character Operations Manual* presents new equipment to support the novel design space for characters—themes, classes, and character options—introduced in this book, in addition to a variety of more general options. None of the new equipment is restricted exclusively to the new character classes from Chapter 1, but most of it is designed to work well with one or more of those classes or to complement one of the new racial rules options.

Most notably, this chapter adds physical shields to the Starfinder Roleplaying Game, allowing characters to carry some small piece of cover with them, rather than hoping they'll be able to find a good vantage point at the corner of a hallway or behind some wreckage. Shields are particularly useful for melee-oriented characters who are often in the thick of battle. They're not for everyone, though—they take up an arm that might be needed for certain tactical options, and they require a move action to maximize their benefit each round. They are designed

to be a useful option rather than mandatory equipment every character feels like they must take.

CHAPTER 5: SPELLS

With the addition of a third spellcasting class, the witchwarper, we've added a whole new set of spells to ensure each spellcasting class retains its own niche and play style. Of course, some existing spells are appropriate for the witchwarper as well, as noted on its class spell list, and the new spells that overlap with mystic or technomancer concepts are also available to those classes. To carry on the theme of new options for characters of any class, this chapter also adds more spells for mystics and technomancers to give them different options for the focus of their magic abilities.

CHAPTER 6: OTHER RULES

The final chapter presents a new downtime rules subsystem and expands on the existing starship combat system.

The downtime rules provide a way for characters to use their time when they aren't directly engaging in exploration or combat. This is especially relevant during long starship voyages, which can put characters out of reach of most adventuring options for a number of days at a time. While some characters may wish to craft new devices or lounge around reading a holonovel as a restorative break, other characters may prefer to carouse, perform research, meditate on the future, or catch up on maintenance and readiness drills—and all of these activities have their benefits!

This chapter expands the rules for starship combat in much the same way the first two chapters expand character concepts and classes. First are two new starship combat roles. The chief mate takes a hands-on approach to tasks in starship combat, making manual adjustments to assist characters in other roles and rolling up their sleeves to physically push systems past their normal safety parameters and performance margins. The magic officer is the eldritch counterpart to the science officer, using Mysticism to augment attacks with magic, scry on opposing ships, and manipulate the supernatural currents of the void.

This section also adds open crew actions, which are generally less specialized tasks than a typical crew action and 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. These new actions enable a wide range of characters to contribute to starship combat scenes in different ways without needing to invest heavily in specific skills.

Regardless of your level of experience with the Starfinder Roleplaying Game, whether you are a player or a Game Master, whether you are using Starfinder to explore the Pact Worlds and regions beyond or creating your own galaxy of adventures, the *Character Operations Manual* has a wide array of new options to intrigue and inspire you to make even more interesting characters and stories.

Space is vast. There is no end to the secrets and wonders you may discover!

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THEME AND RACE

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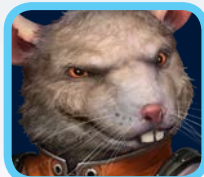
THEME AND RACE

Throughout the known galaxy, there are billions of possible origins for any character. Even when you consider options for just one world or just one species, there are countless possible origins, genetic variations, personal drives and goals, early influences, and natural tendencies that can influence a character well before they take their first level in a character class. These early influences are primarily represented by a character's theme and race.



ATHLETE

You are a professional competitor and an expert in physical finesse or brute strength, providing you advantages in battle. See page 9 for more information.



GRIFTER

Swindling, tricking, and ingratiating yourself to others using your force of personality are your specialties. See page 10 for more information.



GUARD

You are a vigilant protector of your clients and friends, and you'll let no harm come to them. See page 11 for more information.



LAW OFFICER

An enforcer of law and a protector of the public, you often put yourself at risk to ensure others' safety. See page 12 for more information.



NOBLE SCION

You were born into a position of power and privilege and are a master of navigating high society. See page 13 for more information.



SENSATE

You revel in new experiences, and as a result have a wide base of knowledge about the world. See page 14 for more information.



STREET RAT

Scrappy and streetwise, you are exceptionally adept at blending into the crowd to escape notice. See page 15 for more information.

THEMES

The following section adds seven new themes—athlete, grifter, guard, law officer, noble scion, sensate, and street rat—that a player can choose from when creating a character. These follow the guidelines presented in Step 3 of character creation on page 14 of the *Starfinder Core Rulebook*. These themes can be taken by characters of any race or class. They represent both a character's background and a major focus of the character's development moving forward.

RACE OPTIONS

While most members of the races presented in the *Starfinder Core Rulebook* have the standard racial traits detailed in their descriptions in that book, specific individuals sometimes have unique or unusual abilities, represented by alternate racial traits. Alternate racial traits embody inherent aspects of a character that are less common among the vast multitudes of the entire species. They may represent an influence on a character's heritage from a distant ancestor, a subrace, early

childhood training, genetic engineering, magic manipulation of a character's development, or any of a number of other anomalous factors.

Starting on page 16, this chapter provides alternate ability adjustments, alternate racial traits, and other racial options as appropriate for androids, humans, kasathas, lashuntas, shirrens, vesk, ysoki, dwarves, elves, gnomes, half-elves, half-orcs, and halflings. The alternate options presented enable players to create more customized or atypical characters who still fit the overarching concepts of their races, as opposed to characters who no longer feel at all akin to others of their species.

As a player, you must decide at 1st level whether your character gains any alternate racial traits. Once you have selected an alternate racial trait, this choice can't be changed, and you can't decide to apply an alternate racial trait after your character has leveled up. You can take as many alternate racial traits as you want, but you can't take two alternate racial traits that replace the same standard racial trait.

ATHLETE **+1 Str, Dex, or Con**

You currently are or formerly were a professional-level athlete with highly specialized physical skills. You might be a member of your region's sports team, chosen for your exceptional strength or finesse, or maybe you competed in individual events requiring exemplary endurance. Your prowess may have already led you to travel extensively for competitions, or you might still be an up-and-coming star. Either way, your impressive physical capabilities enable you to make a living as a professional competitor.

THEME KNOWLEDGE [1ST]

You've been involved in your sport or activity for years, and you know a great deal about the industry. When recalling knowledge regarding details of your industry, whether historical or current, reduce the DC of the Culture check by 5. In addition, based on the primary abilities required in your chosen sport, either Acrobatics (for Dexterity or Constitution) or Athletics (for Strength or Constitution) is a class skill for you, though if the relevant skill is a class skill from the class you take at 1st level, you instead gain a +1 bonus to your Acrobatics or Athletics checks. Likewise, you gain an ability adjustment of +1 to either Strength, Dexterity, or Constitution at character creation, depending on which ability is most relevant to your athletic endeavors.

PHYSICAL PROWESS [6TH]

You have an impressive degree of control over your body. Athletes who chose Acrobatics at 1st level can move at full speed while balancing and do not fall prone on a failed attempt to tumble through an opponent's square. Athletes who chose the Athletics skill at 1st level can move at full speed while climbing and can attempt a vertical or horizontal jump with merely a 5-foot running start, rather than the 10 feet normally required.

FAN FAVORITE [12TH]

When you're in a region that recognizes your sport and need an act of goodwill—such as information from a journalist or medical assistance from a physician—you can take 3d4 hours to locate a fan or industry professional whose attitude starts as helpful toward you.

CHAMPION [18TH]

The memories of triumphs attained and challenges overcome can bolster you when facing current difficulties. Up to twice per day when in an area with gravity you have adjusted to (*Core Rulebook* 402), you can spend 10 minutes stretching, exercising, meditating, or performing other sport-specific drills to regain 1 Resolve Point.



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GRIFTER

+1 Int

Though you feel comfortable among all sorts of lowlifes, you rely on your intellect to defraud others. Whether you work the streets alone, in a small group, or as the brains behind a larger organization, you analyze opportunities and unapologetically exploit the system to achieve your ends. As a grifter, you're an expert in one or two trades, but you also have the knowledge and confidence to convincingly pass as an authority in just about any profession.

THEME KNOWLEDGE [1ST]

You dabble in multiple professions and have the connections and deep knowledge of each occupation's inner workings, allowing you to exploit colleagues and paying customers alike. When attempting a Culture or Profession check to recall knowledge about commercial organizations or businesses, reduce the DC by 5. You gain a +1 bonus to one Profession skill of your choice at character creation, and you can attempt any Profession skill untrained. In addition, you gain an ability adjustment of +1 to Intelligence at character creation.

CALCULATED EXPLOITATION [6TH]

You earn your living through swindling and defrauding others. While your schemes are often successful, your plans don't always produce the results you expect, and past failures have taught you how to refine your techniques. Whenever you attempt a Profession check to earn a living, you can roll twice and use the higher result. In addition, once per day you can spend 10 minutes plotting how to get the best deal when purchasing or selling equipment and gear. Immediately following this planning period, you or a designated ally can attempt an appropriate skill check, at the GM's discretion, to influence a merchant and receive a 10% discount on one item you purchase with an item level no greater than your character level - 2.

STRATEGIC NEGOTIATIONS [12TH]

You scrutinize each social and business interaction for loopholes, opportunities to exploit, and possibilities for additional profit. Your masterfully crafted schemes and analytical mind enable you to control situations rather than individuals. Once per day when you attempt a Bluff check to lie or a Diplomacy check to change someone's attitude, you can attempt a Culture or Profession check instead, using your expertise and intellect to gain the target's confidence. In addition, if you spend at least 10 minutes planning and rehearsing such an interaction, you can ignore the DC modifier to your Bluff check to lie when the target is hostile or unfriendly; if you are attempting to use Diplomacy to change a target's attitude and fail by 5 or more, the target's attitude does not get worse.

ENDGAME [18TH]

You're a planner who leaves nothing to chance, and you reap the rewards for your patience and attention to detail. Nothing compares to the satisfaction you feel when your expertly positioned pieces slide into place and your schemes come to fruition. Twice per day, after you spend at least 1 minute to plan a con, heist, fraud, or other crime that swindles an individual or organization, and you succeed at a DC 30 Culture check or a check using the Profession skill you selected for the theme knowledge benefit, you regain 1 Resolve Point.



GUARD

+1 Str or +1 Dex

You are a guard, lookout, or forward scout, and it's your job to keep a constant eye out. You might be an independent contractor whose clients change regularly, a lookout for a criminal organization, an elite military agent assigned to visiting political leaders or rich celebrities, or a permanent employee protecting a secure facility, a VIP, or even a friend. Regardless, you're trained to identify threats and keep your client and their property safe.

THEME KNOWLEDGE [1ST]

You are well versed in security systems, how to spot them, and how to use them to keep people and places safe. Reduce the DC for Engineering checks to identify technology and Mysticism checks to identify a magic items by 5, provided the item is a security system, surveillance equipment, or trap. In addition, Perception becomes 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 Perception checks. In addition, you gain an ability adjustment of either +1 to Strength or +1 to Dexterity (your choice) at character creation.

GUARDED WARD [6TH]

You focus on protecting a particular person or place, which becomes known as your ward. You must study a specific creature or a specific location (such as a building or starship) for 1 day to make it your ward. If your ward is a creature, you automatically succeed at checks to aid another with your ward when you are adjacent to them. If your ward is a location, you succeed at checks to aid another with anyone adjacent to you when you are both within your ward. You can change your ward by selecting a new one and studying it for 1 day.

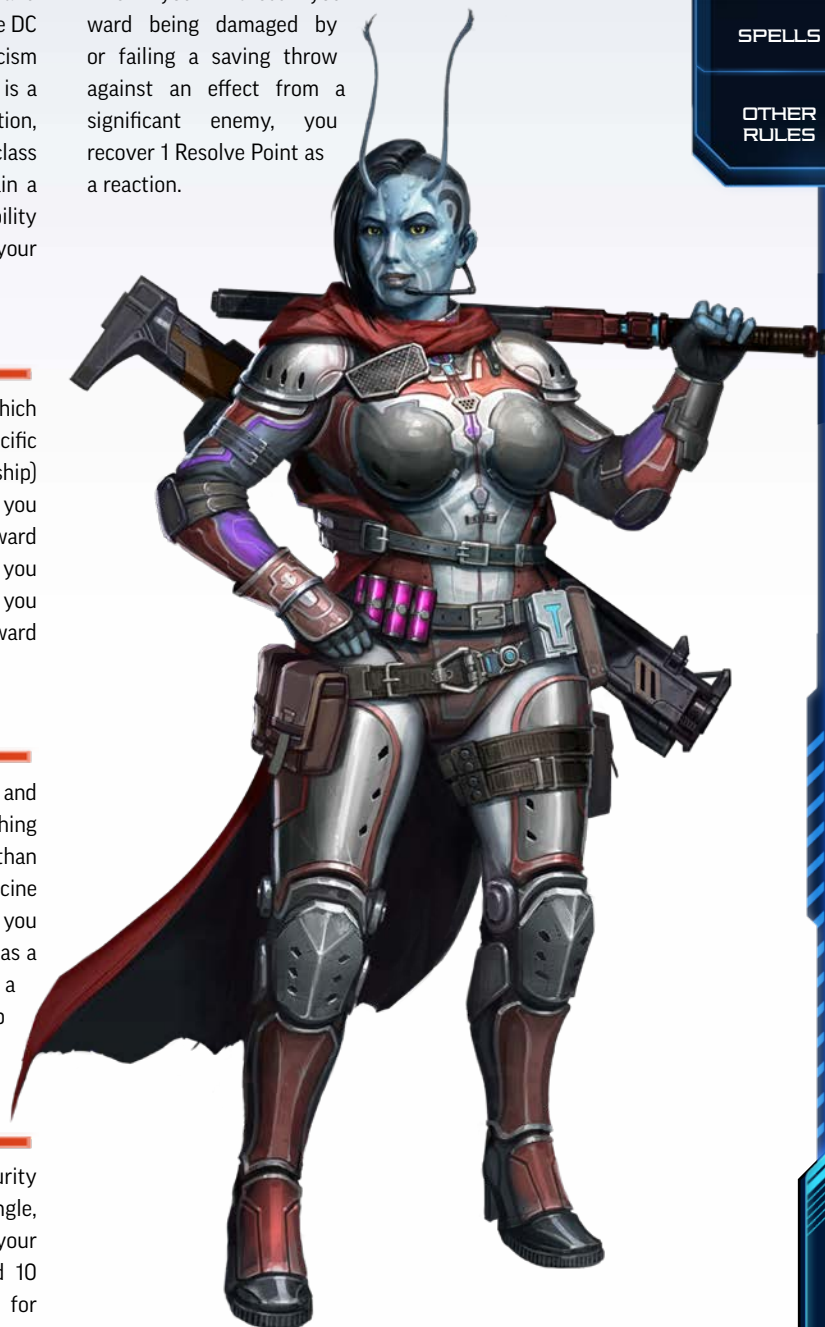
ABLE GUARDIAN [12TH]

Those who have come to rely on you know you are vigilant and ready to help at a moment's notice. You know when something just doesn't feel right, and you've saved the life of more than one client. You can perform the first aid task of the Medicine skill as a move action rather than as a standard action, and you can perform the sense mental effect task of Sense Motive as a full action instead of taking 1 minute. In addition, you gain a +4 insight bonus to Fortitude saving throws against sleep deprivation (*Core Rulebook* 404).

SECURITY REVIEW [18TH]

Nothing makes you feel more at peace than going over security procedures and verifying that you have covered every angle, filled every gap, and tightened every loophole to ensure your ward is safe from harm. Once per day, you can spend 10 minutes reviewing security precautions you have taken for

your ward and recover 1 Resolve Point; this doesn't count as resting to regain Stamina Points. In addition, once per day when you witness your ward being damaged by or failing a saving throw against an effect from a significant enemy, you recover 1 Resolve Point as a reaction.



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LAW OFFICER

+1 Wis

You are an enforcer of law in a galaxy rife with chaos and corruption. Your mandate is to keep the peace, and you understand the weight of the role you play in society. Your senses are always tuned to your surroundings while you're on the job, but you're also skilled at navigating paperwork and bureaucratic records. As a figure of authority, you prevent crime and provide assistance to your community, so the public looks to you as a source of help and protection.

THEME KNOWLEDGE [1ST]

Your training and job experience allow you to deal with everyday citizens and dangerous criminal elements with equal efficacy. Combining keen senses and intuition, you have learned to quickly determine if other people you are interacting with are acting suspiciously, hiding or misrepresenting the truth, or trying to pass coded messages. Reduce the DC of Sense Motive checks to detect deception and discern secret messages by 5. Apply the same reduction to DCs for any checks you attempt to recall knowledge about criminals, law-enforcement agents, laws, and related law-enforcement practices. Sense Motive 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 Sense Motive checks. In addition, you gain an ability adjustment of +1 to Wisdom at character creation.

INVESTIGATIVE SAVVY [6TH]

You know how to cut through red tape and use databases to follow up on clues, find potential suspects, and perform research related to enforcing the law. When sorting through such data, you can complete a task in a fraction of the time it would take most people. It takes you only 10 minutes to attempt a Diplomacy check to gather information, provided you have access to an infosphere, appropriate downloaded data set (*Starfinder Core Rulebook* 430), or the cooperation of a local law enforcement agency. In addition, once per day while you have access to such advantages, if you fail a Culture check to identify a criminal, law-enforcement agent, organization, legal practice, or law, you can reroll the check.

CROWD CONTROL [12TH]

You are comfortable among those you serve and protect. You know how to communicate to large groups of people, navigate a crowd, and redirect individuals within a crowd to allow yourself more freedom of movement. You can move through the spaces of creatures that are not hostile to you. If crowding creatures create difficult terrain that would reduce

your speed or require you to squeeze, you can still move your normal speed. In addition, when you attempt to use Diplomacy to change the attitude of a group of creatures that is not already hostile toward you, lower the DC by 5.

PUBLIC SERVANT [18TH]

Those who respect the law and law enforcement agents have a sense of peace and security when you're around. You, in turn, can sense the faith the public puts in you, and this rejuvenates you. The simple fact that you are trusted by those you are sworn to protect gives you the strength to carry on in the face of injustice. Twice per day, you can spend at least 10 minutes interacting with the people you serve, gaining trust and developing a rapport with community members. If you do so, you gain 1 Resolve Point. This doesn't count as resting to regain Stamina Points. In addition, after such interaction, you can spend another 10 minutes to gather information from nearby citizens. If you do, you can attempt a Diplomacy check for that task, and you gain a +2 circumstance bonus to the check.



NOBLE SCION

+1 Cha

You were born into a position of power and privilege. You might be an actual aristocrat or another member of the upper class, such as the relative of a politician, business magnate, or famous celebrity. Whatever your background, you were raised to be a member of high society, and you are as comfortable with alien diplomats as you are at a fashionable party. You can draw on your family's resources to ease your way through life, so the galaxy is yours to enjoy!

THEME KNOWLEDGE [1ST]

You move about in the highest echelons of galactic society. Your status allows you to know who's who among the wealthy and powerful of the galaxy, from which families are on the rise and which are on their way down to how to dress for a barathu social event and which set of tongs to use for the kalo wandfish dish in the third course of brunch. Reduce the DC of Culture checks to recall knowledge about the aristocracy, wealthy and powerful families, prominent personalities, and etiquette by 5. Choose either Bluff or Diplomacy. The chosen skill 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 checks with your chosen skill. In addition, you gain an ability adjustment of +1 to Charisma at character creation.

WEEKLY STIPEND [6TH]

From your family fortune, a bank trust, personal investments, or similar source, you receive a regular income or allowance to support yourself and help maintain the comfortable lifestyle to which you are accustomed. At the beginning of every week, you receive 100 credits. You cannot buy permanent goods or items with this stipend, with the sole exception of clothing, which you may purchase. Examples of the kind of services and nonmaterial goods you might spend your stipend on are listed below. Any unused credits are lost at the start of the next week when you receive your new stipend.

- Lodgings, docking fees, taxes, tolls, and similar fees
- Meals or restaurant dining (*Starfinder Armory* 134)
- Professional services
- Transportation
- The use of recharging stations
- Invitations to exclusive events or entry into privileged locations



PERSONAL RETAINER [12TH]

You gain the services of a loyal NPC retainer. They might be an assistant or personal secretary, a devoted follower, a servant, a steward, or other subordinate, such as someone loyal to your aristocratic family. This NPC must be a member of a playable race, is CR 6, and uses the expert array, although they do not gain any special abilities from their array. They do not have a class graft, but they are equipped with light armor (item level 6 or lower), one small arm (item level 6 or lower), and a basic melee weapon (item level 5 or lower). The retainer does not always follow you around and is not meant to accompany you on adventures or in combat. (If your personal retainer is with you when combat breaks out, they fight defensively and move to get out of the way and avoid lines of fire.) Instead, they run various errands for you while you are adventuring, delivering messages, attending to your business, maintaining your home or living quarters on your starship, and ensuring that your stipend is spent according to your desires. If your retainer ever dies, you can hire and train a replacement after 1 week, but you must supply your new retainer with their gear.

SOCIAL BUTTERFLY [18TH]

You find mingling with your lessers, peers, and betters at high-profile social gatherings to be one of the best things in life. While attending an upper-class social function—such as a party, vid premiere, charity gala, gallery opening, or the like—you can spend 10 minutes socializing or networking to regain 1 Resolve Point. Being seen at hot social spots is similarly uplifting for you; if you spend 10 minutes as the focus of attention at such a place—an upscale bar, dance club, or similar scene—you regain 1 Resolve Point. The time spent socializing doesn't count as resting to regain Stamina Points. You can regain 2 Resolve Points per day this way.

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SENSATE

+1 Con

You revel in new sensations and experiences. Armed with ineffable resilience and keenly developed senses, you greet each new adventure with zeal and reverence, drinking in the world around you with boundless enthusiasm. Though not immune to fear, your openness strengthens your resolve when facing the unknown. You might approach new encounters with reckless abandon or take a more thoughtful path, but whatever route you choose, finding new sensations fulfills you.

THEME KNOWLEDGE [1ST]

Always in search of new sensations, you have spent significant time learning about the cultures of the Pact Worlds and have gained a breadth of cultural knowledge, from the composition styles of Vercite ether-ballads to quantum-flavored Idaran cuisine or the latest textiles in Kalo-Mahoi fashions. Reduce the DC of Culture checks to recall knowledge about artistic innovations and traditions by 5. Given your propensity for trying new things, you've also found it prudent to understand the distinction between delightful experiences and those that are ill-advised, permanently injurious, or even fatal. Reduce the DC of Life Science checks by 5 when identifying consumables such as drugs, medicinals, poisons, food, and drink.

Perception 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 Perception checks. In addition, you gain an ability adjustment of +1 to Constitution at character creation.

CHARMING
CURIOSITY
[6TH]

Your broad awareness provides you with insight when you try to influence people. This talent is valuable when you try to talk others into allowing you access to new experiences. Strangers might not understand your motivations, but your passion is contagious, and your ardent quest endears you



to those who share your curiosity. Up to twice per day, you can roll twice when attempting a Diplomacy check and use the better of the two results.

FLASH OF COURAGE [12TH]

Though you want to have as many new experiences as you can, some encounters are so intimidating or dangerous that even you hesitate. After all, if a thrill resulted in serious injury or even death, it's possible you could never feel a new sensation again! Despite the risk, you refuse to let fear stop you from seeing as much of the galaxy as your limits allow.

You've successfully survived each moment of your life so far, haven't you? With such an optimistic outlook toward the future, you gain a +1 morale bonus to Will saving throws against fear effects. In addition, once per day when you are affected by a fear effect, as a reaction, you can delay the onset of that effect for 1 round. Once the fear starts to affect you, it then has its normal duration from that point.

SENSATION
JUNKY [18TH]

New experiences fulfill and exhilarate you, stoking your enthusiasm for the wondrous galaxy you inhabit, the opportunities it presents, and all it has to offer. Twice per day, you can enjoy a new experience that takes 10 minutes or longer. As an alternative, you can spend 10 minutes or longer processing a recent new experience in some way.

You might make a digital record or write in a physical journal, discuss the experience, debate whether you'd repeat it, bask in the satisfaction of fulfilling your curiosity, or engage in similar reflection. If you do so, you regain 1 Resolve Point. The time spent reflecting on your experience doesn't count as resting to regain Stamina.

STREET RAT

+1 Dex

You were born into poverty among the lower classes of the galaxy. You might be a child of the slums that surround the major metropolises of many worlds, or a survivor huddling in the ruins of a collapsed society with no functional government. Whatever your story is, you started life at a disadvantage and have had to claw yourself forward every step of the way. You know how to move among the dregs of society, and life has taught you to depend only on yourself.

THEME KNOWLEDGE [1ST]

You grew up making your own way, without the benefits of a strong social safety net to protect and assist you. Even if your experience all comes from a single settlement, you have learned that certain roles within the slums and ghettos are, if not universal, still broadly applicable to a wide range of urban areas. As a result, you know the grittiest, most dangerous streets of any settlement like the back of your own hand (or other primary appendage). Reduce the DC of Culture checks to recall knowledge about local laws, the criminal underworld, rumors, and official and unofficial power players in the area (such as crime bosses, gangs, neighborhood leaders, and police) by 5. Reduce the DC of Survival checks to live off the land by 5. Stealth 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 your Stealth checks. In addition, you gain an ability adjustment of +1 to Dexterity at character creation.

SLIP THROUGH [6TH]

You make your way through the crowded spaces of back alleys, shantytowns, and broken fences with ease, and you have considerable experience slipping away from unfriendly citizens, moving through small gaps in security fencing, and even freeing yourself from binders and other restraints. When squeezing through or into a space that isn't as wide as your normal space (*Core Rulebook* 257), you can move at your normal speed, and you are not considered entangled as a result of squeezing. Additionally, you gain a +4 bonus to Acrobatics checks to escape.

BLEND IN [12TH]

Life has taught you that, all too often, survival depends on avoiding attention. You may have

relied on petty crime to acquire food and other essentials, and learned to escape after performing a theft without raising an alarm. Or you may have lived in a place where roving gangs held far more power than formal law enforcement; to stay safe, you had to avoid bullies eager to demonstrate their unfettered power by making an example out of you.

You are adept at appearing as just another one of the faceless horde that populates any city. In a settlement or other urban terrain or environments (including starships, space ports, and space stations), whenever someone tries to notice you, search for you, or pick you out from the local citizens, you can attempt a Stealth check to hide as part of any other action as long as you begin and end your movement adjacent to a creature that is not unfriendly or hostile to you, even if you do not have cover or concealment. You may do this each round if you can continue to meet this ability's requirements. If you move more than half your speed, make an attack, or take a standard or full action, you immediately stop being hidden and cannot use this ability again until you have cover or concealment for at least 1 full round.

ONE WITH THE STREETS [18TH]

Though you may have once craved a quiet, safe existence, you've since grown used to life among the teeming masses, preferably with as few social rules as possible. Being on the streets invigorates you and recharges your reserves. Twice per day while you are in a settlement or within other urban terrain, you can spend 10 minutes wandering around, observing the ebb and flow of citizens, noting where the shadowed alleys are, soaking up the excitement and creativity of your surroundings, and generally feeling the pulse of the city around you. When you do, you regain 1 Resolve Point. This doesn't count as resting to regain Stamina.



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ANDROIDS

Androids are constructed, existing in a plethora of shapes and sizes, many different from the humans the species was originally built to emulate. Although android culture is still in its infancy, their origin as artificial beings, their diversity, and their drive for independence defines and unites them as a people.

ALTERNATE ABILITY ADJUSTMENTS

Some androids defy the norms for their species. These androids have ability score adjustments they use instead of the standard adjustments of +2 Dexterity, +2 Intelligence, and -2 Charisma found in the *Starfinder Core Rulebook*.

Companion

A niche but lucrative market before android emancipation was the construction of androids to serve as companions, often as

supplemental members of a family. These androids have better personality matrices and might have fewer signs of artificial construction. A companion android has an ability adjustment of +2 Charisma.

Laborer

Laborer androids were created to perform menial tasks and endure the hardships of space. In many regions, they were considered corporate property for far longer than typical androids. A laborer android's ability adjustments are +2 Strength, +2 Constitution, and -2 Charisma.

ALTERNATE RACIAL TRAITS

Most androids have the standard android racial traits detailed in the *Core Rulebook*, but individuals might have unique abilities, represented by the following alternate racial traits.

Easily Augmented

As artificial creatures, androids are compatible with a wide array of cybernetics. Androids who have this racial trait can install one additional cybernetic augmentation into one system that already has an augmentation.

This replaces upgrade slot.

Impersonation Matrix

Although most androids stand out as artificial beings, some have intricate personality matrices and physical alterations that downplay their constructed nature. Androids who have this alternate racial trait don't take any penalty to Disguise checks to change their appearance to a creature of a different race or type if they are disguising themselves as a human. If the android also has the xenometric android alternate racial trait (see page 17), this benefit instead applies to Disguise checks to change appearance to that of the race chosen along with the xenometric android alternate racial trait.

This replaces the +2 racial bonus to saving throws against disease, mind-affecting effects, poison, and sleep from the constructed trait. The android retains all the other features of the constructed trait.

Infosphere Integration

The artificial brain an android possesses can allow better compatibility with infospheres and direct downloads of information. An android with this trait has a built-in comm unit that can be accessed without needing to use their hands.



Once per day, whenever the android takes a 10-minute rest to regain Stamina Points, they can choose one Intelligence-, Wisdom-, or Charisma-based skill. The chosen skill becomes a class skill for them, and they gain Skill Focus as a bonus feat with that skill. This decision lasts until the next time the android uses this trait.

This replaces exceptional vision.

Multilingual

New languages are easy for some androids to learn. An android with this racial trait knows four additional languages at 1st level. In addition, whenever such an android invests a skill rank into Culture, they learn two new languages instead of one.

This replaces upgrade slot.

Nanite Upgrade

Specialized nanites maintain an android body, but they can be upgraded to perform additional tasks. Androids who have this racial trait gain Nanite Integration (see below) as a bonus feat, ignoring the feat's prerequisites.

This replaces upgrade slot.

Xenometric Android

Although most androids are manufactured to resemble humans, those crafted in the likenesses of other species exist. Such "xenometrics" possess abilities that mirror those of other races, sometimes even using hybrid tech to duplicate magic abilities.

An android with this trait selects one of the species detailed in the paragraphs below. This choice cannot be changed. In addition to possessing physical features resembling those of the chosen species, the android's size category changes to match the chosen race. In addition, xenometric androids gain some of the chosen species' racial traits, which are noted in parentheses next to the race's name. If a gained racial trait determines land speed, the android uses the speed as defined by that racial trait instead of that of the android. If the chosen species has a different type than humanoid, the xenometric android's type changes to match.

Starfinder Core Rulebook options are dwarf (darkvision, slow but steady), elf (elven immunities, low-light vision), gnome (gnome magic, low-light vision), half-elf (adaptability, low-light vision), half-orc (darkvision, intimidating, self-sufficient), halfling (keen senses, sneaky, sure-footed), kasatha (four-armed, natural grace), lashunta (lashunta magic, limited telepathy), shirren (blindsight, limited telepathy), vesk (low-light vision, natural weapons), and ysoki (cheek pouches, darkvision).

Starfinder Alien Archive options are dragonkin (draconic immunities, flight), formian (limited telepathy, natural weapons), haan (firespray, slow fall), kalo (kalo movement, kalo vision), maraquoi (blindsight, prehensile tail), nuar (fierce survivalist, natural weapons, swift), verthani (skill focus, skin mimic), and wrikreechee (snag, wrikreechee movement).

Starfinder Alien Archive 2 options are hobgoblin (fearsome, sneaky), orc (orc ferocity), pahtra (nimble, talented), and vlaka (cold resistance, perceptive).

The *Starfinder Pact Worlds* option is the strix (nightborn, strix mobility).

This replaces upgrade slot and exceptional vision.

FEATS

The following feats represent specialized integral systems some androids have, either as part of their creation or as post-creation alterations rather than augmentations. These feats can be taken by any character who meets their prerequisites, but they are most common among androids.

Arm Extensions

You have special devices installed into your arms that allow you to extend them great distances.

- **Prerequisites:** Constructed racial trait or construct type.
- **Benefit:** As a move action, you can extend your natural reach by 10 feet, retaining this benefit until you retract your reach to normal as another move action. While your arms are extended, you take a -2 penalty to attack rolls with weapons wielded in your hands and to Dexterity- and Strength-based ability checks and skill checks. You can use this ability to grab an object or surface and pull yourself to that item or surface as a full action, or you can anchor yourself where you are to lower yourself to another surface. When doing so, you move 15 feet as if using a fly speed with perfect maneuverability, ending your movement in a square adjacent to the chosen object or surface. If your movement does not end on solid ground, you either fall or must begin climbing the surface you grabbed (your choice).

Nanite Integration

Nanites responsible for maintaining your constructed body have been upgraded, and a subset of them has been reprogrammed to perform incredible feats.

- **Prerequisites:** Character level 3rd, constructed racial trait or construct type.
- **Benefit:** Your body has integrated technology that provides you with one of the following benefits, chosen when you gain the feat. Once chosen, the benefit cannot be changed.

Rebooting Nanites: Whenever you fail a saving throw against an effect that causes you to gain the asleep, blinded, confused, cowering, dazed, dazzled, deafened, exhausted, fatigued, frightened, nauseated, panicked, shaken, sickened, staggered, stunned, or unconscious condition, you can spend 1 Resolve Point as a reaction to attempt a new saving throw against the effect at the same DC. If you succeed, the condition ends, though you still suffer any other effects of the original failed saving throw.

Repairing Nanites: Whenever you take Hit Point damage, you can spend 1 Resolve Point as a reaction to gain fast healing equal to one-quarter your character level (minimum fast healing 1) for 1 minute.

Surging Nanites: Before you attempt a skill or ability check, you can spend 1 Resolve Point as a reaction to gain a +2 racial bonus to that check.

- **Special:** You can select this feat up to three times. Each time, you must select a different benefit.



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HUMANS

Due to their centuries of exploration and their innate adaptability, humans and their settlements flourish throughout the Pact Worlds and beyond. Humans born and raised in isolated or unusual locations sometimes develop different physical and mental traits than those widely considered to be the norm for their species. Whether through decades of interaction with other species or adaptation to harsh environments, these differing traits represent humanity's constant drive to change and progress.

ALTERNATE ABILITY ADJUSTMENTS

Humans differ greatly as a result of adaptation to living conditions, lineage, and even genetic modifications. The following ability adjustments can be selected instead of the adjustments of +2 to any one ability score found in the *Starfinder Core Rulebook*.

Featherlight

Humans who were born in the Diaspora, space stations, generation ships, or other low- or zero-gravity conditions sometimes develop differently. Such humans can be taller and longer-limbed than normal, with less muscle mass. These humans have ability adjustments of +4 Dexterity and -2 Strength.

Gravity Dweller

Humans who have adapted to a high-gravity world develop thick musculature over sturdier forms. They spend more of their lives struggling against harsh conditions than learning how to interact with others. These humans have ability adjustments of +2 Strength, +2 Dexterity, and -2 Charisma.

ALTERNATE RACIAL TRAITS

The cultural, genetic, and mystical influences that some humans are subjected to can produce racial traits different from the norm.

Adopted

Many humans thrive in racially diverse metropolitan areas, and some individuals are adopted by members of a different species. Humans with this racial trait acquire a deep understanding of their adopted culture and gain a +2 racial bonus to Culture checks to recall knowledge about non-humans and to Disguise checks to appear as a humanoid of another race.

This replaces skilled.

Dusk Sight

Humans who live in environments that lack regular exposure to bright natural light, such as the sunset cities of tidally locked Verces or Aballonian underground compounds, adapt to their surroundings as best they can. Humans with this racial trait have low-light vision and a +2 racial bonus to Perception checks.

This replaces skilled.

Fortified

Small pockets of humanity eke out a life in environments harsh enough to kill others of their species, and over the span of

generations they develop an immunity to these conditions. Humans with this racial trait gain a +2 racial bonus to Fortitude saves against environmental hazards and radiation effects. In addition, they reduce the duration of the sickened and nauseated conditions by 1 round.

This replaces skilled.

CLASS OPTIONS

The following class options reflect human versatility, but any character who meets the prerequisites can select these options.

Mystic Option: Crusader Connection

You serve a good-aligned deity, or you feel a connection to the ideals of justice, mercy, and righteousness. You are dedicated to defending the weak, and destroying evil and tyranny. This connection can be taken only by characters of good alignment.

- **Associated Deities:** Iomedae, Sarenrae
- **Associated Skills:** Diplomacy and Mysticism
- **Spells:** 1st—*reflecting armor*, 2nd—*shield other*, 3rd—*haste*, 4th—*death ward*, 5th—*resistant aegis*, 6th—*greater resistant armor*

Weapon Proficiency (Ex) 1st Level

- Crusaders receive more martial training than most mystics, focusing on weapons favored by their deities. You gain proficiency with advanced melee weapons, and at 3rd level you gain Weapon Specialization with them. If you are already proficient with advanced melee weapons, you instead gain one bonus combat feat you meet the prerequisites for.

Sworn Protector (Su) 3rd Level

- At the start of each turn, you can designate one ally within 30 feet of you as being under your protection. As a reaction when an attack hits the selected ally, you can make one melee or ranged attack against the enemy who made the attack. If your attack hits, it deals no damage, but that enemy gains the off-target condition until the end of their next turn.

Smite Evil (Su) 6th Level

- Once per day as a move action, you can infuse one weapon you touch, granting it the *holy* weapon fusion. If the weapon scores a critical hit against an evil creature, it applies the wound critical hit effect in addition to any other critical hit effect the weapon has. If the weapon already has the wound critical hit effect, it instead gains the severe wound or staggered critical hit effect (your choice). The weapon retains

these benefits for 1 minute per mystic level. You can activate smite evil additional times per day by expending 1 Resolve Point each time after the first.

Sacred Weapon (Su) 9th Level

- Once per day, you can spend 10 minutes to add one of the following weapon fusions to one weapon of your choice: *axiomatic*, *holy*, *merciful*, or *returning*. The weapon retains this fusion for 24 hours or until you use this ability again.

Divine Protection (Su) 12th Level

- You gain a +2 divine bonus to saving throws against fear effects and against diseases, including magical and supernatural diseases. In addition, whenever you succeed at a saving throw against a disease, you are cured of that disease.

Radiant Aura (Su) 15th Level

- As a move action, you can expend 1 Resolve Point to create a 60-foot emanation centered on you that lasts 1 hour. This aura provides the benefits of your divine protection to creatures of your choice inside the area.

Guardian Angel (Su) 18th Level

- If damage reduces you to 0 Hit Points, even if you would die, you can expend 3 Resolve Points to stay alive and conscious with 1 Hit Point. You can use this ability as a reaction when another creature you can see drops to 0 Hit Points, expending 3 Resolve Points to allow that creature to stay alive and conscious with 1 Hit Point. Once you use this ability, you can do so again only after you rest for 8 hours.

Soldier Option: Ambusher Fighting Style

The ambusher fighting style focuses on stealth, tactical positioning, and superior reflexes to gain an edge. You must have Stealth as a class skill to select this fighting style.

Vigilance (Ex) 1st Level

- You watch for danger and respond swiftly. You gain Improved Initiative as a bonus feat. Whenever you act before an enemy during the first round of combat, you gain a +1 insight bonus to weapon attack rolls against that enemy until the beginning of your next turn.

Cheap Shot (Ex) 5th Level

- When you succeed at a Stealth check to hide opposed by a target's Perception check or when you have improved or total cover against a target, as a full action you can make one ranged attack against that target that deals additional damage equal to half your Dexterity bonus.

Deadly Reflexes (Ex) 9th Level

- When an enemy attacks you before you have taken any actions in combat, you can use your quick reflexes to retaliate. As a reaction, you can spend 1 Resolve Point

to make one attack with a ranged weapon you are wielding immediately after the enemy's attack.

Exploit Cover (Ex) 13th Level

- When you attempt a Stealth check to hide from an enemy that can see you, you gain a +4 insight bonus to the check if you can move into improved or total cover. In addition, whenever you attempt a Stealth check to hide while sniping (*Core Rulebook* 148), the penalty to your Stealth check is only -10.

Ambusher's Edge (Ex) 17th Level

- As a full action, you can make one attack that, in addition to dealing its normal damage and effects, causes the target to gain the off-target condition until the end of its next turn. You can also use this ability as a standard action against any creature that is flat-footed.



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KASATHAS

Kasathas come from Kasath, a world that grew so harsh, orbiting its dying star, that most of the population fled to other places in the galaxy. The kasathan refugees aboard the *Idari*, in the Pact Worlds, endured living for generations on the massive starship, which depended on the stability of its crew's society to survive. Most kasathas value tradition as their people's central stabilizing force. These cultural forces shape how most kasathas see the galaxy.

ALTERNATE ABILITY ADJUSTMENTS

Kasathas from the *Idari* often have the standard adjustments of +2 Strength, +2 Wisdom, and -2 Intelligence found in the *Starfinder Core Rulebook*. Those from other places or who were raised outside of the generation ship might have different adjustments.

Akitonian Settler

Kasathas originally came to the Pact Worlds to settle on Akiton, and some have. Such settlers developed natural grace in the lighter gravity while becoming less hardy. An Akitonian kasatha has +2 Dexterity, +2 Wisdom, and -2 Constitution.

Kasath Native

Some kasathas who chose not to leave Kasath have survived generations of harsh conditions, but their society deteriorated in favor of survival. A Kasath native has +2 Dexterity, +2 Constitution, and -2 Charisma.

Nomad

Many kasathas left Kasath using means of travel other than the *Idari*. These nomads depended on their wits and charm to survive. Over time, they became less grounded in their traditions. A nomad kasatha has +2 Intelligence, +2 Charisma, and -2 Wisdom.

ALTERNATE RACIAL TRAITS

Kasathas have spread among the stars for generations. Some groups have developed adaptations to these diverse conditions, represented by the following alternate racial traits.

Crew Member

Some kasatha families have a long tradition of training kin to serve on the *Idari*'s crew. These kasathas have a +2 racial bonus to one skill among Computers, Engineering, or Piloting.

This replaces historian.

Personal Traditions

Kasathas who lack strong bonds sometimes find strength in personal traditions. Once per day as a reaction, such a kasatha can reroll a failed saving throw.

This replaces natural grace.

CLASS OPTION

Kasathas invented the following class option, but any creature that meets its prerequisites can take it.

Soldier Option: Fourfold Tactician Fighting Style

A fourfold tactician is a master of making use of multiple weapons and still having a spare hand. You must have four or more arms to select or use this fighting style.

Double Draw (Ex) 1st Level

• You gain Double Draw as a bonus feat. If you have Double Draw, you can instead select a combat feat for which you meet the prerequisites. Starting at 9th level, you can draw or sheathe as many weapons as you have limbs, using the same action normally required to do so with one weapon.

Feint and Strike (Ex) 5th Level

• While wielding at least two weapons, you can feint and make one attack as a standard action. This ability counts as Improved Feint for meeting prerequisites. If you have Improved Feint, you instead gain a +2 insight bonus to Bluff checks to feint while you are wielding at least two weapons.

Instant Reload (Ex) 9th Level

• You can expend 1 Resolve Point to reload every weapon you are wielding as a move action.

Run and Gun (Ex) 13th Level

• While you are holding two or more weapons, you can move up to your speed before or after a full attack. You can't move between attacks, and you can make no more than one attack with each weapon you are holding unless another ability, such as the Fusillade feat, allows you to do so.

Overkill (Ex) 17th Level

• As a full attack, you can fire two automatic weapons in their automatic mode, taking the same penalty to attack rolls you normally do for making a full attack.

FEATS

Kasathas often learn the following feats. Anyone who meets the prerequisites can gain these feats, though.

All Hands on Deck

Many hands make light work.

• **Prerequisites:** Four or more arms.

• **Benefit:** When performing labor, perhaps requiring a Strength check or an Athletics check, such as digging a hole, moving

cargo, or hauling in a rope, you can complete the task in half the usual time. Tasks requiring other checks aren't included.

Double Draw (Combat)

Your limbs allow you to manipulate multiple weapons.

- **Prerequisites:** Four or more arms.
- **Benefit:** You can draw, reload, or sheathe two weapons with the same action normally required to do so with one weapon.

Four-Handed Hacker

When you hack a computer, it's a two-front war.

- **Prerequisites:** Computers 1 rank, four or more hands.
- **Benefit:** When you use the hack system task of Computers, if you have two hacking kits, your hacking attempt takes half the time (minimum 1 full action). You can also add, destroy, disable, remove, or repair a system or module in half the usual time.

Many-Handed Master (Combat)

You use your many limbs to counter combat maneuvers.

- **Prerequisites:** Four or more arms.
- **Benefit:** As long as you are not flat-footed, paralyzed, staggered, stunned, or unconscious, you gain a +2 bonus to your KAC against combat maneuvers.

Masked Visage

With your face concealed, you can be inscrutable.

- **Benefit:** While a mask obscures your face, you gain a +2 circumstance bonus to Bluff checks to lie. DCs of Sense Motive attempts against you increase by 2, as does the DC of Intimidate attempts to bully you.

EQUIPMENT

The following gear options have kasathan origins.

Many-Handed (Weapon Special Property)

A many-handed weapon is a longarm, heavy weapon, or two-handed melee weapon that normally requires two hands to wield properly but has been modified to require four hands. This innovation adds triggers, grips, balance points, and braces or stocks requiring two shoulders. A creature without at least four limbs cannot wield a many-handed weapon. Someone with ranks in Engineering equal to the weapon's item level can add or remove the many-handed special property at a cost equal to 10% of the weapon's price. Doing either requires 4 hours of work.

When a many-handed weapon is used to make a full attack, if the first attack hits, the second attack has a +1 bonus to its attack roll if the attack is made against the same target.

Kasatha Masks

The masks kasathas wear can have secondary uses, from air filtration to the following.

VOICE DISTORTER

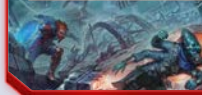
LEVEL 1

TECHNOLOGICAL ITEM PRICE 55 BULK L

Kasathas who turn to crime, as well as those who value anonymity, sometimes wear masks that conceal

their identities. A voice distorter worn over the mouth converts the user's voice into an unrecognizable and obviously artificial tone. Any check attempted to identify the wearer's voice takes a -5 penalty, and such identification can succeed only by relying on speech patterns, distinguishing phrases, and other idiosyncrasies of the wearer's speech rather than the sound of the voice itself.

If the distorted voice is recorded, a character can remove the distortion and reveal the speaker's original voice. Doing so requires a successful DC 21 Computers check. The decipherer gains a +4 circumstance bonus to this check with access to an undistorted recording of the same voice.



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LASHUNTAS

In the centuries since the Gap, the curious and naturally charming lashuntas have explored far from their native Castrovel. Lashuntas can now be found living throughout the Pact Worlds and beyond. This naturally dimorphic species has two well-known clades, *damaya* and *korasha*, one of which manifests as an individual lashunta develops. Like most species, however, lashuntas also have several rarer variations, each with its own natural talents and focuses.

ALTERNATE ABILITY ADJUSTMENTS

Some lashuntas fall outside the norms for their clades. These variations can occur in *damaya* and *korasha* lashuntas, and they grant the listed ability score adjustments instead of the adjustments presented in the *Starfinder Core Rulebook*.

Hunter Legacy

Hunter legacy lineages stretch back to legendary lashunta hunters from centuries before the Gap. Hunter legacy lashuntas have leaner, tougher frames. A hunter legacy *damaya*'s racial ability adjustments are +2 Dexterity, +2 Charisma, and -2 Strength. A hunter legacy *korasha*'s racial ability adjustments are +2 Strength, +2 Dexterity, and -2 Intelligence.

Mind Forward

Some lashuntas are geared primarily toward mental pursuits. Called "mind forward," such individuals lack common lashunta physical adjustments. A mind forward *damaya*'s ability adjustments are +2 Intelligence, +2 Wisdom, +2 Charisma, and -4 Constitution. A mind forward *korasha*'s adjustments are +2 Intelligence, +2 Charisma, and -2 Constitution.

ALTERNATE RACIAL TRAITS

Lashunta variants are less common than the two clades and can be found in both, as represented in the following traits.

Psychically Resistant

Pre-Gap records show lashuntas lacking telepathy lived in ancient times, and such lashuntas appeared anew at the height of the Formian Wars. These psychically resistant lashuntas emit a low-level psychic static that sometimes leads other members of their naturally telepathic society to exclude them, though such lashuntas are often more skilled in verbal expression. Some can use this static to interfere with nearby telepathy.

Psychically resistant lashuntas gain a +2 racial bonus to Will saving throws against mind-affecting effects. They can use *mental silence* (see below) once per day as a spell-like ability.

This replaces lashunta magic and limited telepathy.

Rugged

Some lashuntas express their species' love of learning by focusing on physical training rather than on academic pursuits. A lashunta who has this trait gains Toughness as a bonus feat.

This replaces student.

EQUIPMENT

Even as Castrovel's lashuntas construct barricades and deploy soldiers to keep dangerous predators out of their settlements, they maintain a deep connection to the wilderness. Some courageous academics take to the field and gather data about what flourishes outside urban borders, while others work to assimilate field researchers' findings into viable technology. The following new items are results of such research and development.

XENOBIOLOGIST'S FIELD KIT

LEVEL 2

TECHNOLOGICAL ITEM	PRICE 450	BULK L
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Designed for adventurous scientists, this tool kit contains pipettes, syringes, vials, and other instruments that enable you to collect samples and analyze data outside a laboratory. Using a xenobiologist's field kit grants you a +4 insight bonus to Life Science checks to identify and recall knowledge about flora and fauna, provided you take at least 10 minutes to do so. The field kit also counts as having access to an infosphere for taking 20 on such checks.

XENOWARDEN'S BOOTS

LEVEL 1

MAGIC ITEM (WORN)	PRICE 80	BULK L
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These supple boots are crafted from plant fibers and reinforced with magical energy. While wearing a pair of *xenowarden's boots*, each round you can move through up to 10 feet of difficult terrain caused by heavy undergrowth or other natural plant-based obstacles without reducing your speed.

SPELLS

The following spells originated with lashuntas.

MENTAL SILENCE

 **TECHNOMANCER 1**  **WITCHWARPER 1**

School abjuration

Casting Time 1 standard action

Range 30 ft.

Area 30-foot-radius spread centered on you

Duration 1 minute/level

Saving Throw none; **Spell Resistance** no

You create an anti-telepathic field around yourself. A creature within the area attempting to communicate or gain information using telepathy or limited telepathy, or attempting to cast the spells *detect thoughts*, *mind link*, *mind probe*, *telepathic bond*,

telepathic message, or telepathy—or abilities that work as those spells, such as the mindlink and telepathic bond mystic class features—must succeed at a caster level check (DC = 15 + your caster level). On a failure, the effect targeting you fails.

PRESERVE SPECIMEN

TECHNOMANCER 3 **WITCHWARPER 3**

School transmutation

Casting Time 1 standard action

Range close (25 ft. + 5 ft./level)

Targets one living willing or unconscious creature with an Intelligence bonus of +2 or lower

Duration 1 week/level (D)

Saving Throw Will negates; **Spell Resistance** yes

You harmlessly render a willing or unconscious living creature inert, placing it in stasis where it does not need to eat, breathe, or sleep. The creature cannot attack, use any abilities, or move while affected by *preserve specimen*, nor does the creature age or change in any way. It is not aware of its surroundings and does not experience any sensation or passage of time. If the creature was affected by any diseases, poisons, or other afflictions or conditions before you cast *preserve specimen*, they cease to progress for the duration of the spell, but the creature retains them. Their progression resumes once the spell ends. Any attack against a creature affected by *preserve specimen*, or any spell or effect that would cause the specimen to take damage or attempt a saving throw, immediately ends this spell.

RECALL **TECHNOMANCER 1**

School divination

Casting Time 1 standard action

Range personal

Duration 24 hours or until expended

Once during the duration, as a reaction, you can reroll a failed skill check to recall knowledge.

SCAN ENVIRONMENT

MYSTIC 1 **TECHNOMANCER 1** **WITCHWARPER 1**

School divination

Casting Time 1 minute

Range 1 mile/level

Area emanation with radius of 1 mile/level centered on you

Duration concentration, up to 1 minute/level

You analyze the naturally occurring environment in the area, learning the state of the atmosphere (*Core Rulebook* 395), biomes (*Core Rulebook* 396), and gravity (*Core Rulebook* 401). You do not learn the location of or direction to these conditions, only their presence. However, after concentrating for a time, you can learn the following additional information.

1 Minute: Forecast the weather (*Core Rulebook* 398–400) for the next 48 hours, including the direction it will come from.

5 Minutes: Learn which atmospheres, biomes, and gravity are in the area, if they vary, as well as the direction and distance to those elements.

10 Minutes: Learn if anything in the area presents an environmental hazard (*Core Rulebook* 400–405), including cold or heat dangers (at what temperature range), radiation (at what

severity), smoke effects, and underwater conditions. You gain a general sense of where and how far away these dangers are.

VENOMOUS WEAPON

MYSTIC 2 **WITCHWARPER 2**

School conjuration (poison)

Casting Time 1 standard action

Range touch

Targets weapon touched

Effect imbues weapon with poison

Duration 1 minute/level

Saving Throw none (see text); **Spell Resistance** no

You touch a weapon that deals bludgeoning, piercing, or slashing damage and imbue it with poison. The next five attacks made using the weapon are poisoned. Each creature damaged by these attacks must succeed at a Fortitude save or be sickened for 2d4 rounds.



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SHIRRENS

Although they've been residents of the Pact Worlds for only a little more than two centuries, shirrens are a varied species whose culture flourishes with each new choice made by its members. Shirrens, once part of the infamous Swarm, still possess physical and mental traits befitting members of a hive species. Their heritage manifests in unexpected ways unseen in other peoples. Shirrens, given their individuality, also display a wide array of variation in training and habits.

ALTERNATE ABILITY ADJUSTMENTS

Some shirrens retain more of their Swarm heritage and have unique traits suited for specific roles within a hive. Others still show signs of the genetic variance common among Swarm components. These variants use the ability score adjustments listed below instead of the standard adjustments of +2 Constitution, +2 Wisdom, and -2 Charisma found in the *Starfinder Core Rulebook*.

Courtier

When shirrens served the Swarm, courtier shirrens cared for Swarm colony leaders, conveying a ruler's orders and acting as go-betweens with other Swarm entities, while being spared physical labor delegated to worker subspecies. Courtier shirrens possess sharp wits and an instinctive understanding of personal power dynamics. A courtier shirren's ability adjustments are +2 Intelligence, +2 Charisma, and -2 Strength.

Scout

Originally cultivated to spy on worlds the Swarm targeted, scout shirrens are as quick on their feet as they are fast to formulate plans and act on them. Such shirrens have light frames, making them less resilient than other members of their species. A scout shirren's ability adjustments are +2 Dexterity, +2 Intelligence, and -2 Constitution.

Worker

Bioengineered for labor, power, and agility, and considered expendable by their Swarm creators, worker shirrens demonstrate physical strength otherwise uncommon among their kind. Their expendability manifests in a lack of the natural insight and durability found in other shirrens. A worker shirren's ability adjustments are +2 Strength, +2 Dexterity, and -2 Charisma.

ALTERNATE RACIAL TRAITS

Specific groups and individual shirrens can possess a range of physiological and psychological predispositions.

Cultural Assimilation

Many shirrens learn new ideas voraciously, making them skilled at blending into other cultures. Shirrens with this trait gain a +2 racial bonus to Culture and Disguise checks.

This replaces cultural fascination.

Hive Defense

Shirrens deeply value friends and constantly look out for these companions. Once per day, when an ally within 10 feet of a shirren with this trait attempts a saving throw, as a reaction, the shirren can allow that ally to roll their saving throw twice and use the higher result.

This replaces communalism.

Individual Obsession

Shirrens delight in individuality and experience a rush whenever they exercise their free will. This has led to many shirrens developing an obsession that stems from their personal tastes and choices. Shirrens with this trait choose one skill at 1st level. The chosen skill becomes a class skill for them, and they gain a +2 racial bonus to checks with that skill. If the chosen skill is already a class skill at 1st level, they instead gain 1 additional skill rank at each level that must be invested into the chosen skill. Shirrens who gain the chosen skill as a class skill after 1st level don't gain these additional skill ranks.

This replaces communalism and cultural fascination.

Linguistic Acculturation

Shirrens quickly adapt to new languages they encounter, because doing so enables them to communicate their thoughts with new people and learn from them in turn. Shirrens with this trait gain a +2 bonus to Culture checks and learn two languages for each skill rank they have in the Culture skill.

This replaces cultural fascination.

FEATS

Shirrens have several techniques that make them valuable to their allies while still allowing them to indulge in their individualism. Other creatures that meet the prerequisites can take these feats.

Enhanced Communalism

You're able to benefit from your allies' presence more often.

- **Prerequisites:** Character level 5th, communalism racial trait.
- **Benefit:** You can use the communalism racial trait multiple times per day. Each time you use it after the first, you must spend 1 Resolve Point to do so. Additionally, you can use communalism as a reaction when an ally within 10 feet of you attempts an attack roll or a skill check, allowing the ally to roll the triggering attack roll or skill check twice and use the higher result.

Helpful Telepath

You're able to provide uncanny support to your allies.

- **Prerequisites:** Communalism or hive defense racial trait, limited telepathy or telepathy racial trait.
- **Benefit:** When you use aid another, covering fire, or harrying fire and succeed at your attack roll or skill check, you can forgo granting your ally the usual benefit of that action to instead grant the following benefits, determined by the action you used. Any effect that increases the bonuses provided by these actions doesn't apply when using this feat. You can use this feat in conjunction with the Suppressive Fire feat, but you must apply the same effect (a circumstance bonus or the benefit described below) to all allies within the chosen area. You can provide these benefits only to allies with whom you can communicate using telepathy or limited telepathy.

Once you've used this feat, you can't do so again until you've taken a 10-minute rest to regain Stamina.

Aid Another: Instead of gaining a bonus to a skill check, your ally can roll the check twice and use the higher result.

Covering Fire: Instead of granting a bonus to the ally's AC, the next opponent to attack the chosen ally must roll the attack roll twice and use the lower result.

Harrying Fire: Instead of gaining a bonus to an attack roll, the next ally to attack the chosen opponent can roll the attack roll twice and use the higher result.

Profession Mastery

Your deep exploration of the multiple cultures has taught you to use your professional know-how to great effect.

- **Prerequisites:** Cha 13, Int 13, or Wis 13 (see text); Profession (any) 1 rank, cultural fascination racial trait.
- **Benefit:** Choose one Profession skill that you have at least 1 rank in. You must also have a minimum ability score of 13 in the ability score associated with the chosen Profession skill. You can use the chosen Profession skill to attempt skill tasks associated with one of the two skills associated with your chosen Profession. Each common profession skill appears below after its associated ability score, and each skill lists two skills you can select between when you take this feat. Once made, this decision cannot be changed.

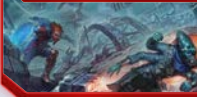
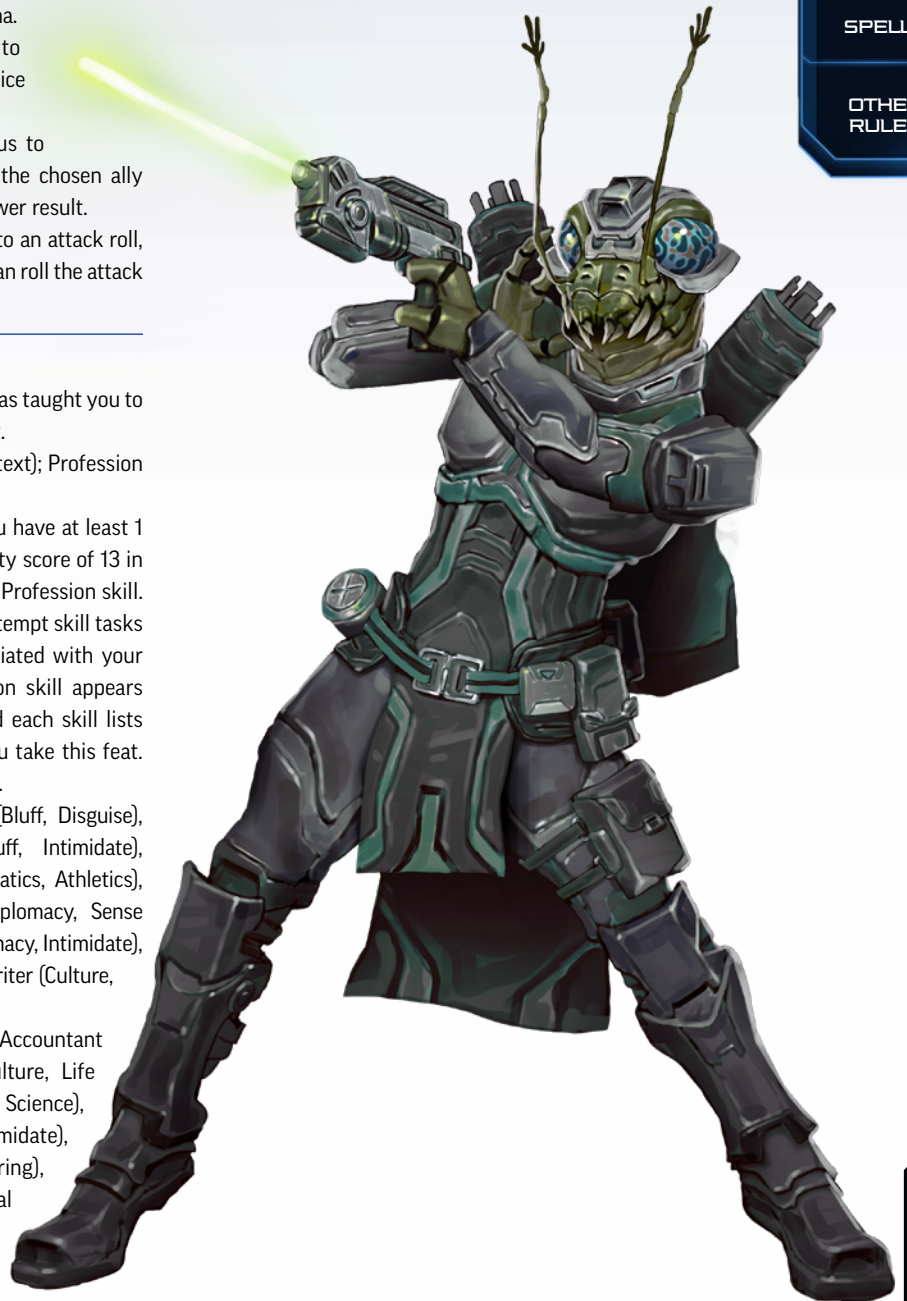
Charisma-Based Profession Skills: Actor (Bluff, Disguise), artist (Culture, Disguise), comedian (Bluff, Intimidate), courtesan (Acrobatics, Bluff), dancer (Acrobatics, Athletics), musician (Bluff, Sense Motive), orator (Diplomacy, Sense Motive), poet (Bluff, Culture), politician (Diplomacy, Intimidate), video personality (Computers, Diplomacy), writer (Culture, Diplomacy)

Intelligence-Based Profession Skills: Accountant (Computers, Perception), archaeologist (Culture, Life Science), architect (Engineering, Physical Science), corporate professional (Diplomacy, Intimidate), electrician (Disable Device, Engineering), lab technician (Life Science, Physical Science), lawyer (Culture, Intimidate), mathematician (Computers, Physical Science), philosopher (Bluff, Culture),

professor (Intimidate, Sense Motive), psychologist (Diplomacy, Sense Motive), vidgamer (Computers, Culture).

Wisdom-Based Profession Skills: Bounty hunter (Intimidate, Survival), cook (Life Science, Physical Science), counselor (Diplomacy, Sense Motive), dockworker (Athletics, Engineering), farmer (Life Science, Survival), gambler (Bluff, Sense Motive), general contractor (Diplomacy, Engineering), herbalist (Life Science, Medicine), maintenance worker (Athletics, Engineering), manager (Diplomacy, Intimidate), mercenary (Culture, Survival), merchant (Culture, Diplomacy), miner (Athletics, Physical Science), smuggler (Sleight of Hand, Stealth).

- **Special:** You can take this feat twice. The second time, you can use the chosen Profession skill to attempt tasks associated with both skills associated with that Profession skill.



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VESK

Each member of the proud and powerful vesk species constantly seeks the chance to prove their worth in combat and other forms of competition. Sometimes a vesk might push their own body to extreme limits to succeed. At other times, adaptation or skill is a vesk's only hope for survival in dire circumstances or unfamiliar environments. Vesks have a long history and an array of myths, both of which tell tales of how vesks gained some of their traits.

ALTERNATE ABILITY ADJUSTMENTS

Some vesks have unique bloodlines, which could be the result of eldritch manipulation or adaptations to newly conquered environments. These vesks have unique ability score adjustments instead of the standard adjustments of +2 Strength, +2 Constitution, and -2 Intelligence found in the *Starfinder Core Rulebook*.

Low Gravity

Several groups of vesks have adapted to life in low-gravity environments over many generations. Precision movements and quick thinking come naturally to these vesks, though they lack typical vesk might. A low gravity vesk's ability adjustments are +2 Dexterity, +2 Intelligence, and -2 Strength.

Venomthought

On rare occasions, vesks will produce psychic offspring. Legend claims cave-dwelling snake people of Vesk Prime modified ancient vesks in eldritch rituals, allowing those who inherit the change to attack with their "venomous thoughts." Frailer than typical vesks, venomthought vesks have powerful personalities and forces of will. A venomthought vesk's ability adjustments are +2 Wisdom, +2 Charisma, and -2 Constitution.

Warblood

Some vesk bloodlines are renowned for their brutal warriors, and several of these have a variant genetic build including thicker muscles, longer bone spikes, and a ridge of spikes that runs along the spine. They are also more aggressive, and their tendency to see everything as a conflict makes it difficult for them to inspire confidence and trust in others. A warblood vesk's ability score adjustments are +2 Strength, +2 Dexterity, and -2 Charisma.

ALTERNATE RACIAL TRAITS

Vesk adaptations vary from individual to individual, with many vesks training their bodies from a very young age to excel in particular ways. Other vesks are born with unusual physical traits that suggest some genetic exception. The following alternate racial traits represent some of these changes.

Expanded Lung Capacity

Some vesks have extraordinary lung capacity. These individuals might take up careers working in facilities or vessels located underwater or in space. Vesks with this racial trait can hold

their breath for 10 times the normal duration (*Starfinder Core Rulebook* 404), and they can begin to hold their breath as a purely defensive reaction whenever they are submerged underwater, enter a vacuum, or would otherwise begin suffocating or inhaling a substance they suspect to be harmful.

This replaces armor savant.

Observant

Some vesks learn to watch their environment and other creatures around them for signs of danger. Vesks with this racial trait select either Perception or Sense Motive. They gain a +3 racial bonus to checks with the chosen skill. Once this choice is made, it cannot be changed.

This replaces fearless.

Prehensile Tail

Occasionally vesks are born with a tail that is thinner and significantly more flexible than the norm for their species. Though less common, there are also ancient vesks stretching and range of motion techniques an individual can use to alter the build of their tail over years of dedicated work. Vesks with this racial trait have a tail that is as effective as a hand at manipulating objects, allowing them to wield and hold up to three hands' worth of weapons and equipment. This does not increase the number of attacks they can make during combat.

This replaces natural weapons.

Vesk Venom

Though most vesks are not venomous, a few have venom sacs and elongated teeth held over from a vesk subspecies that has since gone extinct, perhaps related to the snake-people of Vesk Prime. Other theories suggest these traits are from a time when an ancient vesk nation modified its warriors with magic or technology to gain venomous natural attacks.

Vesks with this racial trait can deal piercing or bludgeoning damage with their unarmed strikes. When the vesk makes a successful unarmed strike that deals piercing damage, and the target takes damage from the attack, as a reaction the vesk can expose the target to venom (see page 27). Once a vesk has used their venom, they can do so again only after taking a 10-minute rest to regain Stamina Points. A vesk is immune to the effects of their own venom.

This replaces armor savant and fearless, and it modifies natural weapons.

VESK VENOM

Type poison (injury); **Save** Fortitude (DC = 10 + half the vesk's level + the vesk's Constitution modifier)

Track Dexterity (special); **Onset** 1 round; **Frequency** 1/round for 6 rounds

Effect Progression track is Healthy–Sluggish–Stiffened–Staggered; staggered is the end state.

Cure 1 save. All effects end 1 hour after cure.

CLASS OPTION

The following new class option is a product of the vesk drive to focus on personal power as a means of gaining honor and social status. Any character who meets the prerequisites can select this option.

Soldier Option: Battlemaster Fighting Style

The battlemaster fighting style focuses on adapting your natural advantages to new dangers and situations as they arise. By anticipating particular threats or adjusting mid-combat to deal with specific foes, you can assure your survival and gain the advantage. The following soldier fighting style is an adaptation of this technique that has made its way to the Pact Worlds. You must have the armor savant and natural weapons racial traits to take this fighting style.

Bolster Resilience (Ex) 1st Level

- As a move action, you can grant yourself DR 1/– for a number of rounds equal to your Strength or Constitution modifier (whichever is higher; minimum 1 round). Once you have used this ability, you can use it again only after you take a 10-minute rest to regain Stamina Points. This DR increases to DR 2/– at 5th level, DR 3/– at 9th level, DR 4/– at 13th level, and DR 5/– at 17th level. If you have DR from any other sources, the DR you gain from this ability increases by 1. Each time you are attacked while this ability is active, you can use either this DR or the DR gained from another source.

Instinctive Strike (Ex) 5th Level

- As a move action, you can study a target to spot vulnerabilities that make your melee attacks more effective. You gain a +1 insight bonus to the next melee attack roll you make against that target before the end of your next turn. You can study only one target at a time, and if you use this ability to gain a bonus against a new foe, any previous bonus is lost. Once you have made an attack against a creature with this bonus, you can't use instinctive strike against that foe again for 24 hours.

Reactive Resistance (Ex) 9th Level

- When you take energy damage, you can expend 1 Resolve Point as a reaction to gain energy resistance 10 against that type of energy damage (including the triggering damage) for 1 minute. If you took damage from multiple types of energy damage as part of the same attack or effect, you choose one to gain energy resistance against. You can have resistance

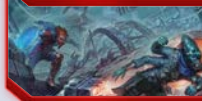
against only one energy type from reactive resistance at a time. If you use this ability to gain resistance against a new damage type, any previous resistance gained from this ability is lost.

Anticipate Ambush (Ex) 13th Level

- You can act during a surprise round.

Empower Defenses (Ex) 17th Level

- As a move action, you can double the DR you gain from your bolster resilience style technique and the energy resistance you gain from your reactive resistance style technique until the start of your next turn.



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YSOKI

Ysoki are widespread and varied in appearance. Their diversity stems from the fact that ysoki are not a single species but are instead numerous disparate but similar rodent-like people who have existed on several planets for millennia. Despite their origins, ysoki from different lineages have compatible genetics, so the mixing of the separate bloodlines over the eons has resulted in a diverse people with habitats across the galaxy.

ALTERNATE ABILITY ADJUSTMENTS

Ysoki of disparate cultures once possessed unique ability adjustments, but ysoki genetics have since become so intertwined that variations can appear among any ysoki population. Such ysoki have ability score adjustments they use instead of the standard adjustments of +2 Dexterity, +2 Intelligence, and -2 Strength found in the *Starfinder Core Rulebook*.

Anthropomorphic

Most ysoki have animal-like features, such as digitigrade legs and limbs of equal length. Some ysoki, however, have anatomy more resembling a human's, such as plantigrade feet and legs longer than their arms. Such ysoki likely have ancestors from outside the Pact Worlds, but no scientific consensus exists on where these traits originate. An anthropomorphic ysoki's ability adjustments are +2 Intelligence, +2 Charisma, and -2 Strength.

Nograv

Ysoki that live on low-gravity worlds develop long, lanky bodies and gaunt features. Known colloquially as nograv ysoki, these individuals are capable of incredible feats of dexterity, but their bones are infamously brittle. A nograv ysoki's ability adjustments are +4 Dexterity and -2 Constitution.

Survivor

Although some think of ysoki as weak, ysoki are natural scavengers and survivors, and many ysoki cultures value such traits over tinkering and similar pursuits. A famous example of survivor ysoki are those common on Absalom Station who are believed to have roots on the lost world of Golarion. A survivor ysoki's ability adjustment is +2 Constitution.

ALTERNATE RACIAL TRAITS

Ysoki genetic diversity means cultures or individuals can have unusual traits, such as the following.

Blindsense

Some ysoki can detect faint odors and tastes, granting them blindsense (scent) with a range of 30 feet.

This replaces darkvision.

Natural Weapons

Ysoki can have long, sharp teeth. A ysoki with this trait is always considered to be armed. They can deal 1d3 lethal piercing damage

with unarmed strikes, and the attack doesn't count as archaic. Ysoki with this trait gain a unique weapon specialization with their natural weapons at 3rd level, allowing them to add 1-1/2 × their character level to their damage rolls for their natural weapons (instead of just adding their character level, as usual).

This replaces cheek pouches.

Scrappy

Many ysoki are capable of taking and dealing surprising amounts of damage. A ysoki with this trait gains 4 racial Hit Points at 1st level instead of 2. In addition, while the ysoki has 0 Stamina Points, they gain a +1 insight bonus to melee attack rolls.

This replaces moxie.

Skilled

Ysoki with this trait gain an additional skill rank at 1st level and each level thereafter.

This replaces scrounger.

Swarmer

Swarmer ysoki use their small size to slip past defenses and strike at weak points. Ysoki with this trait gain the benefits of flanking an opponent provided at least one other ally is threatening that foe, regardless of position. Allies threatening the same enemy also gain the benefits of flanking.

This replaces moxie and scrounger.

Wastelander

Since Akiton's economic crash, many ysoki on the Red Planet have been forced to make do with whatever they can scrounge. Ysoki with this trait gain a +2 racial bonus to Survival checks and a +2 racial bonus to Fortitude saves against disease, poison, and effects that cause the nauseated or sickened condition.

This replaces scrounger.

FEATS

The following feats represent tactics ysoki favor. Anyone who meets the prerequisites can take these feats, however.

Improved Kip-Up

You can stand from prone in a blink of an eye.

- **Prerequisites:** Acrobatics 1 rank, Kip-Up feat or moxie racial trait.
- **Benefit:** You can stand from prone as a reaction. If you have 5 or more ranks in Acrobatics, you can expend 1 Resolve Point

to stand from prone during your turn as part of another full, move, or standard action you take.

Scurry

Your small size affords you superior tactical positioning.

- **Prerequisites:** Racial bonus to Dexterity, size Small.
- **Benefit:** You gain the compression universal creature rule (*Starfinder Alien Archive* 153). In addition, you can occupy the same space as an ally of your size or larger without you or your ally taking any penalties for your doing so.

Underfoot

You use your small size against larger foes.

- **Prerequisites:** Scurry (see above), Acrobatics 10 ranks, racial bonus to Dexterity, size Small.
- **Benefit:** As a move action, you can try to slip into the space of an adjacent foe larger than you are. To do so, attempt an Acrobatics check (DC = 15 + 1-1/2 × opponent's CR). If you succeed, you enter your opponent's space. If you fail, you remain in your starting position, and you are flat-footed and off-target until the end of your next turn.

While you occupy a foe's space, that foe is flat-footed and off-target, and it treats its space as difficult terrain. If your opponent tries to move out of your space, it provokes an attack of opportunity from you.

SPELL

Ysoki are famous for the following spell, using it to shrink down large objects for storage in their cheek pouches.

SHRINK OBJECT

 TECHNOMANCER 1-6  WITCHWARPER 1-6

School transmutation

Casting Time 1 round

Range touch

Targets one object touched; see text

Duration 1 day/level (D)

Saving Throw Fortitude negates (object); **Spell**

Resistance yes

You shrink the target item, transmuting it into a smaller version of itself. You can target an attended object only if the creature attending the object is willing, and you cannot target worn objects. While shrunken, the object takes up less space and bulk, but it ceases to function. When the spell ends, the object returns to normal size, moving through any nearby opening it can to reach a space that can accommodate it, but it does not expand with any force and does no harm to containers too small for it. This spell can affect objects of a size and bulk limited by the spell's level. Likewise, the spell's level determines the target's size after the spell takes effect. For this spell, vehicles and other objects without a specified weight count as an object with bulk equal to the number of squares of the object's space squared.

1st: You can target an object up to 1 cubic foot in size and weighing up to 10 bulk. The target's dimensions are reduced to a 6-inch cube, and its bulk is reduced to L.

2nd: As the 1st-level version, but you shrink an object up to 4 cubic feet in size weighing up to 40 bulk. If you target an object that's 1 cubic foot or smaller and weighs no more than 10 bulk, its dimensions are further reduced to a 1-inch cube and its bulk is reduced to negligible.

3rd: As the 1st-level version, but you can shrink an object up to 7 cubic feet in size weighing up to 70 bulk. If you target an object that's 4 cubic feet or smaller and weighs no more than 40 bulk, its dimensions are further reduced to a 1-inch cube and its bulk is reduced to negligible.

4th: As the 1st-level version, but you can shrink an object up to 10 cubic feet in size weighing up to 100 bulk. If you target an object that's 7 cubic feet or smaller and weighs no more than 70 bulk, dimensions are further reduced to a 1-inch cube and its bulk is reduced to negligible.

5th: As the 1st-level version, but you can shrink an object up to 13 cubic feet in size weighing up to 130 bulk. If you target an object that's 10 cubic feet or smaller and weighs no more than 10 bulk, its dimensions are further reduced to a 1-inch cube and its bulk is reduced to negligible.

6th: As the 1st-level version, but you can shrink an object up to 16 cubic feet in size weighing up to 160 bulk. If you target an object that's 13 cubic feet or smaller and weighs no more than 130 bulk, its dimensions are further reduced to a 1-inch cube and its bulk is reduced to negligible.



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DWARVES

Natives of the lost world of Golarion and once guided by the missing god Torag, dwarves seek to understand their place in a galaxy without their home world or their primary deity. Since the end of the Gap, they have struggled to agree on what the proper course of dwarven life should be, but their natural resilience and determination has allowed them to thrive nevertheless. Now dwarves will need to guide themselves, if they are to find a new direction for their species.

ALTERNATE ABILITY ADJUSTMENTS

Some dwarves initiated a new Quest for Sky and gathered on a generation starship, seeking the ultimate sky in an alien place or remote galactic region. These dwarves adapted to zero-g but lack the hardiness of kin they left behind. Such dwarves have ability score adjustments of +2 Dexterity, +2 Intelligence, and -2 Strength rather than the adjustments found in the *Starfinder Core Rulebook*.

ALTERNATE RACIAL TRAITS

The dwarven desire to redefine their existence has led many dwarves to demonstrate new cultural and physical expressions.



Adamant Mage

Dwarves with this trait gain a +2 racial bonus to AC against attacks of opportunity provoked by casting a spell and against readied actions triggered by spellcasting.

This replaces weapon familiarity.

Mining Expert

Dwarves can be skilled at delving for riches, gaining a +2 racial bonus to Physical Science and Profession (miner) checks.

This replaces stonemasonry.

Opposite Reaction

Rather than train with ancient weapons and focus on traditional enemies, some dwarves turn to combat techniques suited to dwarf physiology. These dwarves gain a +4 racial bonus to KAC against reposition combat maneuvers. Also, when an opponent fails a bull rush, reposition, or trip combat maneuver against such a dwarf by 5 or more, the dwarf can attempt a trip combat maneuver against that opponent as a reaction.

This replaces traditional enemies and weapon familiarity.

Ship Dwarf

In the few centuries since the end of the Gap, some dwarves have adapted to life in homes where interaction with other cultures is a constant, and where light can be summoned with the flick of a switch. Ship dwarves gain a +2 racial bonus to Sense Motive and Culture checks.

This replaces darkvision.

Tradition Mender

There is a movement among dwarves to heal past prejudices, and make friends with beings once deemed foes. These dwarves gain a +2 racial bonus to Diplomacy and Sense Motive checks.

This replaces traditional enemies.

Zero-G Dwarf

Unlike most of their kin, dwarves living in space feel more at ease when weightless than when grounded. These dwarves have a land speed of 25 feet. They gain a +4 racial bonus on Acrobatics and Athletics checks to avoid becoming off-kilter and can always take 10 on such checks. They also have a climb speed of 25 feet, but only for moving along a wall with handholds at full speed in zero-g.

This replaces slow and steady.

ELVES

Although native to Castrovel, elves used the mysterious elf gates they created with their immense magical prowess to travel to other planets, long before the Gap, including Golarion. The Gap had a marked effect on this long-lived species. Clear evidence of a betrayal they suffered during that time caused many elves to return to Castrovel, where their society has become insular and suspicious, though these attitudes are far from universal among elves.

ALTERNATE ABILITY ADJUSTMENTS

Elves who live off of Castrovel are more open to new experiences and relationships. Castrovelian elves call these wanderers “Forlorn,” doomed to lose friends and loved ones among shorter-lived species. Forlorn elves have ability score adjustments of +2 Dexterity, +2 Charisma, and -2 Wisdom rather than the adjustments found in the *Starfinder Core Rulebook*.

ALTERNATE RACIAL TRAITS

Although some elves have embraced tradition, others have developed cultural and physical adaptations outside the norm.

Asanan Elf

Some Castrovelian elves dwell on Asana, rather than Sovyrian. Lashunta influence—with the aid of elven magic used during the Gap, some scholars say—has caused these elves to develop limited telepathy and lashunta magic, as the lashunta racial traits.

This replaces elven immunities and elven magic.

Darkvision

Some elves are born with darkvision with a range of 60 feet. When these elves are in no light or dim light and they are exposed to bright light, they are dazzled for 1 round.

This replaces low-light vision.

Elven Skeptic

Elves were betrayed during the Gap and can be untrusting of others. These elves train to see through deceptions, and gain a +2 racial bonus to Sense Motive checks and saving throws against illusion spells. Once per day, they can roll a Sense Motive check twice and use the better result.

This replaces elven immunities.

Forlorn Connection

Despite being called Forlorn, those elves who live among other species are often quite sociable. These elves gain a +2 racial bonus to Diplomacy checks and can cast *comprehend languages* once per day. At 10th level, they can also cast *tongues* once per day.

This replaces elven magic.

Memory Gap

Many elves were alive when the Gap ended. They have no memory of the details of their relationships and history. This lack of context is a struggle for them, but has toughened

their minds. They gain a +2 racial bonus to saving throws against mind-affecting effects.

This replaces elven immunities.

Wilderness Runner

Many elves enjoy spending time in unspoiled wilderness. They gain a +2 racial bonus to Survival checks.

This replaces keen senses.



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GNOMES

Originally residents of the First World, gnomes subsequently dwelled for centuries on the lost world of Golarion, and they haven't established another home world since its loss. Many live on Absalom Station or Castrovel, while others have been driven to seek new wonders across the galaxy. At some point during the Gap, gnomes became a dimorphic race—including both the original, colorful feychildren, and the monochromatic bleachlings, who are immune to the gnome plague known as the Bleaching.

ALTERNATE ABILITY ADJUSTMENTS

Some gnomes have strong ties to a specific planet, its lands, or the caves beneath. These earthier gnomes, called gneblins, are less sturdy than their kin, but they have a much stronger will. Gneblins have +2 Wisdom and -2 Strength, plus the benefits of the dimorphic racial trait, rather than the usual gnome racial ability adjustments found in the *Starfinder Core Rulebook*.

ALTERNATE RACIAL TRAITS

Gnomes descend from creatures of another plane. These fey-born humanoids had subspecies even before the Gap. Now dozens of gnome ethnicities exist, each with unique traits.

Driftborn

Some gnomes feel an eerie call to the Drift, rather than to the First World or the Bleaching. These driftborn gnomes have lithe builds and skin with shifting, iridescent patterns. They also have an intense and instinctual awareness of their bodies and their position in space. They gain +2 Dexterity.

This replaces dimorphic.

Ecstatic Joy

Some gnomes exult in their own effort and seem inured to pain. These gnomes gain a +2 racial bonus to saves against pain effects. Once per day when they roll a natural 20 on an attack roll, skill check, or saving throw, they gain a rush of adrenaline that grants them a +1 morale bonus to attack rolls, saving throws, and skill checks for 2 rounds.

This replaces eternal hope.

Social Intuition

Gnomes who spend their lives among people in a fixed culture can be less curious, but they gain an inherent ability to read people. These gnomes have a +2 racial bonus to Sense Motive checks.

This replaces curious.

Working Relations

Certain gnomes satisfy their curiosity about other people by working among them in varied capacities. Such gnomes gain a +1 racial bonus to Profession checks and can attempt Profession checks untrained.

This replaces curious.

FEATS

Gnomes often have the feats in this section. However, these feats are available to any character who meets the prerequisites.

Diverse Conditioning

Your broad experience has made you better at avoiding danger.

• **Prerequisites:** Eternal hope or ecstatic joy racial trait, character level 5th.

• **Benefit:** Choose two effect descriptors. You can spend 1 Resolve Point to reroll a failed saving throw against effects that have either of those descriptors. Once you use this ability, you can do so again only after a 10-minute rest to regain Stamina.

Multifaceted Nature

Through a twist of genetics, magic, or strange fate, you developed another of your race's traits.

• **Prerequisites:** Dimorphic or driftborn racial trait, character level 9th.

• **Benefit:** When you gain this feat, choose a racial trait you lack that is available to your race. You gain that trait. If you select an alternate racial trait, it doesn't replace a racial

trait you already have.

Spot of Luck

When escaping tight spots, you defy the odds.

• **Prerequisites:** Any racial trait or feat that grants a d20 reroll, character level 5th.

• **Benefit:** When you use an ability to reroll one d20 roll, you can spend 1 Resolve Point to reroll twice and use the highest of all three results. Once you use this ability, you can do so again only after a 10-minute rest to regain Stamina Points.



HALF-ELVES

Most half-elves are of human and elf parentage, and are descended from Forlorn elves who reside on or visit worlds other than Castrovel. Other half-elves are born among the elves of Sovyrian; since humans are rare there, most half-elves are born to the union of an elf and another half-elf. Half-elves have many other possible origins, however. A few half-elves can trace their ancestry to drow or a mix of elves and the ryphorians of Triaxus.

ALTERNATE ABILITY ADJUSTMENTS

The offspring of a half-elf and an elf, or an individual with only one non-elven ancestor over several generations, can still display mixed heritage. Even among half-elves who have a human parent, some take after their elven parent, especially those raised among elves. These half-elves have +2 Dexterity, +2 Intelligence, and -2 Constitution in place of the half-elf racial ability adjustments found in the *Starfinder Core Rulebook*.

ALTERNATE RACIAL TRAITS

Not all half-elves display the most common traits found among their kind. Some have features that are a callback to a distant ancestor, while others blend minor elements of their parentage into a new trait.

Cultural Chameleon

Half-elves are often highly skilled at fitting in with a broad variety of people and getting others to like them. These half-elves gain a +2 racial bonus to Culture checks. If such a half-elf fails a Diplomacy check to change someone's attitude, they can reroll the check and take the second result.

This replaces adaptability.

Darkvision

Like elves, some half-elves are born with darkvision with a range of 60 feet. When these half-elves are in no light or dim light and they are exposed to bright light, they are dazzled for 1 round.

This replaces low-light vision.

Half-Ryphorian

Elves and ryphorians mix on Triaxus. Half-ryphorians can have summerborn or winterborn ryphorian features. These half-elves have the elf and ryphorian subtypes, but no human subtype. They also gain resistance 2 to cold and fire, which stacks with one other form of resistance. In conditions of severe cold or heat, they must attempt Fortitude saves only once per hour instead of once every 10 minutes.

This replaces adaptability.

SOLDIER OPTION: SQUAD FIGHTING STYLE

Soldiers in large organizations, such as the Stewards, learn to fight effectively together in small squads. You have mastered these techniques, and your combat skills focus on aiding your allies. Half-elves epitomize the cooperative spirit this style taps into.

Coordinated Aim (Ex) 1st Level

You can help squad mates hit targets even if you're in the way. You gain Coordinated Shot as a bonus feat. Your allies gain the bonus even if you are providing cover to the target. If you already have that feat, you gain a bonus combat feat instead.

Quick Backup (Ex) 5th Level

As a full action, you can move up to twice your speed and make one attack, but your target must be a creature threatening an ally. Once you have used this ability, you cannot do so again until you have taken a 10-minute rest to regain Stamina Points.

Mystic Swap (Su) 9th Level

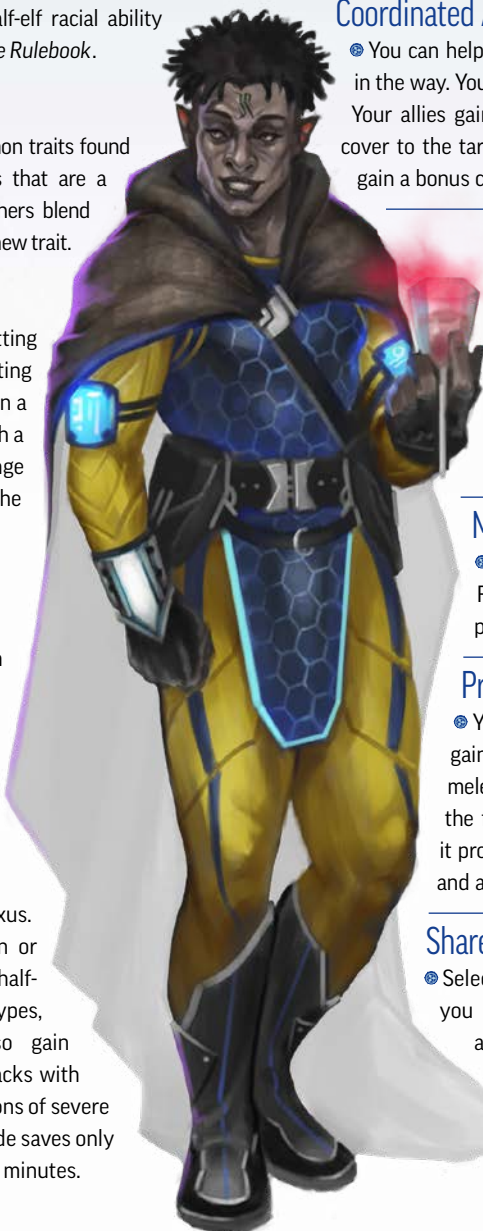
As a move action, you can expend 1 Resolve Point to teleport, switching places with one ally within 60 feet.

Precise Flanker (Ex) 13th Level

You and allies who flank a foe with you gain an extra +1 bonus (+3 total) to your melee attack rolls against that target. If the flanked creature takes a guarded step, it provokes attacks of opportunity from you and allies who flank it with you.

Share Training (Ex) 17th Level

Select three combat feats you have. When you start your turn adjacent to an ally, as a reaction, you can select one of these feats and grant the ally its benefit for 1 round. To benefit from the selected feat, the ally must still meet its prerequisites.



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HALF-ORCS

Half-orcs mix orc and human bloodlines, whether by natural means, genetic modification, or eldritch influence. The largest population of half-orcs in the Pact Worlds is on Apostae, where the drow have made them second-class citizens. Countless half-orcs live outside this oppression, however, having either escaped the drow or never having been part of Apostae's tyrannical system in the first place. These half-orcs can be found in a variety of jobs, displaying an array of talents.

ALTERNATE ABILITY ADJUSTMENTS

The drow of Apostae have trained half-orcs under their "care" to perform logistics and observation under drow supervision. Rather than the half-orc ability adjustments found in the *Starfinder Core Rulebook*, these half-orcs have +2 Intelligence, +2 Wisdom, and -2 Charisma.



ALTERNATE RACIAL TRAITS

Most half-orcs in the Pact Worlds have half-orc parents, but different bloodlines can produce differing features. Many half-orcs use tech, magic, or a combination to modify themselves or their offspring, producing unusual results.

Armor Ease

Half-orcs on Apostae can be trained to wear armor at an early age. They reduce the armor check penalty of any armor they wear by 1 and the speed penalty by 5 feet.

This replaces orc ferocity.

Professional Focus

Especially on Apostae, half-orcs are educated by the drow to be an expert in a particular vocation, filling that role throughout their lives. Such half-orcs gain Profession as a class skill. In addition, these half-orcs gain 1 additional skill rank per level, but this rank must be invested in the Profession skill.

This replaces intimidating.

Steelskin

Some half-orcs have tough skin due to years in harsh conditions, extreme training, or as the result of body modifications. They gain DR 1/-. At character level 10th, this increases to DR 2/-. This DR stacks with one other form of DR.

This replaces orc ferocity.

FEATS

The following feats are most common among half-orcs.

Survivalist

You know how to live off the land.

- **Prerequisites:** Self-sufficient racial trait.
- **Benefit:** When you attempt a Survival check to live off the land, you are not limited to moving only half your overland speed. If you succeed at the check, you can provide food and water for five more creatures than normal.

Terrifying Presence (Combat)

Your fearsome displays instill fear longer.

- **Prerequisites:** Intimidating racial trait.
- **Benefits:** When you succeed at an Intimidate check to demoralize, the duration is 1d4 rounds longer than normal.

HALFLINGS

When most citizens of the Pact Worlds think of halflings, they think of agile, fleet, small, and stealthy people with venturesome spirits. Many halflings fit these stereotypes, which date back to lost Golarion. However, some halflings train to shore up their natural weaknesses or adapt in unusual ways to environments starfaring species face. Other halflings utilize their natural talents, from their unassuming looks to a furtive nature, in unique ways to gain an edge.

ALTERNATE ABILITY ADJUSTMENTS

Some halflings are naturally stronger and tougher than anyone expects, while others feel an intense desire to compete physically with larger people, distinguishing themselves through extensive strength and endurance training. These stout halflings have +2 Strength, +2 Constitution, and -2 Wisdom rather than the adjustments found in the *Starfinder Core Rulebook*.

ALTERNATE RACIAL TRAITS

Second only to humans in terms of adaptability, halflings make their homes across the galaxy. Also like humans, individual halflings vary greatly from one another, and they can display many traits beyond those normally associated with halflings.

Cunning

Halflings have a reputation for larceny and guile, and sometimes this reputation is deserved. Halflings with this racial trait gain a +2 bonus to Bluff and Sleight of Hand checks, and Sleight of Hand is a class skill for them.

This replaces sure-footed.

Duck and Cover

Halflings excel at avoiding danger by disappearing into cover. Such halflings have an additional +2 bonus to Reflex saves and Stealth checks whenever they have cover, partial cover, or soft cover.

This replaces halfling luck.

Needler

Some halflings are experts at wielding needler pistols to tranquilize and take down larger foes or heal allies. A halfling who has this racial trait can reload projectile weapons with the injection special weapon property as a swift action.

This replaces sure-footed.

Skittish

Halflings are often seen as fearless, but some are instead particularly cautious.

Halflings with this racial trait gain a +1 bonus to Initiative checks and to melee attack rolls (+3 total) when flanking. When affected by a fear effect, their land speed increases by 10 feet and they gain a +1 bonus to AC.

This replaces surefooted and halfling luck.

Spacefarer

As a product of generations spent in low- or zero-gravity environments, some halflings have elongated skeletons and stand a full head taller than others of their species. These halflings can be mistaken for humans of short stature, but they still exhibit the enlarged feet and hands and the pointed ears characteristic of halflings. Halflings who have this racial trait take no penalty to Disguise checks when attempting to appear human or Medium in size.

This replaces keen senses.

Talespinner

Halflings love adventure and travel almost as much as they enjoy spinning tales about their trials and tribulations—tales they use to entertain allies and strangers, as well as to disarm their enemies. Halflings who have this racial trait gain a +2 bonus to Bluff skill checks, and Bluff is a class skill for them. They also gain a +2 bonus to Diplomacy checks to change the attitudes of others with entertaining tales.

This replaces keen senses and sure-footed.

Winsome

Some halflings seem able to charm anyone, through a combination of endearing behavior and physical proportions that lead other species to view them as young and cute. Although such halflings might not be any kinder or friendlier, they nevertheless maximize the benefit of this mistaken impression. These halflings gain a +2 bonus to Bluff checks and to Diplomacy checks to change the attitude of indifferent creatures.

This replaces sure-footed.



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CLASSES

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CLASSES

Your character's class represents their field of expertise, and the *Character Operations Manual* provides the following entirely new classes. Each class grants a number of specialized abilities gained through dedicated training, raw talent, or even



BIOHACKER

The biohacker uses complex catalysts and fringe medical knowledge to augment her allies and inhibit her foes, often using injection weapons.

Key Ability Score: Intelligence or Wisdom



VANGUARD

An expert at close combat, the vanguard has gained supernatural control over the power of entropy, and can speed, slow, or alter how energies and reactions occur.

Key Ability Score: Constitution

an eldritch accident. Your class also determines your character's statistics such as your Hit Points, Stamina Points, weapon and armor proficiencies, class skills and skill ranks per level, and base attack and saving throw bonuses.



WITCHWARPER

Witchwarpers are powerful spellcasters who draw their magic from alternate realities and can pull bubbles of those realities into their current space.

Key Ability Score: Charisma

The character classes presented in the *Starfinder Core Rulebook* represent the most common roles for adventurers throughout the galaxy. From the Pact Worlds to the Veskarium to the distant Azlanti Star Empire, one can almost always find characters in the roles of envoys, operatives, soldiers, and all the other classes presented in that volume. By drawing on different themes and archetypes to represent specific backgrounds, training, or cultural influences, players and Game Masters can easily model a wide array of characters using only the options presented in the *Core Rulebook*.

Yet space is vast, containing a nigh-incalculable number of worlds, species, and civilizations, and thus even with the aid of themes and archetypes, not every character fits into one of the broad classifications available. To help create these specialized adventurers and their unique abilities, this book presents three new classes: the biohacker, the vanguard, and the witchwarper.

CLASS DESCRIPTIONS

The classes in this book follow the rules for classes presented on pages 58-59 of the *Starfinder Core Rulebook*. Those rules describe how to read the class overviews presented on the following pages, including explanations of Stamina Points, Hit Points, key ability scores, class skills, armor proficiency, weapon proficiency and specialization, class features, class tables, and class builds.

CLASS FEATURES

All the class features for each class presented in this book are detailed in the class's description. If a class feature ever requires a calculation or produces a numerical result that would include a fraction, always round down unless otherwise stated. This follows the normal rule for rounding (*Core Rulebook* 243).

Class features may reference different types of levels, such as character level, class level, and caster level. For a character with only one class, these are all the same thing. For characters with levels in multiple classes, when a class feature has an effect or prerequisite based on your level, it always means your level in that class, not your total character level. If a class feature or spell mentions your caster level, that refers to your combined levels in all spellcasting classes (though the number of spells you can cast per day and the number you know at each level are still based on solely the level of the class granting them).

Class features usually fall into one of three categories: extraordinary abilities, spell-like abilities, and supernatural abilities (*Core Rulebook* 262). A character might gain these abilities through a variety of means, including advanced meditative techniques, formal training under a dedicated instructor, use of cutting-edge technological devices, exposure to mysterious alien technology, and so on. The specific source of these abilities is up to you, as a way to add flavor to your character. Regardless of the source, these abilities are class features and cannot be taken away, though they may be suppressed or negated by other effects.

CLASS TABLES

Each class description contains a table that summarizes the various features of the class at each level.

Class Level: This is the class level at which your character receives the benefits listed in the line.

Base Attack Bonus: This is the total base attack bonus at that level, which is used to calculate your melee and ranged attack bonuses.

Fort Save Bonus, Ref Save Bonus, Will Save Bonus: These entries list your total base save bonus for Fortitude, Reflex,

and Will saving throws at that level. You add your Constitution modifier to Fortitude saves, your Dexterity modifier to Reflex saves, and your Wisdom modifier to Will saves.

Class Features: This lists the class features gained at that level. These class features are described in detail later in the class description.

Spells per Day: For a class that can cast spells (such as the witchwarper), the table lists the number of spells per day you can cast at each class level (known as your “spell slots”). You may be able to cast additional spells based on your key ability score, as indicated in a separate table in the class entry. If an entry is marked with a dash (-), you can't cast spells of that level yet.

Other Entries: If the class grants different features that depend on your level, they are listed here.

CLASS BUILDS

Each class description ends with four example class builds, using the same format as class builds for the original classes (*Core Rulebook* 59). These examples serve as possible inspiration for using that class. Each example is just a suggested starting point; you can embrace them, modify them, or completely ignore them in favor of your own ideas for a character. Class builds highlight only a few key features each character might select and do not represent all of a character's statistics or choices.

STARTING CHARACTERS

While all the details you need to play the three new classes are here in the *Character Operations Manual*, these classes still use all the rules in Chapter 2 of the *Core Rulebook* for determining race, theme, ability scores, skills, feats, and equipment. You can find the steps needed to create a character beginning on page 14 of the *Core Rulebook*. These classes provide new options to use with the rules for creating characters, but they don't replace those rules.

ALTERNATE CLASS FEATURES

Following the three new classes are alternate class features for the seven classes presented in the *Starfinder Core Rulebook*. When you first gain a class feature, you can instead select an appropriate alternate class feature. If an alternate class feature states it replaces a class feature, you are no longer considered to have the class feature it replaced. If it alters a class feature, you retain that class feature, but it functions differently, as described. Once you have chosen which version of a class feature you have, that choice can't be changed. Alternate class features otherwise follow the general rules for class features in Chapter 4 of the *Core Rulebook* and the specific rules for each class.

ARCHETYPE OPTIONS

An archetype grants alternate class features that replace or alter class features normally granted by your class at one or more levels. The possible levels at which an archetype might grant an alternate class feature are 2nd, 4th, 6th, 9th, 12th, and 18th. An archetype might grant alternate class features at a few of these levels, or at all of them. You can find a full

explanation of how selecting an archetype and replacing class features works on pages 126–127 of the *Core Rulebook*.

Each of the new classes in this book has a list below of the class features that are altered or replaced by an archetype. The biohacker, vanguard, and witchwarper are compatible with all published *Starfinder* archetypes, though they are still subject to any specific prerequisites listed for a given archetype.

Altered or Replaced Biohacker Class Features

For any level at which an archetype provides an alternate class feature, a biohacker who takes the archetype alters or replaces the listed class features.

- **Multilevel** **2nd, 4th, 6th, 12th, and 18th Levels:** You don't gain a theorem.
- **9th Level** You don't gain the use of a second spark of ingenuity per day. When you reach 15th level, you can use only two sparks of ingenuity per day.

Altered or Replaced Vanguard Class Features

For any level at which an archetype provides an alternate class feature, a vanguard who takes the archetype alters or replaces the listed class features.

- **Multilevel** **2nd, 4th, 6th, 12th, and 18th Levels:** You don't gain a vanguard discipline.
- **9th Level** You don't gain an additional use of reactive. At 15th level, you can use reactive only twice per day.

Altered or Replaced Witchwarper Class Features

For any level at which an archetype provides an alternate class feature, a witchwarper who takes the archetype alters or replaces the listed class features.

- **2nd Level** You don't gain the paradigm shift class feature at 2nd level. Instead, you gain that feature at 5th level.
- **4th Level** You don't gain another daily use of the infinite worlds class feature, nor do you gain its additional 4th-level effect.
- **6th Level** You don't gain the alternate outcome class feature at 6th level. Instead, you gain it at 12th level.
- **9th Level** Your compound sight class feature doesn't apply to a second skill.
- **12th Level** If you have the alternate outcome class feature, you don't gain an additional daily use. If you would gain the alternate outcome class feature at this level due to an archetype replacement, you gain it at 18th level instead.
- **18th Level** If you have the alternate outcome class feature, you don't gain an additional daily use. If you would gain the alternate outcome class feature at this level due to an archetype replacement, you don't gain it at all.

New Archetypes

This book presents a collection of 10 new archetypes that can be used by characters using classes either from this book or from the *Core Rulebook*. Some of these archetypes list prerequisites, which you must meet at the time you would first gain the archetype. These archetypes otherwise follow the rules presented on pages 126–127 of the *Core Rulebook*.



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BIOHACKER

STAMINA POINTS
6 + Constitution modifier

6 HP



You're fascinated by science in all its many facets. You understand that the fundamentals of biology, chemistry, physics, and other disciplines can help you exploit your enemies' weaknesses and bolster your allies. You might be studious and methodical about your research, pushing your mind to the limit in search of discovery, or you might be a daring experimenter, improvising concoctions and stumbling upon grand revelations. Either way, you use your knowledge of several fields of scientific study to aid your allies, whether in the thick of battle or in crafting a perfect plan.



KEY ABILITY SCORE

Your Intelligence helps you learn about the sciences, while your Wisdom helps you interpret facts and apply them to real-world situations. You should choose either Intelligence or Wisdom as your key ability score. Once made, this choice cannot be changed. A high Dexterity can help you better aid your allies and hinder your foes with your ranged biohacks.

CLASS SKILLS

SKILL RANKS PER LEVEL
4 + INTELLIGENCE MODIFIER

Bluff (Cha)	Medicine (Int)
Computers (Int)	Perception (Wis)
Culture (Int)	Physical Science (Int)
Diplomacy (Cha)	Profession (Cha, Int, or Wis)
Engineering (Int)	Sense Motive (Wis)
Life Science (Int)	Sleight of Hand (Dex)

PROFICIENCIES

ARMOR PROFICIENCY

Light armor

WEAPON PROFICIENCY

Basic melee weapons, small arms, and grenades

TABLE 2-1: BIOHACKER

CLASS LEVEL	BASE ATTACK BONUS	FORT SAVE BONUS	REF SAVE BONUS	WILL SAVE BONUS	CLASS FEATURES
1st	+0	+2	+0	+0	Biohacks, custom microlab, injection expert, primary field of study, scientific method
2nd	+1	+3	+0	+0	Injection expert +1, theorem
3rd	+2	+3	+1	+1	Spark of ingenuity 1/day, weapon specialization
4th	+3	+4	+1	+1	Theorem
5th	+3	+4	+1	+1	Custom microlab (advanced medkit), primary field of study breakthrough
6th	+4	+5	+2	+2	Theorem
7th	+5	+5	+2	+2	Secondary field of study
8th	+6	+6	+2	+2	Theorem
9th	+6	+6	+3	+3	Custom microlab (medical lab, 90 feet), injection expert +2, spark of ingenuity 2/day
10th	+7	+7	+3	+3	Theorem
11th	+8	+7	+3	+3	Secondary field of study breakthrough
12th	+9	+8	+4	+4	Theorem
13th	+9	+8	+4	+4	Tertiary field of study
14th	+10	+9	+4	+4	Theorem
15th	+11	+9	+5	+5	Spark of ingenuity 3/day
16th	+12	+10	+5	+5	Theorem
17th	+12	+10	+5	+5	Custom microlab (120 feet), tertiary field of study breakthrough
18th	+13	+11	+6	+6	Injection expert +3, theorem
19th	+14	+11	+6	+6	Resolve analysis
20th	+15	+12	+6	+6	Superserum, theorem

CUSTOM MICROLAB (EX) 1st Level

You have created a small, customized kit consisting of medical supplies, testing materials, and pharmaceutical compounds, which you can use to evaluate medical conditions and perform several additional tasks described below. You can configure your custom microlab to take the shape of anything that can fit in your hand or similar appendage. Alternatively, you can add it to an armor upgrade slot or to an augmentation system in your brain or an arm; it never takes up an armor upgrade slot or occupies a system in your body, so you can still use that slot or system for an armor upgrade or augmentation as normal. You must have your custom microlab on your person to use it, but you can configure it so it doesn't need to be in your hand to function.

Your custom microlab counts as a basic medkit and a chemalyzer (*Starfinder Armory* 100) and can be used for any purposes applicable to those items. As long as you are in possession of your custom microlab, you can use Physical Science or Life Science instead of Mysticism to make serums, though these serums are not magic items, can be identified using Life Science or Physical Science rather than Mysticism, and do not require a *detect magic* spell to attempt such a check to identify. (For more about crafting serums, see page 235 of the *Starfinder Core Rulebook*.)

As long as you have your custom microlab, as a move action you can target a creature within your line of sight and within the microlab's range (60 feet at 1st level) and attempt a special skill check to identify it. If the creature is living, this is a Life Science check. If it is unliving, it's a Physical Science check. The DC of this check is determined by the creature's rarity, as presented on

the Creature Rarity table on page 133 of the *Core Rulebook*. You can attempt this check untrained regardless of the DC, and you always treat your die roll result as a 20.

You can also attune your custom microlab to a number of individual creatures equal to 3 + your key ability modifier. This takes 10 minutes, which you can combine with the time needed to prepare your biohacks for the day, and the creatures must be present, willing, and able to cooperate with the scan. If you attune your microlab to creatures in excess of this number, the oldest attunements beyond your maximum number end. Otherwise, attunement lasts 24 hours, after which changes in environment and the target's condition require the microlab be re-attuned. Under some circumstances, you can deliver biohacks to attuned creatures using ranged injection weapons without making an attack roll.

At 5th level, your custom microlab can function as an advanced medkit. At 9th level, it functions as a medical lab (with no increase to its bulk), and its range increases to 90 feet. At 17th level, its range increases to 120 feet.

If your custom microlab is damaged, destroyed, lost, or stolen, you can kitbash a new one from any medkit or chemalyzer with 1 hour of work. You can have only one custom microlab at a time. If you create a new custom microlab, your old one functions as a normal item of whatever type you made it from.

BIOHACKS (EX) 1st Level

As part of your custom microlab, you keep a specialized micropharmacy of catalysts, nanites, and specialized chemicals, plus a small mixing apparatus and syringes. You can use these



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components to quickly fashion biohacks: specialized solutions that produce different effects. In living targets, your biohacks alter normal biological processes; in nonliving creatures, they emulate biochemistry via complex chemical compounds. You can use biohacks to boost your allies or inhibit your foes. Your biohacks produce their effects only when you inject a creature with them (see below), and only you know how to make and administer them properly—a biohack that leaves your possession becomes inert until you pick it up again.

You can deliver any biohack you create with any attack from an injection weapon. You must declare prior to the attack roll that you are using a biohack and specify which effect you are using, but you select and apply the biohack as part of the action used to make the attack. You do not need to preload your weapon with biohacks. If you are making a ranged attack and miss your target, the biohack is expended along with the attack's ammunition. A biohack delivered via a melee injection weapon is not normally expended on a missed attack. If you must attempt an attack roll with a biohack and your attack hits but deals no damage (normally as a result of damage reduction or an ability such as the vanguard's mitigate), the biohack is expended but the target is not affected by it. After a missed attack that does not expend the biohack, you can remove it or change which biohack you are using as part of your next attack without taking any additional action.

You can also deliver a biohack using a physical syringe (from your custom microlab) that you can wield in one hand. This is considered a consumable basic melee weapon with negligible bulk, 1 Hit Point, and an item level and hardness equal to your biohacker level. To inject an unwilling creature with a biohack in this manner, you must hit them with a melee attack. This attack deals no damage, but if the creature would be damaged by 1 point of piercing damage, that creature is instead affected by the biohack within the syringe.

A biohack can be injected into a willing or unconscious creature (or yourself) as a standard action without requiring an attack roll, as long as the target is within your reach. You can also use a ranged injection weapon to deliver a biohack to a willing ally you have attuned your custom microlab to as a standard action without making an attack roll, as long as they're within your custom microlab's range. Under any other circumstance, injecting a biohack into an ally at range requires a successful ranged attack roll.

The materials you use to create biohacks are inert until you activate them. Once activated, they can be used to create any biohacks you know. Each day after you have rested for 8 hours, you can spend 10 minutes to activate the ingredients to create a number of biohacks equal to 1 + your key ability score modifier. This is the maximum number of biohacks you can have ready at one time. This preparation activates only the ingredients; you don't need to decide which specific biohacks you're creating until the actual actions or attacks used to deliver them. Activated biohack materials that aren't used that day become inert, even if they're still in your possession. You can readily replenish these inert reagents on a regular basis at no cost, unless the GM states otherwise. Whenever you take a 10-minute rest to recover Stamina Points, you can also prepare additional activated biohack ingredients to replace those you have used, up to your maximum.

Biohacks come in two varieties: boosters and inhibitors. At 1st level, you know the basic boosters and inhibitors listed below, the minor boosters and inhibitors that follow, and the unique booster and inhibitor granted by your primary field of study (see page 43). As you increase in level, you can also devise theorems to learn special biohacks (see Theorem on page 43), in addition to gaining biohacks from a secondary and a tertiary field of study (see page 44). Additionally, most fields of study eventually provide you with breakthroughs: special biohacks described in their entries.

Basic Booster

A basic booster biohack aids a creature in one manner or another. The effect lasts for a number of rounds equal to your key ability score modifier (minimum 1 round) unless it states otherwise. You begin play knowing this basic booster biohack; when you use it, select an effect:

- The target gains a +1 enhancement bonus to AC.
- The target gains a +2 enhancement bonus to skill checks.
- The target gains a +10-foot enhancement bonus to their speed. If the creature has more than one movement type, choose one to receive this bonus.

Basic Inhibitor

A basic inhibitor biohack hinders a creature's physiology or material function. The effect of an inhibitor lasts for a number of rounds equal to 3 + your key ability score modifier (minimum 1 round) unless it states otherwise. You begin play knowing this basic inhibitor biohack; when you use it, select an effect:

- The target takes a -2 penalty to AC.
- You reduce the target's DR by 5. At 9th level, you instead reduce it by 10. At 17th level, you instead reduce it by 15.
- You reduce the target's resistance to one type of energy (your choice) by 5. At 9th level, you instead reduce it by 10. At 17th level, you instead reduce it by 15.

A creature can be affected by only one of your basic inhibitors at a time, though it could be under the effects of multiple basic inhibitors originating from multiple biohackers. If you affect a creature with a different basic inhibitor while a previous inhibitor is still in effect, the effects of the previous inhibitor end.

Minor Biohacks

You can create minor biohacks from less powerful (and more stable) pharmaceuticals, nanites, and catalysts, and you can add them to any attack you make with an injection weapon that does not already have another biohack added to it. You don't need to activate the materials for minor biohacks in advance, and using them does not count against the maximum number of biohacks you can have ready at one time. Minor biohacks are otherwise used as and function as basic booster and basic inhibitor biohacks, and they count as such biohacks for the purposes of interactions with other abilities (such as spark of ingenuity).

Minor Booster

Using a minor booster biohack allows you to attempt some Medicine checks on targets you affect so long as the target is within range of your custom microlab. This doesn't require any

additional time or action beyond making the attack. The tasks you can attempt with such a Medicine check depend on your level, and they don't have the duration of normal booster biohacks.

At 1st level, you can attempt a Medicine check to administer first aid. At 3rd level, you can attempt a Medicine check to treat drugs or poison, though on a successful check, the target gains a +4 bonus only on the next saving throw it attempts against the drug or poison, and that saving throw must occur within the next hour. At 6th level you can attempt a Medicine check to treat disease, though on a successful check, the target gains a +4 bonus only to the next saving throw it attempts against the disease, and that saving throw must occur within the next hour.

Minor Inhibitor

A minor inhibitor biohack imposes a slight hindrance on a target: the target takes a -1 penalty to attack rolls for a number of rounds equal to 3 + your key ability score.

INJECTION EXPERT (EX) 1st Level

You are proficient with weapons with the injection weapon special property, as long as the weapon has not gained that weapon special property through a weapon fusion, spell, class feature, or similar ability or effect. At 2nd level, you gain a +1 bonus to attack rolls with these weapons. At 9th level, that bonus increases to +2, and at 18th level it increases to +3.

When you hit an ally with such a weapon, you can avoid dealing damage to that ally, while still affecting the ally with the biohack booster or inhibitor, drug, medicinal compound, poison, serum, or other substance that was loaded into the injection weapon. When you fire a weapon with the injection special property and you have multiple types of ammunition loaded into the weapon, you choose which type of ammunition you fire when you attempt the attack.

PRIMARY FIELD OF STUDY (EX) 1st Level

Your primary field of study represents your scientific specialty. Choose your primary field of study upon taking your first level in biohacker—once made, this choice cannot be changed. A field of study grants you a unique booster and inhibitor, many of which work only on living creatures (not objects or creatures with the unliving universal creature rule; *Starfinder Alien Archive* 158) and have special properties and descriptors explained in their entries. At 5th level, you gain the breakthrough for your field of study. Descriptions of the fields of study you can choose from appear on pages 44–46.

SCIENTIFIC METHOD (EX) 1st Level

You have an innate mental gift, and a special way of approaching problems that lets you surpass normal researchers and scholars. If your key ability score is Intelligence, you have a studious mind. If your key ability score is Wisdom, you have an instinctive mind. Your scientific method affects your spark of ingenuity class feature (see below), and may impact how some other class features function, as noted in those abilities.

Studious

Your mind is a fortress of information that can rarely be breached. You gain a +1 bonus to Will saving throws. This bonus

increases to +2 at 3rd level, +3 at 8th level, and +4 at 16th level. You also gain a +1 insight bonus to Life Science, Medicine, and Physical Science checks. This bonus increases by 1 at 3rd level, and every 4 levels thereafter. Additionally, you can add your Intelligence modifier instead of your Wisdom modifier to Perception and Sense Motive checks.

Instinctive

You can quickly intuit the connections between things and often act instinctively on those connections, gaining knowledge and aptitude without always being able to say how you picked it up. Select two skills—once made, this choice cannot be changed. You gain a bonus rank in each of these two skills at every level, as well as a +1 insight bonus to checks using these skills. This bonus increases by 1 at 3rd level and every 4 levels thereafter. Additionally, you can add your Wisdom modifier instead of your Intelligence modifier to Life Science, Medicine, and Physical Science checks.

THEOREM (EX) 2nd Level

As you gain experience, you devise theories about the way the universe works. Some theorems you can apply to yourself, altering your physiological structure to gain specific benefits, while others require the use of your custom microlab or other equipment or add additional options for your biohacks.

You learn your first theorem at 2nd level, and you gain an additional theorem every 2 levels thereafter. If a theorem allows an opponent a saving throw to resist its effects, the DC is equal to 10 + half your biohacker level + your key ability score modifier. If a theorem requires an opponent to attempt a skill check, the DC is equal to 10 + 1-1/2 × your biohacker level + your key ability score modifier. Unless otherwise specified, you can't learn a theorem more than once. Once you learn a theorem, that choice cannot be changed. The list of theorems begins on page 46.

SPARK OF INGENUITY (EX) 3rd Level

Possible permutations and offshoots of your formulas constantly run through your mind. Once per day, you can alter one of your biohacks to work in a different way, determined by your scientific method. You can do this one additional time per day at 9th level and at 15th level.

If you are a studious biohacker, you can expend two uses of your biohack ability to combine the effect of two basic or minor biohacks (or one of each) into a single effect. This takes no additional time and allows a creature to be under the effects of two different basic or minor booster or inhibitor biohacks simultaneously. If the two effects have different durations, each effect ends after its normal time limit, though any with a duration measured in rounds last 1 round longer than normal.

If you are an instinctive biohacker, when using a booster biohack, you can remove one of the following conditions, in addition to the booster's normal effects: dazzled, fascinated, or shaken. If you are at least 9th level, you can instead add the off-target condition as one of the effects imposed by any of your inhibitors, or you can remove any one of the following conditions with any of your boosters: dazzled, deafened, fascinated, fatigued, off-target, shaken, or sickened. Alternatively, you can add the

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dazzled condition to the effects imposed by any of your inhibitor biohacks. This effect lasts the length of the inhibitor's duration.

WEAPON SPECIALIZATION (EX) 3rd Level

You gain the Weapon Specialization feat as a bonus feat for each weapon type this class grants you proficiency with. For weapons you have gained proficiency with only through the injection expert class feature (page 43), rather than the normal Weapon Specialization benefit, you instead add half your character level to damage you deal with those weapons.

SECONDARY FIELD OF STUDY (EX) 7th Level

You choose a secondary field of study, which must be different

from your primary field of study. Once made, this choice cannot be changed. You gain the unique booster and inhibitor biohacks for that field of study. At 11th level, you gain the breakthrough for your secondary field of study. When discussing your education, your secondary field of study is often referred to as your "minor."

TERTIARY FIELD OF STUDY (EX) 13th Level

You choose a third field of study, which must be different from your primary and secondary fields of study. Once made, this choice cannot be changed. You gain the unique booster and inhibitor biohacks for that field of study. At 17th level, you gain the breakthrough for your tertiary field of study.

RESOLVE ANALYSIS (EX) 19th Level

Whenever you use your spark of ingenuity class feature, you regain 1 Resolve Point, up to your normal maximum.

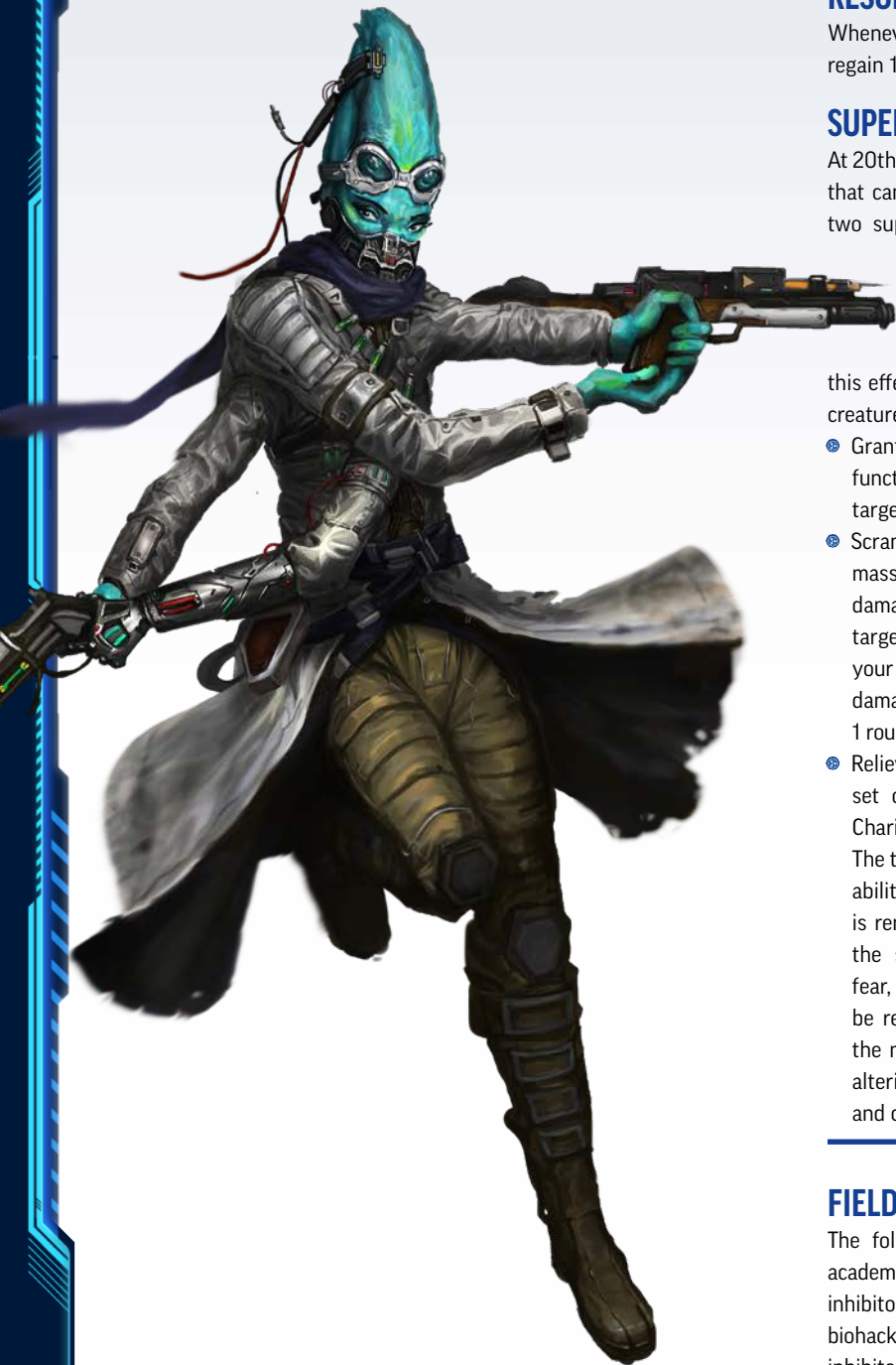
SUPERSERUM (SU) 20th Level

At 20th level, you have developed the formula for a superserum that can create powerful changes in a target. You can create two superserums per day. Your superserums are a special type of biohack, and you prepare them as part of the 10 minutes required to create your normal biohacks for the day. Your superserum produces one of the following effects; as with all biohacks, you decide on this effect as part of the attack or action you take to inject a creature with the biohack.

- Grant major healing or bring a dead creature back to life. This functions as if you had cast *raise dead* or *regenerate* on the target, using your class level as the caster level.
- Scramble the physiological makeup of the target, causing massive internal damage. The target takes 17d10 points of damage and is exhausted and stunned for 1 round. If the target succeeds at a Fortitude saving throw (DC = 10 + half your biohacker level + your key ability score modifier), the damage is halved, and the target is instead only fatigued for 1 round.
- Relieve the target of debilitating conditions. Choose one set of ability scores: mental (Intelligence, Wisdom, and Charisma) or physical (Strength, Dexterity, and Constitution). The target is healed of all ability damage to the chosen set of ability scores, and all ability drain from these ability scores is removed. Regardless of which set of scores you choose, the superserum also eliminates any ongoing confusion, fear, and insanity effects; any mental afflictions that could be removed with *dispel magic*; and any diseases that use the mental disease track. It removes any effects magically altering the target's memory—even instantaneous effects—and can restore the target's memory to perfect clarity.

FIELDS OF STUDY

The following fields of study represent the most common academic specialties for a biohacker. Each field's booster, inhibitor, and breakthrough ability follow the rules for basic biohacks unless specified otherwise. Unlike boosters and inhibitors, a breakthrough ability doesn't count against



your uses of the biohack class feature. You can use each breakthrough's ability once, and you regain the ability to use it after you take a 10-minute rest to recover Stamina Points or take an 8-hour rest to regain Resolve Points. If an ability gained through a field of study requires a saving throw, the DC is equal to 10 + half your class level + your key ability score modifier.

Genetics

Genetics is the study of living creatures' inherited characteristics.

Booster: You temporarily boost a living creature (one that does not have the unliving universal creature rule) to improve the acuity of its hearing, granting the subject the benefits of blindsense (sound) with a range of 60 feet. If the creature already has blindsense, it instead gains the benefit of the Blind-Fight feat. This benefit lasts for 60 minutes.

Inhibitor: You deliver a DNA-twisting or material-altering chemical nanite compound into a creature's body, imparting vulnerability to one type of energy (your choice). If the creature is immune to that energy type, this inhibitor temporarily removes that immunity and gives the creature resistance 20 to that type of energy. If the creature has resistance to that energy type, this effect instead reduces its resistance by 10 (minimum 0). This biohack does not remove a creature's resistance or immunity to natural hazards or environments, only to damage from energy attacks, spells, and other abilities.

Breakthrough

You can use the following ability when you achieve the breakthrough for this field of study.

Gene Therapy (Ex): As a standard action, you can create and deliver a medicinal formula to a living creature that suspends the effects of damage to their mind and body. When injected, the formula allows the target to ignore the effects of all ability score damage and drain for 10 minutes. If you are at least 7th level, this effect lasts for 1 hour. If you are at least 13th level, it lasts for 24 hours.

Immunology

Immunology is the study of how living creatures' bodies fight off diseases and other maladies.

Booster: You boost a creature's immune system, granting a +2 enhancement bonus to Fortitude saving throws.

Inhibitor: You deliver a potent compound that weakens a creature's immune system (or creates vulnerabilities in nonliving creatures), imparting a -2 penalty to Fortitude saving throws.

Breakthrough

You can use the following ability when you achieve the breakthrough for this field of study.

Suppress Disease (Ex): As a standard action, you can create and deliver a formula that supercharges a target's immune system. When injected, the formula allows the target to ignore the effects of the highest stage (not including the disease's end state) of a single disease affecting them for 1 hour. The disease doesn't progress normally during that time, but this time doesn't count toward the disease's duration. If you are at least 7th level, the target ignores

the effects of the highest stage of a single disease for 24 hours. If you are at least 13th level, the target ignores the effects for 1 week.

Neurochemistry

Neurochemistry is the study of the chemicals that affect creatures' brains and nerves (or related cognitive systems).

Booster: You bolster the chemistry of a creature's brain (or other cognitive system), allowing it to ignore the effects of the confused and staggered conditions for the booster's duration. While the creature is ignoring these effects, the duration of the condition elapses as normal.

Inhibitor: You deliver a strong chemical admixture that interferes with a creature's neurons (or equivalent), imparting a -2 penalty to Will saving throws.

Breakthrough

You can use the following ability when you achieve the breakthrough for this field of study.

Boost Neurotransmitters (Ex): As a standard action, you can create and deliver a compound that causes a surge of cognitive activity. When injected into a creature, the formula grants the target a +4 enhancement bonus to saving throws against mind-affecting effects for 1 minute. If the target is already subject to a mind-affecting effect, the target can immediately attempt a new saving throw with a +2 enhancement bonus against the effect. This does not grant a new saving throw if the effect did not originally allow one.

Pharmacology

Pharmacology is the study of drugs and their effects on living creatures.

Booster: You deliver a coagulant to a living creature, granting it immunity to the bleeding condition for the duration of this effect. If the creature is under the effect of the bleeding condition when you administer this biohack, that condition ends.

Inhibitor: You introduce a mild hallucinogen into a living creature's body, making it difficult for the target to move or act. The target gains the encumbered condition and must succeed at a Fortitude save or also gain the entangled condition. This is a mind-affecting poison effect.

Breakthrough

You can use the following ability when you achieve the breakthrough for this field of study.

Alleviate Pain (Ex): As a standard action, you can create and deliver a formula to a living creature to prevent pain and nausea. When injected, the mixture provides the target with a +4 enhancement bonus to saving throws against pain effects and effects that cause the sickened or nauseated condition. This bonus lasts for 1 minute. If the target is already under one of these effects, or if it already has the sickened or nauseated condition, it can immediately attempt a new saving throw with a +2 enhancement bonus to end the effect or remove the condition. This does not grant a new saving throw if the effect did not originally allow one. If you are at least 7th level, the bonus to saving throws against



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pain effects and effects that cause the sickened or nauseated condition increases to +6, or +4 for targets already afflicted and attempting a new saving throw. If you are at least 13th level, this automatically removes the sickened condition, and the bonus to new saving throws for the other conditions increases to +6.

Toxicology

Toxicology is the study of the adverse effects certain chemicals have on living creatures.

Booster: You cause a living creature to sweat a foul secretion. Any living creature attacking the affected target with a natural attack takes a -2 penalty to the attack. This penalty is a poison effect. If the attacker has active environmental protections (such as those provided by most armor), the penalty applies only after the attacker has hit and damaged the target once.

Inhibitor: You deliver a weak toxin into a living creature's body, imparting the sickened condition. This is a poison effect.

Breakthrough

You can use the following ability when you achieve the breakthrough for this field of study.

Suppress Poison (Ex): As a standard action, you can create and deliver a formula to a living creature that holds the course of a toxin in check. When injected, the formula allows the target to ignore the effects of the highest stage (not including the poison's end state) of a single poison affecting that creature for 1 minute. The poison doesn't progress normally during that time, but this time doesn't count toward the poison's duration. If you are at least 7th level, the target ignores the effects of the highest stage of a single poison for 10 minutes. If you are at least 13th level, the target ignores the effects of all stages of a single poison for 1 hour.

THEOREMS

You formulate your first theorem at 2nd level and gain a new theorem every 2 levels thereafter. Theorems all require you to have a minimum biohacker level and are organized accordingly. Some theorems require you to satisfy other prerequisites, such as knowing other theorems.

Theorems marked with an asterisk (*) apply to your biohacks class feature and do not stack with one another. Only one such theorem can be applied to an individual biohack.

2nd Level

You must be 2nd level or higher to choose these theorems.

Field Dressing (Ex)

As a standard action, you can use your custom microlab to quickly render medical aid to an adjacent willing or unconscious creature. If you are an instinctive biohacker, the target regains a number of Stamina Points equal to your key ability score modifier. If you are a studious biohacker, the target regains a number of Hit Points equal to your key ability score modifier. This number increases to 1d6 + your key ability score modifier at 4th level, and to 2d8 + your key

ability score modifier at 8th level. You must have your custom microlab in your possession to use this ability, and you can use it a number of times per day equal to your key ability score modifier. Regardless of what type of biohacker you are, once a creature has benefited from your field dressing, they cannot benefit from your field dressing again until they take a 10-minute rest to recover Stamina Points.

Hampering Inhibitor* (Ex)

Any biohack inhibitor you successfully use against a foe decreases that foe's speed by 50%, to a minimum of 5 feet, in addition to the normal inhibitor effect you choose. If the target has multiple movement types, all its speeds are decreased.

Medication Mastery (Ex)

You can quickly turn the compounds and catalysts in your custom microlab into medicinals (*Core Rulebook* 231). You can create an analgesic, an antitoxin, or a sedative with an item level no higher than your biohacker level. If you are an instinctive biohacker, you can also make excitants and stimulants (*Armory* 133). If you are a studious biohacker, you can also make antiemetics and coagulants (*Armory* 132). These medicinals are highly unstable and cannot be stored for later use or used by anyone else. You can add one of these medicinals to any attack you make with an injection weapon as part of the action to make the attack or attacks, but you can't add a biohack of any kind to the same attack. You can use this ability a number of times equal to your key ability score, and you regain all expended uses of this ability (up to your maximum) when you take a 10-minute rest to recover Stamina Points.

Painful Injection (Ex)

When you hit an enemy with a weapon with the injection weapon special property, you can cause the ammunition (whatever it may be) to lodge painfully in that creature's body. The target takes an additional amount of damage equal to half your key ability modifier.

Speedy Serums (Ex)

When you use your custom microlab to craft a serum, you can do so in half the normal time.

Strange Anatomy (Ex)

Using complex chemical concoctions, you have altered your own physiology. When an enemy scores a critical hit against you, reduce the amount of damage dealt by a number equal to your key ability score modifier. This does not prevent you from taking critical hit effects. At 6th level, reduce the damage from critical hits by twice your key ability score modifier. At 12th level, you reduce it by three times your key ability score modifier, and at 18th level, you reduce it by four times your key ability score modifier.

Toxic Skin (Ex)

You have handled so many toxins that they've accumulated in your skin (or equivalent outer layer). Any creature that hits you with a natural attack must succeed at a Fortitude save

or gain the sickened condition for 1 minute. Any creature that swallows you whole must succeed at a Fortitude save or gain the nauseated condition for 1 round; the creature automatically vomits you back out at the start of its next turn. (This vomiting takes no action.) When expelled, you land prone adjacent to the creature in a square of the creature's choosing. Once a creature has been affected by your toxic skin, it can't be affected by it again for 24 hours, although it could be affected by another biohacker's toxic skin.

Treat Condition (Ex)

- As a standard action, you can treat a willing, adjacent creature to remove the shaken, sickened, or staggered condition. This doesn't end the effect that caused the condition, and the target can regain the condition from any source as normal. You can use this ability a number of times equal to your key ability score modifier. You regain all expended uses of this ability (up to your maximum) when you take a 10-minute rest to recover Stamina.

Treatment Mastery (Ex)

- You gain a +2 circumstance bonus to your Medicine check when using the treat disease and treat drugs or poison tasks, and can do so with greater speed. It takes you 1 minute to treat disease, and a move action to treat drugs or poison. You can also attempt these tasks without a medkit, medical lab, or medical bay, though doing so takes the normal amount of time for both tasks and you do not gain the bonus to the checks.

8th Level

You must be 8th level or higher to choose these theorems.

Arms Expert (Ex)

- If you have the weapon specialization class feature, add your full class level to damage (rather than half your class level) with small arms and weapons with which you have gained proficiency through the injection expert class feature.

Far Injection (Ex)

- Constant tinkering allows you to increase the range of ranged injection weapons with which you gained proficiency through your injection expert class feature. The range increments of these weapons double when you use them. At 16th level, their range increments instead triple when you use them.

Improved Treat Condition (Ex)

- Add the following conditions to the list of those you can remove with the treat condition theorem: frightened and nauseated. You must know the treat condition theorem to select this theorem.

Powerful Biohacks* (Ex)

- You can use fringe science to tweak your biohacks so that you can affect any creature with biohacks that normally don't affect creatures with the unliving universal

creature rule. If the biohack had the poison descriptor, you can remove that descriptor each time you use that biohack.

Stable Biohacks (Ex)

- You have ironed out many of the kinks in your formulas, and your biohacks now remain effective even when they leave your possession. This allows you to give your biohacks to others to use at their convenience. Other creatures must load a biohacks into an injection weapon before use as a move action, or apply the biohack to themselves or an adjacent willing or unconscious ally as a standard action. Biohacks you create that are not used count against your maximum until they are used or become inert 24 hours after creation.

Tranq Dart (Ex)

- Once per day, you can target a living creature with a special biohack as a standard action. This doesn't deal any damage and doesn't count against your total uses of biohacks, but it otherwise functions as a biohack. If you hit the target, they must succeed at a Fortitude saving throw or fall into a deep sleep after 1 round, gaining the asleep condition. On a successful saving throw, the target is unaffected. At 14th level, you can use this ability twice per day. This is a poison effect.

14th Level

You must be 14th level or higher to choose these theorems.

Energetic Booster* (Ex)

- Any booster you successfully use on yourself or an ally grants the benefits of Agile Casting, Shot on the Run, or Spring Attack (your choice) for a number of rounds equal to your key ability score, in addition to its normal effect. The ally does not have to meet any of these feats' prerequisites to gain these benefits.

Greater Field Dressing (Ex)

- When you use the field dressing theorem, the target instead regains a number of Hit Points or Stamina Points (whichever you normally restore with field dressing) equal to $4d8 +$ your key ability score modifier, or $6d8 +$ your key ability score modifier if you are 18th level or higher. You must know the field dressing theorem to select this theorem.

Greater Treat Condition (Ex)

- Add the following conditions to the list of those you can remove with the treat condition theorem: cowering, dazed, panicked, paralyzed, and stunned. You must know the treat condition and improved treat condition theorems to select this theorem.

Liquid Bravery (Ex)

- You have consumed enough fortifying chemical concoctions to have negated some of the fear you feel. You are immune to the shaken condition. If you are frightened, you need not flee or fight, and if you are panicked, you need not drop all held items and flee, but you still cower if you are cornered. You still take the penalties associated with frightened and panicked as normal.



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Bioperfectionist

THEME: SCHOLAR

You relentlessly study how biological systems function, and you don't hesitate to experiment on yourself to find out!

FIELDS OF STUDY

Neurochemistry (primary) Genetics (secondary)

SCIENTIFIC METHOD

Studios. You may be called a "mad scientist" by some, but there is a well-organized method to your supposed madness.

THEOREMS

Strange anatomy (2nd) Stable biohacks (8th)
Toxic skin (2nd) Liquid bravery (14th)

FEATS

Blind-Fight Enhanced Resistance
Climbing Master Fast Talk
Diehard

SKILLS

Bluff Physical Science
Life Science Sense Motive
Medicine

Medical Examiner

THEME: BOUNTY HUNTER

You hone your medical skills not to help the living, but to avenge the dead and bring their killers to justice.

FIELDS OF STUDY

Toxicology (primary) Immunology (secondary)

SCIENTIFIC METHOD

Instinctive. You often make deductive leaps lesser investigators can't follow, allowing you to predict your prey's actions.

THEOREMS

Hampering inhibitor (2nd) Tranq Dart (8th)
Painful injection (2nd) Energetic booster (14th)

FEATS

Longarm Proficiency
Weapon Focus (longarms)
Weapon Specialization (longarms)

SKILLS

Culture Physical Science
Medicine Sense Motive
Perception



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Shadow Doctor

THEME: MERCENARY

You provide medical services in exchange for cold, hard credits, often far from medical facilities (and any kind of record keeping).

FIELDS OF STUDY

Pharmacology (primary) Toxicology (secondary)

SCIENTIFIC METHOD

Studious. You rely on your intellect when making detached, rational decisions about what jobs to take, how much to charge for them, and what risks are too great to accept.

THEOREMS

Field dressing (2nd) Arms expert (8th)
Treatment mastery (2nd) Greater field dressing (14th)

FEATS

Improved Initiative Weapon Focus (small arms)
Toughness

SKILLS

Bluff Perception
Diplomacy Sleight of Hand
Medicine

Xenomedic

THEME: XENOSEEKER

You strive to understand how to heal and cure creatures of every possible species and background of afflictions.

FIELDS OF STUDY

Genetics (primary) Immunology (secondary)

SCIENTIFIC METHOD

Instinctive. You often treat ailments and wounds that have never been studied by science, depending on your intuition to make the right call.

THEOREMS

Field dressing (2nd) Treat condition (2nd)
Medication mastery (2nd) Powerful biohacks (8th)

FEATS

Bodyguard Skill Focus (Medicine)
Extra Resolve

SKILLS

Computers Life Science
Culture Medicine
Engineering

VANGUARD

STAMINA POINTS
7 + Constitution modifier

7 HP

Change and decay are the only universal constants, and your understanding of these principles makes you a nigh-unstoppable force of nature: a juggernaut brimming with fundamental energies that allow you to hold the front line of any conflict and turn your own injuries into strength. The entropy within the universe



and the level of chaos within any system stand at your disposal, and you channel them into potent combat abilities. To you, the inevitable decay of the galaxy is simply a force to shape, control, and even temporarily reverse. The ability to control when and how things change defines your philosophy and power, allowing you to transform blows that should have destroyed you into ticking time bombs of destruction ready to be unleashed upon your enemies.

KEY ABILITY SCORE

Your Constitution determines your ability to control matter at an atomic level, the DCs of your abilities, the damage dealt by your entropic strike, and your general hardiness, so Constitution is your key ability score. A high Dexterity helps you act early in combat, avoid damage when you need to, and successfully land blows with your entropic strike.

CLASS SKILLS

SKILL RANKS PER LEVEL
6 + INTELLIGENCE MODIFIER

Acrobatics (Dex)	Medicine (Int)
Athletics (Str)	Mysticism (Wis)
Culture (Int)	Perception (Wis)
Diplomacy (Cha)	Profession (Cha, Int, or Wis)
Intimidate (Cha)	Stealth (Dex)
Life Science (Int)	Survival (Wis)

PROFICIENCIES

ARMOR PROFICIENCY

Light armor, heavy armor, and shields

WEAPON PROFICIENCY

Basic melee weapons, advanced melee weapons, and small arms



TABLE 2-2: VANGUARD

CLASS LEVEL	BASE ATTACK BONUS	FORT SAVE BONUS	REF SAVE BONUS	WILL SAVE BONUS	CLASS FEATURES	ENTROPIC STRIKE DAMAGE
1st	+1	+2	+2	+0	Entropic pool, entropic strike, first vanguard aspect (aspect insight)	1d3
2nd	+2	+3	+3	+0	Mitigate, vanguard discipline	1d3
3rd	+3	+3	+3	+1	Reactive 1/day, weapon specialization	1d4
4th	+4	+4	+4	+1	First vanguard aspect (aspect embodiment), vanguard discipline	1d4
5th	+5	+4	+4	+1	Entropic attunement (weapon special property)	1d6
6th	+6	+5	+5	+2	Vanguard discipline	2d6
7th	+7	+5	+5	+2	Entropic attunement (critical hit effect), uncanny agility	2d6
8th	+8	+6	+6	+2	Second vanguard aspect (second aspect insight), vanguard discipline	2d6
9th	+9	+6	+6	+3	Reactive 2/day	3d6
10th	+10	+7	+7	+3	Entropic attunement (reach), vanguard discipline	3d6
11th	+11	+7	+7	+3	Flashing strikes	3d6
12th	+12	+8	+8	+4	First vanguard aspect (aspect catalyst), vanguard discipline	4d6
13th	+13	+8	+8	+4	Entropic attunement (blast)	5d6
14th	+14	+9	+9	+4	Vanguard discipline	6d6
15th	+15	+9	+9	+5	Reactive 3/day, uncanny speed	7d6
16th	+16	+10	+10	+5	Entropic attunement (radius), vanguard discipline	8d6
17th	+17	+10	+10	+5	Second vanguard aspect (second aspect embodiment)	9d6
18th	+18	+11	+11	+6	First vanguard aspect (aspect finale), vanguard discipline	10d6
19th	+19	+11	+11	+6	Agent of change, entropic attunement (severe wound)	11d6
20th	+20	+12	+12	+6	Invulnerability, vanguard discipline	12d6

ENTROPIC POOL (SU) 1st Level

You have the supernatural ability to control matter as it changes states, allowing you to arrest, accelerate, or even reverse the typical course of events. This energy takes the form of a pool of Entropy Points (EP). You can have a maximum number of EP in your entropic pool equal to your Constitution modifier.

You can gain Entropy Points only when involved in a combat encounter that includes a significant enemy (*Starfinder Core Rulebook* 242). When combat begins, you gain 1 Entropy Point at the beginning of your first action; at the end of combat, you lose any Entropy Points you have remaining. In addition to methods granted by vanguard aspects, you can gain Entropy Points in the followings ways.

- While you have no Entropy Points, you can spend 1 Resolve Point as a move action to gain 1 EP (2 EP at 10th level).
- Each time you take damage equal to or greater than twice your character level from a single attack or effect (after applying any ability to reduce that damage, such as DR, energy resistance, or the mitigate class feature), you gain 1 EP.
- If you take damage from a critical hit, you gain 1 EP, in addition to any you gain from the attack's normal damage.
- If you score a critical hit on a significant enemy, you gain 1 EP.
- If you take a full action to charge, you gain 1 EP.
- If you take two move actions on the same turn to move your speed each time, you gain 1 EP.
- As a move action, you can designate a willing adjacent ally as an entropic focus. They remain an entropic focus until the beginning of your next turn, unless they cease to be adjacent

to you or you designate a new entropic focus (both of which end this effect). If your entropic focus takes damage equal to or greater than twice your character level from a single attack or effect (after applying any ability to reduce that damage, such as DR, energy resistance, or the mitigate class feature), you gain 1 EP. If you are at least 6th level, you can expend a Resolve Point to designate an adjacent, willing ally as your entropic focus as a reaction when they take damage (and gain EP from damage they take from the triggering attack, if appropriate).

Entropy Points can be expended in various ways, some of which you gain through vanguard aspects and disciplines. As long as you have at least 1 Entropy Point in your entropic pool, you gain a +1 enhancement bonus to your Armor Class.

- As part of a full action to charge or a move action to move your speed, you can expend 1 EP to gain a +10-foot enhancement bonus to your speed (normally land speed, but you can apply it to the speed for any movement type you have).
- As a move action, you can expend EP to boost the damage of the next entropic strike attack you make before the start of your next turn. You must decide how many EP to expend when you take this move action, and you can't expend more EP than your level. If the boosted entropic strike hits, you deal +1d4 damage for every EP expended.

ENTROPIC STRIKE (SU) 1st Level

You can focus the power of entropy into a forceful attack. Though you must touch your target to damage it, the damage is not from the impact but from focused waves of entropic energy that



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unbind and dissolve your target, crush it, or both. Your entropic strike is a magical one-handed advanced melee weapon with the operative weapon special property that targets EAC (even when dealing bludgeoning damage). You can make this attack with nearly any body part and do not need a hand free to use this ability. Using your entropic strike does not require any additional action to use beyond the action you take to make an attack (for example, it can be used to make an attack of opportunity.) For any calculation that requires the item level of your entropic strike, treat your vanguard level as your entropic strike's item level.

You can also deliver an entropic strike with any melee weapon, or any shield that allows you to make unarmed attacks (replacing the normal attack with your entropic strike). The attack's damage is equal to the entropic strike damage of a vanguard of either your class level or a class level equal to the weapon's item level, whichever is lower. When you use this option, your entropic strike is considered to be made of whatever material the weapon or shield is made of (such as for the purposes of bypassing DR or creature weaknesses). Additionally, you can apply any weapon special property, critical hit effect, or weapon fusion the melee weapon or shield has to your entropic strike as long as the effect can be applied to a one-handed advanced melee weapon that deals acid or bludgeoning damage, doesn't use additional ammunition or charges, and doesn't require information beyond that specified for your entropic strike to function. If the weapon special property, critical hit effect, or weapon fusion requires information provided for your weapon (such as the amount of a bleed critical hit effect), use the value for the weapon you are gaining the effect from.

At 1st level, your entropic strike deals damage equal to $1d3 +$ your Constitution modifier, but you do not add your Strength modifier (unlike most melee attacks). For each attack, you can deal acid damage, bludgeoning damage, or both. This damage increases as you gain levels (see Table 2-2: Vanguard). At 10th level, you also add your Strength modifier to the damage of your entropic strike. At 5th level, when you use any combat maneuver for which you have Improved Combat Maneuver, you can target a foe's EAC + 8 (rather than KAC + 8) to determine success, and you also determine the level of success (such as how far you push a foe with a successful bull rush) using EAC.

FIRST VANGUARD ASPECT 1st Level

You have focused on one specific aspect of how entropy interacts with the universe, building a philosophy that goes far beyond mere physics. This aspect grants you an expanded command of the universe around you and teaches you important insights about matters that most people never connect to entropy.

You select one vanguard aspect when you take your first level of vanguard. Once made, this choice can't be changed. Descriptions of the aspects you can choose from appear on pages 53-55. If an aspect ability allows a target to attempt a saving throw to resist its effects (including spell-like abilities), the DC is equal to $10 +$ half your vanguard level + your Constitution modifier unless stated otherwise.

Aspect Insight 1st Level

Your understanding of a specific aspect of entropy gives you insight into combat and one specific skill that others rarely understand.

You gain the Improved Combat Maneuver feat for the listed combat maneuver. Additionally, you gain a +2 insight bonus to checks with one skill determined by your aspect.

Aspect Embodiment 4th Level

You gain an additional means of generating Entropy Points. If your aspect embodiment requires any interaction with another creature, that creature qualifies only if it is a significant enemy.

Aspect Catalyst 12th Level

You have learned to create significant effects under certain conditions, guiding powerful forces with your subconscious mind. You gain an ability that you can use as a reaction the first time you take a critical hit in combat, or as a standard action by expending 4 Entropy Points. You can't use the ability again until you take a 10-minute rest to regain Stamina Points.

You also gain an improved version of the ability that you can use without taking an action the first time you reach 0 Stamina Points or 0 Hit Points in a combat encounter, expending all Entropy Points you have, if any. Once you use the improved version of the ability, you can't do so again for 24 hours.

Aspect Finale 18th Level

You gain a powerful ability unique to your aspect.

MITIGATE (EX) 2nd Level

You can control how you are affected by damage or effects that alter damage. As a reaction when you take damage, you can spend 1 Entropy Point to reduce the damage you take by an amount equal to your vanguard level (to a minimum of 0 damage). If you do, you can't gain any Entropy Points from that attack.

Additionally, as a swift action, you can remove any DR or energy resistance you have, or the AC benefit of any ability or spell that increases your AC. If the effect granting DR or energy resistance has a duration, this ends the effect entirely for you. If you end an AC benefit, that AC benefit is ended for the duration of the effect. If the ability does not normally have a duration, you suspend the listed benefits until the beginning of your next turn. Additionally, whenever you first come under the effect of an ability or spell that grants you DR, energy resistance, or a bonus to AC, you can waive that benefit of the effect.

VANGUARD DISCIPLINE 2nd Level

Your close attention to the multivariate interactions between countless systems of order and disorder, combined with your study of advanced combat techniques, allows you to manipulate reality in devastating ways known as disciplines. You learn your first vanguard discipline at 2nd level and an additional discipline every 2 levels thereafter. The list of vanguard disciplines appears on pages 55-57. Unless otherwise specified, you can't select the same discipline more than once. If a vanguard discipline allows a saving throw to resist its effects, the DC is equal to $10 +$ half your vanguard level + your Constitution modifier.

REACTIVE (EX) 3rd Level

Once per day, you can take an additional reaction during a single round, though you can still take only one reaction per

triggering event. You can take a reaction before the first time you act in a combat, but not in a surprise round in which you are unable to act.

At 9th level and again at 15th level, you can use this ability one additional time per day, though you can never use this ability to take more than two reactions in a round or one per triggering event.

WEAPON SPECIALIZATION (EX) 3rd Level

You gain the Weapon Specialization feat as a bonus feat for each weapon type with which this class grants you proficiency. You also gain a special form of weapon specialization for your entropic strike, allowing you to add a bonus to your damage equal to your vanguard class level plus half of any other class levels you have.

ENTROPIC ATTUNEMENT (SU) 5th Level

As you learn to exert finer control over your entropic strike, you can enhance it to devastating effect. The saving throw DC for any of these effects that allow a saving throw is equal to 10 + half your vanguard level + your Constitution modifier.

At 5th level, choose one of the following weapon special properties: *breach^{AR}*, *bright*, *feint^{AR}*, *force^{AR}*, or *penetrating*. Once made, this choice can be changed only when you gain a new vanguard level. As long as you have at least 1 Entropy Point, your entropic strike has the chosen special property.

At 7th level, choose one of the following critical hit effects: *corrode* (1d8 for every 3 vanguard levels you have), *knockdown*, or *staggered*. Once made, this choice can be changed only when you gain a new vanguard level. Your entropic strike gains this critical hit effect as long as you have at least 1 Entropy Point. If your entropic strike has another critical hit effect, when you score a critical hit, you can choose either the entropic attunement critical hit effect or the other critical hit effect. Alternatively, you can expend 1 Entropy Point to apply both critical hit effects.

At 10th level, you can extend your field of entropy far enough that your entropic strike gains the reach weapon special property. The reach granted by this property increases by an additional 5 feet at 13th level, 16th level, and 19th level.

At 13th level, just before making an attack, you can spend 2 Entropy Points to grant your next attack the blast weapon special property with a range of 20 feet. At 16th level, this range increases to 30 feet, and at 19th level, it increases to 60 feet.

At 16th level, as a standard action you can use your entropic strike to strike the ground or clap your hands together to deal damage in a radius. Make a single melee attack roll and compare the result to the EAC of creatures and objects within 20 feet (other than yourself). You damage each creature and object with an EAC equal to or lower than the attack result. You can expend 1 EP to exclude a number of targets equal to your Constitution modifier (minimum 1).

At 19th level, as long as you have 1 Entropy Point, your entropic strike gains a second weapon special property, selected from those listed at 5th level. When you score a critical hit with your entropic strike, you can apply either the severe wound critical hit effect or any one of the critical hit effects listed at 7th level.

UNCANNY AGILITY (EX) 7th Level

You are immune to the flat-footed condition, and your opponent

doesn't gain any bonuses to attack rolls against you from flanking you or attacking you when you're prone. Furthermore, covering fire and harrying fire don't provide any advantage against you.

SECOND VANGUARD ASPECT 8th Level

Your understanding of the many ways entropy can control the physical world expands. Select a second vanguard aspect, which must be different from your first vanguard aspect. Once made, this choice cannot be changed.

Second Aspect Insight 8th Level

You gain the aspect insight benefit from your second vanguard aspect. If you already have the bonus feat granted by this aspect insight, you can instead select any other feat for which you meet the prerequisites.

Second Aspect Embodiment 17th Level

You gain the aspect embodiment benefit of the second vanguard aspect you selected at 8th level.

FLASHING STRIKES (EX) 11th Level

Your mastery of melee combat allows you to make multiple attacks more accurately. When making a full attack entirely with melee attacks, you take a -3 penalty instead of the normal -4 penalty.

UNCANNY SPEED (EX) 15th Level

When making a full attack, you can also take a separate move action to move. The movement can occur before, after, or between the attacks from the full attack. All the movement must occur at the same time. This is a haste effect.

AGENT OF CHANGE (SU) 19th Level

You begin each combat encounter with 3 Entropy Points.

INVULNERABILITY (SU) 20th Level

Once per day as a reaction, you become immune to all weapon special properties that impose penalties on you or that grant an attacker bonuses against you, as well as all combat maneuvers, conditions, critical hits, and critical hit effects, and you can take three reactions each round. These benefits last for 1 minute.

VANGUARD ASPECTS

The following are the most commonly adopted vanguard aspects.

Boundary

You embody the forces that keep a system separated from its surroundings, isolating the reach of its entropy.

- **Aspect Insight (Ex):** You gain Improved Combat Maneuver (sunder) as a bonus feat and a +2 insight bonus to Perception checks.
- **Aspect Embodiment (Ex):** Once per combat encounter, when an attack misses you or hits but fails to damage you, or you succeed at a saving throw that negates an effect, you can gain 1 Entropy Point without taking any additional action.
- **Aspect Catalyst (Su):** Each ally within 30 feet gains the ability to use your mitigate class feature without spending Entropy Points



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once within the next 10 rounds, using your vanguard level to determine the amount of damage reduced.

Improved: Each ally within 30 feet can instead use your mitigate ability twice in the next 10 rounds.

- **Aspect Finale (Su):** When you use your mitigate ability, it applies to all attacks against you until the end of your next turn. This doesn't apply to allies using it as a result of your aspect catalyst.

Cascade

You embody a single change in the balance of a system's entropy that cascades into additional, progressively greater changes.

- **Aspect Insight (Ex):** You gain Improved Combat Maneuver (sunder) as a bonus feat and also a +2 insight bonus to Acrobatics checks.
- **Aspect Embodiment (Ex):** Once per combat, when you hit multiple creatures in a single round with an attack or attacks (or effects that require an attack roll), you can gain 1 Entropy Point without taking any additional action.

- **Aspect Catalyst (Su):** Each foe within 10 feet must succeed at a Reflex save or gain the blinded condition for 1d4 rounds.

Improved: Each foe within 30 feet must succeed at a Reflex saving throw or gain the blinded condition for 1d4 rounds.

- **Aspect Finale (Su):** When you damage a target with your entropic strike, as a reaction you can spend 1 Entropy Point to either apply a -2 penalty to that target's AC, saving throws, or attack rolls (your choice), or halve the value of all DR and energy resistance the target has. These penalties do not stack, but you can apply different penalties to a single target with multiple hits. The effect lasts until you apply one of these effects to a new target or until the end of your next turn. If you successfully damage a target that has one of these penalties, the penalty's duration is extended until the end of your next turn.

Exergy

You embody the total amount of potential work the energy in a system can perform when accessed by entropy.

- **Aspect Insight (Ex):** You gain Improved Combat Maneuver (trip) as a bonus feat and a +2 insight bonus to Intimidate checks.
- **Aspect Embodiment (Ex):** Once per combat, when you make two or more attacks in the same turn, you can gain 1 Entropy Point without taking any additional action.
- **Aspect Catalyst (Su):** Each foe within 30 feet must attempt a Fortitude saving throw. On a failed save, a creature takes an additional 1d6 damage per 2 vanguard levels from the next damaging attack that hits it within the next minute.
Improved: The additional damage is 1d6 per vanguard level.
- **Aspect Finale (Su):** When you hit a foe with your entropic strike and the attack roll is a natural 18 or 19 (meaning the d20 shows an 18 or 19), you can apply one critical hit effect of that attack to your target, but you do not double the damage. This critical hit effect is treated as a critical hit for purposes of abilities that affect critical hits. If you roll a natural 20, the normal critical hit rules apply instead.

Inversion

You embody the role chaos plays within entropy, sometimes temporarily reversing its natural progression.

- **Aspect Insight (Ex):** You gain Improved Combat Maneuver (reposition) as a bonus feat and a +2 insight bonus to Medicine checks.
- **Aspect Embodiment (Ex):** Once per combat encounter, when you regain Hit Points or Stamina Points, you can gain 1 Entropy Point without taking any additional action.
- **Aspect Catalyst (Su):** All allies other than yourself within 60 feet regain Stamina Points equal to twice your vanguard level. Creatures without Stamina Points (such as most NPCs) do not regain Hit Points from this ability.
Improved: All allies other than yourself within 60 feet regain Hit Points equal to triple your vanguard level. If a creature reaches maximum Hit Points before using this full value, any excess restores the target's Stamina Points.
- **Aspect Finale (Ex):** As a reaction when you fail a saving throw, you can spend 1 or more Entropy Points to reroll that



saving throw. You gain a bonus to this saving throw equal to the number of Entropy Points you spend.

Momentum

You embody energy states that are preserved in ongoing motion, isolated from entropy.

- **Aspect Insight (Ex):** You gain Improved Combat Maneuver (bull rush) as a bonus feat and a +2 insight bonus to Culture checks.
- **Aspect Embodiment (Ex):** Once per combat, when you move a distance greater than your normal speed in one turn (using multiple move actions, the run full action, or a bonus to speed that allows you to move beyond your normal maximum), you can gain 1 Entropy Point without taking any additional action.
- **Aspect Catalyst (Su):** Creatures you select in a 60-foot radius are pushed away from you. A targeted creature moves 30 feet directly away from you but can attempt a Fortitude saving throw to halve the distance.
Improved: Targeted creatures that fail their Fortitude saves are also knocked prone and take 1d6 bludgeoning damage per 2 vanguard levels you have.
- **Aspect Finale (Sp):** You can cast *telekinetic projectile* at will as a spell-like ability. Rather than dealing the spell's normal damage, both the target and the projectile take damage as if you hit them with your entropic strike. Additionally, you can spend 2 Entropy Points to cast *telekinesis* as a spell-like ability, but only using its combat maneuver option.

Reaction

You embody the change entropy brings about through biological, chemical, and molecular reactions, such as rust and rot.

- **Aspect Insight (Ex):** You gain Improved Combat Maneuver (dirty trick) as a bonus feat and a +2 insight bonus to Physical Science checks.
- **Aspect Embodiment (Su):** Once per combat, when you impose a condition on an enemy, you can gain 1 Entropy Point without taking any additional action.
- **Aspect Catalyst (Su):** Each foe within 30 feet must succeed at a Fortitude saving throw or gain the sickened condition for 1 round per vanguard level.
Improved: One target of your choice within this ability's range is also nauseated for 1 round if it fails its Fortitude save.
- **Aspect Finale (Su):** You can spend 2 Entropy Points as a reaction to expose a creature you injure to entropic toxin. The save DC is determined as normal for an aspect ability. Once you apply this poison to a target, the target is immune to further applications of your entropic toxin for 24 hours.

ENTROPIC TOXIN

Type poison (injury, special); **Save** Fortitude (DC varies)

Track choose Strength, Dexterity, Constitution, Intelligence,

Wisdom, or Charisma (special); **Frequency** 1/round for 3 rounds

Effect The target cannot progress beyond impaired/stiffened on the progression track.

Cure 1 save

VANGUARD DISCIPLINES

You learn your first vanguard discipline at 2nd level, and you gain an additional discipline every 2 levels thereafter. Some require you to meet additional prerequisites, and some interact with shields, a new type of equipment (see page 124 for more information).

2nd Level

You must be at least 2nd level to choose these vanguard disciplines.

Antagonize (Ex)

- You have learned how to gain your opponents' attention, drawing fire away from your allies and toward yourself. You gain Antagonize as a bonus feat. You do not need to meet its prerequisites. This is not a language-dependent ability for you, but it does not work on mindless targets. If you are at least 6th level, when you successfully use Antagonize on a foe, the duration of the penalty the foe takes is 3 rounds longer than usual (though it still ends after the foe attacks you, forces you to attempt a saving throw, or damages you), and the target takes a -2 penalty to attack rolls (in addition to the normal -2 for being off-target).

Attracting Shield (Su)

- You can direct energy from attacks near you into your shield. If you take a move action to align a shield against a specific attacker, you can also grant an adjacent willing or unconscious ally a +1 shield bonus to AC until the beginning of your next turn. This bonus ends if the ally ceases to be adjacent to you.

Curative Deconstruction (Su)

- You manipulate the entropy of microorganisms and toxins within your body, causing them to break down quickly. When you succeed at a saving throw against a disease or poison, you treat it as two consecutive successes for the purposes of curing that disease or poison.

Dampen (Su)

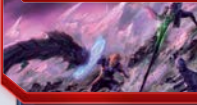
- You can dampen the entropic release of energy in violent effects. As a reaction when you are in the area of a damaging effect, you can spend 1 Entropy Point to cause it to deal only half damage to all creatures in the area.

At 6th level, if the effect allows a save and you succeed, you can spend 1 additional Entropy Point to allow creatures that successfully save against the effect to take no damage.

Entropy Shield (Su)

- As part of any move action or full action you take, you can create a field of condensed, compressed entropy that forms in place on one of your limbs to protect you as a basic riot shield or basic tactical shield (you choose which each time you create the shield). The shield has no bulk, but it otherwise functions in all regards as a physical shield of the selected type. You can dismiss the shield as part of any move or full action you take, and it disappears at the end of your turn if you are not holding it.

At 5th level, your compressed entropy functions as a field riot or tactical shield. At 10th level, it functions as an



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advanced riot or tactical shield. At 15th level, it functions as an elite riot or tactical shield, and at 20th level, it functions as a paragon riot or tactical shield.

Evasion (Ex)

- If you succeed at a Reflex save against an effect that normally has a partial effect on a successful save, you instead take no effect. You gain this benefit only when unencumbered and wearing light armor or no armor, and you lose the benefit when you are helpless or otherwise unable to move.

Flatten Bullets (Su)

- When you would be hit by a ranged attack with a weapon that deals kinetic damage, you can spend 1 Entropy Point as a reaction to attempt a Fortitude save (DC = 10 + 1-1/2 the CR or level of the attacker) to take half damage. You can use this ability only when wearing heavy armor or powered armor, or carrying a shield, and you can't use it if you are helpless or otherwise unable to move.

Friendly Fire (Su)

- You have learned to bleed energy from the attacks of your allies when they affect you. You can reduce the damage you take from your allies' attacks and effects by an amount equal to twice your vanguard level, to a minimum of 0.

Interfere (Su)

- You can cause waves of unstable reactions that make it difficult for a specific foe to land a blow on a nearby ally. As a move action, you can select one foe you are observing and one ally that is adjacent to you. As long as the ally remains adjacent to you, they gain a +2 shield bonus to their AC against attacks from that foe until the end of your next turn.

Intervene (Su)

- As a reaction when an adjacent ally is damaged by an attack, you can take half the attack's damage, with your ally taking the remaining damage. This doesn't prevent your ally from suffering related effects, nor does it cause such effects to apply to you. If you have the Bodyguard feat and you take a reaction to apply that feat's benefit to an adjacent ally who is then hit by the attack, you can activate intervene for that attack without taking an additional action.

Metabolic Stability (Ex)

- Your control of the chemical processes in your own body gives you significant vigor. You gain Diehard as a bonus feat.

Zero-Gravity Scuffler (Su)

- You can control how small amounts of momentum are added or removed from you. As a swift action, you can spend 1 Entropy Point to negate the off-kilter or off-target conditions. Additionally, when your movement causes you to run into an enemy in zero gravity, you can forgo your Acrobatics or Athletics check to avoid gaining the off-kilter condition. If you do, that enemy automatically fails its check to avoid becoming off-kilter and gains that condition. In addition,

while in zero gravity, you can steady yourself if you are adjacent to any creature.

6th Level

You must be at least 6th level to choose these vanguard disciplines.

Blindsense (Su)

- You can detect even subtle abnormalities in the natural exchange of heat around you. You gain blindsense (heat) with a range of 30 feet.

Draw Fire (Su)

- As a reaction when you are in the area of an attack or effect that requires an attack roll, you can spend 1 Entropy Point to grant allies in the area cover against the attack or effect.

Energize (Su)

- You can absorb harmful energies, converting them to potential energy for use in entropic manipulation. As a reaction when you're hit by an attack or effect that deals energy damage, you can gain 1 Entropy Point and attempt a Fortitude save (DC = 10 + 1-1/2 the CR or level of the attacker) to take half damage. Once you use this ability, you can't use it again until you regain Stamina Points during a 10-minute rest.

Entropic Charge (Su)

- When you charge, you can attempt any combat maneuver for which you have the Improved Combat Maneuver feat in place of the normal melee attack. In addition, you can forgo gaining an Entropy Point for charging to ignore the normal charge penalties to your attack and AC, and to gain the ability to charge through difficult terrain.

Guarded Combatant (Ex)

- When using the fighting defensively standard or full action, you take a -3 penalty to your attacks instead of a -4 penalty.

Shimmer Guard (Su)

- As part of any move action, you can cause the air around you to shimmer with heat. Squares adjacent to your space provide soft cover to allies for a number of rounds equal to your Constitution modifier. This ability ends if an opponent damages you or forces you to make a saving throw.

Swift Antagonize (Ex)

- You have mastered the art of quickly gaining the attention of opponents. You can use Antagonize once as a move action—you can do this even if you have already used Antagonize on the same foe in the past 24 hours, and using it as a move action does not prevent you from using Antagonize on the same foe as a standard action. This is not a language-dependent ability for you, but it does not work on mindless targets.

Once you have used Antagonize as a move action, you cannot do so again until you spend 1 Resolve Point to regain Stamina Points after a 10-minute rest.

You must have the Antagonize feat to select this discipline.

10th Level

You must be at least 10th level to choose these vanguard disciplines.

Accelerate (Su)

- You can boost the entropic release of energy in violent effects. As a reaction when you are in the area of a damaging effect, you can spend 1 Entropy Point to add a +2 bonus per die to the damage dealt to every other creature in the area, or you can spend 2 Entropy Points to add +3 bonus per die.

Blindsight (Su)

- Your ability to detect anomalous atomic vibration improves. You gain blindsight (heat) with a range of 20 feet. You must have selected the blindsense discipline or have blindsense (heat) from another source before you select this discipline.

Break Fall (Ex)

- As a reaction when you fall onto a solid surface while conscious, you can reduce the damage taken from the fall by 50% and avoid landing prone.

Clothesline (Ex)

- When a foe provokes an attack of opportunity from you, rather than make a normal melee attack, you can attempt a trip combat maneuver. If you succeed, the enemy ends all its movement for the round and is knocked prone.

Exclusion Zone (Su)

- As a reaction, you can spend 1 Entropy Point to exclude one or two allies from an area of effect you create with a weapon, spell, feat, or class feature. At 15th level, you can exclude up to three allies. At 20th level, you can exclude up to four allies.

Improved Evasion (Ex)

- When you fail a Reflex save against an effect that has a partial effect on a successful save, you take the partial effect instead of the full effect. You must have evasion to select this discipline.

Road Hazard (Su)

- If a vehicle uses the ram action against you, you can forgo your Reflex save as a reaction to take half the vehicle's collision damage. If you do so, the vehicle takes double its collision damage. Additionally, if a foe charges you, you can spend 1 Entropy Point as a reaction to take half damage from the attack and cause the attacker to take the remaining damage.

14th Level

You must be at least 14th level to choose these vanguard disciplines.

Arrest (Su)

- As a full action, you can spend Entropy Points to force each enemy within 20 feet to succeed at a Fortitude saving throw or gain the entangled condition. This condition lasts for a number of rounds equal to the number of Entropy Points spent.

At 18th level, creatures that fail their saving throws are entangled as though tethered by an opposing force (and are therefore unable to move).

Poison-Inured (Su)

- You are immune to poison and low-level radiation. Additionally, you treat each other category of radiation as one step lower (for example, you treat high radiation as medium radiation).

Quick Boost (Ex)

- You've scraped by through enough close calls that you've learned to use serums and injectable items quickly. You can retrieve and drink a serum, or retrieve and inject yourself with a medicinal or other item in an injection weapon, as a single standard action. If you already have a serum or injection weapon in hand, you can use it on yourself as a move action.

18th Level

You must be at least 18th level to choose these vanguard disciplines.

Absolute Zero (Su)

- One per day as a standard action, you can spend Entropy Points to become immobile for a number of rounds up to the number of Entropy Points spent. For the duration, you can't be moved by any nonmagical effect and are immune to cold damage. In addition, during this time, any creature that touches you, hits you with a melee attack with a natural weapon, or starts their turn within 20 feet of you takes 3d6 cold damage per Entropy Point spent. Any creature that takes this damage is affected as though by *slow* (no save) until the damage is healed. You can dismiss this effect at the end of your turn without taking an action.

Activating absolute zero automatically ends any living effigy discipline you have active.

Internal Reservoir (Ex)

- When you take a 10-minute rest, even if you do not recover Stamina Points, you gain 1 Entropy Point which lasts until it is spent or you take another 10-minute rest. Additionally, your maximum number of Entropy Points increases by 2.

Living Effigy (Su)

- Once per day as a standard action, you can spend Entropy Points to be affected as though by *haste* for a number of rounds up to the number of Entropy Points spent. For the duration, you can't be slowed or have your movement reduced by any nonmagical effect, and you are immune to fire damage. In addition, during this time, any creature that touches you, hits you with a melee attack with a natural weapon, or starts their turn within 20 feet of you takes 2d6 fire damage per Entropy Point spent. You can dismiss this effect as a reaction.

Activating living effigy automatically ends any absolute zero discipline you have active.



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EXHIBITION FIGHTER THEME: GLADIATOR*

You are an expert in one or more forms of melee combat, and you gladly display your talents for money.

ABILITY SCORES

Constitution fuels your Resolve Points and vanguard special abilities, and Dexterity aids with your defense and entropic strike attacks.

VANGUARD DISCIPLINES

Entropy shield (2nd) Zero-gravity scuffler (2nd)
Evasion (2nd) Blindsense (6th)

VANGUARD ASPECT

Exergy

FEATS

Improved Combat Maneuver (disarm)
Improved Combat Maneuver (grapple)
Weapon Focus (basic melee weapons)

SKILLS

Acrobatics Mysticism
Athletics Profession (video personality)
Medicine Stealth

* Starfinder Pact Worlds 57

HEAVY INFANTRY THEME: MERCENARY

You are the boots on the ground, holding territory in the thick of the heaviest, most dangerous fighting.

ABILITY SCORES

After Constitution, you need a high Strength score to benefit make the most of your heavy weapons and advanced melee weapons.

VANGUARD DISCIPLINES

Dampen (2nd) Metabolic stability (2nd)
Flatten bullets (2nd) Energize (6th)

VANGUARD ASPECT

Boundary

FEATS

Heavy Weapon Proficiency
Longarm Proficiency
Weapon Focus (heavy weapons)

SKILLS

Athletics Perception
Intimidate Stealth
Medicine Survival



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PEACEKEEPER
THEME: LAW OFFICER

Your job is to keep things calm and quiet, which you do as much with a stern look and reputation as with the potential for violence.

ABILITY SCORES

Wisdom is extremely important to you when making difficult decisions about legal matters, and Charisma helps you resolve situations without resorting to combat.

VANGUARD DISCIPLINES

Curative deconstruction (2nd) Guarded combatant (6th)
Friendly fire (2nd) Clothesline (10th)

VANGUARD ASPECT

Momentum

FEATS

Improved Initiative Skill Focus (Diplomacy)
Skill Focus (Culture)

SKILLS

Culture Life Science
Diplomacy Perception
Intimidate Profession (arbiter)

WARDEN
THEME: GUARD

You're ready for trouble, with shields prepared for offense and defense. You can't benefit from both at once, but you have arms to spare.

ABILITY SCORES

Constitution is the most important ability score for you, and Strength allows you to carry the extra protective gear you want.

VANGUARD DISCIPLINES

Antagonize (2nd) Intervene (2nd)
Attracting shield (2nd) Draw fire (6th)

VANGUARD ASPECT

Reaction

FEATS

Improved Feint Skill Focus (Bluff)
Greater Feint

SKILLS

Athletics Perception
Culture Profession (guard)
Diplomacy Survival

WITCHWARPER

STAMINA POINTS

5 + Constitution modifier

5 HP

Most people believe that reality is limited to their physical surroundings. You know the truth: that everything around you is merely a thin veil draped across the infinite tapestry of existence. Your reality is a palimpsest, with all possible worlds and all alternate existences at your disposal.

Through your magic and force of personality, you can peer into these time lines and pull from them as you see fit, using their dimensional echoes to twist and reshape your own world.



KEY ABILITY SCORE

Your Charisma score determines your spellcasting ability, the saving throw DCs of your spells, and the number of bonus spells you can cast per day, so Charisma is your key ability score. A high Dexterity score can help you fire weapons more accurately and dodge incoming attacks.

CLASS SKILLS

SKILL RANKS PER LEVEL
4 + INTELLIGENCE MODIFIER

Acrobatics (Dex)	Mysticism (Wis)
Bluff (Cha)	Physical Science (Int)
Culture (Int)	Profession (Cha, Int, or Wis)
Diplomacy (Cha)	
Intimidate (Cha)	

PROFICIENCIES

ARMOR PROFICIENCY

Light armor

WEAPON PROFICIENCY

Basic melee weapons, small arms, and grenades

TABLE 2-3: WITCHWARPER

CLASS LEVEL	BASE	FORT	REF	WILL	CLASS FEATURES	SPELLS PER DAY (BY SPELL LEVEL)					
	ATTACK BONUS	SAVE BONUS	SAVE BONUS	SAVE BONUS		1ST	2ND	3RD	4TH	5TH	6TH
1st	+0	+0	+2	+0	Infinite worlds (1st-level spells)	2	–	–	–	–	–
2nd	+1	+0	+3	+0	Paradigm shift	2	–	–	–	–	–
3rd	+2	+1	+3	+1	Compound sight +1, weapon specialization	3	–	–	–	–	–
4th	+3	+1	+4	+1	Infinite worlds (2nd-level spells)	3	2	–	–	–	–
5th	+3	+1	+4	+1	Paradigm shift	4	2	–	–	–	–
6th	+4	+2	+5	+2	Alternate outcome 1/day, compound sight +2	4	3	–	–	–	–
7th	+5	+2	+5	+2	Infinite worlds (3rd-level spells)	4	3	2	–	–	–
8th	+6	+2	+6	+2	Paradigm shift	4	4	2	–	–	–
9th	+6	+3	+6	+3	Compound sight +3 (two skills)	5	4	3	–	–	–
10th	+7	+3	+7	+3	Infinite worlds (4th-level spells)	5	4	3	2	–	–
11th	+8	+3	+7	+3	Paradigm shift	5	4	4	2	–	–
12th	+9	+4	+8	+4	Alternate outcome 2/day, compound sight +4	5	5	4	3	–	–
13th	+9	+4	+8	+4	Infinite worlds (5th-level spells)	5	5	4	3	2	–
14th	+10	+4	+9	+4	Paradigm shift	5	5	4	4	2	–
15th	+11	+5	+9	+5	Compound sight +5	5	5	5	4	3	–
16th	+12	+5	+10	+5	Infinite worlds (6th-level spells)	5	5	5	4	3	2
17th	+12	+5	+10	+5	Paradigm shift	5	5	5	4	4	2
18th	+13	+6	+11	+6	Alternate outcome 3/day, compound sight +6	5	5	5	5	4	3
19th	+14	+6	+11	+6	Unfold existences	5	5	5	5	5	4
20th	+15	+6	+12	+6	Paradigm shift, reality stutter	5	5	5	5	5	5

SPELLS

You cast spells drawn from the witchwarper spell list (pages 130–133). To learn or cast a spell, you must have a Charisma score equal to at least 10 + the spell’s level. The Difficulty Class for a saving throw against your spell is 10 + the spell’s level + your Charisma modifier.

You can cast only a certain number of spells of each spell level per day. Your number of spells per day is given on Table 2-3: Witchwarper. In addition, you receive bonus spells per day if you have a Charisma modifier of +1 or higher, as shown on Table 2-4: Witchwarper Bonus Spells—note that you receive these bonus spells only once you can cast spells of that level normally. You can also cast 0-level spells—these spells are cast like any other spell, but there is no limit to how many 0-level spells you can cast each day.

Your selection of spells is limited. You begin play knowing four 0-level spells and two 1st-level spells of your choice. At each new witchwarper level, you learn one or more new spells, as indicated on Table 2-5: Witchwarper Spells Known. Unlike your spells per day, the number of spells you know isn’t affected by your Charisma modifier.

Every time you gain a new level, you can swap out one spell you already know and learn a single new spell of the same level in its place. In effect, you lose the old spell in exchange for the new one. You must choose whether or not to swap a spell at the same time you gain new spells known for the level.

You can cast any witchwarper spell you know at any time, assuming you have not yet used up your allotment of spells per day for the spell’s level. You can also cast a spell using a higher-level spell slot. For instance, if you want to cast a 1st-level spell but have used up all your 1st-level spells for the day, you can use a 2nd-level spell slot instead, if you have one.

You can also decipher magical inscriptions that would otherwise be unintelligible or, as a full action, identify any spells encoded in a spell gem. This does not normally invoke the magic contained within, although it may do so in the case of a cursed or trapped spell gem.

INFINITE WORLDS (SU) 1st Level

As a standard action, you can create a bubble of altered reality, projecting elements of parallel existences into your current universe. You expend a witchwarper spell slot of 1st level or higher to create an environmental effect, such as summoning fog or thick vines from other realities, which lasts for a number of rounds equal to your class level unless specified otherwise. Alternatively, you can create an instantaneous effect, such a flash of fire from an explosion that occurred in a parallel universe. The particular effects depend on the level of the spell slot expended.

All effects created by infinite worlds use the following rules unless they say otherwise. They have a range of 100 feet + 10 feet per witchwarper level and affect a 10-foot-radius spread. If you create multiple effects with one use of infinite worlds, they all originate at the same point. If an effect calls for a saving throw, the DC is equal to 10 + the spell level expended to create the effect + your Charisma modifier. You can define the cause and appearance of infinite worlds however you wish (subject to GM approval), but the effects themselves are only quasi-real and have no effects beyond the game mechanics listed as options for this ability.

You can instead create multiple, milder effects in place of a single, more powerful effect. When you do this, you select two effects available to any version of this ability created by expending a lower-level spell slot than that you actually expend. For calculations based on spell level, use the level of the spell slot you expend.



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TABLE 2-4: WITCHWARPER BONUS SPELLS

WIS SCORE	0	1ST	2ND	3RD	4TH	5TH	6TH
1-11	–	–	–	–	–	–	–
12-13	–	1	–	–	–	–	–
14-15	–	1	1	–	–	–	–
16-17	–	1	1	1	–	–	–
18-19	–	1	1	1	1	–	–
20-21	–	2	1	1	1	1	–
22-23	–	2	2	1	1	1	1
24-25	–	2	2	2	1	1	1
26-27	–	2	2	2	2	1	1
28-29	–	3	2	2	2	2	1
30-31	–	3	3	2	2	2	2

TABLE 2-5: WITCHWARPER SPELLS KNOWN

CLASS LEVEL	0	1ST	2ND	3RD	4TH	5TH	6TH
1	4	2	–	–	–	–	–
2	5	3	–	–	–	–	–
3	6	4	–	–	–	–	–
4	6	4	2	–	–	–	–
5	6	4	3	–	–	–	–
6	6	4	4	–	–	–	–
7	6	5	4	2	–	–	–
8	6	5	4	3	–	–	–
9	6	5	4	4	–	–	–
10	6	5	5	4	2	–	–
11	6	6	5	4	3	–	–
12	6	6	5	4	4	–	–
13	6	6	5	5	4	2	–
14	6	6	6	5	4	3	–
15	6	6	6	5	4	4	–
16	6	6	6	5	5	4	2
17	6	6	6	6	5	4	3
18	6	6	6	6	5	4	4
19	6	6	6	6	5	5	4
20	6	6	6	6	6	5	5

For example, a 10th-level witchwarper could expend a 3rd-level spell slot and select either a 3rd-level effect or any two abilities normally created by expending 1st- or 2nd-level spells.

The environmental and instantaneous effects you can create by sacrificing a witchwarper spell slot of a given level are as follows:

- **1st (Environmental):** You cause the affected area to become difficult terrain. This might mean that metal flooring becomes rickety and bowed, a waterway is choked by roots and seaweed, or the air is flooded with floating strands of web-like filaments. You can affect a single movement type (land speed, burrow speed, climb speed, fly speed, or swim speed) or any combination of those movement types. When you create difficult terrain in this way, it is considered magically altered terrain for the purposes of other effects.
- **1st (Instantaneous):** You cause a bright flash of light to fill the area. Each creature within the area must succeed at a Fortitude save or be dazzled for 1 round per witchwarper level. If a creature rolls a natural 1 on its saving throw (meaning the d20 shows a “1”), it is also blinded for 1 round.

- **2nd (Environmental):** You cause a hazard that deals damage each round equal to the level of the spell slot expended, with a successful Fortitude save reducing the damage by half. A creature attempts this save when it first takes damage from this effect, and its result applies for the duration of the effect. You select the damage type each time you use this ability (acid, bludgeoning, cold, electricity, fire, piercing, slashing, or sonic).
- **2nd (Instantaneous):** You cause a destabilizing event, such as a brief earthquake, a split-second reversal of gravity, or a blast of icy wind. Each creature within the area must succeed at a Reflex save or be knocked prone. If a creature rolls a natural 1 on its saving throw, it is also moved 5 feet per level of the spell slot expended in a direction of your choice.
- **3rd (Environmental):** You cause the area to grant concealment against one sense—vision, emotion, life, scent, sound, thought, or vibration (*Core Rulebook* 260).
- **3rd (Instantaneous):** You cause a disorienting event, such as bursts of flashing colors and loud sounds, or rain falling upward in spirals. Each creature within the area must succeed at a Will save or be knocked off-target for a number of rounds equal to the level of the spell expended. If a creature rolls a natural 1 on its saving throw, it is also staggered for 1 round.
- **4th (Environmental):** You create a barrier, the entirety of which must be within the range and area of infinite worlds’ environmental effects. The barrier is a number of 5-foot cubes no greater than double the level of the spell slot expended. The cubes must each connect along one side with at least one other cube, have hardness equal to double the level of the spell expended, and each have HP equal to 5 × the level of spell expended. Barriers you could summon might include old rusting barricades, slabs of ice, and so forth.
- **4th (Instantaneous):** You create a burst of damage affecting everything in the area. You select the type of damage each time you use this ability (acid, bludgeoning, cold, electricity, fire, piercing, slashing, or sonic), and it deals 2d6 damage per level of the spell expended (Reflex half).
- **5th (Environmental):** You make the air thicker or thinner, or fill it with toxic vapors. Each creature breathing the air must succeed at a Fortitude save or be sickened as long as it remains in the area. A creature attempts a single save when it is first exposed to the infinite worlds, which determines for the duration of the ability whether breathing within the area sickens that creature.
- **5th (Instantaneous):** You attempt to entangle all targets within the area. You might fill the area with chains, viscous glue, or quick-hardening cement. Each target must succeed at a Reflex save or be entangled and anchored in place for a number of rounds equal to the level of the spell slot expended. Creatures that enter the area after you use this ability are not entangled.
- **6th (Environmental):** You reduce the hardness of objects within the area by 50% (Fortitude negates), or increase their hardness by 10 (to a maximum of double their normal hardness).

PARADIGM SHIFT 2nd Level

Paradigm shifts represent your ability to briefly install pieces of alternate realities into your own, subtly or radically changing your surroundings for a time. You learn your first paradigm shift at 2nd level, and an additional paradigm shift every 3 levels thereafter.

Unless otherwise stated, the effects of a paradigm shift last for a number of rounds equal to your witchwarper level. If a paradigm shift allows a saving throw to resist its effects, the DC is equal to 10 + half your witchwarper level + your Charisma modifier.

Starting at 4th level, your ability to shuffle these realities improves. Upon gaining a witchwarper level (including at 4th level), you can swap out one paradigm shift you know for a different paradigm shift of the same level. You can instead select a paradigm shift of a lower level, but note the level of the original paradigm shift so that when you later swap out the same paradigm shift at later levels, you can select any paradigm shift of the original level or lower.)

The list of paradigm shifts appears following the class features.

COMPOUND SIGHT (SU) 3rd Level

You can sift through many realities, gaining understanding of a task by seeing it attempted dozens of different ways. Choose a skill. You gain a +1 insight bonus to checks using that skill. This bonus increases by +1 at 6th level and every 3 levels thereafter. You can change your chosen skill every time you gain a witchwarper level. At 9th level, you become more adept with your compound sight and can choose two skills to apply it to.

WEAPON SPECIALIZATION (EX) 3rd Level

You gain the Weapon Specialization feat as a bonus feat for each weapon type this class grants you proficiency with.

ALTERNATE OUTCOME (SU) 6th Level

You can use your grasp of other realities to swap an outcome in your current existence with that of a more favorable reality. As a reaction once per day, you can reroll one attack roll, saving throw, ability check, or skill check that you attempt. Alternatively, you can expend a use of this ability as a reaction to cause a critical hit against you or an ally within 100 feet to instead be a normal hit.

You gain one additional daily use of this ability at 12th level and again at 18th level.

UNFOLD EXISTENCES (SU) 19th Level

You have nearly unlimited insight into all possible worlds and can pluck power from them as you deem necessary. Select five paradigm shifts you don't know but whose prerequisites you meet. These paradigm shifts must not require your level to be higher than 8th. You can use the selected paradigm shifts a total number of times per day equal to your Charisma modifier.

REALITY STUTTER (SU) 20th Level

Your force of will can infuse reality itself, changing key aspects of existence around you. You can spend 1 Resolve Point to use any paradigm shift you know. This doesn't take an action, but you must use this ability on your turn unless the paradigm shift can be used as a reaction. If the paradigm shift requires a reaction, you still can't use it unless the stated trigger has occurred, but using it does not expend your reaction for the round. If the paradigm shift requires you to spend Resolve Points to use it, you must still spend those Resolve Points in addition to that spent to use this ability. You can use reality stutter only once per turn. You can use the unfold existences

ability in conjunction with reality stutter; doing so expends a daily use of unfold existences as normal.

Furthermore, once per week, you can cast *warp reality* (page 143) as a spell-like ability.

PARADIGM SHIFTS

You learn your first paradigm shift at 2nd level and an additional paradigm shift every 3 levels thereafter. Paradigm shifts require you to be a certain level to learn them and are organized accordingly. See above for more information about paradigm shifts.

2nd Level

You must be 2nd level or higher to choose these paradigm shifts.

Disrupt Attack (Su)

- As a reaction when you or an ally is targeted with an attack originating within 100 feet, you can spend 1 Resolve Point to impose a -2 penalty on the attack roll. If the attack is coming from a creature, that creature can attempt a Will saving throw to negate this effect. Once you've targeted an attacker with this paradigm shift, you can't target the same attacker with this paradigm shift again for 24 hours. At 8th level, the penalty changes to -3, and at 14th level, the penalty changes to -4.

Disrupt Creature (Su)

- As a standard action, you can expend an unused spell slot to target a creature within 100 feet and swap in alternate physiologies or circuitry in its body in this version of existence, imposing the shaken condition for a number of rounds equal to the level of the spell slot expended.

Eldritch Secret

- You can draw specific magic effects from other realities, allowing you to access spells normally not available to witchwarper. Select one spell from the mystic or technomancer spell list. It must be of a level no greater than 1 lower than the highest-level spell you can cast. Add this to your list of witchwarper spells known. Each time you gain the ability to cast a higher level of witchwarper spells, you may swap out the spell gained with this paradigm shift for a new spell of a maximum level no greater than 1 lower than the highest-level spell you can cast.

Overlapping Forms (Su)

- As a standard action, you can overlay faint outlines of yourself from multiple alternate realities, giving yourself a +1 enhancement bonus to your AC. At 5th level, you can spend 1 Resolve Point when using this ability to instead give an ally you touch a +1 enhancement bonus to AC.

Prevent Wounds (Su)

- As a reaction when you or an ally within 100 feet takes Hit Point damage, you can spend 1 Resolve Point to prevent 1d4 points of that damage for every 2 witchwarper levels you have.

Push Grenade (Su)

- As a reaction when a grenade would explode within 100 feet,



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you can shift the grenade's position by 5 feet before it detonates, and your allies within its area of effect gain a +2 insight bonus to their saving throws against the grenade's effects. You can also use this ability against an instantaneous effect or spell defined as a burst radius that requires a saving throw. At 8th level, you can shift the grenade's detonation position by 10 feet. At 11th level, you can shift the grenade's detonation position by 15 feet.

Shift Resistance (Su)

- As a standard action, you can change the type of a single



energy resistance (but not immunity) of a creature within 100 feet (from cold to fire, for example) for 1 round. The creature can attempt a Will saving throw to negate this effect. Once you've targeted a creature with this paradigm shift, you can't target that creature with this paradigm shift again for 24 hours.

Thwart Ability (Su)

- As a reaction when you or an ally within 100 feet is affected by a spell or ability that allows a saving throw and would deal Stamina Point, Hit Point, or ability damage, you can spend 1 Resolve Point to grant the target a new saving throw with a +2 bonus to avoid or mitigate the effect's damage and effects.

5th Level

You must be 5th level or higher to choose these paradigm shifts.

Inhibit (Sp or Su)

- As a standard action, you can prevent a creature within 100 feet from taking its best course of action by overwhelming it with visions of its failures in other realities as a supernatural ability. The target must succeed at a Will save or become staggered for 1 round. At 8th level, alternatively, you can spend 1 Resolve Point to instead use *slow* as a spell-like ability. Once you've targeted a creature with this paradigm shift, you can't target that creature with this paradigm shift again for 24 hours.

Optimize (Sp or Su)

- You can show a creature a glimpse of the results of its choices in other realities, allowing it to act more efficiently. As a standard action, you can touch a willing creature to increase all of its speeds by 10 feet. This is considered an enhancement bonus and is a supernatural haste effect. At 8th level, alternatively, you can spend 1 Resolve Point to instead use *haste* as a spell-like ability. Once you've targeted a creature with this paradigm shift, you can't target them with this paradigm shift again for 24 hours.

Resist Elements (Su)

- As a reaction when you or a creature within 100 feet would take energy damage, you can spend 1 Resolve Point to grant the target resistance 5 against that energy type (acid, cold, electricity, fire, or sonic). This resistance is applied before the damage from the triggering attack. At 8th level, the resistance granted increases to 10. At 11th level, the resistance granted increases to 15.

Shifting Offensive (Su)

- As a standard action, you can touch a weapon that deals damage and temporarily change its damage type. If the weapon deals kinetic damage, you can change it only to another type of kinetic damage; if it deals energy damage, you can change it only to another type of energy damage. This effect lasts until the end of your next turn.

At 11th level, you can instead spend 1 RP to cause a touched weapon to deal any type of kinetic or energy damage, regardless

of its normal damage type. For example, you could cause a zero rifle to deal piercing damage instead of cold. This ability never causes a weapon to target a different Armor Class.

8th Level

You must be 8th level or higher to choose these paradigm shifts.

Flash Teleport (Su)

- As a move action, you can spend 1 Resolve Point to teleport up to 30 feet. You must have line of sight to your destination. This movement doesn't provoke attacks of opportunity.

Hobble Creature (Su)

- As a standard action, you can expend an unused spell slot to target a creature within 100 feet and swap in alternate physiologies or circuitry in its body in this version of existence, imposing the staggered condition for a number of rounds equal to the level of the spell slot expended. You must know the disrupt creature paradigm shift to learn this paradigm shift.

Magic Deletion (Su)

- As a reaction when you are targeted by a spell, you can spend 1 Resolve Point to gain spell resistance equal to 12 + your witchwarper level until the end of your next turn.

11th Level

You must be 11th level or higher to choose these paradigm shifts.

Dart Aside (Su)

- As a reaction when you are hit by an attack but before the attack's damage is resolved, you can spend 2 RP to teleport up to 10 feet away. This movement does not provoke attacks of opportunity. If your new location would cause you to be an invalid target for the triggering attack (for example, because you are out of range of a melee attack or the attacker no longer has line of effect to you), the attack is treated as a miss.

Shaped Infinities (Su)

- When you use infinite worlds, you can exclude up to one 5-foot square per witchwarper level from the effect's area.

Substitute Mind (Su)

- You can free a creature from mental control or conditions that hamper it. Once per day as a standard action, you can touch a willing or unconscious creature. When you do, the affected part of its mind is replaced with a nearly exact duplicate from an alternate reality, ending all mind-affecting effects the target has as well as all conditions removed by *greater remove condition* that were imposed on the creature by mind-affecting effects. The subject is stunned until the end of its next turn.

You can also attempt to use this ability on an ally who is unwilling due to the influence of a mind-affecting effect. In this case, the ally can attempt a new saving throw against the effect at the same DC. If they succeed, the ally can allow their

mind to be substituted, but if they fail, you waste the action and this use of substitute mind. This does not grant the ally a new saving throw if the effect did not originally allow one.

At 14th level, you can use this ability on yourself, even if you're otherwise unable to take actions because of a mind-affecting effect. If you do, it must be the first thing you do on your turn, and you are stunned until the end of your next turn.

14th Level

You must be 14th level or higher to choose these paradigm shifts.

Shifting Immunity (Su)

- As a reaction when a creature with immunity to a type of energy damage within 100 feet is affected by energy damage, you can change the creature's immunity to another type of energy (acid, cold, electricity, fire, or sonic) before the damage is resolved. The effect of this paradigm shift lasts for 3 rounds. This does not affect the creature's ability to survive environmental hazards or conditions, only what damage it takes from attacks and special abilities. (For example, a creature normally immune to fire that has its immunity shifted to cold by this ability and then swims in lava still doesn't take damage from the lava even though it's now vulnerable to fire weapons and spells.) The creature can attempt a Will saving throw to negate this effect. Once you've targeted a creature with this paradigm shift, you can't target that creature with this paradigm shift again for 24 hours. You must know the shift resistance paradigm shift to learn this paradigm shift.

Swapping Step (Su)

- Once per round as a move action, you can switch the positions of two creatures within 100 feet, instantaneously swapping their places. This movement does not provoke attacks of opportunity. You can't swap creatures' positions in a way that would cause either creature to take damage or be forced into an inappropriate physical space. (For example, you could not swap the positions of two creatures of different sizes if doing so would cause the larger creature to risk falling off a cliff or into a hazard, or cause one of the creatures to be placed within a solid object). Each targeted creature can attempt a Will save to avoid this effect. If either creature succeeds, this paradigm shift has no effect. Once you've targeted a creature with this paradigm shift, you can't target that creature with this paradigm shift again for 24 hours.

Unveil Reality (Su)

- As a standard action, you can target one creature within 100 feet and tear back the veils of all worlds, overwhelming the target with a bewildering phantasmagoria. This causes the creature to gain the stunned condition for 3 rounds unless it succeeds at a Will saving throw. This is a mind-affecting effect. Once you've targeted a creature with this paradigm shift, you can't target that creature with this paradigm shift again for 24 hours.



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AGENT OF CHAOS

THEME: NOBLE SCION

You have grown bored with a life of safety and certainty, and seek to experience some of the wild sensations you have glimpsed in other realities.

ABILITY SCORES

Charisma gives you more Resolve Points and strengthens your social skills, and Intelligence helps you gain the skills to manipulate others.

PARADIGM SHIFTS

Eldritch secret (2nd) Inhibit (5th)
Shift resistance (2nd) Shaped infinities (11th)

SPELLS

1st - charm person 2nd - fear

FEATS

Skill Focus (Bluff)
Skill Focus (Disguise)
Skill Synergy (Computers, Disguise)

SKILLS

Bluff Disguise
Computers Mysticism
Culture



EXPLORER

THEME: XENOSEEKER

You know the wonders of the multiverse are out there, and seek to better understand their origins.

ABILITY SCORES

Dexterity is your most important ability score because you need it to hit with ranged attacks, while Charisma gives you more Resolve Points.

PARADIGM SHIFTS

Overlapping forms (2nd) Shifting offensive (5th)
Thwart ability (2nd) Flash teleport (8th)

SPELLS

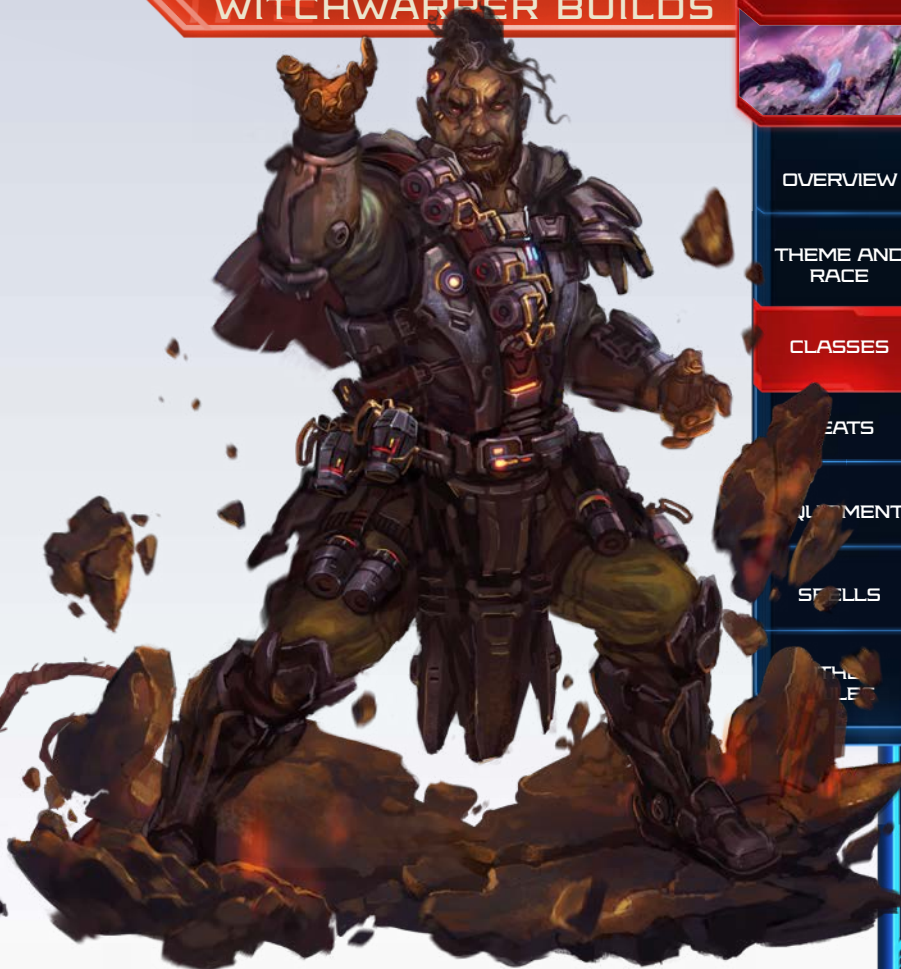
1st - life bubble 2nd - reality leap

FEATS

Climbing Mastery
Minor Stage Magic (*Pact Worlds*, 191)
Mobility

SKILLS

Acrobatics Profession (explorer)
Athletics Survival
Physical Science



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RENEGADE
THEME: OUTLAW

Having seen that there is no one true reality, you have rejected all claims on your time and do only what you feel is right.

ABILITY SCORES

Charisma gives you more Resolve Points and strengthens your social skills, and Intelligence lets you know more about those with whom you are dealing.

PARADIGM SHIFTS

- | | |
|------------------------|----------------------|
| Disrupt creature (2nd) | Optimize (5th) |
| Prevent wounds (2nd) | Magic deletion (8th) |

SPELLS

- | | |
|---------------------------------|--------------------|
| 1st - <i>baleful polymorph*</i> | 2nd - <i>knock</i> |
|---------------------------------|--------------------|

FEATS

- | | |
|---------------------|-----------------|
| Amplified Glitch | Unfriendly Fire |
| Improved Initiative | |

SKILLS

- | | |
|------------|--------------|
| Acrobatics | Intimidate |
| Bluff | Sense Motive |
| Computers | |

* *Starfinder Alien Archive* 2147

WAR CASTER
THEME: MERCENARY

Through exposure to war cries and weapon blasts from a dozen different time lines, you have learned that war is multiversal.

ABILITY SCORES

Charisma gives you more Resolve Points and strengthens your spell power, and Dexterity helps you stay alive.

PARADIGM SHIFTS

- | | |
|----------------------|-----------------------|
| Disrupt attack (2nd) | Resist elements (5th) |
| Push grenade (2nd) | Dart aside (11th) |

SPELLS

- | | |
|-----------------------|---------------------------|
| 1st - <i>overheat</i> | 2nd - <i>mirror image</i> |
|-----------------------|---------------------------|

FEATS

- | | |
|---------------|-------------------|
| Cook Grenade | Penetrating Spell |
| Extra Resolve | |

SKILLS

- | | |
|-------------|------------------------|
| Bluff | Intimidate |
| Culture | Profession (mercenary) |
| Engineering | |



ENVOY

Armed with a quick wit and a silver tongue, envoys are the people who make things happen throughout the galaxy. Whether brokering business deals, settling system-wide disputes, leading armed forces, or simply talking their way past a particularly nasty-looking brute, an envoy's presence has a way of shaping the course of events, even if only they are aware how far their influence reaches.

ALTERNATE CLASS FEATURES

Envoys have access to the following alternate class features.

Combat Expertise (Ex) 1st Level

You're able to use your social skills and abilities to gain the upper hand during a confrontation, often depending on deception, misdirection, and pure confidence to defeat your foes instead of brute force. You gain an expertise die of the same value as that granted to an envoy of your level by the expertise class feature, but you do not add it to skill checks. Choose one of the following skills: Bluff, Computers, Culture, Diplomacy, Intimidate, or Sense Motive.

As a standard action, you can make an expertise attack as an attack action. Prior to your attack roll, attempt a skill check using the chosen skill with a DC equal to $15 + 1/2 \times$ your target's CR. If you succeed at the check and your attack hits, you roll your expertise die and add the result to your damage roll, and the target is shaken for 1 round.

You can use this ability and other expertise abilities as long as you have at least 1 Resolve Point remaining. This ability counts as the expertise ability for purposes of other abilities and prerequisites. If an ability requires you to forgo your expertise die on a skill check to gain some other benefit (such as altered bearing), you can use that ability only in a round in which you did not use combat expertise.

At 5th level, and every 4 levels thereafter, you can select another skill you can use with combat expertise. This counts as having expertise with that skill for purposes of expertise talents and other prerequisites, though you do not actually add your expertise die to any skill checks.

This replaces expertise and skill expertise.

Magical Expertise (Ex) 1st Level

You're a master of Mysticism and exceptionally skilled at identifying and wielding magic. You gain an expertise die of the same value as that granted to an envoy of your level by the expertise class feature. You add Mysticism to your list of class skills, and you add your expertise die to your Mysticism check results instead of your Sense Motive check results.

You also gain the following limited version of the mystic's spells class feature. You use your Charisma score in place of your Wisdom score when determining the effects of your spellcasting, including the highest level of spell you can cast and the Difficulty Class for saving throws against your spells.

Unlike a mystic, your selection of spells and spells per day is extremely limited. You begin play knowing one 0-level mystic spell, and you can cast your 0-level spells three times per day. At 5th level, you learn one 1st-level mystic spell and can cast it once per day. At 9th level, you learn one 2nd-level mystic spell and can cast it once per day. At 13th level, you learn one 3rd-level mystic spell and can cast it once per day. At 17th level, you learn one 4th-level mystic spell and can cast it once per day. Otherwise, this ability functions as the mystic's spells class feature, including the ability to decipher magical inscriptions. You can cast your lower-level spells known using your higher-level spell slots, and you can cast variable-level spells you know using any level of spell slot you have available.

This ability counts as the expertise ability for the purposes of other abilities and prerequisites. If an ability requires you to forgo your expertise die on a skill check to gain some other benefit (such as altered bearing), you must expend one of the spell slots you gain from this ability to gain that benefit.

In addition, whenever you would gain a new expertise talent, you can instead choose one spell level that is at least one spell level lower than the highest spell level you can cast using this ability. You learn one additional mystic spell of the chosen spell level and increase your spells per day for that spell level by one, to a maximum of four.

This ability replaces expertise and skill expertise, and it alters expertise talents.

Motivation Expertise (Ex) 1st Level

You're an expert at making people happy and high-spirited, allowing them to press forward when they might otherwise quit. You gain an expertise die of the same value as that granted to an envoy of your level by the expertise class feature. At 1st level, whenever you take an action that restores a creature's Stamina Points or Hit Points, you can restore additional Stamina Points equal to the result of the roll of your expertise die. You can still use your expertise die on Sense Motive checks, but you always add the minimum possible result. This is also true for any skills you select with skill expertise.

This replaces expertise.

Polymorphic Disguise (Su) 1st Level


You're an expert in secret arts that allow you to change your appearance into something—or someone—totally different. You gain the shapechanger subtype and the change shape

universal monster rule (*Starfinder Alien Archive* 152). This ability has the polymorph descriptor (*Starfinder Alien Archive* 2 141), and you must design one polymorph form to use with this ability. You must comply with all restrictions imposed by a 1st-level *polymorph* spell when designing this form (*Alien Archive* 2 145), and you can't design a form of a creature that has an Intelligence modifier of -3 or lower. You add your expertise die to Disguise checks to change your appearance to your chosen form.

At 5th level, your shapeshifting abilities improve. When you design your form, you must comply with all restrictions imposed by a 2nd-level *polymorph* spell. This further improves to a 3rd-level *polymorph* spell at 9th level, a 4th-level *polymorph* spell at 13th level, a 5th-level *polymorph* spell at 17th level, and a 6th-level *polymorph* spell at 20th level.

When selecting expertise talents, you don't need to have expertise in the skills they affect, and you can use any expertise talent that requires you to forgo your expertise die by spending 1 Resolve Point as part of the action to use the expertise talent. In addition, when you would gain an expertise talent, you can instead learn a new polymorph form that you can assume using this alternate class feature.

This alters expertise talents and replaces expertise, skill expertise, and true expertise.

 Language-dependent improvisation

 Mind-affecting improvisation

 Sense-dependent improvisation

ENVOY IMPROVISATIONS

The following envoy improvisations use the standard rules for envoy improvisations (*Core Rulebook* 61).

1st Level

An envoy of any level can choose the following envoy improvisations.

Phalanx Fighting (Ex)




 LANGUAGE-DEPENDENT  SENSE-DEPENDENT

- Whenever you or an ally within 10 feet of you is wielding a shield (see page 124), as a move action you can grant yourself and all allies within 10 feet of that ally the benefits of that shield until the start of your next turn.

Spell Gem Understanding (Su)

- You can use spell gems as if you were a spellcaster. For purposes of using spell gems, you treat all spells on the mystic, technomancer, and witchwarper spell lists as your class's spell list, and you use Charisma as your key ability score for your spellcasting. Your effective caster level for any spell gems you use is equal to your envoy level.

Superior Covering Fire (Ex)

 LANGUAGE-DEPENDENT  MIND-AFFECTING  SENSE-DEPENDENT

- When you take a standard action to provide covering fire and hit the AC 15 required, the target of your covering fire gains the circumstance bonus provided by your covering fire against all attacks attempted against them until the start of your next turn.

Additionally, as a full action you can make two ranged attack rolls to provide covering fire to two different allies, taking a -4 penalty to each attack roll. For each target that you



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successfully apply covering fire to, the circumstance bonus provided by your covering fire applies against all attacks attempted against that ally until the start of your next turn.

4th Level

You must be at least 4th level to choose the following envoy improvisations.

Martyr's Improvisation (Ex)

- Whenever you're reduced to 0 Hit Points, as a reaction before gaining the dying condition, you can immediately use any one of your envoy improvisations that can be used as a standard action, move action, or reaction. Once you have used this improvisation, you can't use this ability again until you have regained Stamina Points following a 10-minute rest.

Sudden Shift (Ex)

LANGUAGE-DEPENDENT MIND-AFFECTING SENSE-DEPENDENT

- As a reaction, whenever you or an ally deal damage to an opponent within 60 feet of you, you and all allies within 60 feet of the opponent can take a guarded step as a reaction. All of the characters who took a guarded step using this improvisation have their speed reduced by 5 feet until the end of their next turn.

6th Level

You must be at least 6th level to choose the following envoy improvisations.

Coordinated Barrage (Ex)

LANGUAGE-DEPENDENT MIND-AFFECTING SENSE-DEPENDENT

- As a move action, choose one ally within 60 feet. That ally gains the benefit of the Coordinated Shot feat. If the chosen ally already has this feat, they do not grant foes cover against attacks made by you and your allies. The effects of this improvisation last until the start of your next turn.

Coordinated Flankers (Ex)

LANGUAGE-DEPENDENT MIND-AFFECTING SENSE-DEPENDENT

- As a move action, you can coordinate your allies into effective flanking partners. Until the start of your next turn, you and your allies count as flanking any creature that at least two of you threaten, regardless of your position.

Inspiring Oration (Ex)

LANGUAGE-DEPENDENT MIND-AFFECTING SENSE-DEPENDENT

- You can use inspiring boost as a full action. If you do, all allies within 60 feet of you regain a number of Stamina Points equal to twice your envoy level + your Charisma modifier (up to their maximum); at 15th level, this increases to three times your envoy level + your Charisma modifier. Once an ally has benefited from your inspiring boost or inspiring oration, that ally can't gain the benefits of either improvisation again until they recover Stamina Points following a 10-minute rest.

As with the inspiring boost envoy improvisation, you can spend 1 Resolve Point to add your envoy level to the number of Stamina Points regained. You must have the inspiring boost improvisation to select this improvisation.

8th Level

You must be at least 8th level to choose the following envoy improvisations.

Coordinated Maneuvers (Ex)

LANGUAGE-DEPENDENT MIND-AFFECTING SENSE-DEPENDENT

- Whenever an ally within 60 feet attempts to use a combat maneuver against an opponent, as a reaction you can signal weak points in the opponent's defenses. The ally gains a morale bonus to their attack roll for that combat maneuver equal to 1d4+1. Once you use this ability, you can't use it again until after you regain Stamina Points following a 10-minute rest.

Seize the Advantage (Ex)

LANGUAGE-DEPENDENT MIND-AFFECTING SENSE-DEPENDENT

- As a reaction, whenever you or one of your allies critically hits a creature, you can choose one ally within 60 feet of the target of the critical hit. The chosen ally can immediately attack the target creature with one weapon they're currently wielding as a reaction. If they do, the chosen ally takes a -4 penalty to their attack roll and is staggered until the end of their next turn. Characters who can't be staggered can't benefit from this improvisation. Once you use this ability, you can't use it again until after you regain Stamina Points following a 10-minute rest.

12th Level

You must be at least 12th level to choose the following envoy improvisations.

Coordinated Charge (Ex)

LANGUAGE-DEPENDENT MIND-AFFECTING SENSE-DEPENDENT

- Whenever you or an ally within 60 feet of you charges an opponent, you can signal all allies within 60 feet of the charging character as a reaction. Signaled characters can also charge the opponent as a reaction if the distance between the character and the charged opponent is equal to or less than the signaled character's speed. All characters that charge an opponent using this improvisation are staggered until the end of their next turn. Characters who can't be staggered can't benefit from this improvisation. Once you use this ability, you can't use it again until after you regain Stamina Points following a 10-minute rest.

Fusion Resonance (Su)

LANGUAGE-DEPENDENT

- As a standard action, choose yourself or one ally within 60 feet. The chosen character must be within 10 feet of you or another ally that is within 60 feet of you. Until the

end of the chosen character's turn, they can choose one weapon fusion on a weapon wielded by an ally within 10 feet of them. The chosen character applies the benefits of the chosen weapon fusion on all weapon attacks they make until the end of their next turn. This fusion doesn't count toward the maximum total level of fusions the chosen character's weapons can have at once.

EXPERTISE TALENTS

The following envoy improvisations use the standard rules for envoy improvisations (*Core Rulebook* 64).

Effortless Innuendo (Ex; Bluff)

- When you attempt a Bluff check to pass a secret message, you can forgo rolling your expertise die to pass your secret message to all allies within 60 feet, instead of just to a single ally. In addition, anyone overhearing your message must roll their Sense Motive checks twice and use the lower result when attempting to learn the gist of the message.

Expert Distraction (Ex; Bluff)

- Whenever you attempt a Bluff check to create a distraction, you can forgo rolling your expertise die. If you do and your skill check succeeds, you can add your expertise die to whichever skill task you attempt as part of the diversion (either a Stealth check to hide or a Sleight of Hand check to palm an object). If you forgo adding your expertise die to a Bluff check to create a distraction that you attempted using the Diversion feat and succeed at your Bluff check, you add your expertise die to every Stealth check to hide that your allies attempt.

Gregarious Mien (Ex; Diplomacy)

- You can positively change a creature's attitude using the Diplomacy skill by one additional category (or two, for a maximum of four, if you spend the extra time) within a 24-hour period. When doing so, you must forgo your expertise die on the Diplomacy check to change the creature's attitude.

Improvise Surgery (Ex; Medicine)

- You can improvise most basic medical instruments, allowing you to perform rudimentary surgeries without a medical kit. You can use the Medicine skill to treat deadly wounds without a basic medkit or to provide long-term care to a single patient without an advanced medkit. If you have a basic medkit, you gain a +1 insight bonus to Medicine checks to treat deadly wounds. If you have an advanced medkit, you gain a +2 insight bonus to Medicine checks to treat deadly wounds, and any temporary medical lab you establish using an advanced medkit acts in all ways as an actual medical lab. If you attempt a Medicine check that normally has its DC set by what equipment you use, you use the DC of a basic medkit, or an advanced medkit if you are 5th level or higher.

Maneuver Expertise (Ex; Combat Expertise)

- You're exceptionally skilled at all manner of self-defense, allowing you to easily perform and defend against combat maneuvers. Choose one combat maneuver. When resisting this combat maneuver, you gain a bonus to KAC equal to the minimum result of your expertise die. Additionally, if you attempt an attack roll to resolve the chosen combat maneuver, you can spend 1 Resolve Point as part of the action to add your expertise die to the attack roll's result as an insight bonus. Once you have added this bonus to a combat maneuver attack roll, you can't do so again until you have regained Stamina Points following a 10-minute rest.

You must have the combat expertise alternate class feature to select this expertise talent. You can take this expertise talent multiple times. Its effects do not stack. Each time you take it, it applies to a different combat maneuver.

Master of Disguise (Ex; Disguise)

- Whenever you attempt a Disguise check, you can forgo adding your expertise die to your skill check to reduce the total penalty you take for having altered your appearance by an amount equal to your envoy level, to a minimum penalty of 0. This penalty reduction applies only to disguises that change your appearance in the following ways: alter minor details, add major features, disguise yourself as a different race of the same creature type, or disguise yourself as a different creature type.

Miracle Worker (Ex; Medicine)

- Your high spirits and unrelenting resolve to save lives allows you to pull your patients from the brink of death, even in dire circumstances. If you succeed at a Medicine check to treat deadly wounds and exceed the DC by 5 or more, you add your Charisma modifier in addition to your Intelligence modifier to the amount of Hit Points restored. If you forgo your expertise die on a Medicine check to treat deadly wounds and exceed the DC by 5 or more, your target regains an additional 1d8 Hit Points. This increases to 3d8 at 4th level, 5d8 at 7th level, 12d8 at 10th level, 16d8 at 13th level, or 20d8 at 16th level.

Saving Expertise (Ex; Special)

- Choose a saving throw with which you have a base bonus of +3 or higher. Whenever you attempt a saving throw of the chosen type and determine the result (but before you learn the outcome), you can spend 1 Resolve Point to either roll your expertise die and add the result to the total or reroll the saving throw (*Core Rulebook* 243).

Universal Diplomat (Ex; Diplomacy)

- Your Diplomacy checks to change a creature's attitude are not language-dependent. This allows you to use Diplomacy to change the attitude of a creature with whom you do not share a common language, as well as a creature with an Intelligence score of 1 or 2 (creatures with no Intelligence score can't have their attitudes improved using the Diplomacy skill unless the GM says otherwise).



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MECHANIC

While most mechanics rely on a custom-crafted AI of their own design, in the form of either a drone or exocortex, some mechanics instead experiment with combat-oriented technology to boost their abilities in battle. Mechanics who create these experimental prototypes are formidable opponents who challenge the notion that these resourceful individuals are relegated to providing support for the front line.

ALTERNATE CLASS FEATURES

Mechanics have access to the following alternate class features.

ALTERNATE CLASS FEATURE: EXPERIMENTAL PROTOTYPE (EX)

You construct an experimental prototype, a unique item that represents your research and development into a specific new type of technology. Your experimental prototype can take one of two forms: an armor or a weapon. You must choose one of these forms upon taking your first level of mechanic, and once this choice is made, it can't be changed.

If your experimental prototype is ever destroyed or lost, you retain its schematics in your custom rig and can rebuild a version of it for free using your custom rig after 24 hours of uninterrupted work. This free version is of an item level no greater than your mechanic level - 2 (minimum 1st level). You can take a single 8-hour rest during each 24 hours spent working, but any interruption greater than a moment of conversation requires you to add 12 hours to the time required to rebuild your experimental prototype. In addition, every time you gain a mechanic level, you can rebuild your experimental prototype with the same amount of work, allowing you to change the type of armor or weapon you chose as a basis for your experimental prototype (selecting an item of the same type with an item level no higher than the item level of your previous prototype).

Experimental prototype replaces the artificial intelligence (AI) class feature.

Experimental Armor Prototype

You have designed and built a sophisticated suit of armor, which you are constantly optimizing and upgrading with the latest technological breakthroughs. You begin play with one suit of armor with an item level of 1 for free, or you can buy any armor normally and designate it as your armor prototype. You design and build this armor and, while it may be similar in aesthetics and function to an existing type of armor, it is fundamentally unique from any mass-produced product. Due to its experimental design and custom fitting, you are the only one who can benefit from wearing this armor. As you gain levels, your armor prototype advances in sophistication. If you acquire a different suit of armor, you can disassemble your existing prototype and turn the new armor into your prototype with 8 hours of work.

Your armor prototype works as normal for a suit of its type, but it also gains specific benefits based on your mechanic level, as defined below. You can have only one suit of armor designated as your armor prototype at a time.

Armor Prototype Proficiency (Ex) 1st Level

You gain proficiency in heavy armor. Your armor prototype's hardness, HP, and save bonuses are calculated as if its item level were 5 higher.

Calibrate Defenses (Ex) 1st Level

While wearing your experimental armor prototype, you can bolster your defenses against certain attacks. As a move action, you analyze the weapons and attack patterns of one enemy you can see, programming your armor prototype with this information to improve your ability to defend against that enemy. You gain a +1 shield bonus to AC against the next attack from that opponent, as long as it occurs before the end of your next turn. This bonus increases to +2 at 8th level and to +3 at 16th level. Calibrating your defenses against another enemy causes you to immediately lose this bonus against the previous enemy's attacks.

Extra Upgrade (Ex) 1st Level

Your armor prototype's efficient design allows you to install one additional armor upgrade beyond what that armor's upgrade slots would normally allow. You must purchase the upgrade to be installed in this slot at its normal price.

Power Boost (Ex) 5th Level

You gain proficiency in powered armor. You can alter your experimental armor prototype to be identical to any suit of powered armor that has an item level equal to or lower than your existing armor prototype by spending 8 hours of work making upgrades.

Advanced Customization (Ex) 7th Level

You apply a single armor upgrade with an item level of no more than half your mechanic level to your experimental armor prototype at no cost. This customization does not take up an armor upgrade slot. You select an additional upgrade at 11th, 14th, and 17th levels. Each time you gain a level, you can swap out any of these armor upgrades for different upgrades, subject to the same restrictions.

Versatile Design (Ex) 10th Level

Long hours of research and tinkering has taught you how to modify your experimental armor prototype on the fly. Your armor prototype grants you one of the following benefits: +1 to attack rolls, a fly speed of 50 feet (average maneuverability), a fly speed of 30 feet (perfect maneuverability), a swim speed of 30 feet, or darkvision with a range of 60 feet and low-light vision. With 10 minutes of work, you can change the ability granted by your prototype to any other one of these abilities.

Energy Shield (Ex) 15th Level

Your experimental armor prototype gains an energy shield with a number of temporary Hit Points equal to your mechanic level. This shield remains active until all of its temporary Hit Points are depleted. These temporary Hit Points are fully restored when you regain Stamina Points following a 10-minute rest.

Defense Matrix (Ex) 20th Level

You perfect your experimental armor prototype's adaptable defenses, bolstering your armor against a greater number of enemies. You can use your calibrate defenses ability to gain a bonus to your AC against a number of targets equal to your Intelligence modifier, spending a move action for each calibration.

Experimental Weapon Prototype

You have designed and built, and are constantly upgrading, a sophisticated weapon. You begin play with one weapon with an item level of 1 for free, or you can buy any weapon normally and designate it as your weapon prototype. You design and build this weapon and, while it may be similar in aesthetics and function to an existing type of weapon, it is fundamentally unique from any mass-produced product. Due to its experimental design and custom safety features, you are the only one who can make attacks with this weapon.

As you gain levels, your weapon prototype advances in sophistication. If you acquire a different weapon, you can disassemble your existing prototype and turn the new weapon into your prototype with 8 hours of work.

Your weapon prototype works as normal for a weapon of its type, but it gains specific benefits based on your mechanic level, as defined below. You can have only one weapon designated as your weapon prototype at a time.

Weapon Prototype Proficiency (Ex) 1st Level

You gain proficiency in advanced melee weapons, heavy weapons, or longarms. Once this choice is made, it can't be changed. Your weapon prototype must be a weapon of this type.



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Your designated weapon prototype calculates its hardness, HP, and saves as if its item level were 5 higher.

Superior Firepower (Ex) 1st Level

When you attack with your experimental weapon prototype, you can enhance its damage dealt to select foes. As a move action, you calibrate your weapon prototype to deal additional damage to one enemy you can see. You gain an insight bonus equal to your mechanic level to damage on all attacks against the designated target. Calibrating your weapon against another enemy causes you to immediately lose this bonus against the previous enemy.

Improved Magazine (Ex) 1st Level

Your experimental weapon prototype can carry more ammunition than a normal weapon of its type. If it contains individual darts, petrol, rounds, shells, or similar physical ammunition, its capacity is doubled. If it uses batteries, it can hold two batteries of the normal size for that weapon, drawing charges from either.

Enhanced Prototype Proficiency (Ex) 5th Level

You can use your prototype weapon with one hand without penalty, even if it is normally a two-handed weapon.

Advanced Customization (Ex) 7th Level

You can apply one of the following weapon special properties to your experimental weapon prototype. You can apply only special properties that are applicable to the weapon you're using, so you couldn't (for example) add quick reload to a weapon that doesn't use charges or ammunition. The GM is the final arbiter of what can be applied to any weapon. Choose from: *aurora*^{AR}, *block*, *breach*^{AR}, *breakdown*^{AR}, *bright*, *disarm*, *echo*^{AR}, *extinguish*^{AR}, *feint*^{AR}, *injection*, *harrying*^{AR}, *penetrating*, *quick reload*, *recall*^{AR}, *stun*, *trip*.

At 11th level, you can add a second weapon special property from that list, or you can add *force*^{AR} as a second weapon special property. Alternatively, instead of adding a second property, you can add a critical hit effect from the following list, which applies in addition to any other critical hit effect that applies to the attack: *arc* (1d6, +1d6 per 5 item levels), *bind*^{AR}, *bleed* (1d6, +1d6 per 5 item levels), *corrode* (1d6, +1d6 per 5 item levels), *deafen*, *knockdown*. You may add this even if the weapon already has a critical hit effect, and on a critical hit both effects apply. A weapon cannot have two versions of the same critical hit effect.

At 17th level, you can instead add the *blind*^{AR}, *demoralize*^{AR}, *wound*, *sicken*^{AR}, or *staggered* critical hit effect in place of a second weapon property or a critical hit effect.

Each time you gain a mechanic level, you can switch any of these customizations for a different customization, but you must always choose at least one customization from the 7th-level list.

Versatile Design (Su) 10th Level

Long hours of research and tinkering have taught you how to modify your weapon prototype on the fly. Select four

weapon fusions of a level your prototype weapon qualifies for. Your weapon gains one of these fusions without it counting against the total item levels of fusions it can have. With 10 minutes of work, you can change the weapon fusion currently installed in your weapon prototype to another of your selected fusions. If a fusion selected with this ability has a limited number of uses, using it counts against the uses of any other fusion you access with this ability. Each time you gain a mechanic level, you can change the four fusions you have selected.

Dual Chambers (Ex) 15th Level

You modify your experimental weapon prototype to deal multiple types of damage. Select one additional type of weapon damage that your weapon does not normally deal. When you attack with your experimental weapon prototype, you can deal either type of damage or both. Switching between damage types, or switching your weapon to deal both, is a move action. Each time you gain a level, you can switch your secondary damage type, but you can't change the weapon's original damage type without crafting a new experimental weapon prototype.

Target-Rich Environment (Ex) 20th Level

You enhance your experimental weapon prototype's attack power, allowing you to deal extra damage to multiple enemies. You can use your superior firepower ability to deal additional damage to a number of targets equal to your Intelligence modifier, taking a move action to calibrate it against each foe.

MECHANIC TRICKS

These mechanic tricks (*Core Rulebook* 70) present a variety of new options for combat-oriented mechanics to bring versatility to their roles. Many of these options allow mechanics focused on gear maintenance to boost their own equipment and that of their allies, while targeting enemy-operated gear and systems to gain an edge in combat. This section also includes new options for mechanics who fill the engineer and science officer roles in starship combat.

2nd Level

You must be 2nd level or higher to choose one of these mechanic tricks.

Portable Charging Station (Ex)

- You can use your custom rig to recharge batteries. You can spend 10 minutes in contact with a battery and restore its charges to full. Once you have used your portable charging station a number of times per day equal to your Intelligence bonus (minimum 1), you can't do so again for 24 hours.

Protective Programming (Ex)

- Once per day as a reaction when you fail a Reflex saving throw against an attack or spell that deals damage, if your drone is within 10 feet of the line between you and the

damaging effect, you can direct your drone to interpose itself between you and the source of that damage. Your drone takes the damage the attack would have dealt to you, and you take no damage. If your drone is reduced to 0 Hit Points, it is destroyed until you repair it or build a new drone. You must have the drone option of the artificial intelligence class feature to choose this trick.

Technological Medic (Ex)

- You can use your knowledge of machines and technology to repair androids and robots. Whenever you attempt a Medicine check to assist an android, SRO, or other creature with the constructed racial trait or construct (technological) subtype, you can use your Engineering skill instead of Medicine to achieve the same results (*Starfinder Core Rulebook* 143). Your custom rig acts as a medkit for this purpose (or an advanced medkit, if you are 5th level or higher).

8th Level

You must be 8th level or higher to choose these mechanic tricks.

Bolster Armor (Ex)

- As a standard action, you can use your custom rig to modify a touched suit of light armor, heavy armor, or powered armor, granting it a number of temporary Hit Points equal to half your mechanic level. Any damage to the armor or its wearer is subtracted from these temporary Hit Points first. These temporary Hit Points last 1 minute or until reduced to 0. Once you use this ability, you can't do so again unless you expend a Resolve Point to regain Stamina Points following a 10-minute rest.

Additionally, when acting in the engineer role during starship combat, instead of taking any other action, you can spend 1 Resolve Point to modify a single quadrant of your starship. You bolster that section of the ship's armor or defensive countermeasures, increasing the ship's Armor Class or Target Lock (respectively) in that quadrant by 2 for a number of rounds equal to your mechanic level; alternatively, you can restore a number of Shield Points in that quadrant equal to your mechanic level.

Shocking Overload (Ex)

- You can use your overload or override class feature to damage a creature. When you successfully use overload to cause a short in an electronic device in someone's possession and the item's owner fails their Reflex saving throw, that creature takes electricity damage as a result of the power surge. This surge deals 1d6 electricity damage per 4 levels of mechanic you have. When you use your override class feature to affect an android, drone, robot, or other creature with the technological subtype, that creature takes 1d6 electrical damage per 2 levels of mechanic you have and can attempt a Reflex saving throw (DC = 10 + half your mechanic level + your Intelligence modifier) to negate this damage.

14th Level

You must be 14th level or higher to choose these mechanic tricks.

Inventive Engineer (Ex)

- You are adept at recalibrating and enhancing a starship's systems. When acting in the engineer or chief mate (see pages 146–148) roles during starship combat, instead of taking any other action, you can spend 1 Resolve Point to temporarily boost your starship's capabilities. Choose one of the following options. Any change lasts for 1 turn of starship combat per mechanic level. A ship can benefit from only one of these options at a time; if it gains another of these benefits from any source, any previous inventive engineer benefit ends.

Amplify Shields: You double the regeneration speed of your ship's shields.

Angle Shields: Select one weapon arc of your starship. Any attack made against you from a starship in that arc takes a –1 penalty to the attack roll.

Countermeasures: Your starship's TL increased by 1.

Low Power Mode: You reduce the PCU cost of a specific system by 10 (minimum 5 PCU).

Speed Boost: You increase your ship's speed by 2 hexes.

Prototype Tinkerer (Ex)

- You can spend 8 hours of uninterrupted work to rebuild your experimental prototype at any time, even if you haven't gained a level. You may do this even if it is broken or destroyed, and can even rebuild it from scratch if you have appropriate spare parts or scrap. This allows you to exchange any customizations you have selected. You must have an experimental prototype to learn this trick.

Superior Science Officer (Ex)

- You excel at operating starship computer systems, and you can exploit your ship's programming in ways others can't. When acting in the science officer role during starship combat, instead of taking any other action, you can spend 1 Resolve Point to temporarily enhance your starship's computer. Any change lasts for 1 round per mechanic level. A ship can benefit from only one of these options at a time; if it gains another of these benefits from any source, any previous superior science officer option ends.

Improved Sensors: Your scan actions reveal an additional piece of information about the starship being scanned. For instance, if your Computers skill check to scan a starship succeeds by 5 or more, you learn two pieces of information instead of one.

Targeted Sensors: When you perform a scan action, you can choose which information category to learn information about, regardless of the normal order of information you would learn (*Starfinder Core Rulebook* 325).

Upgrade Node: You divert additional power to your starship's computer, granting the computer's bonus to one additional starship combat check per round.



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MYSTIC

Where technomancers meddle with newfangled machines and witchwarpers dabble in alternate realities, mystics alter the ebb and flow of the universe through links that connect all things, if only in metaphysical ways. Although mystics are sometimes viewed as simple shamans and spiritualists from a bygone era, anyone with a supernatural connection to the cosmos—in all its myriad forms—can work the magic of a mystic.

ALTERNATE CLASS FEATURES

Mystics have access to the following alternate class features.

ALTERNATE CLASS FEATURE: EPIPHANIES

While most mystics receive powers closely aligned to their connection, a few receive glimpses of supernatural insight that allows them to access different powers. Among mystic scholars, such an insight is generally known as an epiphany. Whenever you would gain a connection power, you can choose an epiphany of equal or lower level instead. For example, when you gain your 3rd-level connection power, you can choose any 1st-level or 3rd-level epiphany instead of gaining that connection power.

If an epiphany allows a saving throw to resist its effects, the DC is equal to 10 + half your mystic level + your Wisdom modifier. If the epiphany requires an enemy to attempt a skill check, the DC is equal to 10 + 1/2 × your mystic level + your Wisdom modifier.

1st Level

You must be at least 1st-level to choose the following epiphanies.

Empowered Healing Touch (Su)

- You can use your healing touch class feature as a standard action. You can also use healing touch more often by spending 1 Resolve Point each time you use healing touch after the first use each day. You must have the healing touch class feature to learn this epiphany.

Solar Connection (Su)

- You have forged a connection to the powers of the cosmos, drawing upon a link to photons and gravity to forge a weapon made from the primal stuff of the universe. You gain a solar weapon, as the solar manifestation ability of a solarian with a class level equal to your mystic level. If you have levels in both classes, you add them together to determine the effectiveness of your solar weapon. You do not gain any other solar-weapon focused solarian abilities from mystic class levels.

Overbearing Stare (Su)

- Each day when you regain Stamina Points and daily-use abilities following an 8-hour rest (*Core Rulebook* 263), choose one of the following: AC, attack rolls, Fortitude saves, Reflex saves, or Will saves. You can focus your gaze on one creature within 30 feet as a swift action, bringing down upon it the full might of unseen spirits associated with your connection. The

target must succeed at a Will save or take a -1 penalty to the chosen statistic. You can maintain this effect against only one opponent at a time, and it remains in effect until you stare at a new target, the opponent moves more than 30 feet away from you, or either you or the opponent fall unconscious or dies. The penalties of multiple overbearing stares don't stack. Once you have used this ability against a target, you can't do so again for 24 hours. This is a mind-affecting, sense-dependent curse effect.

Wrecking Fists (Su)

- You gain Improved Unarmed Strike as a bonus feat, and your unarmed strikes don't count as archaic weapons. Whenever you attack an opponent with your unarmed strikes as a standard action (or a full attack as a full action), as part of that action you can expend a 1st-level or higher spell slot before attempting the first attack roll to deal additional damage. If that attack hits, you deal an additional 2d6 damage per level of the spell slot expended, of the same damage type as your unarmed strike.

3rd Level

You must be at least 3rd level to choose the following epiphanies.

Expanded Skill Channeling (Ex)

- Choose two skills other than your connection's associated skills. You add the insight bonus granted by the channel skill class feature to skill checks attempted with the chosen skills. In addition, you add your connection's associated skills and any skills chosen with this epiphany to your list of class skills.

Secondary Connection

- Choose a second connection. If you worship a deity, your second connection must be one associated with that deity. You gain the 1st-level connection power from the chosen connection. You don't gain any additional connection powers from that connection, nor do you gain an insight bonus to skill checks attempted with the second connection's associated skills from your channel skill ability.

6th Level

You must be at least 6th level to choose the following epiphanies.

Improved Secondary Connection

- You gain the 3rd-level connection power from your secondary connection. You must have the secondary connection epiphany to choose this epiphany.

Mystic Reach (Su)

- You can alter a mystic spell's range by casting it as a full action instead of its normal casting time. Touch spells become close-range spells (25 ft. + 5 ft./2 levels), close-range spells become medium-range spells (100 ft. + 10 ft./level), medium-range spells become long-range spells (400 ft. + 40 ft./level), and long-range spells have their range doubled. You can't use this ability to alter a mystic spell with a casting time of a full action or longer. You can use this ability once per day at no cost, but you must spend 1 Resolve Point each time you use it after the first in a single day.

Wrecking Spells (Ex)

- When you cast an instantaneous spell that deals damage, you can increase the spell's damage by an amount equal to half your mystic level. This increased damage applies to all creatures damaged by an area spell, but for spells that target multiple creatures with multiple rays or other attacks, the increased damage applies only to a single ray or missile. This increased damage doesn't apply to ongoing damage from the spell (such as bleed or burn damage). This epiphany doesn't increase ability damage or other spell effects, only damage to Stamina Points or Hit Points.

9th Level

You must be at least 9th level to choose the following epiphanies.

Farsight (Sp)

- You gain a divination reservoir. Each day when you regain your mystic spells, your divination reservoir fills with a number of points equal to half your mystic level. Any points from the previous day are lost. You can cast *clairaudience/clairvoyance* as a spell-like ability by spending 1 point from your divination reservoir, or *arcane eye* by spending 2 points from your divination reservoir. By spending 4 points from your arcane reservoir, you can combine these effects, allowing you to create an invisible magical sensor (as *arcane eye*) at any location you're familiar with at a planetary range.

Mind Probe (Sp)

- You can cast *mind probe* as a spell-like ability a number of times per day equal to your mystic level. Once a creature succeeds at its saving throw against this ability, it becomes immune to further uses of this ability for 24 hours.

Spell Bond (Su)

- When you cast a harmless spell with a range of touch, you can target any ally within 120 feet and linked by your telepathic bond class feature as if you were touching that ally. You must have the telepathic bond class feature to choose this epiphany.

12th Level

You must be at least 12th level to choose the following epiphanies.

Greater Secondary Connection

- You gain the 6th-level connection power from your secondary connection. You must have the secondary connection epiphany and the improved secondary connection epiphany to choose this epiphany.



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Lingering Spell (Ex)

- When you cast a spell with a duration of longer than 1 round, you can spend 1 Resolve Point to double its duration. If the spell is one of your connection spells with a duration of 1 minute per level or longer, its duration increases to 24 hours instead. You can have only one spell affected by this epiphany at a time, and using this ability while another spell is already in effect causes that previous spell to immediately end as if its duration had expired.

Mindlink Bond (Su)

- You can combine your mindlink and telepathic bond class features, allowing you to rapidly transfer memories between bonded creatures at great distances. Once per round, any creature belonging to a telepathic bond that you created with your telepathic bond class feature can instantly transfer complex information to any other creatures within the telepathic bond, as the *mindlink* spell, as a swift action. Each time this ability is used, the creature chooses which creatures belonging to your telepathic bond receive this information.

You must have the mindlink and telepathic bond class features to choose this epiphany.

15th Level

You must be at least 15th level to choose the following epiphanies.

Guided Reincarnation (Sp)

- Once per day, you can cast *reincarnate* as a spell-like ability by spending all your remaining Resolve Points (minimum one-quarter your total Resolve Points). Instead of rolling to determine what type of creature the target returns as, the target returns as the race, gender, sex, and physical appearance of their choice. Rather than be a conscious choice of the target, this decision tends to reflect the innermost dreams and desires of the target's soul, and so the reincarnation can be either identical to their previous form or a drastic departure, depending upon the individual.

Unlike the spell *reincarnate*, this ability does not require a monument as part of the casting. Instead, both you and your target gain 2 permanent negative levels (as described by the spell). The target returns to life as an infant of their race, growing from infancy to young adulthood over the course of 1 hour. The target has memories of their original life, but also of a new life that could have existed if they had lived in their new form. In addition to having a new race, the character can be rewritten as if they had used a *mnemonic editor*.

Modify Memory (Sp)

- You can use *modify memory* as a spell-like ability a number of times per day equal to your mystic level. Once a creature successfully saves against this ability, it becomes immune to further uses of this ability for 24 hours. When a target fails its saving throw against this spell, you can spend up to 3 Resolve Points. If you spend 1 Resolve Point, all changes you make to the target's memory are instantaneous and require no additional rounds of concentration. If you spend 2 Resolve

Points, you can change up to 24 hours of memories per mystic level you have. If you spend 3 Resolve Points, you can change up to 1 year of memories per mystic level you have.

CONNECTIONS

On the pages following are several uncommon mystic connections. See page 83 of the *Core Rulebook* for more information on the connection class feature.

Melophile

You're able to hear the soundless melody that drives all observable astronomical objects in the universe, a resonating delight that brings tears to the eyes of those capable of hearing it. You might be a mathematician, seeking to translate a soundless rhythm to audible harmony, or a traveling minstrel looking to share the so-called Song of the Spheres with any who care to listen.

- Associated Deities:** Azathoth, Desna, Ibra, Yaraesa
- Associated Skills:** Culture and Physical Science
- Spells:** 1st—*charm person*; 2nd—*augury*; 3rd—*clairaudience/clairvoyance*; 4th—*cosmic eddy*; 5th—*synaptic pulse*; 6th—*enshrining refuge*

Song of the Spheres (Su) 1st Level

- You act as a conduit for the mystical Song of the Spheres, inspiring your allies with the hymns of creation. As a move action, you expend one mystic spell slot or spend 1 Resolve Point (your choice). All allies within 60 feet gain a +1 morale bonus to attack rolls and weapon damage rolls, as well as a +1 morale bonus to saves against charm, compulsion, and fear effects. This effect lasts a number of rounds equal to the level of the spell slot that you expended. If you spent a Resolve Point, this effect lasts a number of rounds equal to the highest level of mystic spell you can cast. This is a mind-affecting, sense-dependent effect.

Universal Choir (Su) 3rd Level

- When you cast a mystic spell that allows a Will save to negate its effects (including a harmless spell), you gain the ability to communicate with any creature affected by the spell for its duration, as *tongues*. This allows you to use language-dependent spells to affect creatures that normally could not communicate with you or understand what you are communicating, but it does not allow you to communicate with creatures that are incapable of speaking or understanding language.

Reinvigorating Song (Su) 6th Level

- Whenever you use your song of the spheres connection power, affected allies gain fast healing equal to half the level of the spell slot that you expended (minimum fast healing 1). If you spent a Resolve Point, affected allies gain fast healing equal to half the highest level of mystic spell that you can cast. Fast healing granted by this connection power lasts for the duration of your song of the spheres connection power.

Song of the Celestial Dance (Su) 9th Level

When you use your song of the spheres connection power, you can spend 1 Resolve Point to grant all affected allies the benefits of *haste* for the duration of your song of the spheres connection power. The Resolve Point cost of this connection power is in addition to any spell slots or Resolve Points expended to use the song of the spheres connection power.

Dampening Song (Su) 12th Level

When you use your song of the spheres connection power, affected allies gain resistance to a number of types of energy damage of your choice equal to half the level of the spell slot that you expended (minimum 1). If you spent a Resolve Point, affected allies gain resistance to a number of types of energy damage equal to half the level of the highest level of mystic spell that you can cast (minimum 1). Resistance granted by this connection power is equal to your mystic level and lasts for the duration of your song of the spheres.

Resilient Song (Su) 15th Level

When you use your song of the spheres connection power, affected allies gain damage reduction equal to your mystic level against all bludgeoning, piercing, and slashing damage for the duration of your song of the spheres.

Rewrite the Spheres (Su) 18th Level

When you use your song of the spheres connection power by expending 1 or more Resolve Points, choose one creature or object that you are aware of. A number of allies affected by your song of the spheres equal to the number of RP you spent are affected by *subjective reality*, becoming convinced that the target is an illusion for the duration of your song of the spheres.

**Warmonger**

You're connected to the cosmic struggle for survival and supremacy, a universal conflict that permeates all cultures in the galaxy. You're not necessarily evil; you might be a righteous crusader who uses violence to stop ne'er-do-wells or a monk who studies the inherently violent nature of the universe in order to transcend it.

- **Associated Deities:** Angradd, Damoritosh, Iomedae
- **Associated Skills:** Athletics and Intimidate
- **Spells:** 1st–6th—*summon monster* (*Alien Archive* 144); replaced by 1st—*seeking shot* (*Pact Worlds* 207), 2nd—*shield other*, 3rd—*haste*, 4th—*resistant armor*, 5th—*resistant aegis*

Weapons of War (Su) 1st Level

As a move action, you can call upon the insight of great warlords to gain an insight bonus to attack rolls equal to the difference between your base attack bonus and your mystic level (if your mystic level is greater than your base attack bonus). To use this ability, you must expend one mystic spell slot of 1st level or higher, and the effect lasts for a number of rounds equal to the level of the expended spell slot.

Additionally, you always treat your mystic level as your base attack bonus for the purpose of meeting feat prerequisites.

Summon Reinforcements (Su) 3rd Level

Whenever you cast a *summon monster* spell to summon multiple creatures, each creature you summon gains a +1 morale bonus to AC, attack rolls, and saving throws. You can spend 1 Resolve Point when you cast *summon monster* to reduce the spell's casting time to a standard action.

Suit Up (Su) 6th Level

- As a full action, you can conjure augmenting plates of armor from planar energies, enhancing your own armor. When using this ability, you must expend a mystic spell slot of 1st level or higher, and the armor lasts a number of rounds equal to 1 + the level of the spell slot expended. The benefits you gain from your planar armor are:
 - +1 enhancement bonus to your AC.
 - +2 resistance bonus to saving throws.
 - Resistance equal to twice the expended spell slot's spell level against one energy type of your choice.
 - A burrow speed of 20 feet, fly speed of 30 feet (perfect maneuverability), or swim speed of 30 feet (your choice).

General's Tactics (Su) 9th Level

- Each day when you regain your mystic spells, choose one combat feat that you know. Whenever you summon one or more creatures using *summon monster*, all creatures summoned gain the benefits of the chosen feat. If you choose Adaptive Fighting with this ability, all creatures summoned gain the benefits of one of the feats you chose with Adaptive Fighting, determined when each creature is summoned; this counts as your use of Adaptive Fighting for the day.

Bestow Tactics (Su) 12th Level

- As a move action, you can choose one ally within 30 feet and spend 1 Resolve Point. That ally gains the ability to take a guarded step without spending an action at the beginning or end of its turn, a +4 enhancement bonus to its KAC against combat maneuvers, and a number of temporary Hit Points equal to your mystic level. These benefits last 1 minute.

Mass Suit Up (Sp) 15th Level

- Whenever you use your suit up connection power, instead of conjuring a suit for yourself only, you can conjure planar armor for yourself and up to three of your allies for a number of rounds equal to your mystic level. When doing so, the armor's benefits are resolved for each target as if you had expended a spell slot 1 spell level lower than the spell slot you actually expended. For example, if you expended a 4th-level spell slot when activating this ability, affected allies gain planar armor as if you had expended a 3rd-level spell slot for each of them.

Greater Bestow Tactics (Su) 18th Level

- Whenever you use your bestow tactics connection power, all allies within 30 feet gain its benefits for 1 minute. Alternatively you may grant it to a single ally as part of any other action.



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OPERATIVE

Operatives are extremely varied, often developing specialized skill sets for completing specific tasks. They are trained as problem solvers first and foremost, and there are certainly many problems in the Pact Worlds and the wider galaxy that require solving. While operatives have specific fields they excel in, most take the time to master a diverse array of abilities that help them to succeed in any situation and setting.

ALTERNATE CLASS FEATURES

Operatives have access to the following alternate class features.

Marked for Death (Ex) 1st Level

You've been trained with a particular set of abilities to excel at taking down enemies. Your specialization doesn't grant you Skill Focus or free skill ranks with its associated skills. Instead, you can mark for death one opponent within 100 feet that you're aware of as a move action. As long as that target is in sight, you gain a +1 enhancement bonus to attack rolls and the save DC of your operative class features and weapon critical effects against that foe. Marking a target for death focuses all of your attention on that foe, causing you to take a -2 penalty to AC and Reflex saves against attacks and effects that do not originate from the marked foe. You can end this effect as a swift action or a reaction, and designating another target causes you to immediately lose this bonus against the previous target.

At 7th level, whenever you hit a flat-footed foe that you've marked for death with a trick attack, you can spend 1 Resolve Point to force the target to attempt a Fortitude save (DC = 10 + half your operative level + your Dexterity modifier). If the target fails this save, any condition you imposed on the target with debilitating trick has a duration of 1 round per operative level you have. If your target succeeds, you still apply all the normal effects of your trick attack.

This ability alters specialization and replaces specialization skill mastery.

Stunt and Strike (Ex) 1st Level

You can perform skillful stunts while going on the offensive. As a full action, you can move up to your speed. Whether or not you moved, you can then make an attack with any weapon you're wielding and are proficient with, even a weapon with the unwieldy property or that requires a full action to make a single attack. Just before making your attack, attempt a skill check with one skill that you have Skill Focus with (DC = 20 + your target's CR). If you succeed at the check, the target is flat-footed against attacks you make using this ability. At any point during the full action, you can also trigger one stunt that you know. The stunt must match the skill you are using for the stunt and strike attack. At 7th level, you can perform two stunts you know. If the stunts use different skills, you must attempt both skill checks, and if either fails, your target is not flat-footed.

At 1st level, choose one stunt associated with a skill with which you have Skill Focus. At 3rd level and every 4 levels thereafter, you choose another stunt that uses any skill that you have Skill Focus with. If a stunt allows a saving throw, its DC is equal to 10 + half your operative level + your Dexterity modifier. Each of the skills listed below has several stunts associated with it.

This replaces trick attack and debilitating strike.

Acrobatics Stunts

- **Nimble Stunt:** You ignore nonmagical difficult terrain during your stunt and strike. At 6th level, you can spend 1 Resolve Point when you use stunt and strike to also ignore magical difficult terrain.
- **Operative's Kip-Up:** If you use stunt and strike while prone, you can stand up from prone without using an action and are immune to the off-kilter condition until the start of your next turn. If you have Kip-Up, the moxie racial trait, or a similar ability, you are also immune to the prone condition until the start of your next turn.

Athletics Stunts

- **Knock Down:** If your stunt and strike skill check and attack roll both succeed, the target must succeed at a Reflex save or be knocked prone.
- **Mighty Leap:** When you use stunt and strike, you gain a fly speed equal to 30 feet or your base speed (whichever is less) with average maneuverability. If you aren't on solid ground at the end of your turn, you fall.
- **Pummel Through:** If your stunt and strike skill check and attack roll both succeed, instead of causing the target to become flat-footed, you can push the target 5 feet away from you, as if you had succeeded at a bull rush combat maneuver attempt.
- **Wall Dasher:** You can walk on walls and ceilings during your stunt and strike, functioning as *spider climb* except your climb speed is equal to your base speed and you don't need to have any hands free. If you aren't on solid ground at the end of your turn, you fall.

Bluff Stunts

- **Clever Retreat:** You can use stunt and strike to withdraw rather than press the offensive. You can move up to twice your speed, and your actions don't trigger reactions until the start of your next turn. When using stunt and strike in this way, you can't attack as part of the action, nor can you cause foes to become flat-footed.

- **Feinting Stunt:** If your stunt and strike skill check and attack roll both succeed, your target is flat-footed against all attacks until the start of your next turn.
- **Set-Up:** If your stunt and strike skill check and attack roll both succeed, your target also takes a -2 penalty to saving throws until the end of your next turn.

Computers Stunts

- **Blindsense:** Whenever you attempt a Computers check as part of your stunt and strike and succeed, instead of causing the target to become flat-footed, you gain blindsense (computers) 30 feet until the start of your next turn. This allows you to detect any creature carrying items that can be used with the Computers skill or can be connected to an infosphere (including personal comm units).
- **Dirty Trick:** Whenever you attempt a Computers check as part of your stunt and strike and succeed, you can cause the target to gain one of the following conditions until the start of your next turn instead of the flat-footed condition: blinded, deafened, entangled, off-target, shaken, or sickened (your choice).

Culture Stunts

- **Analyze:** Whenever you attempt a Culture check as part of your stunt and strike and succeed, you can learn one of the following pieces of information about the target, plus one additional piece of information for every 5 by which your check's result exceeds the DC: archetypes*, class*, class features*, first language, place of origin, spells known*, or training in a Profession skill. For items marked with an asterisk (*), if the target has more than one of these features, each one you discover counts as one piece of information.
- **Distracting Blather:** If your stunt and strike skill check and attack roll both succeed, your foe is off-target until the start of your next turn. This is a language-dependent effect.
- **Wordless Pidgin:** You can wordlessly relay information to any allies within 30 feet who can see you. This works like the limited telepathy ability (as the lashunta racial trait), except it is an extraordinary ability. Onlookers can decipher your wordless communication with a successful Sense Motive check (DC = 15 + 1-1/2 × your operative level).

Engineering Stunts

- **Robotic Beatdown:** Any attacks you make against constructs or objects during your stunt and strike bypass an amount of hardness or DR the construct has equal to half your operative class level (minimum 1, to a minimum DR or hardness of 0).
- **Selective Explosions:** If your stunt and strike skill check and attack roll both succeed and your attack is made with a weapon that targets an area (such as a weapon with the automatic, blast, explode, flexible line^{AR}, or line properties), you can select a number of squares up to your Dexterity modifier and remove them from the affected area.

Sleight of Hand Stunts

- **Ammo Drop:** If your stunt and strike skill check and attack roll both succeed, instead of causing a target to gain the flat-footed condition, you can reload one weapon you're carrying without requiring an action.
- **Swift Toss:** During a stunt and strike, drawing a weapon with the thrown property requires no action, and ranged attacks you make with thrown weapons don't provoke attacks of opportunity.
- **Swipe:** If your stunt and strike is made with a melee weapon and the skill check and attack roll succeed, you take one easily accessed item from the target's body, instead of causing them to be flat-footed, and are then holding it. This includes anything the target is not wielding which they could draw as a move action or less. You must have a hand free to use this stunt.



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Stealth Stunts

- **Hidden Strike:** If your stunt and strike skill check succeeds, your movement doesn't provoke attacks of opportunity from your target.
- **Sniper's Stunt:** If you were hidden at the start of your turn and have cover or concealment at the end of your turn, you can attempt a Stealth check to hide as if you were using the sniping task of the Stealth skill.

Quick Cover (Ex) 3rd Level

You can crouch, minimize your profile, and otherwise maximize the cover you gain in an environment without taking the time to go fully prone or move to hide behind larger objects. By flipping a table to be on its edge, knocking over piles of boxes, spinning to keep your profile behind a light pole, or other actions, you gain cover from objects normally too small to provide cover. Objects that would normally offer no cover instead grant you partial cover, and objects that would normally offer partial cover instead grant you normal cover. This benefit lasts only until you leave your square or the beginning of your next turn, whichever happens first, and to gain the benefit again you must leave your current square.

All other rules for determining if an object grants cover against a specific attack still apply. This ability cannot be used to gain improved cover or total cover.

This replaces quick movement.

Quick Trick (Ex) 3rd Level

You can make a trick attack as a standard action. You cannot make any other attack during a round when you do this, and cannot take any action that affects or modifies your attack or the weapon you are attacking with.

This replaces quick movement.

Quick Zero-G Adaptation (Ex) 3rd Level

You can quickly and easily adapt to the difficulties of operating in zero-g. You reduce the DC for any check required to move in zero-g by 5. In addition, when you use a move action to push off an object in zero-g, you move at your full land speed instead of at half.

This replaces quick movement.

Operative's Arsenal (Ex) 8th Level

At 8th level, choose one of the following weapon types: advanced melee weapons, longarms, heavy weapons, or any one special weapon of your choice. You gain proficiency with the chosen weapon type (or weapon, if you chose a special weapon). In addition, you can use trick attack with weapons of the chosen type. You do not add trick attack damage to such attacks, but the target is still flat-footed and you can use debilitating trick. At 13th level, you can choose a second type of weapon from the list.

This replaces triple attack and quad attack.

OPERATIVE EXPLOITS

The following operative exploits use the standard rules for operative exploits (*Core Rulebook* 95).

2nd Level

You must be at least 2nd level to choose these exploits.

Shuriken Assassin (Ex)

- You gain the Special Weapon Proficiency feat with carbonedge shuriken (and no other model of shuriken) as a bonus feat. Additionally, you can add your Dexterity modifier rather than your Strength modifier to ranged attack rolls with carbonedge shuriken, and you make melee attack rolls with carbonedge shuriken as if they were basic melee operative weapons. You can use the trick attack class feature with a carbonedge shuriken. At 3rd level, you gain the Weapon Specialization feat with carbonedge shuriken (and no other model of shuriken) as a bonus feat. At 12th level, you deal an additional 1d4 damage with carbonedge shuriken and treat them as having the injection weapon special property. At 17th level, the additional damage dealt with carbonedge shuriken increases from 1d4 to 2d4.

Death Strike (Ex)

- As part of any attack you make, you can add the operative weapon special feature to your unarmed attacks. When you do this, it loses the archaic weapon special feature. When you do this, if you would normally add 1-1/2 times your character level to damage as a special form of specialization (such as from a racial trait such as a vesk's natural weapons), you instead add only your character level to damage. This is true regardless of how many abilities or effects you have modifying your specialization that apply to your unarmed attacks.

Feign Death (Ex)

- Whenever you take damage, you can attempt to feign death as a reaction. You immediately fall prone and attempt a Bluff check against each opponent that is aware of you. The DC for this check is equal to 10 + your opponent's total Sense Motive skill bonus, or 15 + 1-1/2 × the opponent's CR, whichever is greater. Any opponent that you succeed against believes that you are dead and acts accordingly unless it inspects your body as a standard action and succeeds at a Medicine, Perception, or Sense Motive check at the same DC to uncover your deception. Maintaining this ruse is a full action each turn.

Kick It Up (Ex)

- As a move action, or at the beginning of any action you take that allows you to move (even if you do not choose to use that action to move), you may attempt to kick an unattended, unsecured object of no more than 2 bulk that is on the ground in your square or an adjacent square up into your hands. You must attempt a DC 15 Acrobatics check, and on a success you are holding the object in one or more of your free hands. If you hold it with enough hands to allow you to wield it, you can choose to be wielding it.

Without a Trace (Ex)

- When you attempt a skill check opposed by a foe's Perception

check, you gain a +2 enhancement bonus to your skill check's result. In addition, the DC to follow your tracks with the Survival skill increases by 4.

6th Level

You must be at least 6th level to choose these exploits.

Disrupting Shot (Ex)

- For your debilitating trick, you can attempt to hinder your opponent's ability to cast spells and spell-like abilities. The target must succeed at a Will save or be unable to cast spells or spell-like abilities for 1 round. Once you've used this ability to attempt to hinder an opponent's spellcasting, that creature is immune to your disrupting shot for 24 hours. You must have the deactivating shot and staggering shot exploits to choose this exploit.

Soft Movement (Ex)

- As a full action, you can move up to twice your speed, ignoring difficult terrain. When moving in this way, any liquid or solid surface will support you, regardless of your weight. You can move across water, lava, or even the thinnest tree branches, and environmental circumstances such as the slipperiness of the area you're moving through or the current wind speed do not adjust the DCs of any Acrobatics or Athletics checks you attempt during this movement. While moving this way, you do not take damage from surfaces or hazards that react to being touched while moving in this way, such as from lava, and you don't trigger any traps that use a location-based trigger. This ability doesn't allow you to move across gases or vacuums, nor does it allow you to move across walls or vertical surfaces (though you can do so if you have an ability that allows you to, such as *spider climb*). At the end of your turn, this ability ends, and you are subject to any consequence of your location.

10th Level

You must be at least 10th level to choose these exploits.

Intelligence Network (Ex)

- You have access to a secret intelligence network that gets you snippets of information and rumors you can sometimes use to reveal secrets or weaknesses of your rivals. This may be a collection of operatives and spies you have infiltrated, a connection to a formal information broker you trade tidbits of knowledge with, or an assemblage of allies and informants you've carefully curated over your travels.

You can make an inquiry to your intelligence network as long as you have access to an infosphere or communication device with at least system-wide range. This gives you the same information you would gain from casting the *vision* spell, except you make a special class level check (1d20 + your operative level) in place of a caster level check, it does not require a Resolve Point, and it takes 1d4 weeks for your network to get an answer to you. Your network can work on

only one question at a time, and if you make a new request before a previous one is fulfilled, all time spend on the original question is lost, and you take a -1 penalty to your new class level check due to confusion and lack of focus among your network.

Psychokinetic Skills (Sp)

- You can use *psychokinetic hand* as a spell-like ability at will. You can affect objects weighing up to 10 pounds per operative level you have, or 1 bulk per operative level you have. Additionally, you can use this spell-like ability with the Sleight of Hand skill and to perform the disable device task of the Engineering and Mysticism skills.

Spider Climber (Su)

- You can traverse surfaces—even perfectly smooth or vertical ones—with as little effort as a spider. You gain *spider climb* as a constant spell-like ability. If your *spider climb* spell is dispelled or dismissed, you can spend 5 minutes of uninterrupted concentration to reestablish it. You must have a climb speed to choose this exploit.

14th Level

You must be at least 14th level to choose these exploits.

Audacity (Ex)

- You can take an unexpected or socially unacceptable action with such total confidence and lack of doubt that the target can't immediately react to it. You can make an Intimidate check to demoralize a foe, but rather than cause them to be shaken on a successful check, you cause them to be dazed for 1 round, and staggered for 1 additional round for every 5 by which your result exceeds the DC. Once you have used this ability against a specific target, you cannot target them with it again for 24 hours.

Dual Specialization (Ex)

- Select an operative specialization other than your own. Once this choice has been made, it cannot be changed. You gain the 11th level ability granted by the specialization. You are not considered to have the second specialization you selected for purpose of any prerequisite.

You must have Skill Focus in the associated skills of the selected specialization, and must have taken its specialization exploit as one of your normal operative exploits.

Shadow Slide (Sp)

- Your mastery of stealth and understanding of the shadows of the Material Plane is so great, you can actually physically walk into the edges of the Plane of Shadow. You must expend 1 Resolve Point to use this ability. It functions as *shadow walk*, except you can only use it on yourself and items or creatures you can carry, the duration is no more than 1 hour, and you must emerge from the Plane of Shadow back into the plane from which you departed.



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SOLARIAN

Solarians are not only warriors, but also masters of vast cosmic powers that bring light from the stars and motion to the planets. Though solarians are a relatively new phenomenon in the Pact Worlds, traditions in other systems have trained these eldritch combatants for centuries, with histories that stretch back to long before the Gap. Many of these traditions focus on powers and philosophies very different from those common on Absalom Station.

ALTERNATE CLASS FEATURE

Solarians have access to the following alternate class feature.

Extra Manifestation

You gain a second solar manifestation. You can have only one manifestation active at a time unless you are fully attuned (graviton or photon), in which case you can use two manifestations at once. You must be at least 9th level to select extra manifestations.

Extra manifestation replaces one selection of zenith revelations.

SOLAR MANIFESTATIONS (SU)

These solar manifestations follow the normal rules for the class feature, and are selected in place of solar armor or a solar weapon (*Starfinder Core Rulebook* 101).

Solar Flare

You can condense your solar mote around one of your hands to form a lightweight ranged weapon of stellar energy. This weapon appears to be made of either glowing light or solid darkness, as determined by the appearance of your solar manifestation, but it can take any general shape you desire. The shape of normal ranged weapons—such as pistols, crossbows, and handcannons are fairly common—but more esoteric manifestations such as a shimmering crystal that launches fragments of itself, a dark aura that forms directly onto your foes, or an orb of stellar energy that releases beams of pure light are also possible. Your solar flare's general design has no impact on its function, and it doesn't give the weapon any weapon special properties. Once you've selected the general design, you can't change it until you gain a new solarian level.

Your solar flare functions as a one-handed uncategorized small arm that targets EAC (though it can't be used to make trick attacks, if you have that class feature), and you're automatically proficient with it. At 1st level, choose whether your solar flare deals cold damage or fire damage. You can change the damage type each time you gain a new solarian level. Your solar flare deals 1d4 damage and has a range increment of 60 feet. This damage increases by 1d4 at 6th level, 9th level, 12th level, and every level thereafter.

Unlike most small arms, when you gain Weapon Specialization at 3rd level, you add your full solarian level to damage with your solar flare, as opposed to half. If you are a multiclass solarian,

you add only your full solarian level and half your levels in other classes to damage with your solar flare.

Any solarian class features (including stellar revelations and zenith revelations) that specifically affect melee weapons (such as the flashing strikes class feature) function with your solar flare, even if they normally work only with melee attacks. Anything that specifically affects solar weapons (such as *solarian weapon crystals*) affects your solar flare in the same way, though it can't gain any weapon special property, critical hit effect, or weapon fusion that can't be applied to a small arm.

Forming or dismissing a solar flare is a move action that takes the same amount of effort as drawing or sheathing a weapon (and can be combined with a move as a single move action or used with the Quick Draw feat). Your solar flare is automatically dismissed if it ever leaves your hand.

Solar Shield

You can coalesce your solar mote around one of your hands, creating a deflecting shield of out of stellar energy. This shield appears to be made of either glowing light or solid darkness, as determined by the appearance of your solar manifestation, but it can take any general shape you desire. Normal defensive implements such as bucklers and kite shields are popular shapes for solar shields, but it is not unheard of for a solarian to bear a solar shield in the form of a shining orrery orbiting their arm, a set of rapidly spinning helicopter blades across their forearm, or stranger barriers. Your solar shield's general design has no impact on its function, and it doesn't give the shield any special abilities. Once you've selected the general design, you can't change it until you gain a new solarian level.

Your solar shield grants you a +1 shield bonus to AC (see Shields on page 124), and as a move action you can align the shield to grant you greater protection against one opponent you are observing (*Core Rulebook* 260), which increases your shield bonus to AC to +2 against attacks from that opponent until the beginning of your next turn. At 5th level and again every 5 levels thereafter, the shield bonus when aligned against one target increases by an additional +1.

You can make unarmed attacks with your solar shield; these attacks are not archaic, and you threaten squares within your reach while it is formed. You can add solarian weapon crystals to your solar shield as if it were a solar weapon, in which case their benefits apply to unarmed attacks you make with the shield. The damage type of these attacks is the same damage type as the type granted by the *solarian weapon crystal*, and if

the solarian weapon crystal does not specify a damage type, it deals bludgeoning damage.

Forming or dismissing a solar shield is a move action that takes the same amount of effort as drawing or sheathing a weapon (and can be combined with a move as a single move action or used with the Quick Draw feat). Your solar shield is automatically dismissed if it ever leaves your hand.

STELLAR REVELATIONS

These stellar revelations follow the normal rules for the class feature (*Core Rulebook* 102).

2nd Level

You must be at least 2nd level to select these stellar revelations.

Agile Wavelengths (Su) GRAVITON REVELATION

- You have developed a technique to conduct maneuvers on the battlefield at range with your solar flare. You can attempt combat maneuvers as a ranged attack instead of a melee attack, with a range of 30 feet. Any weapon special properties your solar flare has that would affect certain combat maneuvers apply as normal. While attuned or fully attuned, you gain a +2 insight bonus to combat maneuvers attempted at range using this stellar revelation. You must have a solar flare to select this stellar revelation.

Blade in the Night (Su) GRAVITON REVELATION

- You have learned how to damage your foes not just with light, but also with the absence of light. As a move action, you can choose a creature within 30 feet of you. For 1 round, or until you leave graviton mode, you gain a +1 bonus to weapon damage rolls against that creature. This bonus damage increases by 1 at 8th level and every 6 levels thereafter. While attuned or fully attuned, this bonus damage instead increases by 1 at 4th level and every 4 levels thereafter.

Distant Burst (Su) PHOTON REVELATION

- Your solar manifestation is an extension of yourself, and you have learned to center your power outward. Any stellar revelations (including zenith revelations) that have a radius and are centered on you can be centered anywhere within 20 feet of you. While attuned or fully attuned, they can instead be centered anywhere within 40 feet of you.

Distracting Glare (Su) PHOTON REVELATION

- Your shimmering power draws your enemies' focus to the real threat: you. As a move action, you can focus your attention on a creature within 30 feet of you. The target must attempt a Fortitude save. If it fails, it takes a -2 penalty to attack rolls for attacks that don't include you as a target for 1 round or until you leave photon mode.

Gravitic Reinforcement (Su) GRAVITON REVELATION

- You can shore up your most frustrating weaknesses with

balancing gravity. As a move action, you can gain a +1 enhancement bonus to your lowest saving throw for 1 minute, which persists even if you become unattended, but not if you leave combat or a similar high-stress situation. If multiple saving throws are tied for lowest saving throw, choose one to benefit from this revelation. If you are in graviton mode while benefiting from this revelation, this bonus instead applies to all of your saving throws for as long as you are in graviton mode. This bonus increases by 1 at 8th level, and again every 6 levels thereafter.



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Ultraviolet Pulse (Su) PHOTON REVELATION

- You can debilitate your opponents' defenses with ultraviolet light. As a standard action, you can focus ultraviolet light on a creature you can see within 60 feet. That creature takes a -1 penalty to all saving throws for 1 round, or until you leave photon mode. If you are attuned or fully attuned, all creatures within 10 feet of the target take a -1 penalty to all saving throws for as long as the target is affected by this stellar revelation. If you would become unattuned from using a zenith revelation, the penalty remains until after the zenith revelation is resolved.

6th Level

You must be at least 6th level to select these stellar revelations.

Crushing Force (Su) GRAVITON REVELATION

- Your weapons destroy the tools and energy your foes wield against you. As a move action, you can grant a weapon you wield, including your solar weapon, the *sunder*^{AR} weapon special property. This benefit lasts for 1 round or until you leave graviton mode. When you are attuned or fully attuned, your weapon gains the *fatigue*^{AR} critical hit effect. If the weapon already has a critical hit effect, when you score a critical hit, you can apply either the weapon's normal critical hit effect or the *fatigue* effect.

Curving Flare (Su) PHOTON REVELATION

- You have developed a technique to use your enemies' gravity fields against them, creating a shining ricochet. When you make a ranged attack with your solar flare as a standard action and hit, you can use a move action to make a second ranged attack with your solar flare. This second attack is made at a -8 penalty (-6 if you're attuned or fully attuned) and must be made against a different target than the first attack. You determine line of sight and the range of this attack starting from one corner of the space occupied by the target of the first attack. The second attack is treated as an attack in a full attack for the purposes of abilities that reduce the penalties for full attacks. You must have a solar flare to select this stellar revelation.

Draining Agony (Su) GRAVITON REVELATION

- You can increase the suffering of those who would oppose you. As a reaction while you're attuned or fully attuned, when a hostile creature within 30 feet of you takes damage from any source, you can add your solarian level to the total damage the creature takes. Once you use this revelation, you can't use it again until the next time you rest for 10 minutes to regain Stamina Points.

Gravity Pulse (Su) GRAVITON REVELATION

- Your solar flare has an intrinsic connection to gravitational forces. As a move action, you can grant your solar flare the *gravitation*^{AR} (10 ft.) weapon special property. This benefit lasts for 1 round or until you leave graviton mode, whichever comes first. When you are attuned or fully attuned, this

gravitation property instead has a value of 20 feet. You must have a solar flare to select this stellar revelation.

Luminescent Inquisition (Su) PHOTON REVELATION

- Your light shines upon your enemies and reveals the truth. As a move action, you can grant a weapon you wield, including your solar weapon or unarmed attacks, the *aurora*^{AR} weapon special property. This benefit lasts for 1 round or until you leave photon mode, whichever comes first. When you are attuned or fully attuned, your weapon also gains the *demoralize*^{AR} critical hit effect in addition to its normal critical hit effect.

Vital Reinforcement (Su) PHOTON REVELATION

- You have learned how to use photonic power to bolster your allies in the face of danger. As a reaction while you're attuned or fully attuned, when an ally other than yourself within 30 feet of you takes damage, you can reduce the damage taken by your solarian level (minimum 0 damage). Once you use this revelation, you can't use it again until the next time you regain Stamina Points after a 10-minute rest.

10th Level

You must be at least 10th level to select these stellar revelations.

Forceful Shield (Su) PHOTON REVELATION

- Your solar shield, when imbued with photonic energy, can be used for offense as well as defense. As a full action while holding your solar shield, you can make one melee attack with it, dealing damage as if it were a solar weapon (using your solarian level). You can also use it to make an attack of opportunity if a foe provokes one from you before the beginning of your next turn after you used your solar shield in this way. While attuned or fully attuned, you can align your solar shield against the target of your attack as part of the same full action. If you have a *solarian weapon crystal* inserted in your solar shield, you apply its benefits to these melee attacks. You must have a solar shield to select this revelation.

Gravity Well (Su) GRAVITON REVELATION

- You have learned how to use your solar manifestation to disrupt the gravitational fields around your enemies. As a full action while attuned or fully attuned, you can make an attack with your solar flare, solar shield, or solar weapon against a single target. If you are able to make this attack as a ranged attack, the target must be within 30 feet. On a hit, the area within a 10-foot radius of your target (including the air) becomes difficult terrain for a number of rounds equal to half your solarian level.

Solar Inferno (Su) PHOTON REVELATION

- You have learned how to create a burst of cosmic energy at the point of your solar manifestation's impact. As a full action while attuned or fully attuned, you can make an attack with your solar flare, solar shield, or solar weapon against a single target. If you are able to make this attack as a ranged attack, the target must be within 30 feet. On a hit, the target and

each creature within 10 feet of it must attempt a Reflex save. A creature that fails its save gains the burning condition. This burning condition deals 2d6 damage (increasing by 1d6 at 14th level and again at 18th level).

Stalwart Shield (Su) GRAVITON REVELATION

- Your solar shield can imitate the cosmic properties of solar armor, especially when you are properly attuned. As a move action while holding your solar shield, you can gain resistance 5 to cold and fire, which increases by another 5 at 20th level. This resistance lasts for 1 round or until you leave graviton mode, whichever comes first. While attuned or fully attuned, if you use a move action to align your solar shield against a specific target, you increase this resistance by 5 against the abilities and attacks of that target. If you have any items that would specifically benefit solar armor, they apply their benefits to your solar shield while this revelation is active. You must have a solar shield to select this revelation.

14th Level

You must be at least 14th level to select these stellar revelations.

Binary Shield System (Su) GRAVITON REVELATION

- Your bond with your solar shield is strong enough that you can split your focus against multiple foes. When you are fully attuned and use a move action to align your solar shield against a specific target, you can choose a second creature to align your shield against, gaining the full benefits of aligning your shield against both of them. Both creatures must be within 30 feet of each other when you align your solar shield against them. You must have a solar shield to select this revelation.

Gallant Rebuttal (Su) PHOTON REVELATION

- Your solar shield aligns with your cosmic potency to such an extent that you can retaliate with a starry burst against those who seek to harm you. As a reaction when you are attuned or fully attuned and take damage from a creature your solar shield is aligned against, you can cause that creature to take fire damage equal to your Charisma bonus. You must have a solar shield to select this revelation.

16th Level

You must be at least 16th level to select these stellar revelations.

Superlative Constellation (Su) PHOTON REVELATION

- Your mastery of photonic energy has developed to such an extent that it flows from you in elegant, rapid patterns. Any photon revelation you have that can be used only once before taking a 10-minute rest to regain Stamina Points can now be used up to three times before taking such a rest.

Superlative Nebula (Su) GRAVITON REVELATION

- Your mastery of gravity gives you the ability to flow through combat with ease. Whenever you use a graviton revelation as a

move action or standard action, you can take a guarded step as part of the same action. Additionally, when you take Hit Point damage, as a reaction you can use any graviton revelation you have that can be used as a move action. Once you have used a graviton revelation as a reaction with this ability, you can't do so again until you take a 10-minute rest to regain Stamina.

Zenith Revelations

You can choose these stellar revelations only when you gain the zenith revelations class feature.

Constellation Blast PHOTON REVELATION

- When you're fully photon-attuned, as a standard action, you can create a momentary chain of bursting energy that burns through the terrain. When you use this ability, you create three 10-foot-radius bursts within 60 feet of you, each of which cannot overlap and must be centered no more than 15 feet from the center of one other radius. You deal 5d6 fire damage, plus 1d6 for every 2 solarian levels you have beyond 9th, to each creature in each radius. An affected creature can attempt a Reflex save to take half damage. At 17th level, you can create three, four, or five bursts when using this ability.

Gravitic Calling GRAVITON REVELATION

- When you're fully graviton-attuned, you can call creatures of intense gravity to fight for you as a standard action. This functions as *summon creature* (Alien Archive 144) with a spell level equal to one-third your solarian level. You select which four creatures you can summon each time you gain a solarian level, and they must all be shadow creatures. Creatures you summon with this ability gain the Coordinated Shot feat.

Nebula Storm GRAVITON REVELATION

- When you're fully graviton-attuned, as a standard action, you can create areas of cosmic energy that make it difficult to maneuver. When you use this ability, you create three 10-foot-radius bursts within 60 feet of you, each of which cannot overlap and must be centered no more than 15 feet from the center of one other radius. These areas become difficult terrain for a number of rounds equal to your solarian level, and any creature that starts their turn within this difficult terrain takes 3d6 bludgeoning damage, plus 1d6 for every 3 solarian levels you have beyond 9th. An affected creature can attempt a Fortitude save to take half damage. At 17th level, you can create three, four, or five bursts when using this ability.

Solar Incursion PHOTON REVELATION

- When you're fully photon-attuned, you can invite creatures of fiery power to fight for you as a standard action. This functions as *summon creature* (Alien Archive 144) with a spell level equal to one-third your solarian level. You select which four creatures you can summon each time you gain a solarian level, and they must all be fire creatures. The natural attacks of creatures you summon with this ability have the *limning*^{AR} weapon fusion.



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SOLDIER

The nature of war has changed dramatically over the centuries, across war-torn battlefields and musty server rooms to extravagant galas and international conferences. And so soldiers must come in a variety of shapes and sizes—wielding equally varied weapons. If war is to be fought in many ways and many forms, soldiers must capitalize on all of them, though many also specialize in specific, focused areas of conflict.

ALTERNATE CLASS FEATURES

Soldiers have access to the following alternate class features.

Aesthetic Warrior

You study fighting styles thought lost to the Gap, often recorded only in the art of ancient civilizations or inferred from the shape of relic weapons and battle gear. You focus specifically ancient motions and techniques that rely on form and mobility rather than the harshness of attacks and resilience. You gain Improved Unarmed Strike as a bonus feat. You can deal lethal damage with your unarmed strikes, and the attack doesn't count as archaic. At 3rd level, you gain a unique Weapon Specialization with your unarmed strikes, allowing you to add 1-1/2 times your character level to your damage rolls for your unarmed strikes (instead of just adding your character level, as usual). If you can already add 1-1/2 your character level to your unarmed attack rolls (such as due to the vesk natural attack racial trait), you instead can add the block, grapple^{AR}, and stun weapon special properties to your unarmed strikes.

This replaces the soldier's proficiency with heavy armor and heavy weapons.

Feat Boosts

Whenever you would gain a gear boost, you can instead gain a technique called a feat boost that makes you better at using a specific combat feat that you have. All feat boosts require that you have a specific combat feat; this combat feat is indicated in parentheses after the feat boost's name. You cannot select a feat boost at the same level you gain access to its related feat.

Advanced Coordination (Ex; Coordinated Shot)

- When you are threatening a foe with a wielded melee weapon, cover it gains from you doesn't grant it any bonus to AC against your allies' ranged attacks. The foe still counts as having cover for the purpose of effects such as the Coordinated Shot feat; it simply doesn't gain any cover bonuses to AC against your allies' attacks.

Beatdown (Ex; Improved Combat Maneuver [Trip])

- Whenever a prone opponent that you threaten attempts to stand up from prone, as a reaction you can make a melee attack against that opponent. This functions similarly to an attack of opportunity, except your attack resolves before

the opponent's action (meaning they're still prone when your attack roll and damage are resolved). You cannot use this attack to make a combat maneuver, even if you have another ability or item that would normally allow you to do so.

Bodyguard Vigilance (Ex; Bodyguard)

- When you use the Bodyguard feat, it requires no action, but you must spend 1 Resolve Point each time after the first you use the Bodyguard feat during a single round, and each use must designate a different ally. Multiple uses of the Bodyguard feat don't increase the penalty to Armor Class that you take using this feat. If you also have In Harm's Way, each round you can use that feat to intercept one attack per target whose AC you have increased with the Bodyguard feat.

Chokehold (Ex; Improved Combat Maneuver [Grapple])

- Whenever you have an opponent pinned, that foe can't speak or perform actions that involve speaking or uttering sound using their voice (such as roaring, singing, and so on). Normally this prevents the target from using language-dependent abilities unless they have limited telepathy or a similar ability.

Defensive Cleave (Ex; Cleave)

- When you use the Cleave or Great Cleave feat, you don't take that feat's penalty to your Armor Class.

Defensive Lunge (Ex; Lunge)

- When you use the Lunge feat, you don't take that feat's penalty to your Armor Class.

Grabbing Strike (Ex; Improved Combat Maneuver [Grapple])

- Whenever you attack an opponent with an unarmed strike and the result of your attack roll exceeds the foe's KAC by 8 or more, that foe gains the grappled condition as if you had successfully attempted a grapple combat maneuver. You must be at least 11th level to select this feat boost.

Grapple Equipment (Ex; Improved Combat Maneuver [Grapple])

- Whenever you succeed at an attack roll to grapple an opponent, you can remove one item from the target's body that can be easily accessed, as described by the grapple

combat maneuver (*Core Rulebook* 246), instead of imposing the grappled condition on your foe.

Lightning Kip-Up (Ex; Kip-Up)

- Whenever you have at least 1 Resolve Point, you can stand from prone as part of any other action you take. Creatures with the moxie racial trait can select this feat boost even if they do not have the Kip Up feat.

Multi-Weapon Strike (Ex; Multi-Weapon Fighting)

- As a standard action, you can make two attacks against a single foe, taking a -3 penalty to each attack. Both attacks must be made using small arms or operative melee weapons. If both attacks hit and deal the same type of damage, combine the damage and apply damage reduction, resistances, vulnerabilities, and similar effects only once.

Multi-Weapon Versatility (Ex; Multi-Weapon Fighting)

- You treat all one-handed melee weapons as if they had the operative special property for the purpose of determining whether they benefit from the Multi-Weapon Fighting feat and any other combat feats and feat boosts that list Multi-Weapon Fighting as a prerequisite.

Sliding Disarm (Ex; Improved Combat Maneuver [Disarm])

- Whenever you successfully use the disarm combat maneuver against an opponent, you can knock the disarmed item up to 10 feet away from the opponent in a direction of your choice.

Soldier's Adaptability (Ex; Adaptive Fighting)

- You can use the Adaptive Fighting feat multiple times per day. Each time per day you use Adaptive Fighting after the first, you must spend 1 Resolve Point. If you use Adaptive Fighting again before a previous use expires, you replace the previously chosen feat with a different choice. If a combat feat has any daily, encounter, or target limitations, any uses of any feat chosen with this ability count toward its daily limit.

Spinning Cleave (Ex; Cleave)

- Whenever you use the Cleave or Great Cleave feat, you can make subsequent attacks against foes that are not adjacent to one another, provided each foe is within your reach.

Springing Onslaught (Ex; Spring Attack)

- When you use Spring Attack, you can select two targets to attack during your movement instead of one. Both attacks are made with a -4 penalty. All restrictions of Spring Attack apply to both targets, and your movement does not provoke attacks

of opportunity from either target. You can't target the same creature twice with this ability. You must be at least 7th level to select this feat boost.

Springing Shot (Ex; Shot on the Run)

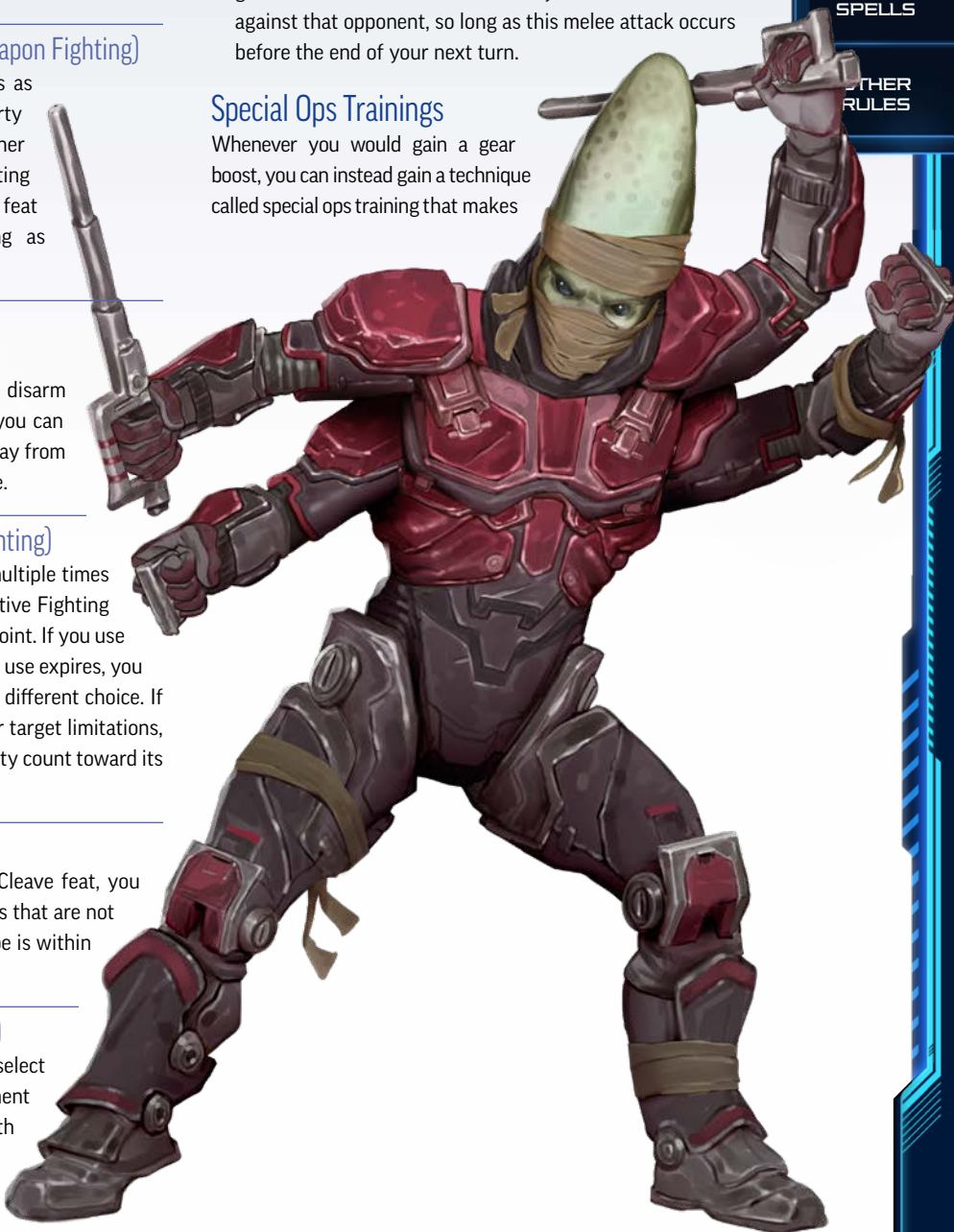
- When you use Shot on the Run, you can select two targets to attack during your movement instead of one. Both attacks take a -4 penalty. All restrictions of Shot on the Run apply to both targets, and your movement does not provoke attacks of opportunity from either target. You can't target the same creature twice with this ability. You must be at least 7th level to select this feat boost.

Volleying Bombardment (Ex; Opening Volley)

- Whenever you deal damage to an opponent with a ranged attack on your second or subsequent turn in a combat, you gain a +1 circumstance bonus to your next melee attack against that opponent, so long as this melee attack occurs before the end of your next turn.

Special Ops Trainings

Whenever you would gain a gear boost, you can instead gain a technique called special ops training that makes



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you better with one or more skills commonly used to perform special military operations.

Advanced Operations Specialist (Ex)

- Choose one class skill you gained from the soldier class or a soldier class feature. You gain an insight bonus to this skill equal to one-third your soldier class level (minimum +1). You can select this special ops training more than once. Each time, you select a different class skill.

Operations Specialist (Ex)

- Choose one of the following skills: Bluff, Computers, Disguise, Perception, Piloting, or Stealth. Add the chosen skill to your list of soldier class skills, and gain a +1 bonus to checks with this skill. You can select this special ops training more than once. Each time, you select a different class skill.

FIGHTING STYLES

The following new fighting styles can be chosen by soldiers in place of those from the *Core Rulebook* and use the normal rules for soldier fighting styles. Each fighting style lists the style techniques you learn as you gain levels.

Hunter

You're a master of hunting all sorts of creatures, from big-game animals to runaway criminals and similar marks. You may use this expertise as a sniper, trophy hunter, sport enthusiast, or fugitive tracer. Far more focused on skills than other soldiers, your unique talents combine experience in the field with refined combat ability.

Hunter's Expertise (Ex) 1st Level

- You add Perception to your list of class skills, and you gain a free skill rank at each soldier level you can use only for Perception or Survival (this does not allow you to exceed the maximum number of skill ranks in a single skill). If you take the hunter fighting style as your secondary fighting style, you gain a free skill rank for these skills only at 9th level and at each soldier level gained thereafter.

Hunt Foe (Ex) 5th Level

- As a move action, you can choose one opponent that you have line of sight to and that you are aware of and attempt a Survival check (DC = 15 + 1-1/2 × the creature's CR). Alternatively you can attempt this skill check against a creature that you can't see or aren't aware of if you've discovered and identified a set of tracks belonging to the chosen creature that are within 30 feet of you. If you succeed, you gain a +1 insight bonus to damage rolls against the target, and to Bluff, Perception, Sense Motive, and Survival checks against them, as well as all skill checks to recall knowledge about them. The save DCs of your weapon attacks and soldier class abilities also increase by 1 against the target. You can maintain these bonuses against only one opponent at a time, and the bonuses remain in effect until your target is dead, you hunt a new target, or you end

the effect without spending an action. If you fail the check to hunt your foe, you can't attempt to hunt any creature again for 24 hours.

Fast Hunting (Ex) 9th Level

- You take no penalty when using the Survival skill to find or follow tracks while moving at your full speed, and you reduce the penalty for finding or following tracks while moving twice your normal speed to -2.

Hunting Party (Ex) 13th Level

- You can hunt two foes simultaneously using the hunt foe fighting technique, though each foe requires a separate move or swift action and a separate successful skill check to hunt. In addition, you can rally your allies to hunt your foes by spending 1 Resolve Point as a standard action, granting each ally within light of sight of you the benefits of your hunt foe style technique against your current designated target for 1 minute.

Peerless Hunter (Ex) 17th Level

- You can hunt three foes simultaneously using the hunt foe fighting technique, though each foe requires a separate move or swift action and a separate successful skill check to hunt. In addition, you take no penalty to Survival checks for finding or following tracks at twice your normal speed.

Qi Adept

You are able to tap into your personal life force, enabling you to unleash incredible strikes upon your foes. Whether you've discovered these techniques on your own or studied at ancient monasteries and temples devoted to these lost arts, yours is a power cultivated through intense training and skill.

Qi Strike (Su) 1st Level

- Your life-giving qi infuses your weapon attacks with your life essence, granting them eldritch power. Whenever you have at least 1 Resolve Point, your melee and ranged attacks count as magic for the purpose of bypassing damage reduction and other situations, such as attacking incorporeal creatures.

Gather Qi (Su) 5th Level

- As a move action, you assert a degree of control over your body's qi, allowing you to perform incredible feats of spiritual power. Each time you use gather qi, you spend 1 Resolve Point and choose one of the following qi powers. You gain that qi power until you rest for 8 hours or you use gather qi again to swap benefits.

Extreme Speed: You gain a +10-foot enhancement bonus to your land speed.

Plasma Blast: You condense your body's qi into a beam of superheated plasma, allowing you to make unarmed attacks at range, with a range increment of 30 feet. All your unarmed attacks deal electricity and fire damage and gain the stunned critical hit effect.

Qi Flight: You gain a fly speed equal to your base speed with average maneuverability. At the end of each turn, if you are not on ground able to support you, you fall. If you already have a fly speed, it increases by 10 feet instead.

Bountiful Qi (Su) 9th Level

- Whenever you use gather qi, you can gain one qi power without spending any Resolve Points or two qi powers by spending 1 Resolve Point. Alternatively, you can gain one qi power with its associated enhancement (see below) by spending 1 Resolve Point. The list of qi power enhancements is described below.

Extreme Speed: The enhancement bonus to speed that you gain from this qi power increases to 20 feet.

Plasma Blast: Choose one of the following weapon special properties: automatic, blast, explode, or line. Each time you attack with your plasma blast, you can make the attack with the chosen weapon special property and the unwieldy weapon special property.

Qi Flight: The fly speed you gain from this qi power is equal to twice your base speed or your fly speed + 20 feet (whichever is higher).

Qi Overflow (Su) 13th Level

- You gain a +1 insight bonus to the save DCs of all your soldier class features, weapon special properties, critical hit effects, and weapon fusions.

Abundant Qi (Su) 17th Level

- Whenever you use gather qi, you can gain one qi power without spending any Resolve Points, two qi powers by spending 1 Resolve Point, or all three qi powers by spending 2 Resolve Points.

Wrathful Warrior

The wrathful warrior style draws upon your emotions—specifically your rage and wrath—to enable devastating attacks. You may have trained yourself to intentionally overload your fight-or-flight adrenaline response, or may just come from a long line of berserker warriors. At higher levels, you're able to use your anger to ignore damage and strike with impudence.

Frenzied Fighting (Ex) 1st Level

- As a swift action, you can enter a frenzy that empowers your attacks and deadens you to fear and pain for a number of rounds equal to 1d4 + half your soldier level (rounded up). While frenzied, you gain a +2 bonus to melee damage rolls and Will saves, as well as a -1 penalty to AC.

At 5th level and every 4 levels thereafter, the bonus to melee damage rolls granted by your frenzy increases by 1. While frenzied, you can't use any ability that requires patience or concentration, such as spellcasting, or any Charisma-, Dexterity-, or Intelligence-based skills except Acrobatics, Intimidate, and Piloting. After your frenzy ends, you can't use this ability again until after you rest for 10 minutes to regain Stamina Points.

Ignore Pain (Ex) 5th Level

- Each time you use the frenzied fighting technique, you gain a number of temporary Hit Points equal to your soldier level. These temporary Hit Points are lost when your frenzy ends. You also gain a +4 bonus to saving throws against pain effects while frenzied.

Close Enough to Kill (Ex) 9th Level

- Whenever you attempt an attack roll against an opponent while frenzied and miss, but your d20 roll is not a 1, you can spend 1 Resolve Point to treat the attack as a successful hit. This attack automatically deals minimum damage. For example, if you would normally deal 4d6+10 damage on a hit and use this ability, you would deal a total of 14 damage.

Shrug Off the Pain (Ex) 13th Level

- Choose either kinetic damage or one of acid, cold, electricity, fire, or sonic. If you choose kinetic damage, you gain damage reduction equal to half your soldier level. If you choose acid, cold, electricity, fire, or sonic, you gain energy resistance against that type of energy equal to half your soldier level. If you have the Enhanced Resistance feat or later gain it, you must choose different damage types for each ability.

Adaptive Damage Reduction (Ex) 17th Level

- As a swift action, or as a reaction whenever you take damage, you can change which type of damage your shrug off the pain ability applies to. This lasts until the next time you use this ability, but once you use adaptive damage reduction, you can't do so again until you spend 1 Resolve Point to regain Stamina Points.

GEAR BOOSTS

The following gear boosts (*Core Rulebook* 111) allow soldiers to use their equipment in innovative ways.

Finesse Striker (Ex)

- You add half your soldier level to damage rolls using weapons with the operative special property.

Nimble Juggernaut (Ex)

- Whenever you're wearing armor (including powered armor), you reduce your total armor check penalty by 1 (minimum 0) and total speed adjustment by 5 feet (minimum adjustment 0 feet). The armor check penalty reduction increases by 1 at 7th level and every 4 levels thereafter. At 11th level, you reduce the armor's speed adjustment by 10 feet (minimum adjustment 0 feet). These benefits stack with similar effects, such as from the guard fighting style's 1st-level style technique.

Unburdened Shield (Ex)

- Whenever you're wielding a shield, you ignore the shield's armor check penalty and speed adjustment (if any). If the shield has a maximum Dexterity bonus, you also ignore its maximum Dexterity bonus.



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TECHNOMANCER

Capable of hacking the fundamental, physical laws of the universe with their computer savvy and magical powers, technomancers are people who take life by the horns and make it work for them. Using powerful magic hacks, they create potent spell effects to make life easier for themselves, whether they wish to travel vast distances, create helpful items and beneficial conditions, or simply watch an enemy burn in the combusive fires of a star.

ALTERNATE CLASS FEATURES

Technomancers have access to these alternate class features.

Cache Augmentation (Ex) 1st Level

Your studies of the fundamental forces of the galaxy have enabled you to enhance one of your body's systems to benefit from the energy of stored spells. You might have been bestowed this augmentation by an order of technomancers, implanted the augmentation into yourself as part of your research, or witnessed part of your body undergo a technomantic apotheosis that left you with the ability to cast spells. Your cache augmentation takes the form of any cybernetic augmentation or magitech augmentation (*Starfinder Armory* 90) of your choice with an item level of 1. Each time you gain a level, the item level of your augmentation increases by 1, and you can replace it with a different augmentation with an item level equal to your technomancer level or lower. This augmentation counts toward the total number of augmentations you can have implanted into each of your body's systems as normal.

At 6th level, each time you regain your spells, choose one of the following: attack rolls, Computers and Engineering checks, Fortitude saves, or Reflex saves. You gain a +1 enhancement bonus to rolls of your chosen type. This enhancement bonus increases to +2 at 12th level and +3 at 18th level.

At 12th level, each time you regain your spells, choose a second option from the 6th-level list. You gain a +1 enhancement bonus to rolls of this type. This enhancement bonus increases to +2 at 18th level.

At 18th level, each time you regain your spells, choose a third option from the 6th-level list. You gain a +1 enhancement bonus to rolls of this type.

These enhancement bonuses count as part of the effects of your cache augmentation, and if your augmentation is removed or its effects suppressed (such as by the *reject augmentation* spell; *Starfinder Armory* 149) you also lose these bonuses.

This replaces spell cache and cache capacitor.

Hack Capacitor (Su) 6th Level

You can adjust your magical knowledge, granting you the ability to hack your spellcasting in unexpected ways. Select three magic hacks that you do not have but whose prerequisites you meet. As a move action, you can gain the benefit of one

of these magic hacks for 1 minute. You can use this ability multiple times each day, but each time you use it after the first in a single day, you must spend 1 Resolve Point. If you use hack capacitor again before the duration expires, you replace the previous magic hack with the new choice. If a magic hack you chose with hack capacitor has a daily use limitation, any uses of any magic hack from your hack capacitor count toward the hack's daily limit. Each time you gain a technomancer level, you can replace one magic hack you selected with this ability with another choice.

At 12th level, select a fourth magic hack. As a move action, you can gain the benefit of two magic hacks for 1 minute by spending 1 Resolve Point (or 2 Resolve Points if you have already used this ability during the same day). Both magic hacks count as a single choice for the purpose of this ability, so if you use this ability again during the same day, both magic hacks are replaced.

At 18th level, select a fifth magic hack. As a move action, you can gain the benefit of three magic hacks for 1 minute by spending 2 Resolve Points (or 3 Resolve Points if you have already used this ability during the same day). All three magic hacks count as a single choice for the purpose of this ability.

At 19th level, you can use this ability as a swift action or a move action.

This replaces cache capacitor and resolve attunement.

Cache Hacks (Su) 6th Level

At 6th level, you can acquire a cache hack, a fundamental shift in the focus of your spell cache that alters the spells you can cast with the cache capacitor class feature. Choose one of the cache hacks described on page 93; your cache capacitor can hold the listed spells instead of those described on page 120 of the *Core Rulebook*.

Some of the cache hacks described below allow you to place spells with targets into your cache capacitor. These spells are marked with an asterisk (*). For such spells, you effectively gain the ability to cast the cached spell at will. You don't need to make any decisions required for the spell in advance, but their duration expires normally. Reestablishing one of these spells requires only that you cast the spell again; you don't need to spend 5 minutes reestablishing it. You can have only one instance of each spell active at a time, and casting the spell again causes the previous instance to automatically end, as if its duration had expired. After 24 hours, you lose the

ability to cast the spell in your cache capacitor and effects produced by those spells immediately end, as if their duration had expired.

Aside from the change in the spell list and the changes listed above, your cache capacitor otherwise functions as described in the cache capacitor class feature. This alters cache capacitor.

Devastator's Cache

- The devastator uses their technomancy not for fame, fortune, or glory. Instead, the devastator use their spells to lay waste to their enemies.

First Slot (6th Level): *jolting surge**, *magic missile**, *overheat**, *supercharge weapon**.

Second Slot (12th Level): *caustic conversion**, *directed denial of strength attack*^{PW}*, *inject nanobots**, or *logic bomb**.

Third Slot (18th Level): *arcing surge**, *entropic grasp**, *explosive blast**, or *irradiate**.

Genehacker's Cache

- The genehacker uses their spell cache to fundamentally alter organisms, be it themselves, their allies, or their foes.

First Slot (6th Level): *baleful polymorph*^{AA2}* (1st level), *keen senses*, *life bubble*, or *polymorph^{AA2}* (1st level).

Second Slot (12th Level): *baleful polymorph*^{AA2}* (2nd level or lower), *darkvision*, *polymorph^{AA2}* (2nd level or lower), or *spider climb*.

Third Slot (18th Level): *baleful polymorph*^{AA2}* (3rd level or lower), *flight* (3rd level or lower), *lesser resistant armor*, or *polymorph^{AA2}* (3rd level or lower).

Holographic Artist's Cache

- The holographic artist uses their spell cache to paint the world around them with dazzling holograms and creatures that others can't help but believe.

First Slot (6th Level): *disguise self*, *holographic image* (1st level), *summon creature^{AA}* (1st level), or *unseen servant*.

Second Slot (12th Level): *holographic image* (2nd level or lower), *invisibility**, *mirror image**, or *summon creature^{AA}* (2nd level or lower).

Third Slot (18th Level): *displacement*, *holographic image** (3rd level or lower), *nondetection*, *summon creature^{AA}* (3rd level or lower)

Junker's Cache

- The junker uses their spell cache to build incredible weapons, armor, and machines from scrapped parts.

First Slot (6th Level): *detect tech*, *junk armor*^{PW}* (1st level), *junksword*^{PW}* (1st level), or *supercharge weapon**.

Second Slot (12th Level): *junk armor*^{PW}* (2nd level or lower), *junksword*^{PW}* (2nd level or lower), *microbot assault**, or *recharge**.

Third Slot (18th Level): *handy junkbot**, *healing junkbot**,

junk armor^{PW}* (3rd level or lower), or *junksword*^{PW}* (3rd level or lower).

MAGIC HACKS

The following magic hacks use the standard rules for magic hacks (Core Rulebook 119).

2nd Level

You must be 2nd level or higher to choose these magic hacks.

Calculate Trajectory (Ex)

- As a move action, you can predetermine all potential outcomes and variables before attacking a foe with a spell to consistently strike them at their most vulnerable spot, forcing the target to rely on its



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reflexes to avoid your attack. If you cast a spell that requires a melee attack or ranged touch attack to affect a target before the end of your next turn, you automatically hit your target, but your foe can attempt a Reflex save to negate your spell's effect (calculating your spell's save DC normally).

Direct Denial of Shapechanging (Su)

- When you cast a polymorph spell (*Alien Archive* 2 145) on a target with the shapechanger subtype and that target attempts to end your polymorph effect using its change shape ability, that foe must attempt a Will save. If the foe fails its Will save, it fails to transform into the form allowed by its change shape ability and can't attempt to do so again for the rest of your polymorph spell's duration.

Magic Trajectories (Su)

- As a move action, you can augment a technological powered weapon (either a ranged energy weapon or a melee weapon with the powered weapon special property) so its wielder can exclude a number of targets equal to your key ability modifier from any attacks made by the weapon for 5 rounds. You can do this to a weapon in your possession or one held by an ally that is within reach at the time you use this ability. Each time an attack is made with the weapon, the attacker can exclude targets they are aware of. This exclusion applies only to instant effects and critical hit effects, such as damage or bleed, not lingering secondary effects such as creating a cloud of smoke.

After you use this ability, you cannot do so again until after you take a 10-minute rest to regain Stamina Points.

5th Level

You must be 5th level or higher to choose these magic hacks.

Adaptable Spell Knowledge (Ex)

- Choose three technomancer spells that you do not know, each with a level equal to or less than the highest spell level you can cast. As a move action, you can add one of these spells to your list of technomancer spells known for 1 minute. If you have the cache capacitor class feature and you could add that spell to one of your cache capacitor's slots, you can add the spell to your cache capacitor during this time to extend its duration as described by that class feature. You can use this ability multiple times each day, but each time you use it after the first in a single day, you must spend 1 Resolve Point. If you use adaptable spell knowledge again before the duration expires, you replace the previous spell with your new choice. Each time you gain a technomancer level, you can replace one spell you selected with this ability with another choice.

Cache Concentration (Su)

- Whenever you cast a spell with a duration of concentration, you can spend 1 Resolve Point to automate the concentration process by transforming the necessary concentration into a program loop that your spell cache can maintain for you. If the spell has a maximum duration, your spell cache maintains

the spell for that maximum duration, during which you can act normally. Otherwise, your spell cache maintains the spell until you interrupt the program loop, which does not require an action. Your spell cache can loop only one spell at a time, and if you use this ability to loop a new spell while your spell cache is already looping a spell, the spell cache immediately stops concentrating on the previous spell.

You must have the spell cache class feature to choose this magic hack.

Energy Alteration (Su)

- When you cast a spell that deals damage with a casting time of 1 standard action, you can cast the spell as a full action to change the type of damage it deals to any one of the following: acid, bludgeoning, cold, electricity, fire, piercing, slashing, or sonic. If the spell requires an attack roll to hit, changing its damage type does not change whether it targets EAC or KAC. You can spend 1 Resolve Point when casting a spell that deals damage to apply the effects of this magic hack without adjusting the spell's casting time.

Glitch Step (Su)

- You can expend a 1st-level or higher spell slot to glitch yourself out of reality, as if you were an image on a bad view screen, allowing you to move in unpredictable ways. You must use this ability as part of a move action to move your speed or a withdraw action, and it provides you with one of the following benefits. You can use this ability only once per move action.
 - Ignore 20 feet of difficult terrain. This increases to 40 feet of difficult terrain if you expend a 3rd- or 4th-level spell slot, and 60 feet of difficult terrain if you expend a 5th- or 6th-level spell slot.
 - Move 10 feet. This counts as 5 feet of movement, but you do not provoke attacks of opportunity when moving this way. Any other movement you attempt as part of your move action provokes reactions as normal. This increases to 20 feet if you expend a 3rd- or 4th-level spell slot, and 30 feet if you expend a 5th- or 6th-level spell slot.
 - Pass through up to 1 foot of solid objects as if you were incorporeal (*Core Rulebook* 264). You can pass through ceilings, floors, and walls, provided they're no thicker than 1 foot. This increases to 5 feet of solid objects if you expend a 3rd- or 4th-level spell slot, and 10 feet of solid objects if you expend a 5th- or 6th-level spell slot.

Shadow Grenade (Su)

- As a standard action, you can create and throw a quasi-real duplicate of a grenade you have in your possession. You don't need to have the grenade in hand, but you do have to have it easily accessible (essentially any grenade that would be a legal target of the Pull the Pin feat). To use this ability, you must expend a spell slot of a spell level equal to at least half the item level of the grenade to be thrown (minimum spell level 1).

The shadow grenade acts in all ways like a standard grenade of the type being duplicated, except you are proficient with it, and any creature that makes a saving throw against it

is immune to all its effects. If the grenade would not normally allow a saving throw, creatures in its area can attempt a Will save against a DC of $10 + 1/2$ your technomancer level + your key ability modifier. This also applies if the grenade requires a saving throw only under specific circumstances that don't apply to a creature. For example, if you use this ability to create a shadow smoke grenade, any creature that inhales the shadow smoke attempts a Fortitude save as outlined in that item's description (*Core Rulebook* 184) and on a success is immune to all the grenade's effects (including any cover it would grant). Creatures that do not inhale the grenade's shadow smoke are still allowed a Will save, as outlined above, to ignore all the grenade's effects (including cover).

You can use this ability to duplicate a grenade with a weapon fusion or fusion seal, but for the purpose of determining the level of the spell slot you must expend to use this ability, treat the grenade's item level as equal to its base item level + the level of any fusions.

8th Level

You must be 8th level or higher to choose these magic hacks.

Brain Hacker (Su)

- To you, living brains are merely a type of organic computer, and you've learned to hack them as easily as you would an artificial mind. For the purpose of determining the effects of your technomancer spells, you treat all living creatures with an Intelligence score of 1 or higher as if they were both their original type and subtype and constructs with the technological subtype, whichever is more beneficial for you. This ability allows you to heal living creatures with spells like *mending* and *make whole*, as if they were constructs.

Drone Summoner (Su)

- When you cast *summon creature* (*Alien Archive* 144) to summon a robot, you can grant that robot a number of benefits as if it were a mechanic's drone you controlled. If you summon multiple robots with a single creature summoning spell, you select one of them to receive these benefits. You can give it commands if it is within 100 feet of you, as if you had limited telepathy that functioned with the robot.

For every 4 caster levels you have, you can select one additional benefit to grant the robot, up to a maximum number of benefits equal to the spell level of the spell you used to summon it. Each time you gain a new technomancer level, you can change what benefits you have selected. When you summon a robot with a *summon creature* spell (*Alien Archive* 144), you can decide what benefits it receives from those you have selected, up to its maximum.

The benefits you can select from include bonus feats and drone mods. The bonus feats you can select from are Blind-Fight, Cleave, Far Shot, Jet Dash, Kip Up, and Mobility. The drone mods you can select from are camera, cargo rack, climbing claws, enhanced senses, hardened AI, hydrojets, jump jets, speed, and tool arm (you must define the tool when you select this benefit).

You must be able to cast *summon creature* (*Alien Archive* 144) to summon a robot to select this magic hack.

Extend Runtime (Su)

- You hack a spell's runtime, dramatically increasing its duration. Whenever you cast a spell with a duration of 10 minutes/day or longer and target only yourself, you can either spend 1 Resolve Point or cast the spell using a higher-level spell slot to increase its duration to 24 hours (D).

Translocational Recall (Su)

- As a standard action, you can spend 1 Resolve Point to create a translocational beacon that you place anywhere within your reach. As a swift action, you can instantly teleport from your current location to the location where you placed your translocational beacon, provided the beacon has at least 1 Hit Point and is no further than 10 feet × your technomancer level from your current location. This movement doesn't provoke attacks of opportunity, although it does create a dazzling flash of neon light (Perception DC 0 to notice).

A transdimensional beacon is a Fine object with negligible bulk, hardness equal to your technomancer level, and Hit Points equal to $3 \times$ your technomancer level. Your spell cache monitors your beacon, and you are automatically alerted if it is destroyed or you move out of its range. You can have only one beacon active at a time, and creating a new beacon causes the old beacon to immediately collapse and become inert.

11th Level

You must be 11th level or higher to choose these magic hacks.

Diminish Spell Runtime (Su)

- As a standard action, you can attempt to hack an active spell effect that you're aware of to reduce its duration. You must be able to touch the area, creature, or object affected by the spell that you want to hack. As part of the hack, attempt a Mysticism check with a DC equal to $15 + 1-1/2 \times$ the caster level of the spell. If you succeed, you reduce the spell's duration by 50%. If this reduces its duration to less time than the effect has already been active, the spell ends as if dispelled. If you fail the check by 5 or more, you can't attempt to hack that spell again for 24 hours. This ability does not affect spells with an instantaneous or permanent duration.

Reactive Counter (Su)

- Whenever an opponent you're aware of casts a spell, as a reaction you can cast *dispel magic* or *greater dispel magic* in an attempt to counter the spell, even if you didn't ready an action or select that opponent. This magic hack doesn't allow you to cast a spell that you don't know, and you must expend a spell slot of the appropriate level to cast *dispel magic* or *greater dispel magic* in this way.

You must know *dispel magic* or *greater dispel magic* to select this magic hack.



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ARCHETYPES

Though Starfinder's character classes allow players to create an array of heroes, the concepts or backstories behind some player characters might deviate from these general roles. Archetypes allow for more flexibility to create characters to fit specific concepts, using Starfinder's base classes as a framework and the more specialized mechanics of each archetype as supplements. Most of the archetypes presented on the following pages can be applied to any class, using the rules for archetypes found on pages 126–127 of the *Starfinder Core Rulebook*. Rules for how to apply archetypes to NPCs with a class graft can be found on page 167 of *Starfinder Pact Worlds*.

Like the seven base classes in the *Starfinder Core Rulebook*, the three new classes on pages 40–67 of the *Character Operations Manual* can each benefit from the game's new and existing archetypes in different ways. The information needed to apply an archetype to one of these new classes can be found on page 39.

The following section offers suggestions for the archetypes that can most easily be applied to the biohacker, vanguard, and witchwarper classes. Specifically, the suggestions here offer effective options for the conceptual and mechanical approaches that players might take when building characters of each class. All this information is just a suggestion, however, and players are as always free to combine classes and archetypes as desired to create exactly the characters they want to play.

BIOHACKER

With their knowledge, mastery of science, and battlefield improvisation, biohackers make great instructors (page 104), once they reach at least 12th level. The instructor archetype is also great for high-level biohackers who want to regularly make use of a given skill on the battlefield, due to the instructor's 18th-level ability that allows the biohacker to take 20 on their chosen skill even in dangerous or distracting situations. Biohackers whose focus is on healing and protecting their allies will find the medic archetype (page 105) makes them effective party doctors—a useful role in any science-fantasy adventure. Since the espionage agent's improvised forgery class feature (page 101) allows a character to use Computers to quickly craft a false identity complete with forged documents, an official identification card or badge, and a minimal infosphere presence, a biohacker who focuses on Computers can maximize those effects.

Biohackers who focus on computers and technology can also be effective Starfinder data jockeys (*Pact Worlds* 188), while those wishing to be masters of blending biology and mechanics might do well to become roboticists (*Pact Worlds* 27). Those who wish to use their abilities to protect and preserve nature and biodiversity often become wild wardens (*Pact Worlds* 37), and biohackers who are masters of the business end of the medical trades make fine corporate agents (*Pact Worlds* 47).

VANGUARD

As unstoppable juggernauts capable of turning the tables on attackers, vanguards make natural battleflowers (page 98), as the battleflower's stunning strike class feature meshes perfectly with a vanguard who focuses on Acrobatics and relies primarily on unarmed strikes. Vanguards also make great powered armor jockeys (page 106), increasing the class's ability to absorb plenty of damage by making it easy to wear and improve powered armor. Vanguards are also competent android abolitionists (page 97), especially those who intend to protect specific allies, as the abolitionist aegis class feature is a powerful defensive tool, or who would benefit from gaining Diplomacy and Bluff as class skills.

Similarly, vanguards' focus in combat makes them excellent Skyfire centurions (*Pact Worlds* 185), allowing them to create a bond with a specific ally, share their training with that ally, and attack enemies more effectively together using the concentrated fire class feature granted at 9th level. Those vanguards who approach the battlefield aggressively, daring enemies to attack them so as to build up their entropic pool, also benefit greatly from the star knight archetype (*Pact Worlds* 186), and specifically its challenge class feature, which allows a vanguard to make an attack in a burst of movement that can demoralize enemies that can see and hear the terrifying advance. Some vanguards are drawn to the more contemplative nature of understanding the primal forces of the universe, and become solar disciples (*Pact Worlds* 17).

WITCHWARPER

Inscrutable manipulators of reality, witchwarpers who are focused exclusively on using or studying the magic behind the veils of existence make excellent esotericists (pages 99–100), and witchwarpers whose magic specifically avoids affecting technology can make the most use out of the features available to that archetype. The ability to look into other realities can also aid witchwarpers in the more skill-focused role of fixers (page 102), and those who appreciate the ability to make adjustments to the reality around them are sometimes drawn to become starwrights (page 107).

Witchwarpers who focus heavily on magic and using magic items also make excellent Arcanamirium sages (*Pact Worlds* 183). Witchwarpers who instead exert their charisma to charm the people around them are natural free traders (page 103). For witchwarpers whose powers to augment and manipulate infinite realities contain a psychic element, the phrenic adept archetype (*Core Rulebook* 128) provides access to limited telepathy, psychic defenses against mental attacks, and spell-like abilities to further unsettle enemies with bizarre powers. Witchwarpers who wish to pass their wisdom on to others make rather effective instructors (page 104), especially since the most savvy witchwarpers understand the fundamentals of the universe at a higher level than most individuals even realize exist.

ANDROID ABOLITIONIST

Androids were recognized as free citizens of the Pact Worlds more than a century ago, but nefarious corporations, the Azlanti Star Empire, and other bad actors still conscript them into forced labor. Android abolitionists are freedom fighters dedicated to liberating such androids and combating the oppression of created peoples.

Only some who have this archetype are members of the Android Abolitionist Front, an organization dedicated to fighting against android slavery. Likewise, not all Android Abolitionist Front agents have this archetype. Individuals with this archetype who join the Android Abolitionist Front are secretly inducted into a clandestine cell of local liberators, who train new recruits in the subtle arts of infiltration, manipulation, and protection. Once ready, abolitionists infiltrate and disrupt android trafficking operations or free enslaved androids.

ALTERNATE CLASS FEATURES

The android abolitionist grants alternate class features at 4th, 9th, and 18th levels.

Cunning Liberator (Ex) 4th Level

You understand the methods that android slavers use to track created peoples, and you have become adept at avoiding these villains. Whenever you attempt a Culture check to recall knowledge about a location where you're trying to lie low and avoid attention, reduce the DC by 5. Additionally, Bluff and Diplomacy are class skills for you. For each of these skills that are already class skills for you (or becomes a class skill for you) from a source other than this archetype, you can choose an additional class skill from among Disguise, Intimidate, Sense Motive, Sleight of Hand, Stealth, and Survival.

Abolitionist Aegis (Ex) 9th Level

Your guidance is instrumental in keeping others safe. As a move action, you can designate a creature as your ward. Once you do so, that creature remains your ward for the rest of the day, and you cannot designate a different creature as your ward for 24 hours. You can have only one ward at a time. Once per minute as a reaction to when your ward is adjacent to you and would take damage, you can expend 1 Resolve Point and grant your ward DR 10/— or resistance 10 against one energy damage type (acid, cold, electricity, fire, or sonic). This damage reduction or resistance is applicable only against the triggering attack and ends as soon as the damage from the triggering attack is resolved.

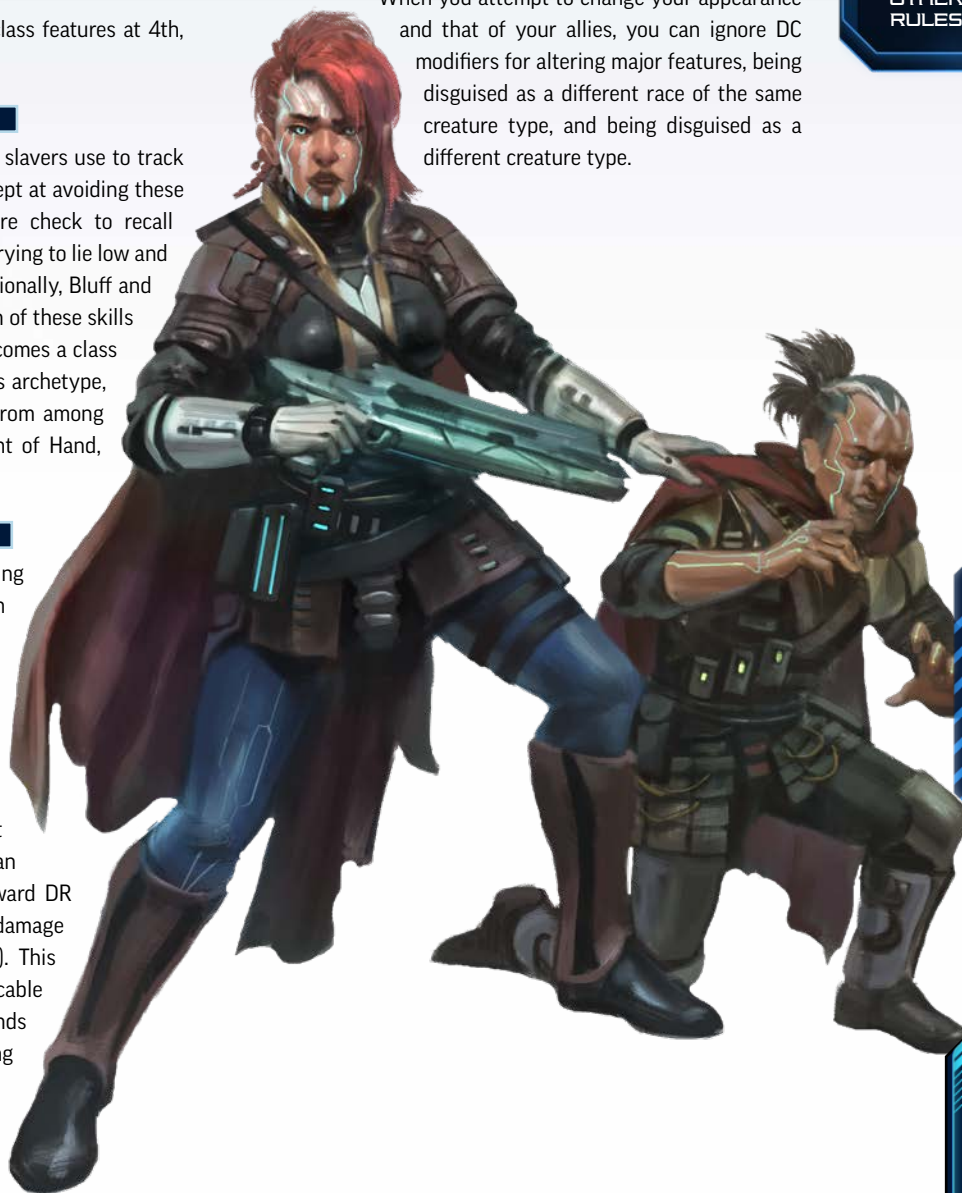
At 18th level, the amount of damage reduction or energy resistance this class feature grants increases to 15.

Traceless Persona (Ex) 18th Level

You are exceptional at masking your digital and physical appearance, and you can help your ward to do the same. Once per day, you can take 20 on an attempt to use Computers to create or detect a forgery. Anyone attempting to use Computers to track the digital signature of you or your ward (if you have designated one using your abolitionist aegis class feature) must roll twice and use the lowest result when doing so.

This feature provides a number of other benefits. The DC for another creature to find or follow your tracks is $20 + 1\frac{1}{2} \times$ your ranks in Stealth or Survival (your choice), no matter what circumstances, surfaces, or conditions you travel in. If you mask or cover allies' tracks, taking at least a full action to do so, this DC also applies to checks to find or follow those tracks. In addition, when you attempt a Disguise check to change your appearance, you can affect yourself and up to six allies.

When you attempt to change your appearance and that of your allies, you can ignore DC modifiers for altering major features, being disguised as a different race of the same creature type, and being disguised as a different creature type.



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BATTLEFLOWER

Battleflowers (or *ukara* in Triaxian) are elite martial artists from Ning on Triaxus. The battleflower tradition goes back millennia. Renouncing family, social status, and outward expressions of gender, battleflowers perform extravagant, ritualized combats. They are celebrities in Ning and the wider Pact Worlds.

This art requires martial skill and a flair for performance, so most battleflowers are envoys, operatives, solarians, or soldiers. Many battleflowers are ryphorians (*Starfinder Alien Archive* 96), but anyone can train to become one of these gladiators.

PREREQUISITE

You must have 2 ranks in Profession (dancer) to take the battleflower archetype.



ALTERNATE CLASS FEATURES

This archetype grants optional alternate class features at 2nd, 6th, 9th, 12th, and 18th levels. At each of these levels, you can choose the alternate feature or the class feature for your class. If a class feature requires a saving throw, the DC equals 10 + half your class level + your key ability score modifier.

Battleflower Training (Ex) 2nd Level

Choose one of the following feats for which you meet the prerequisites as a bonus feat: Advanced Melee Weapon Proficiency, Bodyguard, Close Combat (*Starfinder Pact Worlds* 190), Improved Combat Maneuver, Improved Unarmed Strike, Jet Dash, or Special Weapon Proficiency. If you choose a feat that grants weapon proficiency, you also gain Weapon Specialization as a bonus feat at 3rd level for the selected weapon or weapon type.

Acrobatic Grace (Ex) 6th Level

You can use Acrobatics checks in place of Diplomacy checks to change a creature's attitude as a sense-dependent rather than language-dependent effect. In addition, your movements can enthrall observers. As a full action, you can move up to your speed while performing an acrobatic dance. Choose one enemy within 60 feet; that foe must succeed at a Will save or be fascinated while you continue to take this full action on your turns. You can affect one extra target for every 3 class levels you have above 6th. This is a mind-affecting, sense-dependent effect.

Stunning Strike (Ex) 9th Level

When you make an unarmed strike, before the attack roll you can declare an attempt to stun the target. If you hit, the target takes damage normally and must succeed at a Fortitude save or be stunned for 1 round (DC = 10 + your level + your key ability score modifier). You can attempt this strike a number of times per day equal to your class level.

Starting at 12th level, when declaring your stunning strike, you can choose a condition other than stunned. At 12th level, you can render a target staggered for 1d6+1 rounds. At 16th level, you can make a target permanently blinded or deafened. At 20th level, you can render the target paralyzed for 1d6+1 rounds. Effects from multiple hits don't stack, but they can extend the duration.

Balanced Scales (Ex) 12th Level

As part of a move action, you can expend 1 Resolve Point to take 20 on an Acrobatics check to balance, or 2 Resolve Points to take 20 on an Acrobatics check to tumble. For balance, the effect lasts up to 1 minute, and for tumble, it lasts 1 round. In both cases, you can move at full speed.

Uncanny Initiative (Ex) 18th Level

You can choose any number from 1 to 20 as the d20 result of your initiative check, adding initiative modifiers as normal.

ESOTERICIST

Within the halls of the Arcanamirium and similar enclaves of practitioners of magic across the wider galaxy, some spellcasters focus on the study of magic in its purest form. They also delve into ancient magic and magical techniques, some of which date back to before the Gap. Referred to as esotericists by some, and occasionally derisively, these spellcasters have uncovered magic that predates technology and doesn't mix well with modern devices and modern engineering. A few of these spellcasters, mostly researchers rather than practitioners, reject the premise that magic and technology should be integrated, but a wider belief among esotericists is that the cumbersome and confining nature of technology can corrupt, dilute, and twist the unbridled potency of raw eldritch energies. As a result of their devotion to various forms of magic, including age-old methods, esotericists often discover hidden mystical abilities and lore other spellcasters overlook in their more traditional or forward-looking studies. Although usually considered eccentric, esotericists thrive on sharing knowledge related to the study of magic. Venturesome esotericists seek out sources of magic and delve into old lore rooted in such magic; the esotericists of the Arcanamirium might be the best source of information on Lost Golarion and Absalom Station's *Starstone* in the galaxy.

PREREQUISITE

Only characters who have the spells class feature can take this archetype.

ALTERNATE CLASS FEATURES

The esotericist grants alternate class features at 2nd, 6th, 9th, and 18th levels. These alternate class features are optional; at each of these levels, you can either choose an esotericist alternate class feature (selecting a feature of your own class level or lower) or keep the normal class feature for your class at that level. However, unless stated otherwise, you can gain each alternate feature only once.

The following alternate class features are available for the esotericist to choose from at each level indicated above.

Esotericist Alternate 2nd-Level Class Features

Esotericists of 2nd level or higher can select from among the following features.

Esoteric Lore (Ex) 2nd Level

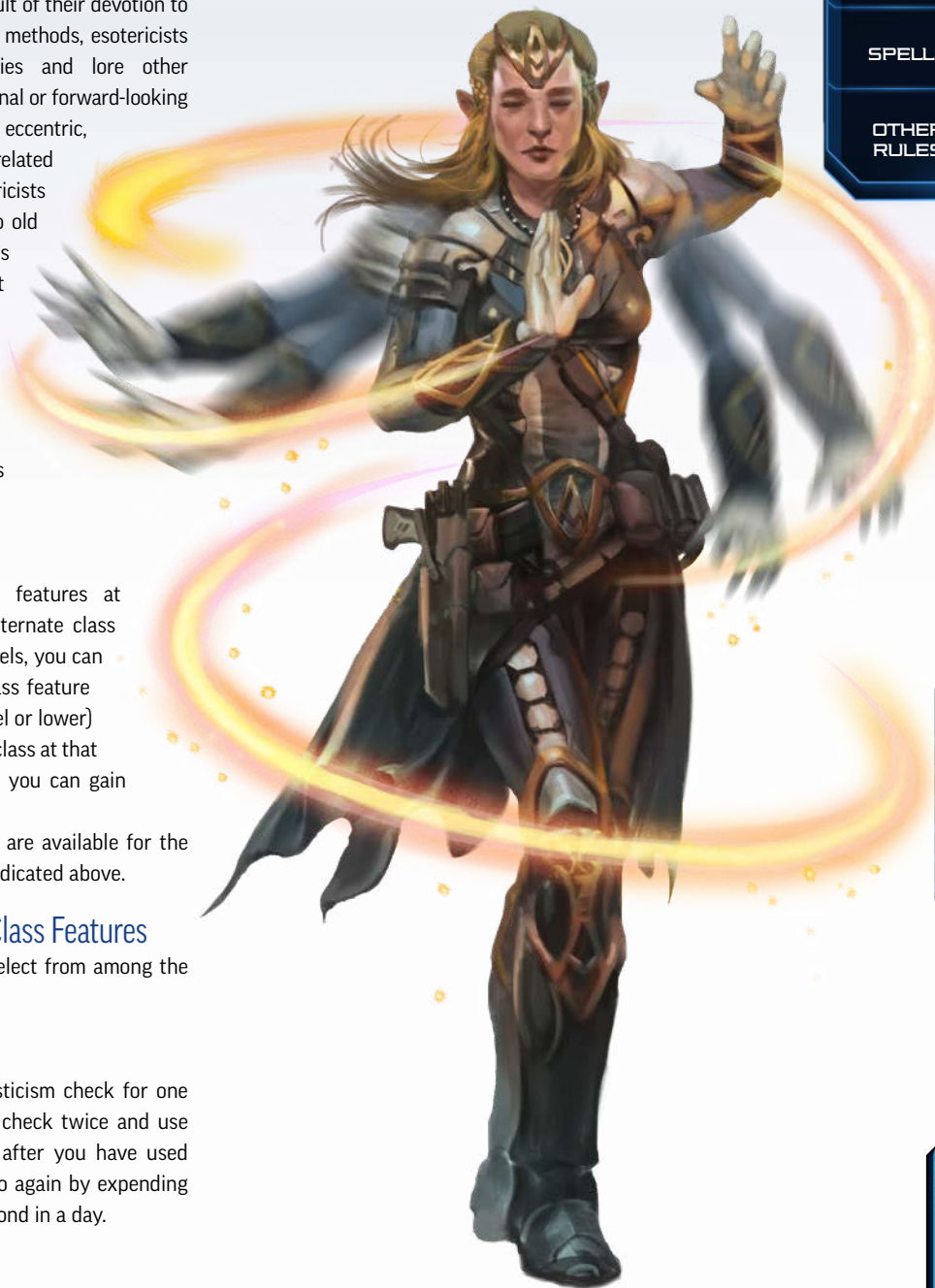
Twice per day when you attempt a Mysticism check for one of the following tasks, you can roll the check twice and use the better result. Starting at 6th level, after you have used this feature twice in a day, you can do so again by expending 1 Resolve Point for each use after the second in a day.

- Disable a magic device
- Identify a magic item

- Identify or recall knowledge about a creature that is a dragon, a fey, a magical beast, an outsider, an undead, or a construct that has the magical subtype
- Identify a spell being cast that does not affect a hybrid or technological item
- Recall knowledge about magic effects or items that are unrelated to technology

Magical Devotion (Sp) 2nd Level

When you regain your spell slots for the day, you gain one additional spell slot of the highest level of spell you can cast.



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You cannot use this spell slot to cast a spell that affects hybrid or technological items, nor can you use the spell slot to cast a spell that affects creatures that have the technological subtype. If you attempt to do any of these, the spell fails and the spell slot is used up for the day.

Spellshield Technique (Su) 2nd Level

When you are casting a spell and you take damage or are subjected to an effect that could break your concentration and cause the spellcasting to fail, you can expend 1 Resolve Point to concentrate through the distraction. If you do so, your spell does not fail unless the damage or effect kills you instantly.

Esotericist Alternate 6th-Level Class Features

An esotericist of 6th level or higher can gain this feature.

Enigmatic Nullification (Su) 6th Level

Your research into nullifying the effects of magic has given you greater insight into the mystical forces that suppress the effects of one school of magic. When you select this alternate class feature, choose one school of magic other than universal. Once per day as a reaction after you have used Mysticism to identify a spell being cast or the effects of a magic item, you can expend 1 Resolve Point and one spell slot of the highest level you can cast to disrupt the casting of that spell, prevent an effect a magic item is creating from happening or continuing, or suppress the ongoing magical effect of a magic item for 1d4+1 rounds. The spell or effect you disrupt must be from the school of magic you've chosen.

You can select this class feature multiple times. Each time you do so, choose a different school of magic.

Esotericist Alternate 9th-Level Class Features

An esotericist of 9th level or higher can select from among the following features.

Enigmatic Retribution (Su) 9th Level

You have discovered a secret arcane technique believed to have been lost to the Gap that allows you to reshape the arcane essence of a spell you negated, turning it into a powerful advantage. When you select this alternate class feature, choose one school of magic other than universal. Once per day as a reaction after countering, negating, or dispelling the effects of any spell, you can expend 1 Resolve Point to immediately cast a spell you know that belongs to the school you chose for this class feature, expending a spell slot for that spell as normal. The spell you cast can be of a level no higher than the spell you countered, or no more than half the CR or level of the effect you countered, and you must have an appropriate spell slot available to use this ability.

You can select this class feature multiple times. Each time you do so, choose a different school of magic.

Spell Shaping (Su) 9th Level

You can alter some of your spells as you cast them. When you select this alternate class feature, choose one school of magic other than universal. Once per day when you cast a spell that belongs to the school you selected, you can modify the spell according to one of the parameters in the bulleted list that follows.

You cannot use this class feature to modify a spell that affects hybrid or technological items, or creatures with the technological subtype. At 12th level, you can use this ability twice per day, and at 15th level, you can use this ability three times per day.

- **Area:** Increase the spell's area by 50%.
- **Range:** Increase the range of the spell's effect by 50%.
- **Duration:** Double the spell's duration.
- **Target:** Unless the spell's target is personal, you can target one additional creature that is within 15 feet of the spell's primary target.

You can select this class feature multiple times. Each time you do so, choose a different school of magic; you can use this ability with any of your chosen schools, but you do not gain additional uses of this ability per day.

Esotericist Alternate 18th-Level Class Features

Esotericists of 18th level or higher can select from among the following features.

Greater Spell Shaping (Su) 18th Level

When you select this alternate class feature, choose up to two schools of magic that you already use with your spell shaping class feature. You gain one additional daily use of that class feature with the chosen schools.

Annihilating Purity (Su) 18th Level

You can leverage your innate understanding of raw magical power to produce devastating effects. Twice per day as a reaction after you've rolled damage for a spell you've cast, you can increase the damage dealt by 50%. You can't use this ability to increase damage to hybrid or technological items, or damage to creatures that have the technological subtype.

Technomancer Esotericist Magic Hacks

Technomancers are rare among esotericists, but some have found ancient lore and magic as alluring as other esotericists. These modern-minded mages have creatively used their discoveries to alter technology with magic.

Archaic Upgrade (Su) 2nd Level

- As a move action during which you can draw a weapon, you can expend an unused spell slot to eliminate the archaic property of one weapon or armor you can touch. You can use this magic hack on your unarmed strikes or those of another creature. An upgraded weapon is also considered to be magical. These benefits persist for a number of minutes equal to your technomancer level.

Fusion Integration (Su) 5th Level

- As a move action during which you can draw a weapon, you can expend an unused spell slot to grant a weapon you touch a weapon fusion. The fusion's item level must be no higher than double the level of the spell slot you expend, so you'd expend a 5th-level spell slot to gain a 9th-level fusion. Fusions you place this way follow all rules for level and multiple fusions, and they persist for a number of minutes equal to your technomancer level.

ESPIONAGE SPECIALIST

The complex web of corporate interests underpins most aspects of daily life in the Pact Worlds, extending far beyond simple commerce into governmental policy, military action, and interpersonal relationships. If conspiracy theorists are to be believed, corporations run the galaxy from behind the scenes by lobbying, depositing credits into the right accounts or hands, and knowing exactly which politicians to leverage and when. But corporate interests frequently conflict, and intense rivalries spring up between companies competing within the same market. Sometimes, corporate bigwigs can't do their own dirty work, whether it's because they don't have time or because they don't want their hands in something that's downright illegal. That's when they call in an espionage specialist.

Espionage specialists are company spies or clandestine agents trusted by corporate management to successfully complete sensitive tasks with the utmost discretion. These specialists most often work for seedy corporations with amoral leadership, notably Arabani Arms Ltd., the Aspis Consortium, and especially House Zeizerer on Apostae, but they can be found on the payroll of hundreds of companies throughout the Pact Worlds and beyond. Some of these specialists are freelancers. These well-trained individuals primarily concern themselves with assignments designed to undermine rival corporations. Common missions include infiltrating a target's headquarters or warehouses, stealing technological schematics or prototypes, impersonating or even assassinating opponent executives, or keeping close watch on the competition.

Espionage specialists excel at slipping into a false identity and creating forged documentation to match. Many espionage specialists prefer to avoid violence in favor of stealthy, untraceable intrusions behind enemy lines, but they are trained in combat and capable of dealing precise damage to those they catch off guard.

Envoys and operatives gravitate toward this archetype. However, other characters can become espionage specialists, especially individuals with a talent for crafting disguises, hacking, or engaging in other forms of subterfuge.

ALTERNATE CLASS FEATURES

This archetype grants alternate class features at 4th, 9th, and 12th levels.

Covert Expert (Ex) 4th Level

You excel at infiltration, and covert missions are your specialty. Bluff, Disguise, and

Stealth are class skills for you, if they aren't already. Once per day when you attempt a Bluff check, a Disguise check, or a Stealth check, you can roll twice and use the better result. You can use this ability additional times per day by expending 1 Resolve Point for each use after the first.

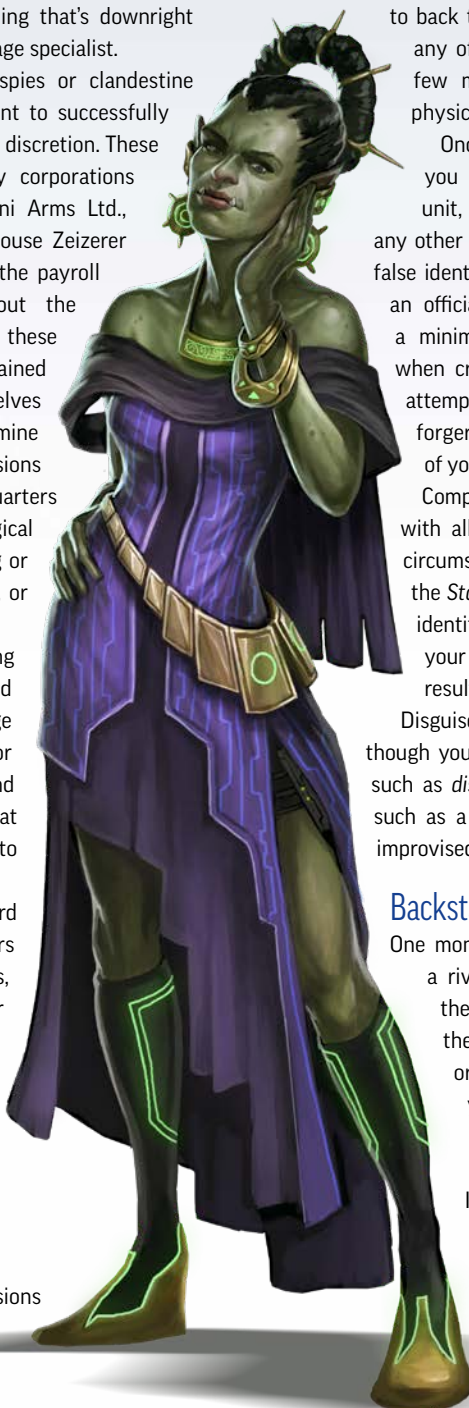
Improvised Forgery (Ex) 9th Level

To do your work, you can't afford to be recognized, and you also need to impersonate rival personnel—sometimes on short notice. Therefore, you have created numerous identities for yourself, with names and electronic documents to back them up. You find it easy to slip into any of your assumed personas with but a few moments of mental calibration and physical preparation.

Once per day as a full action, so long as you have access to an upgraded comm unit, a datapad (*Starfinder Armory* 100), or any other type of computer, you can produce a false identity complete with forged documents, an official identification card or badge, and a minimal infosphere presence. As normal when creating forged documents, you must attempt a Computers skill check to create the forgery, and any creatures scrutinizing any of your documents can attempt an opposed Computers check to detect the forgery, with all the normal DC modifiers for other circumstances, as described on page 138 of the *Starfinder Core Rulebook*. If your forged identity includes significantly changing your visual appearance, you can use the result of your Computers check for your Disguise check to change your appearance, though you still must use a disguise kit, a spell such as *disguise self*, or a technological device such as a holoskin when using this aspect of improvised forgery.

Backstabber (Ex) 12th Level

One moment you might be schmoozing with a rival executive in a private office, and the next moment you're assassinating them. You gain Fast-Talk, Greater Feint, or Improved Feint as a bonus feat. If you already have all these feats, you can select another feat for which you meet the prerequisites as a bonus feat. In addition, whenever you attack and hit someone who is flat-footed, such as during a surprise round, you deal that target an extra 1d8 damage of the same type your weapon normally deals.



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FIXER

When a sensitive criminal enterprise goes wrong, it's time to call a fixer—the person who makes those problems go away. Sometimes doing so means the fixer gets their hands dirty with work no one else is willing or trained to do, such as cleaning a crime scene and hiding the evidence before it can come to light. At other times, being a fixer means being a master of data manipulation who can cover up a virtual trail, create a new identity, grease the right cogs in the bureaucratic machine, or contact other serious professionals, such as assassins, thieves, smugglers, and all manner of other specialists willing to do illegal jobs. Fixers also know how to smuggle goods and people, moving them before authorities can catch up with seizure orders or arrest warrants.

A good fixer is often in some other business with little plausible connection to criminal enterprises. The fixer themselves doesn't become involved in active criminal jobs, so no links exist to tie the fixer to the crime. Instead, the fixer shows up only when needed to fix a specific situation, then goes back to their normal life. Law enforcement shouldn't be able to place the fixer within a list of suspects, much less link the fixer to a crime scene.

Conversely, fixers can be famous in the criminal world for their specialty skills, sometimes going by a working name. Reliable fixers are often on the payroll of mob bosses, gang leaders, and other criminal syndicates, although they are just as often employees of legitimate organizations. The fixer works on retainer and is on call for those inevitable late nights when events go sideways. Some fixers are no stranger to violence, though such tactics are seldom a fixer's first recourse, since they draw attention and leave a mess the fixer inevitably has to clean up. Instead, the fixer solves most problems with skill, cunning, plausible deniability, and, when needed, lots of other people's dirty money.

ALTERNATE CLASS FEATURES

The fixer grants alternate class features at 6th, 9th, 12th, and 18th levels.

Cleaner (Ex) 6th Level

You know how to clean a crime scene of incriminating evidence. You have a specialized tool kit called a cleaner's kit, consisting of chemicals and tools you use for this task, and you gain this kit when you gain this class feature. The kit has light bulk. You must spend 1 hour at the crime scene and have access to your cleaner's kit to clean it. When you do so, the DCs for skill checks related to investigating the crime scene that you've cleaned increase by 10.

In addition, you can use Diplomacy to arrange unmonitored transportation for yourself and up to six other creatures,

or for goods that would fit into a vehicle of size Huge or less. The DC for this check is 15 + the highest CR or level of the people or things you want to transport. Add 5 to this DC if the people or things are well known or being actively sought by legal authorities. If you succeed at this check, transportation is available within 1 day. You do not need to pay for this transportation, but you might end up owing a few favors.

Information Fixer (Ex) 9th Level

You know how to cover up information in the real world and on infospheres. When you negotiate with someone to protect a secret, lower the DC of Bluff, Diplomacy, and Intimidate checks you attempt by 5. You can expend 1 Resolve Point to treat the d20 roll in such situations as a 20.

In addition, with special software from your cleaner's kit and a hacker's kit, you can expend 1 Resolve Point to find and erase data from one infosphere to which you have access. Doing so takes 1d4 hours. The data you erase is limited to a general topic, like that stored on a secure data module (*Starfinder Core Rulebook* 215), although this ability does not erase data stored on such a module, only from the infosphere itself.

The data you erase is only superficially deleted from the infosphere. Data backups restore the information 1d4+1 days after you erase it, but until then, it can't be found.

Criminal Network (Ex) 12th Level

You have an array of criminal contacts, so you know who to call when you need a tip, and your contacts are usually willing to help or point you to someone who can. Reduce your DC to gather information on criminal enterprises and figures by 5. When you communicate or meet with a criminal for the first time, improve their initial attitude toward you by one step.

Your reputation also helps you coerce others. When you use Intimidate to bully someone who has heard of either you or those for whom you work, the effect of a successful check lasts for 1d6 days.

Dark Rep (Ex) 18th Level

Among criminals, your name is spoken in a respectful tone. Lower the DC of Bluff, Diplomacy, and Intimidate checks you attempt against criminals who know of you by 5. In addition, as a full action, you can attempt an Intimidate check to demoralize all foes within 60 feet. The DC of this check is the highest DC to demoralize any one of those foes.

If you succeed, each foe is shaken for 1 round plus 1 round for every 5 by which your check result exceeds the DC.



FREE TRADER

A free trader is an independent contractor who buys, sells, and makes a living hauling freight. Most free traders own or work on a starship, buying surplus commodities on the cheap and traveling to distant worlds where those same commodities command good prices. Free traders sometimes band together into a small merchant company, with members acting as guards, engineers, and other specialists organized under a single manager. Everyone shares the profits. If they are lucky, one good cargo run make them rich, but for most, it's a hard-knock life that means barely scraping by.

ALTERNATE CLASS FEATURE

The free trader archetype grants an alternate class feature at 2nd level, but this feature improves over multiple class levels.

Merchant Savvy (Ex) 2nd Level

You know how to find cargo that needs hauling, buy it cheap, identify good markets, then sell for a profit. Three times per day when you attempt one of the following skill checks, you can reroll the d20 before the outcome is revealed.

- Culture checks to recall knowledge about mercantile laws, customs, corporations, or other merchants
- Diplomacy checks to gather information about merchants, markets, and merchandise
- Profession checks using the accountant, corporate professional, manager, merchant, or smuggler skills, or any other Profession skills the GM approves
- Bluff, Diplomacy, or Sense Motive checks to negotiate the price for goods and services

Starting at 9th level, your experience with shipping cargo has made you an expert at packing large lots into small spaces. You can fit 20% more cargo into a cargo container or cargo hold of any vehicle, starship, or pack animal. For example, a typical cargo hold in a starship's expansion bay can hold 25 tons, but you can fit 30 tons of goods in that space. At 14th level, the amount of additional cargo you can fit into a vehicle or starship, or on a pack animal increases to 50%.

In addition, whenever you would lose cargo for any reason—such as a cargo hold being struck by weapon fire or cargo containers being stolen by thieves—you can attempt a Reflex saving throw. The DC of this saving throw is equal to that for a trap of the same CR as the threat that caused you to lose your cargo (see Table 11-14: Trap Statistics on page 412 of the *Starfinder Core Rulebook*). On a success, emergency precautions allow you to

rescue half the lost cargo. At 14th level, if you succeed at this saving throw, your precautions save the entire cargo.

When you reach 18th level, you have a reputation as an experienced trader among other merchants of all stripes. You can bring the weight of your experience and reputation down upon anyone who dares to refuse you contract terms you desire. Whenever you are negotiating with someone over a price, you can expend 1 Resolve Point to force that individual to give you the best price that character could be convinced to give under the normal circumstances. For example, if a successful skill check could convince an NPC to give you 50% off a particular purchase, your Resolve Point secures you that deal. If the best price is equivalent to the original price and your use of this ability would not earn you a discount, your Resolve Point is not expended.



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INSTRUCTOR

The galaxy is full of talented scholars, navigators, technicians, and other highly skilled individuals, but effective teaching requires its own mastery. An instructor is not merely a master of their craft; they have dedicated themselves to passing their wisdom on to the next generation of scholars, navigators, technicians, and others.

Numerous organizations throughout the galaxy have such masters among their ranks imparting their knowledge. Many an astrophysicist's career has been encouraged by professors at Solar University in Stellacuna, and the elite fighting units of Kamora are instructed by the best that city-state has to offer. Corporations have also been known to poach instructors from classrooms and research labs with the promise of higher salaries and greater flexibility. Biotech firms in particular attempt to lure teachers from Bretheda's Sui Saolus Academy to consult on classified projects, after the would-be instructor agrees to stringent non-disclosure terms and meets all security requirements.



Other instructors eschew academies and corporations alike, preferring to travel the galaxy with an apprentice or small group of students and lend their talents where needed. For those wishing to become instructors in their field, a credentialed university program is not the only path to becoming a respected teacher. Notable practitioners in countless fields have sought their own reclusive mentors or gained their mastery from years of hard-won experience.

PREREQUISITE

You must have 9 ranks in one skill that is a class skill for you before taking the instructor archetype. This skill is referred to as your chosen skill in the class features that follow.

ALTERNATE CLASS FEATURES

The instructor archetype grants alternate class features at 9th, 12th, and 18th levels.

Mastery (Ex) 9th Level

Your expertise allows you to apply your chosen skill with calm focus even when others would be distracted by the circumstances. Twice per day, you can take 10 with your chosen skill even in circumstances that normally prevent you from doing so. If you can take 10 or take 20 (including via mastery), you can expend a use of this feature to reduce the DC by 5, stacking with up to one other DC-lowering ability from another source (such as your theme). At 12th level, you can use this feature three times per day, and at 18th level, you can use it four times per day.

Efficient Mentor (Ex) 12th Level

Your education and experience in your chosen skill are vast, and you're talented at conveying knowledge to others when they look to you for assistance. When you attempt to aid another on a skill check, you do so in half the normal time if that time is measured in units other than actions. For tasks requiring actions, one that normally takes a full action takes you only a standard action. One that normally takes a standard action takes you only a move action, and if the task usually requires only a move action, you can do it as a swift action.

If you instead take the normal amount of time to aid another, the bonus you impart increases to +4 instead of the normal +2. At 18th level, you grant this +4 bonus even when you aid another quickly, and if you instead take the full time to aid another, you grant a +6 bonus instead of the normal +2.

Legendary Mastery (Ex) 18th Level

You can apply your knowledge with precision and focus born of years of practice. Twice per day, you can take 20 with your chosen skill even in situations wherein taking 20 is normally impossible. If you do so and taking 20 would have negative repercussions, such as when hacking a system with Computers, you notice the possible consequences before they occur and can stop, deal with the problem, then return to taking 20.

MEDIC

Many medical professionals staff hospitals and clinics, often specializing in a particular form of ailment or injury. Others are doctors for hire, working for rich or secretive clients with rare conditions or a history of putting themselves in harm's way. Some medics dedicate their lives to helping the poor, while a few make a living providing care to criminals with deep pockets.

ALTERNATE CLASS FEATURES

The medic archetype grants alternate class features at 2nd, 9th, and 18th levels.

Doctor (Ex) 2nd Level

You gain a number of special abilities related to the Medicine skill and healing, as noted below.

- Whenever you use equipment or one of your abilities to restore Hit Points to a creature, any surplus healing beyond that required to restore the creature to its maximum Hit Points restores that many Stamina Points to the creature.
- You can tend up to 20 patients with long-term care.
- When you use the long-term stability task of Medicine, if you succeed at the Medicine check by 10 or more, the patient heals 1 HP and regains consciousness.
- You can use Medicine to treat disease in only 1 minute instead of 10 minutes.

Medical Specialist (Ex) 9th Level

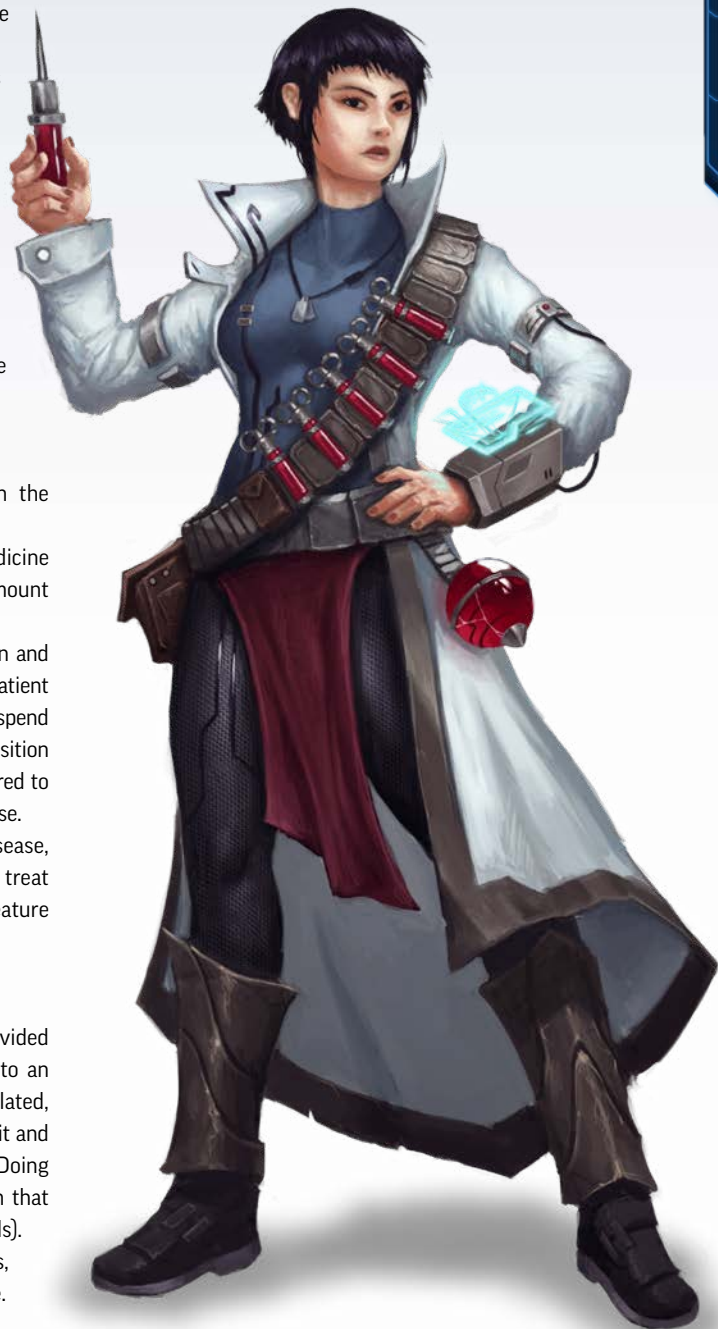
Your medical mastery continues to improve; you gain the following abilities.

- When you treat deadly wounds and succeed at the Medicine check by 5 or more, add your character level to the amount of Hit Points you restore.
- When you treat a creature for disease, drugs, or poison and the patient fails a saving throw that would result in the patient moving to the next step on the condition track, you can spend 1 Resolve Point to keep the creature at its current position on the condition track. The saving throw is not considered to have been successful, but the creature does not get worse.
- When a creature reaches a non-fatal end state for a disease, drug, or poison (such as that for leprosy), you can still treat them, and if your Medicine check is successful, the creature can still attempt a saving throw to recover.

Back from the Brink (Ex) 18th Level

You can restore life to a dead creature you can touch, provided the creature wasn't slain by a death effect or turned into an undead, and its body wasn't destroyed, significantly mutilated, disintegrated, and so on. You must have access to a medkit and use this ability within 1 minute of the creature's death. Doing so requires 1 minute of uninterrupted work (a full action that provokes attacks of opportunity each round for 10 rounds). This ability cannot bring back constructs, elementals, outsiders, undead, or creatures that have died of old age. The target's soul must be free and willing to return.

The revived target has 1 Hit Point, and any ability scores reduced to 0 are raised to 1. You close all mortal wounds and repair lethal damage, but you restore no missing parts. The creature has a temporary negative level for 24 hours, and it returns with no Resolve Points, no Stamina Points, and no spell slots remaining, regaining those as normal after resting. If the creature died because of an affliction (for example, an affliction with an end state of death), move that affliction one step back on the progression track. The creature continues to suffer from any disease, drugs, or poisons still in its system when it revives.



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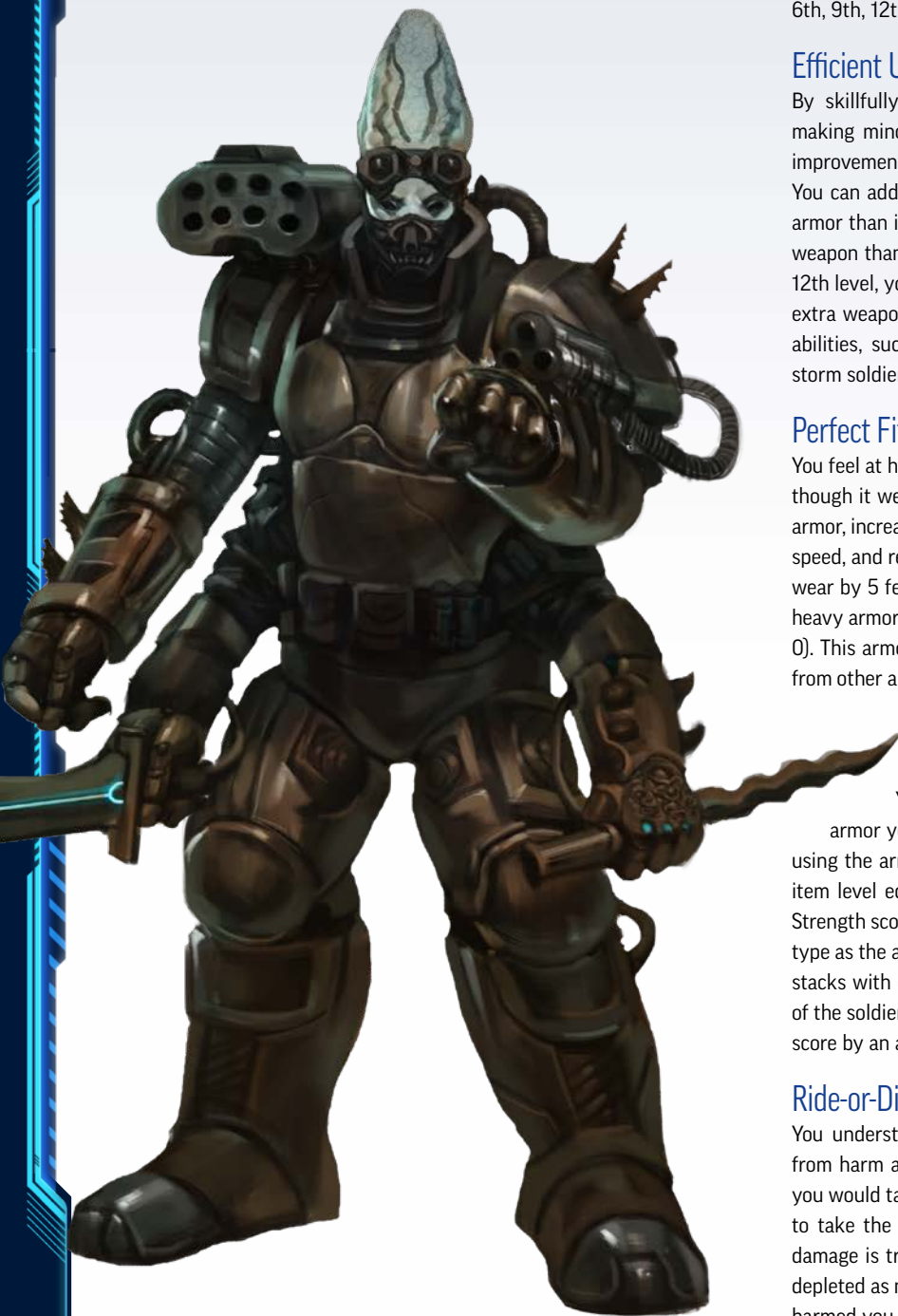
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POWERED ARMOR JOCKEY

Powered armor jockeys go far beyond simply wearing powered armor—they learn how to get the best performance possible out of any suit of powered armor they wear. Most are deeply informed about armor manufacturers, construction techniques, and field repair, though a few just have an uncanny intuition with these armors. Powered armor jockeys are rare, and those who meet swap tales of improvements they've made, shortcuts they've discovered, or battles in which they persevered thanks to their armor's remarkable resilience.



Most powered armor jockeys are soldiers or vanguards. Powered armor jockeys of other classes exist, such as mechanics who appreciate powered armor's technical sophistication.

PREREQUISITE

You must be proficient with powered armor to take the powered armor jockey archetype.

ALTERNATE CLASS FEATURES

The powered armor jockey archetype grants class features at 6th, 9th, 12th, and 18th levels.

Efficient Upgrades (Ex) 6th Level

By skillfully reworking your powered armor's systems and making minor modifications to the chassis, you can fit more improvements onto the suit than its design ordinarily allows. You can add either one more armor upgrade to your powered armor than its normal maximum of upgrade slots, or one more weapon than its normal maximum number of weapon slots. At 12th level, you can have both one extra armor upgrade and one extra weapon simultaneously. This feature stacks with similar abilities, such as the enhanced tank technique of the armor storm soldier fighting style.

Perfect Fit (Ex) 9th Level

You feel at home in heavier armor, including powered armor, as though it were a second skin. While you are wearing powered armor, increase its land speed by 10 feet, up to your normal land speed, and reduce the speed adjustment from heavy armor you wear by 5 feet. In addition, reduce the armor check penalty of heavy armor or powered armor you wear by 1 (to a minimum of 0). This armor check penalty reduction stacks with reductions from other abilities, such as the armor training technique of the soldier's guard fighting style.

Boosted Leverage (Ex) 12th Level

You understand the leverage points in powered armor you wear, allowing you to apply greater force when using the armor's servos. While wearing powered armor of an item level equal to your character level or lower, increase its Strength score by 2 and increase its damage by 1d6 of the same type as the armor's normal damage type. This damage increase stacks with other abilities, such as the mobile army technique of the soldier's armor storm fighting style. Increase its Strength score by an additional 2 at 16th level and again at 18th level.

Ride-or-Die Rig (Ex) 18th Level

You understand that your armor's purpose is to defend you from harm at all costs. You can expend 1 Resolve Point when you would take Hit Point damage to cause your powered armor to take the same amount of damage instead. Only Hit Point damage is transferred to your armor; your Stamina Points are depleted as normal, and you take any other effects of whatever harmed you, such as a critical hit effect.

STARWRIGHT

The Starforgers are a guild famous for working with starmetals. Based out of Absalom Station, their skill at weaving starmetal into their work is famous across the galaxy, and they're often at the forefront of starmetal research and development. For more on starmetals, see pages 66–67 of *Starfinder Armory*.

ALTERNATE CLASS FEATURE

The starwright archetype grants an alternate class feature at 6th level. If you also forgo the class features gained at 12th and 18th levels, you gain an extra use of this feature per feature forgone.

Starmetal Application (Ex) 6th Level

You have a starwright's kit containing tiny amounts of starmetal you can use once per day to infuse a single item. After 10 minutes of uninterrupted work, you grant the item the benefit from the chosen starmetal for 24 hours, as described below. For siccacite, choose cold (for a cold benefit) or hot (for a fire benefit).

Armor

- **Abysium:** Reduce the usage of all upgrades by 1 (to a minimum usage of 1 for each upgrade).
- **Djezet:** The wearer gains a +2 bonus to caster level checks to overcome spell resistance, which stacks with the bonus provided by djezet-enhanced armor (*Armory* 66).
- **Horacalcum:** The wearer gains a +2 enhancement bonus to saves against *slow* and effects that alter time.
- **Inubrix:** The wearer can move through solid objects up to 5 feet thick as if incorporeal.
- **Noqual:** The wearer gains spell resistance equal to 6 + your class level.
- **Siccacite:** The wearer gains resistance to cold or fire equal to your class level.

Hybrid and Technological Items

- **Abysium:** Reduce the item's usage by 1 (minimum 1).
- **Djezet:** If the item is hybrid, its item level increases by 1. If the item is a technological item, treat it as a hybrid item.
- **Horacalcum:** While the item is damaged, it regains 1 Hit Point per minute.
- **Noqual:** The item gains a +4 enhancement bonus to saving throws against magical effects and spells.
- **Siccacite:** The item gains immunity to cold or fire.

Vehicles

- **Abysium:** The vehicle gains a +4 enhancement bonus to saves against environmental effects. The vehicle's passengers gain environmental protections as if from armor with an item level equal to your class level (*Starfinder Core Rulebook* 196).
- **Djezet:** The vehicle gains an autopilot system with a Piloting bonus equal to your level. A vehicle that already has such a system gains a +4 enhancement bonus to Piloting checks.

- **Horacalcum:** The vehicle's speed increases by 50 feet, its full speed by 100 feet, and its miles per hour by 10.
- **Inubrix:** The vehicle's Piloting modifier increases by 4.
- **Noqual:** The vehicle gains a +4 enhancement bonus to saves against magical effects and spells. The vehicle's passengers gain a +2 enhancement bonus to such saves.
- **Siccacite:** The vehicle gains immunity to cold or fire. The vehicle's passengers gain a +2 enhancement bonus to their AC and saves against such effects.

Weapons

- **Abysium:** The weapon functions as if it were made of abysium. A weapon already made of abysium increases the save DC of its sickened critical hit effect by 2.
- **Horacalcum:** The weapon functions as if it were made of horacalcum. A weapon already made of horacalcum increases the save DC of its staggered critical hit effect by 2.
- **Noqual:** The weapon functions as if it were made of noqual. A weapon already made of noqual increases its bonus to damage rolls by 2.
- **Siccacite:** The weapon functions as if it were made of cold siccacite or hot siccacite. A weapon already made from siccacite increases the cold or fire damage dealt by one-quarter your class level.



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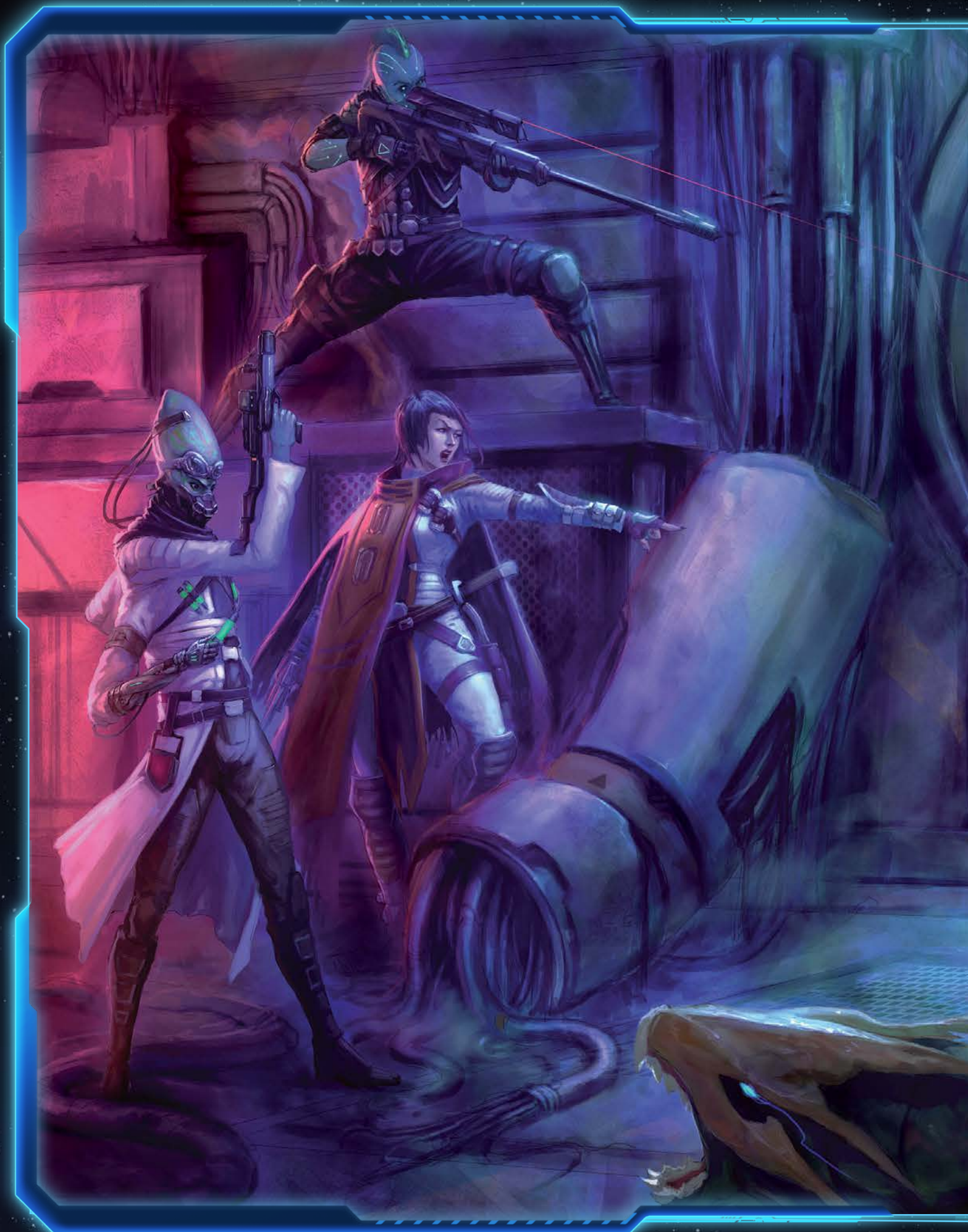
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FEATS

Throughout the galaxy, groups and individuals strive to expand their knowledge, whether experimenting with new techniques or studying recovered alien data-cores to reclaim lost lore. The resulting codified methodologies are often represented by feats. While certain techniques are more common in one region of space and rare in others, all of the feats below are available to any character who meets their prerequisites. They use the rules presented on page 152 of the *Starfinder Core Rulebook*.

TABLE 3-1: FEATS

FEAT	PREREQUISITES	BENEFIT
Accelerated Recovery	Con 13	Recover more quickly during an 8-hour rest
Adaptive Casting	Key ability score 19, caster level 7	Select three additional spells known; cast one of them once a day
Adaptive Upgrade	Int 19, Engineering 10 ranks	Temporarily create low-level armor upgrades
Add Leverage*	Str 15	Grip your weapon with more hands to move foes farther with combat maneuvers
Advanced Warning*	Cha 15	Shout a warning to your allies, causing them to stop being flat-footed
Ambuscade*	–	When you make an attack in the surprise round against a target that has not yet acted, gain a bonus to attacks and damage
Ambush Awareness*	–	If you fail the Perception check to act in the surprise round, you can still take a full defense action
Blood in Their Eyes*	–	Your critical hits with slashing attacks make foes dazzled
Constant Alert*	Wis 11, character level 5th	Roller your initiative check and automatically win ties
Cook Grenade*	Dex 11, proficiency with grenades	Time your release of a grenade to increase its effectiveness
Cosmic Truth	Wis 15, Bluff 5 ranks, Mysticism 5 ranks	Reveal a cosmic truth that makes one target who fails a Will save confused for 1d4 rounds
Deadly Boast	Cha 19, Bluff 10 ranks	Make an attack or effect sound so impressive that foes have a harder time defending against it
Defensive Roll*	Dex 19, Acrobatics 10 ranks	Attempt an Acrobatics check in place of a Reflex save or to dodge an attack
Dire Straits*	Con 15	Stabilize when you have no Hit Points or Resolve Points left
Disease Adaptation	Con 11	+2 enhancement bonus to saves against disease
Disease Rejection	Con 17, Disease Adaptation	Recover from diseases much more swiftly
Dispelling Strike	Base attack bonus +10, Mysticism 10 ranks	Spend 1 Resolve Point to make a melee attack act as <i>dispel magic</i>
Double Tap*	Weapon Focus (small arms), proficiency with small arms	Expend double the normal ammunition to gain bonuses to attack and damage with a small arm
Echolocation Attack	Perception as a class skill	Use the echo of sonic attacks to better sense your surroundings
Environmental Adaptation	Con 13	Gain immunity to a number of environmental and weather effects
Focused Sense	Blindsight	Temporarily gain blindsight with a limited range
Fouling Reposition*	Improved Combat Maneuver (reposition)	Reposition a foe to throw it and another creature off balance
Frightening Injection	Intimidate 3 ranks	Intimidate your foes when you inject them
Frightful Display	Cha 15, Intimidate 5 ranks, ability to cast spells	Intimidate a foe as a reaction after they fail a save against your spell
Grab Attention*	Intimidate 5 ranks	Make a foe you hit in melee off-target when attacking anyone other than you
Grappler Pull*	Str 11	Use a grappler to draw your foes closer to you
Grenade Mastery*	Proficiency with grenades	Increase the saving throw DCs of grenades you use
Ground Fighting*	Str 11	Ignore penalties to unarmed attacks when grappled, pinned, or prone
Hauler	Str 13	You can carry much more than usual
Improved Energy Resistance	Con 13, character level 10th, energy resistance from a racial trait	Your natural energy resistance is more pronounced
Instant Crater*	Base attack bonus +5	Weapons with the explode special property create difficult terrain
Jet Charge*	Piloting 3 ranks	Boost your charge attacks with jets to move farther

Laugh at Danger*	Con 13	Grant an ally a +2 morale bonus to AC as a reaction when you take Hit Point damage
Living Ladder*	Str 17	Hit an adjacent foe with an unarmed attack to stand and possibly knock them prone
Lung Puncture*	–	Your critical hits with piercing weapons cause foes to be fatigued
Melt Defenses*	Base attack bonus +11	On a critical hit, cause further attacks against a foe to target EAC
Memory Access	Construct type, constructed racial trait, exocortex, or head slot augmentation	+2 insight bonus to skill checks to identify creatures and recall knowledge
Minor Eldritch Lore	Key ability score 15, caster level 4th, 4 levels in a class with a class spell list	Gain an additional 0-level spell known
Lesser Eldritch Lore	Key ability score 17, Minor Eldritch Lore, caster level 7th, 7 levels in a class with a class spell list	Gain an additional 1st-level spell known
Eldritch Lore	Key ability score 19, Lesser Eldritch Lore, Minor Eldritch Lore, caster level 10th, 10 levels in a class with a class spell list	Gain an additional 2nd-level spell known
Greater Eldritch Lore	Key ability score 21, Eldritch Lore, Lesser Eldritch Lore, Minor Eldritch Lore, caster level 13th, 13 levels in a class with a class spell list	Gain an additional 3rd-level spell known
Major Eldritch Lore	Key ability score 23, Eldritch Lore, Greater Eldritch Lore, Lesser Eldritch Lore, Minor Eldritch Lore, caster level 16th, 16 levels in a class with a class spell list	Gain an additional 4th-level spell known
Momentous Attack*	Str 11, Athletics 5 ranks	On a melee critical hit, move 5 feet
Oracular Gift	Ability to cast <i>augury</i>	Gain +1 to initiative checks, and you can cast an enhanced <i>augury</i> once per day without spending RP
Percussive Maintenance	Str 11	Reroll checks for engineer crew actions in starship combat and engineering checks to repair items
Pinpoint Hurler*	Str 15	Reduce the distance your thrown weapons travel when they miss
Poison Adaptation	Con 11	Gain a +2 enhancement bonus to saves against poison and take half damage from initial exposure
Poison Rejection	Con 17, Poison Adaptation	Recover from poisons more swiftly
Positive Conduit	Con 13	Gain extra Hit Points from magical healing
Protective Fur	Skittermander or ysoki	Gain +2 circumstance bonus to saves against heat and cold dangers and +4 circumstance bonus to avoid contracting contact afflictions
Quicker Trickler	Medicine 3 ranks	Administer serums as a standard action instead of a full action
Reality Glimmer	Cha 15, character level 5th, no levels in witchwarper	Gain the ability to cast minor witchwarper spells
Reject Chains	Shirren	+2 insight bonus to saves against charm and compulsion effects, and you can reroll saves against such effects
Ricochet Grenade*	Proficiency with grenades, base attack bonus +7	Bounce a grenade off a wall to reach difficult spots
Sacred Strike*	Worship a deity of an alignment within one step of your own	Treat your attacks as having your deity's alignment
Shelter Ally*	Bodyguard, natural reach of 10 feet or more	Use Bodyguard to protect allies within reach and increase the bonus and penalty by 1 when protecting a smaller creature
Shield Block*	Proficiency with shields	Spent 1 Resolve Point as a reaction to reduce damage from area effects
Shield Proficiency*	–	Gain proficiency with shields
Slam Down*	–	Your critical hits with bludgeoning weapons knock down your foes
Solid Stance*	Con 15	Become harder to move, and use a reaction to avoid being knocked prone
Soothing Telepathy	Limited telepathy or telepathy	+2 insight bonus to saves against mind-affecting effects that you can extend to nearby allies
Spell Feint	–	When you successfully feint, your foe takes a -1 penalty to saves against your next spell
Spellguard	Mysticism 3 ranks	Grant an ally a +2 insight bonus against a spell as a reaction
Tactful Advisor	Cha 11	Provide an additional +1 enhancement bonus when your aid another check result is 20 or higher
Tailored Serum	Life Science 5 ranks	Grant additional Hit Points to a particular creature with a customized <i>serum of healing</i>

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Telepathic Scream	Intimidate 3 ranks; limited telepathy or telepathy	Create a distressing telepathic scream that causes foes to become shaken
Three-Point Stance	–	If you have a free hand, you take 1d6 less damage from falling, don't fall prone from falling, and gain benefits in zero-g maneuvering
Through the Lines*	Dex 13	You can charge through one ally's space
Tight Fit	Large size or larger	You are not entangled when squeezing
Tripping Rush*	Improved Combat Maneuver (trip), base attack bonus +5	Knock a target prone when you bull rush them into an obstacle
Versatile Fighting*	Adaptive Fighting, character level 5	Spend RP to use Adaptive Fighting more often in a day

* This is a combat feat and can be selected as a soldier bonus feat.

Accelerated Recovery

Your body knits back together especially quickly while you are resting.

- **Prerequisites:** Con 13.
- **Benefit:** You regain twice as many Hit Points when taking an 8-hour rest. In addition, for each uninterrupted 8 hours of rest you receive, you recover from afflictions as though you had rested for a full day. This effect does not stack with other effects that increase these rates of healing and recovery; if more than one would apply, you choose which one takes effect.

Adaptive Casting

You have a few extra eldritch tricks up your sleeve.

- **Prerequisites:** Key ability score 19, caster level 7.
- **Benefit:** Select three spells from class spell lists you can cast spells from. They must be at least 1 level lower than the highest spell level you can cast. Once per day, you can cast one of these spells as a spell-like ability. Each time you gain a caster level, you can change which three spells you have selected with this feat.

Adaptive Upgrade

You have adjusted one of your armor upgrades to give yourself a few more options.

- **Prerequisites:** Int 19, Engineering 10 ranks.
- **Benefit:** Select three armor upgrades, each with an item level no greater than half your ranks in Engineering. If these upgrades require any choices to be made (such as what kind of energy damage they protect against), you must make those choices when you select this feat. With 8 hours of work, you can adapt any armor upgrade of an item level equal to at least half your ranks of Engineering, allowing it to function as one of your three selected upgrades. This upgrade functions only when the upgrade is installed in armor you are wearing. Activating this upgrade requires a move action, after which the upgrade functions as both its normal upgrade and your selected upgrade for 1 minute. If a selected upgrade requires charges, ammunition, or other resources, you must provide them normally; you can add batteries and ammunition to the upgrade as part of the process of adapting it to work with your selected upgrade choices. You can have only one upgrade adapted to be usable with this feat at a time—if you adapt a new upgrade, the adaptations to any previous upgrade are lost.

Once you've used your adapted upgrade, you can't use it again until you've regained Stamina Points after a 10-minute rest.

Each time you gain another rank in Engineering, you can change the three upgrades you have selected with this feat.

Add Leverage (Combat)

You hold your weapon using an extra hand (or more) to better push your enemies around.

- **Prerequisites:** Str 15.
- **Benefit:** For each hand you use to wield your weapon beyond the minimum required to wield that weapon, you increase the distance you can move your opponent with a successful bull rush or reposition combat maneuver by 5 feet. If you use a trip combat maneuver against a flying opponent, you can increase the distance that creature descends by 5 feet for each additional hand used to wield your weapon. Changing your grip to alter the number of hands you are wielding a weapon with is a swift action. You can't hold items in hands used to add leverage, or use them for any other purpose.

Advance Warning (Combat)

You shout a warning to your allies, focusing their attention on the threats around them.

- **Prerequisites:** Cha 15.
- **Benefit:** As a move action, you can shout a warning to your allies, ending the flat-footed condition for any ally within 60 feet. You cannot use this feat when you're flat-footed. Once you've used this ability, you cannot do so again until you've regained Stamina Points after a 10-minute rest. This is a sense-dependent ability.

Ambuscade (Combat)

You are particularly skilled at attacking surprised targets.

- **Benefit:** When you act in a surprise round and attack a target that has not yet acted in the same combat, you gain a +1 bonus to your attack roll and a bonus to damage equal to half your base attack bonus.

Ambush Awareness (Combat)

You are particularly skilled at avoiding attacks when surprised.

- **Benefit:** If you are unable to act in the surprise round because you failed a Perception check, you can still act on your initiative count in the surprise round, but only to take the total defense action.

Blood in Their Eyes (Combat)

You can deliver carefully placed slashing attacks.

- **Benefit:** When you score a critical hit with a weapon that deals slashing damage, in addition to any other critical hit effect you would normally apply, you also impose the dazzled condition on the target. The condition lasts until ended by any action or effect that would end the bleeding condition.

Constant Alert (Combat)

You're always on the lookout for danger, making it hard to get the drop on you.

- **Prerequisites:** Wis 11, character level 5th.
- **Benefit:** Once per day, you can reroll an initiative check. You also win tied initiative checks as though you had the higher initiative bonus. If multiple characters have this feat, ties are resolved normally.

Cook Grenade (Combat)

You can pull the pin on a grenade and hold onto it until the last second before its detonation, making it harder to avoid.

- **Prerequisites:** Dex 11, proficiency with grenades
- **Benefit:** As a full action, you can draw a grenade and make a ranged attack with it. If you do so, the grenade's Reflex save DC is increased by 2. If your attack roll is a natural 1 (the d20 comes up 1), the grenade instead detonates at a randomly determined grid intersection of your space.

Cosmic Truth

You can reveal one of the mysterious underpinnings of the universe you've learned in your travels, forcing a creature to grapple with the implications.

- **Prerequisites:** Wis 15, Bluff 5 ranks, Mysticism 5 ranks.
- **Benefit:** As a standard action, you can spend 1 RP to force one creature within 30 feet of you to attempt a Will save (DC = 10 + half your ranks in Bluff + your Wisdom bonus); if it fails, it is confused for 1d4 rounds. Once a creature has seen or heard you use this ability, it is immune to your further uses of the ability for 24 hours. This is a language-dependent, sense-dependent ability.

Deadly Boast

You can make an upcoming attack or effect sound so terrifying and dangerous that its targets are actually more likely to be affected by it.

- **Prerequisites:** Cha 19, Bluff 10 ranks.
- **Benefit:** As a full action, you can describe in great detail how powerful and effective a specific action taken by you or an ally is going to be. You must select a specific character to boast about, and a specific weapon, item, spell, or ability to be used. Attempt a Bluff check against all foes within 60 feet of you, using the same DC you would use if attempting to demoralize them with Intimidate—roll a single check and compare the result to the DC for each target. Each target your check succeeds against takes a -1 penalty to AC and a -2 penalty to saving throws against the action you boasted about until the end of your next turn. Once you have attempted to use this ability against a creature, it is

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Additional feats are found in Chapter 1: Theme and Race, due to their strong connection to specific races and groups. The table below lists each feat in that section.

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immune to your use of this feat for 24 hours. This is a sense-dependent, language-dependent ability.

Defensive Roll (Combat)

You can dive out of the way of an incoming attack.

- **Prerequisites:** Dex 19, Acrobatics 10 ranks.
- **Benefit:** As a reaction when you are attacked or when you must attempt a Reflex saving throw, you can attempt an Acrobatics check. If you use this ability as a reaction to an attack and your Acrobatics check result exceeds your opponent's attack roll result, the attack misses you. If you use this ability as a reaction when you must attempt a Reflex saving throw, you can use your Acrobatics check result as your Reflex save result. Once you use this ability, you cannot do so again until you regain Stamina Points after a 10-minute rest. After you use this ability, you are staggered on your next turn.

Dire Straits (Combat)

You manage to pull through one last time, even when you have nothing left to give.

- **Prerequisites:** Con 15.
- **Benefit:** Once per day, when you are reduced to 0 Hit Points and have no Resolve Points remaining, you immediately stabilize.

Disease Adaptation

Ailments find it hard to take hold in your system.

- **Prerequisites:** Con 11.
- **Benefit:** You gain a +2 enhancement bonus to saving throws against disease.

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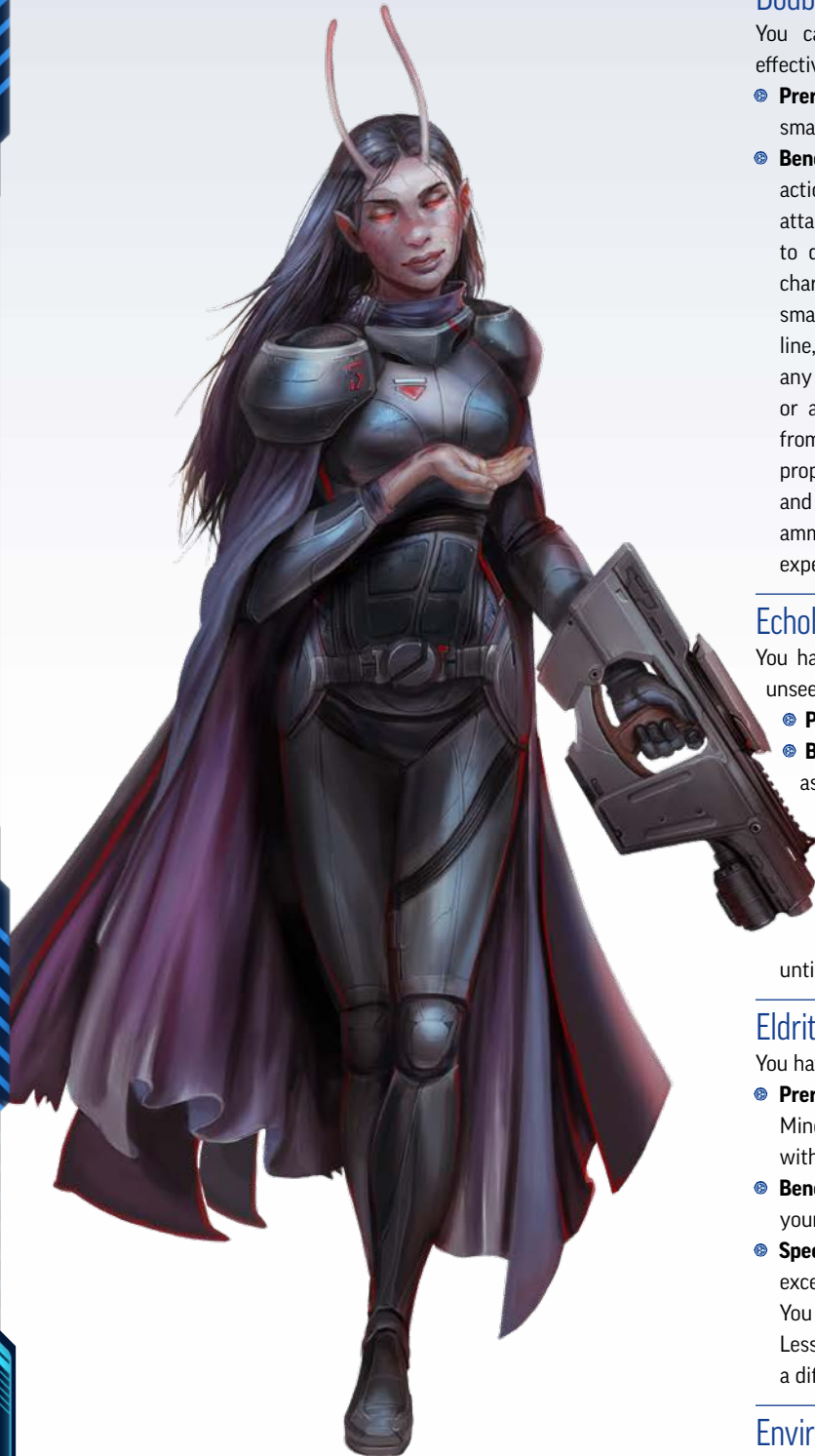
Disease Rejection

You shake off ailments swiftly.

- ⦿ **Prerequisites:** Con 17, Disease Adaptation.
- ⦿ **Benefit:** When you fulfill a disease's cure condition, you move two steps toward healthy instead of one.

Dispelling Strike

You can stab, slice, or smash the magic right off of something—or someone.



- ⦿ **Prerequisites:** Base attack bonus +10, Mysticism 10 ranks.
- ⦿ **Benefit:** When you are wielding a magic weapon (normally a weapon with a weapon fusion, but anything that bypasses DR/magic qualifies), as a standard action you can spend 1 Resolve Point to cast *dispel magic* for the targeted dispel function. You can use this only against an adjacent target. Once you have used this ability, you cannot do so again until you regain Stamina Points after a 10-minute rest.

Double Tap (Combat)

You can make rapid small arm attacks to increase the effectiveness of your attacks.

- ⦿ **Prerequisites:** Weapon Focus (small arms), proficiency with small arms.
- ⦿ **Benefit:** As a standard action, you can take a single attack action to make a double-tap attack with a small arm. This attack gains a +1 bonus to the attack roll, and your bonus to damage from Weapon Specialization is equal to your character level (rather than half your character level). The small arm used cannot have the blast, explode, flexible line^{AR}, line, unwieldy, or wide line^{AR} weapon special properties, or any other property that allows it to attack multiple targets or an area in a single attack. This attack cannot benefit from the boost, guided^{AR}, or variant boost^{AR} weapon special properties, or any other ability or effect that is a move action and alters the effect of your attack or damage. This expends ammunition equal to two attack rolls, and if you cannot expend that ammunition, you cannot use this ability.

Echolocation Attack

You have learned to use the echo of sonic attacks to locate unseen assailants.

- ⦿ **Prerequisites:** Perception as a class skill.
- ⦿ **Benefit:** When you take an action that deals sonic damage, as a move action you can grant yourself blindsense (sound) with a range of 30 feet until the end of your next turn. If you have blindsense (sound or vibration), you can instead grant yourself blindsight (sound or vibration, to match your blindsense) with a range of 30 feet or a range equal to your blindsense (whichever is shorter) until the end of your next turn.

Eldritch Lore

You have learned a broad range of additional magic.

- ⦿ **Prerequisites:** Key ability score 19, Lesser Eldritch Lore, Minor Eldritch Lore, caster level 10th, 10 levels in a class with a class spell list.
- ⦿ **Benefit:** You gain one additional 2nd-level spell known from your class spell list.
- ⦿ **Special:** For every 3 levels by which your caster level exceeds 10th, you can take this feat an additional time. You cannot take this feat more times than you have taken Lesser Eldritch Lore. Each time you select this feat, you gain a different 2nd-level spell known from your class spell list.

Environmental Adaptation

You are acclimated to a broad range of environments.

- **Prerequisites:** Con 13.
- **Benefit:** Select a number of the following environmental conditions and weather conditions (*Core Rulebook* 395) equal to your Constitution modifier: thick atmosphere (includes severely thick atmosphere), thin atmosphere (includes severely thin atmosphere), toxic atmosphere (includes low-level and heavily toxic atmospheres), rain and snow (includes rain, snow, heavy snow, and dust storms), winds (includes light, moderate, strong, and severe winds and windstorms), cold dangers (includes cold, severe cold, and extreme cold), extreme gravity, heat dangers (includes heat, severe heat, and extreme heat), and smoke effects (including smoke grenades). You do not take any of the selected conditions' penalties to skill checks or attack rolls, do not take nonlethal damage from them, and do not need to attempt saving throws to resist their effects. Once these condition choices are made, they cannot be changed. If your Constitution bonus increases from an effect that does not have a limited duration, you can add additional conditions to your list.

Focused Sense

You can sharpen an imprecise sense to detect things with precision at closer range.

- **Prerequisites:** Blindsense.
- **Benefit:** As a move action, you can gain blindsight (using the same sense as your blindsense) with a range equal to half that of your blindsense until the beginning of your next turn. You can use this ability with only one type of blindsense (such as sound or vibration) at a time.

Fouling Reposition (Combat)

When you reposition a foe, you can use the movement to disrupt both the target and a second creature.

- **Prerequisites:** Improved Combat Maneuver (reposition).
- **Benefit:** When you succeed at a reposition combat maneuver against a creature and move your target so it ends its movement adjacent to a second creature, both creatures become off-target until the beginning of your next turn.

Frightening Injection

You accompany your injections with a promise of terrible effects that shakes your target's resolve.

- **Prerequisites:** Intimidate 3 ranks.
- **Benefit:** When you successfully inject a creature with a substance (including a biohacker's biohack) using a weapon that has the injection special property, you can attempt an Intimidate check to demoralize that creature as a move action before the end of your turn. A creature can be affected by this ability only once per day.

Frightful Display

You unnerve your spell's victim with odd gestures, cackling laughter, or other effects.

- **Prerequisites:** Cha 15, Intimidate 5 ranks, ability to cast spells.
- **Benefit:** As a reaction when a creature fails a saving throw against a spell you cast this round, you can attempt an Intimidate check to demoralize that creature. You can target

only one creature regardless of how many creatures your spell affected, and a given creature can't be targeted by this ability more than once per day.

Grab Attention (Combat)

Your melee attack can grab your opponent's attention, discouraging them from attacking anyone else.

- **Prerequisites:** Intimidate 5 ranks.
- **Benefit:** When you hit a target with a melee attack, you can attempt an Intimidate check, using the same DC as you would to demoralize that foe. If you succeed, the creature is off-target while attacking anyone other than you until the beginning of your next turn. A creature can be affected by this ability only once per day.

Grappler Pull (Combat)

You can use a grappler to draw your foes closer.

- **Prerequisites:** Str 11.
- **Benefit:** When you grapple a creature with a grappler (*Core Rulebook* 219), you can attempt a reposition combat maneuver against that creature on your next turn as though it were within your reach. If you succeed, you can move the target only directly toward you.

Greater Eldritch Lore

You have learned a broad range of additional potent magic.

- **Prerequisites:** Key ability score 21, Eldritch Lore, Lesser Eldritch Lore, Minor Eldritch Lore, caster level 13th, 13 levels in a class with a class spell list.
- **Benefit:** You gain one additional 3rd-level spell known from your class spell list.
- **Special:** For every 3 levels by which your caster level exceeds 13th, you can take this feat an additional time. You cannot take this feat more times than you have taken Eldritch Lore. Each time you select this feat, you gain a different 3rd-level spell known from your class spell list.

Grenade Mastery (Combat)

You know how to get the most out of your grenades.

- **Prerequisites:** Proficiency with grenades.
- **Benefit:** The save DC of any grenade you use is increased by 1. If the grenade has an item level 5 or more lower than your base attack bonus, you instead increase the DC by 2.

Ground Fighting (Combat)

You maintain your combat prowess even when at a disadvantage.

- **Prerequisites:** Str 11.
- **Benefit:** The normal penalties to attack rolls from being grappled, pinned, and prone don't apply to your unarmed attacks. The penalties from the pinned condition don't apply to your attempts to grapple your opponent or free yourself.

Hauler

Through a combination of sheer power, practiced posture, and conscientious load balancing, you can carry more than most.

- **Prerequisites:** Str 13.
- **Benefit:** You treat your Strength score as 3 higher for the

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purpose of determining your carrying capacity. In addition, when you are encumbered or overburdened, you take only a -4 penalty to Strength- and Dexterity-based checks.

Improved Energy Resistance

Your natural resistance to an energy type is more pronounced.

- **Prerequisites:** Con 13, character level 10th, energy resistance from a racial trait.
- **Benefit:** Your resistance to one type of energy damage from a racial trait stacks with one other source of energy resistance. If it already stacked, that resistance increases by 5 instead.
- **Special:** You can take this feat multiple times—its effects don't stack. Each time you take this feat, it applies to a different energy resistance from a racial trait.

Instant Crater (Combat)

You can calculate the angle and timing of your explosive weapons to damage the ground, making the terrain treacherous.

- **Prerequisites:** Base attack bonus +5.
- **Benefit:** As a standard action, you can make a ranged attack using a weapon that has the explode weapon special property, targeting an intersection as normal and choosing one square adjacent to that intersection. If you hit the targeted intersection and your damage roll exceeds the hardness of the material of the chosen square, that square becomes difficult terrain. This is in addition to the normal effects of the weapon.

Jet Charge (Combat)

You can boost your charge attacks with jets to move farther.

- **Prerequisites:** Piloting 3 ranks.
- **Benefit:** You can activate a jetpack or jump jets armor upgrade (or similar equipment) as part of a charge action. If you do, you can move up to three times the fly speed normally granted by that equipment.

Laugh at Danger (Combat)

You laugh in the face of peril, inspiring your allies to keep fighting.

- **Prerequisites:** Con 13.
- **Benefit:** As a reaction when you take Hit Point damage from a significant enemy (*Core Rulebook* 242) that doesn't reduce you to 0 Hit Points, you can grant allies within 30 feet a +2 morale bonus to AC until the end of your next turn. This is a sense-dependent effect. Once you've used this ability, you can't use it again until you take a 10-minute rest to regain Stamina.

Lesser Eldritch Lore

You have learned a broad range of additional low-level magic.

- **Prerequisites:** Key ability score 17, Minor Eldritch Lore, caster level 7th, 7 levels in a class with a class spell list.
- **Benefit:** You gain one additional 1st-level spell known from your class spell list.
- **Special:** For every 3 levels by which your caster level exceeds 7th, you can take this feat an additional time. You cannot take this feat more times than you have taken Minor Eldritch Lore.

Each time you select this feat, you gain a different 1st-level spell known from your class spell list.

Living Ladder (Combat)

When you're down, you can leverage an upright foe to clamber back up, possibly dragging them down in the process.

- **Prerequisites:** Str 17.
- **Benefit:** When you're prone and hit a target with an unarmed attack, you can stand without using an action. If the target of your unarmed attack is your size or smaller and your attack roll result exceeds their AC by 5 or more, that target falls prone.

Lung Puncture (Combat)

You can deliver particularly debilitating piercing attacks.

- **Benefit:** When you score a critical hit with a weapon that deals piercing damage, in addition to any other critical hit effect you would apply, you also impose the fatigued condition on the target for 1d4 rounds.

Major Eldritch Lore

You have learned a broad range of additional powerful magic.

- **Prerequisites:** Key ability score 23, Eldritch Lore, Greater Eldritch Lore, Lesser Eldritch Lore, Minor Eldritch Lore, caster level 16th, 16 levels in a class with a class spell list.
- **Benefit:** You gain one additional 4th-level spell known from your class spell list.

Melt Defenses (Combat)

You can dissolve key portions of your target's defenses, making them easier to hit.

- **Prerequisites:** Base attack bonus +11.
- **Benefit:** When you score a critical hit with an attack that deals acid damage, instead of applying the normal critical hit effect, you can disrupt the target's defenses for 1d4 rounds. Attacks against a creature whose defenses have been disrupted in this manner target EAC, regardless of the attacks' damage type.

Memory Access

You can access the physical pathways of even the dimmest memories, whether from previous inhabitants of your body or from your own experiences.

- **Prerequisites:** Construct type, constructed racial trait, exocortex, or head slot augmentation.
- **Benefit:** You gain a +2 insight bonus to skill checks to identify creatures and recall knowledge.

Minor Eldritch Lore

You have learned a broad range of additional minor magic.

- **Prerequisites:** Key ability score 15, caster level 4th, 4 levels in a class with a class spell list.
- **Benefit:** You gain one additional 0-level spell from your class spell list.
- **Special:** For every 3 levels by which your caster level exceeds 4th, you can take this feat an additional time. Each time you select this feat, you gain a different 0-level spell from your class spell list.

Momentous Attack (Combat)

You can use the momentum of a mighty blow to reposition yourself.

- **Prerequisites:** Str 11, Athletics 5 ranks.
- **Benefit:** When you score a critical hit with a melee weapon against an adjacent enemy, you can immediately move 5 feet to any square adjacent to both you and your target. This movement does not provoke attacks of opportunity. This effect is in addition to any other critical hit effects.

Oracular Gift

You have a particular knack for predicting the future.

- **Prerequisites:** Ability to cast *augury*.
- **Benefit:** You gain a +1 bonus to Perception checks to act in the surprise round, as well as to initiative checks. Additionally, you can cast *augury* once per day without spending a Resolve Point to do so, and add your caster level to the percentage chance of the spell giving you a meaningful reply.

Percussive Maintenance

You excel at the tried-and-true repair technique of delivering a solid whack at just the right spot to get malfunctioning technology to work.

- **Prerequisites:** Str 11.
- **Benefit:** Once per day, you can reroll an Engineering check to repair an item. In addition, you can reroll one engineer crew action per starship combat.

Pinpoint Hurler (Combat)

You can hurl weapons with greater accuracy.

- **Prerequisites:** Str 15.
- **Benefit:** If you miss on a ranged attack with a thrown weapon (*Core Rulebook* 245), you can reduce the result of the d4 roll to determine how many squares away the weapon lands by 1.

Poison Adaptation

Your body is especially resistant to toxins.

- **Prerequisites:** Con 11.
- **Benefit:** You gain a +2 enhancement bonus to saving throws against poison, and you take half damage from initial exposure to poisons.

Poison Rejection

Your body purges toxins quickly.

- **Prerequisites:** Con 17, Poison Adaptation.
- **Benefit:** When you fulfill a poison's cure condition (or reach the end of its duration), you move one step toward healthy. You also move one step toward healthy for each night of normal rest; this can be increased as normal using the long-term care task of Medicine.

Positive Conduit

Your body resonates with positive energy, absorbing more benefit than usual from healing effects.

- **Prerequisites:** Con 13.
- **Benefit:** When you regain Hit Points from a magical effect or

serum, you regain an additional amount of Hit Points equal to your Constitution modifier. Once you use this ability, you can't use it again until you take a 10-minute rest to regain Stamina Points.

Protective Fur

Your thick fur protects you from certain environmental hazards and makes you resistant to some types of poisons.

- **Prerequisites:** Skittermander or ysoki.
- **Benefit:** You gain a +2 circumstance bonus to Fortitude saves against cold and heat dangers. In addition, you gain a +4 circumstance bonus to Fortitude saves made to avoid contracting contact diseases and poisons.
- **Special:** At the GM's discretion, other furred races might meet the prerequisites for this feat.

Quicker Trickler

You are skilled at administering serums.

- **Prerequisites:** Medicine 3 ranks.
- **Benefit:** You can trickle serums down the throats of other creatures as a standard action instead of as a full action.

Reality Glimmer

You gain a thread of control over alternate realities.

- **Prerequisites:** Cha 15, character level 5th, no levels in witchwarper.
- **Benefit:** Choose two 0-level witchwarper spells and one 1st-level witchwarper spell. You can cast the 0-level spells at will and the 1st-level spell once per day for every 3 character levels you have. For these spells, your caster level is equal to your character level and the key ability score is Charisma. If you later gain levels in witchwarper, you lose the benefits of this feat and can replace it with either Spell Focus or Spell Penetration.

Reject Chains

Shirrens threw off the Swarm's hold on their collective psyche, and the embers of that strength still burn within you.

- **Prerequisites:** Shirren.
- **Benefit:** You gain a +2 insight bonus to saving throws against charm and compulsion effects, and once per day you can reroll a save against such an effect.

Ricochet Grenade (Combat)

You can use your environment to place a grenade in just the right spot.

- **Prerequisites:** Proficiency with grenades, base attack bonus +7.
- **Benefit:** As a standard action, you can make a ranged attack with a grenade, targeting an intersection that's adjacent to a wall or large object. If you hit, you can pick a direction for the grenade to travel and then roll 1d4 to determine how far from the targeted intersection the grenade lands. The direction must be away from the wall or object, and not parallel to or through it. If you miss, use the normal rules for missing with a thrown weapon (*Core Rulebook* 245).



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Sacred Strike (Combat)

You imbue your weapons with the essence of your deity to strike down opposing forces.

- **Prerequisites:** Worship a deity of an alignment within one step of your own (*Core Rulebook* 25).
- **Benefit:** When you make an attack as a standard action against a creature, your attack is treated as having the same alignment as the deity you worship for the purposes of overcoming damage reduction.
- **Special:** If you change which deity you worship, this feat gives you no benefit until you next gain a character level, and then only if you still meet the prerequisite.

Shelter Ally (Combat)

You use your size and reach to better defend other creatures.

- **Prerequisites:** Bodyguard, natural reach of 10 feet or more.
- **Benefit:** You can use Bodyguard to protect an ally within your natural reach, rather than just an adjacent ally. The bonus and penalty to AC from the Bodyguard feat are each increased by 1 when you use the ability on a smaller ally.

Shield Block (Combat)

You can position your shield to protect against area effects.

- **Prerequisites:** Proficiency with shields.
- **Benefit:** As a reaction when you would take damage from an effect that allows a Reflex save, you can spend a Resolve Point to reduce the damage you take from that effect by an amount equal to your shield's item level.

Shield Proficiency (Combat)

You are trained in the use of shields.

- **Benefit:** You gain proficiency with shields. See page 124 for more on shields.
- **Special:** Mechanics with an exocortex, solarians, soldiers, and vanguards gain proficiency with shields automatically at 1st level.

Slam Down (Combat)

You can deliver particularly potent bludgeoning attacks.

- **Benefit:** When you score a critical hit with a weapon that deals bludgeoning damage, in addition to any other critical hit effect you would apply, you also apply the knockdown critical hit effect. If the attack would already apply a knockdown critical hit effect, you can choose to also move the target 1d4×5 feet directly away from you.

Solid Stance (Combat)

You are difficult to move or knock down.

- **Prerequisites:** Con 15.
- **Benefit:** Once per combat when an attack or effect would knock you prone, you can ignore that effect as a reaction. In addition, the distance that any nonmagical effect that would move you against your will is reduced by 5 feet.

Soothing Telepathy

Your psychic abilities bolster your mental defenses, and you can extend that strength to nearby allies.

- **Prerequisites:** Limited telepathy or telepathy.
- **Benefit:** You gain a +2 insight bonus to saving throws against mind-affecting effects. Once per day as a reaction, you can grant allies within range of your telepathic communication a +2 insight bonus to saving throws against mind-affecting effects until the end of your next turn.

Spell Feint

Your distractions create openings for your spells.

- **Benefit:** When you succeed at a feint combat maneuver, instead of the normal effects, your opponent takes a -1 penalty to saving throws against the next spell you cast before the end of your next turn.

Spellguard

You can ward an ally against a spell at the cost of your own mystical defenses.

- **Prerequisites:** Mysticism 3 ranks.
- **Benefit:** As a reaction when an adjacent ally is targeted by a spell or spell-like ability, you can create a minor protective ward, granting that ally a +2 insight bonus to their saving throw against that effect. This effect distracts you from your own defenses, and you take a -2 penalty to saving throws against spells and spell-like abilities until the beginning of your next turn. Once you use this ability, you can't use it again until you regain Stamina Points with a 10-minute rest.

Tactful Advisor

You provide succinct but effective advice when aiding allies.

- **Prerequisites:** Cha 11.
- **Benefit:** When you aid another, if the result of your check is 20 or higher, you provide an additional +1 enhancement bonus to your ally's skill check.

Tailored Serum

You can modify a *serum of healing* to synergize with your target's genetic code.

- **Prerequisites:** Life Science 5 ranks.
- **Benefit:** With 1 minute of work, you can modify a *serum of healing* so that when it's consumed by or administered to a specific creature, it restores a number of additional Hit Points equal to the serum's item level. You can modify a number of serums this way each day equal to your Intelligence modifier. These modifications expire after 24 hours, returning the serum to its normal function.

Telepathic Scream

You can create a distressing telepathic scream to unnerve nearby creatures.

- **Prerequisites:** Intimidate 3 ranks; limited telepathy or telepathy.
- **Benefit:** As a standard action, you can broadcast a jarring telepathic screech into the minds of nearby enemies. You can use this ability on one target creature per character level, all of which must be within range of your telepathy. If you succeed at an Intimidate check (DC = 15 + 1 per target + 1-1/2 × the CR of the highest CR target), all targets are



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shaken for 1 round, plus 1 additional round for every 5 by which your result exceeds the DC. This is a mind-affecting effect. Once you have targeted a creature with this feat, that foe is immune to this ability for 24 hours.

Three-Point Stance

You have learned the value of using an extra limb to help stabilize yourself in combat.

- **Benefit:** As long as you have one free hand (not being used to wield a weapon or hold anything), you take 1d6 less damage from falls and do not fall prone when you take damage from a fall unless you are unconscious. You also gain a +2 bonus to your KAC against grapple and trip attempts when you have a free hand, as well as to Acrobatics and Athletics checks to move in zero-g.

Through the Lines (Combat)

You charge through your allies to reach your foes.

- **Prerequisites:** Dex 13.
- **Benefit:** When taking the charge action, you can move through one ally's space. All other restrictions on movement during a charge still apply, and you can't end your charge in a space occupied by an ally.

Tight Fit

Time spent navigating spaces designed for smaller creatures has taught you to fit through tight spaces more efficiently.

- **Prerequisites:** Large size or larger.

- **Benefit:** While you're squeezing (*Core Rulebook* 257), you don't gain the entangled condition and your speed is reduced by 5 feet instead of halved. You still can't run or charge while squeezing.

Tripping Rush (Combat)

You bull rush opponents into obstacles that knock them down.

- **Prerequisites:** Improved Combat Maneuver (trip), base attack bonus +5.
- **Benefit:** When you succeed at a bull rush combat maneuver and the target's movement is stopped by an obstacle, the target falls prone (or becomes off-kilter in zero gravity).

Versatile Fighting (Combat)

You draw upon your resolve to quickly change tactics in the heat of battle.

- **Prerequisites:** Adaptive Fighting, character level 5th.
- **Benefit:** You can spend 1 Resolve Point to use the Adaptive Fighting feat after you have already used it in the same day. If you use Adaptive Fighting again before the duration of a previous use expires, you replace the previous combat feat gained with another choice from Adaptive Fighting. If a combat feat you chose with Adaptive Fighting has a daily use limitation, you cannot use Versatile Fighting to use that feat more often than its daily limit.



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Weapons, shields, medicinals, and serums are an essential part of any adventurer's toolkit. Corporations throughout the universe are constantly producing new makes and models of existing equipment—and pushing the boundaries of technology and magic—to create a vast inventory from which individuals can choose. The following are some such items, and they follow all the normal equipment rules beginning on page 168 of the *Starfinder Core Rulebook*.

TABLE 4-1: BASIC MELEE WEAPONS

ONE-HANDED WEAPONS	LEVEL	PRICE	DAMAGE	CRITICAL	BULK	SPECIAL
UNCATEGORIZED						
Syringe stick, standard	1	125	1d3 P	–	L	Conceal, injection, operative
Syringe stick, sharp-pointed	5	2,650	1d4 P	Injection DC +2	L	Conceal, injection, operative
Syringe stick, hyper-pointed	9	12,000	2d4 P	Injection DC +2	L	Conceal, injection, operative
Syringe stick, ultra-pointed	13	46,000	5d4 P	Injection DC +2	L	Conceal, injection, operative
Syringe stick, supreme-pointed	17	225,000	10d4 P	Injection DC +2	L	Conceal, injection, operative
TWO-HANDED WEAPONS	LEVEL	PRICE	DAMAGE	CRITICAL	BULK	SPECIAL
UNCATEGORIZED						
Syringe spear, tactical	1	250	1d6 P	Injection DC +2	L	Injection
Syringe spear, advanced	6	4,250	1d8 P	Injection DC +2	L	Injection
Syringe spear, elite	11	25,000	3d10 P	Injection DC +2	L	Injection
Syringe spear, paragon	16	165,000	9d8 P	Injection DC +2	L	Injection

TABLE 4-2: ADVANCED MELEE WEAPONS

ONE-HANDED WEAPONS	LEVEL	PRICE	DAMAGE	CRITICAL	BULK	SPECIAL
UNCATEGORIZED						
Needler estoc, standard	2	175	1d6 P	Injection DC +2	L	Injection
Needler estoc, sharp-pointed	6	4,000	1d8 P	Injection DC +2	L	Injection
Needler estoc, hyper-pointed	10	17,500	4d6 P	Injection DC +2	L	Injection
Needler estoc, ultra-pointed	14	67,000	9d6 P	Injection DC +2	L	Injection
Needler estoc, supreme-pointed	18	342,000	14d6 P	Injection DC +2	L	Injection
Needler estoc, master-pointed	20	750,000	18d6 P	Injection DC +2	L	Injection
TWO-HANDED WEAPONS	LEVEL	PRICE	DAMAGE	CRITICAL	BULK	SPECIAL
UNCATEGORIZED						
Capture pole, enforcement-class	2	325	1d8 P	Injection DC +2	L	Grapple, injection, reach
Capture pole, apprehension-class	7	6,600	2d8 P	Injection DC +2	L	Grapple, injection, reach
Capture pole, imprisonment-class	12	36,300	6d6 P	Injection DC +2	L	Grapple, injection, reach
Capture pole, domination-class	17	256,500	7d12 P	Injection DC +2	L	Grapple, injection, reach
Capture pole, overlord-class	20	855,000	15d8 P	Injection DC +2	L	Grapple, injection, reach

TABLE 4-3: SMALL ARMS

ONE-HANDED WEAPONS	LEVEL	PRICE	DAMAGE	RANGE	CRITICAL	CAPACITY	USAGE	BULK	SPECIAL
DISINTEGRATOR									
Caustoject, liquidator	1	225	1d4 A	30 ft.	Injection DC +2	20 charges	2	L	Injection
Glove needler, tactical	2	560	1d4 A	Reach	Injection DC +2	1 round	1	–	Conceal, injection, punch gun
Caustoject, decimator	6	4,000	1d8 A	30 ft.	Injection DC +2	20 charges	2	L	Injection
Glove needler, advanced	7	5,800	1d12 A	Reach	Injection DC +2	1 round	1	–	Conceal, injection, punch gun
Caustoject, executioner	12	32,900	4d4 A	30 ft.	Injection DC +2	20 charges	2	L	Injection
Glove needler, elite	14	69,300	3d12 A	Reach	Injection DC +2	1 round	1	–	Conceal, injection, punch gun

Caustoject, eradicator	18	242,300	6d8 A	30 ft.	Injection DC +2	20 charges	2	L	Injection
Glove needler, paragon	20	765,000	6d12 A	Reach	Injection DC +2	1 round	1	–	Conceal, injection, punch gun

PROJECTILE									
Cestus pistol, tactical	1	250	1d4 P	Reach	–	1 round	1	–	Conceal, punch gun
Needler pistol, tactical	1	175	1d4 P	40 ft.	Injection DC +2	8 darts	1	1	Analog, injection
Needler pistol, advanced	5	2,700	1d6 P	40 ft.	Injection DC +2	8 darts	1	1	Analog, injection
Cestus pistol, advanced	6	4,170	1d12 P	Reach	Bleed 1d4	1 round	1	–	Conceal, punch gun
Needler pistol, elite	10	17,250	2d8 P	40 ft.	Injection DC +2	8 darts	1	1	Analog, injection
Cestus pistol, elite	11	24,400	3d12 P	Reach	Bleed 1d6	1 round	1	–	Conceal, punch gun
Needler pistol, paragon	15	94,500	6d6 P	40 ft.	Injection DC +2	8 darts	1	1	Analog, injection
Cestus pistol, paragon	16	162,000	6d12 P	Reach	Bleed 1d8	1 round	1	–	Conceal, punch gun
Needler pistol, supreme	20	725,000	8d8 P	40 ft.	Injection DC +2	8 darts	1	1	Analog, injection

TABLE 4-4: LONGARMS

TWO-HANDED WEAPONS	LEVEL	PRICE	DAMAGE	RANGE	CRITICAL	CAPACITY	USAGE	BULK	SPECIAL
DISINTEGRATOR									
Caustolance, liquidator	1	400	1d6 A	60 ft.	Injection DC +2	20 charges	1	1	Injection
Caustolance, decimator	6	4,500	2d6 A	60 ft.	Injection DC +2	20 charges	1	1	Injection
Caustolance, executioner	12	38,000	5d6 A	60 ft.	Injection DC +2	20 charges	1	1	Injection
Caustolance, eradicator	18	400,000	12d6 A	60 ft.	Injection DC +2	20 charges	1	1	Injection
PROJECTILE									
Needler rifle, tactical	1	200	1d6 P	70 ft.	Injection DC +2	14 darts	1	1	Analog, injection
Needler rifle, advanced	5	3,000	1d8 P	70 ft.	Injection DC +2	14 darts	1	1	Analog, injection
Needler rifle, elite	10	18,000	4d6 P	70 ft.	Injection DC +2	14 darts	1	1	Analog, injection
Needler rifle, paragon	15	110,000	8d6 P	70 ft.	Injection DC +2	14 darts	1	1	Analog, injection
Needler rifle, supreme	20	850,000	16d6 P	70 ft.	Injection DC +2	14 darts	1	1	Analog, injection

WEAPON SPECIAL PROPERTIES

Some of the weapons described in this chapter have inherent special properties, which are listed in the Special column entry of the weapon's corresponding table. These special properties can significantly affect the performance and utility of a weapon. A weapon special property introduced in this book is detailed below. Other weapon special properties can be found on pages 180-182 of the *Core Rulebook*, and the rules for determining the save DCs of weapon special properties can be found in the sidebar on page 181 of the *Core Rulebook*.

Punch Gun

A punch gun weapon is a small ranged weapon outfitted with a pressure-sensitive firing mechanism that is affixed to a glove or a similar item. Unlike most ranged weapons, which discharge when a trigger is pulled, a punch gun fires when sufficient pressure is placed upon its barrel. All punch gun projectile weapons have a range equal to their wielder's natural reach. Although these are ranged attacks, they do not provoke attacks of opportunity.

WEAPON DESCRIPTIONS

Statistics for the weapons that follow can be found in the corresponding weapon tables. Weapons are generally listed in their associated category. They follow all the normal weapon guidelines from the *Core Rulebook*.

Disintegrator Weapons

These powerful weapons are more formally referred to as high-energy proton decouplers, as they produce streams of

energized fields that corrode and break down matter much in the way a subatomic acid would. However, since their effects appear to turn metal to slag, plastic to noxious vapor, and flesh to goo, they're commonly known as disintegrators.

Caustoject

Much of the design of this pistol-like weapon is based off the biological systems of the disintegration lash class of small arms (*Armory* 36), though a caustoject's more traditional appearance is in stark contrast to its techno-organic inspiration. Caustojects create an injectable field that transforms ordinary matter into an acidic compound, disintegrating their targets from the inside. Syringes can be loaded into these weapons, allowing other materials to be quickly injected instead of an acidic discharge (in which case only the injection effect occurs—no acid damage is dealt).

Caustolance

Drawing upon the same design and inspirations as the caustoject, this larger weapon is designed to resemble an assault rifle rather than a pistol. As with its smaller cousin, a caustolance uses its battery to generate an acidic field to inject directly into its targets, but it can also handle and discharge other substances that are poured into a special tank that is attached to the weapon's barrel.

Glove Needler

Featuring a hand-mounted firing device that injects its target with acidic compounds, this weapon resembles a cross between



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a caustic and cestus pistol. By default, the weapon uses a miniature battery to create caustic fields to inject into foes, but it can launch syringes of other substances when properly loaded with them.

Uncategorized Weapons

Weapons that don't fit clearly into one of the standard weapon categories essentially act as their own weapon category, and are uncategorized as a result. Unusual training is necessary to get the most out of some of these specialized weapons, either because they require special skills or because they're traditional weapons that have fallen out of favor with the advent of modern firearms.

Capture Pole

Built to resemble an ancient pre-Gap weapon used to apprehend prisoners of war, a capture pole consists of a polearm with a two-pronged robotic head that snaps shut when its center is pressed against a target during an attack. Designed to lock around a creature's neck, each of a capture pole's prongs are outfitted with armor-piercing syringes used to inject a creature with a substance, typically a sedative to make apprehension easier. This occurs on a successful attack roll for a melee attack or grapple combat maneuver. Capture poles are favored weapons among the drow, who use them to capture slaves and discipline their orc servants.

Cestus Pistol

This weapon consists of a black leather glove that is mounted with a small, single-round firearm. Unlike most firearms, the weapon is designed to fire when pressure is placed upon its barrel rather than using a hand-based triggering mechanism. As a result, wielders must press a cestus pistol up against whatever they intend to shoot in order to discharge the weapon's round, giving the weapon limited range.

Needler Estoc

This slender blade is designed to puncture weak points in modern armor and inflict precise wounds on foes. The weapon possesses a small, transparent tank on its hilt, and when its wielder thrusts the blade into a foe, a spring-loaded mechanism forces anything placed in this tank up through thin passages within the blade to be discharged into the target.

Needler Pistol

A favorite of assassins and battlefield medics alike, the needler pistol uses magnetic fields or pressurized gas to launch darts that inject a substance into the target. This injection gun can be fitted with cartridges containing medicine or poison.

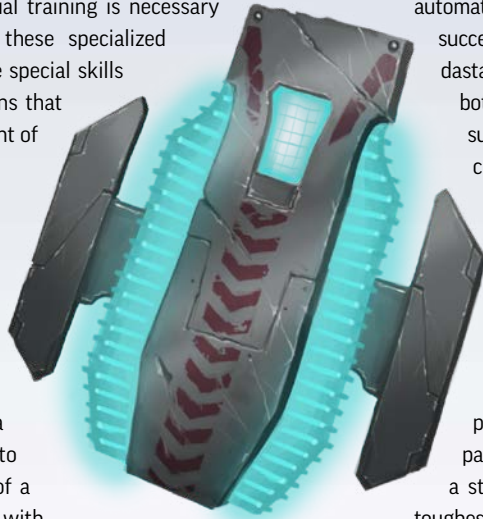
Needler Rifle

Like the needler pistol, this injection gun can be fitted with

cartridges containing medicine or poison. The needler rifle fires darts much farther than its smaller counterpart.

Syringe Spear

At a glance, this weapon resembles a massive medicinal syringe that has been affixed to a pole roughly as long as the wielder's body. A tank found at the butt of the spear allows substances to be poured into the weapon, and a spring-loaded mechanism automatically injects foes upon striking a successful blow. The exact origins of this dastardly weapon are unknown, though both the grays and a notorious race of subterranean creatures from Golarion are claimed to have designed this weapon for torturous experimentation.



Syringe Stick

This weapon is a lightweight, handheld auto-injector device designed to quickly inject drugs, poison, and similar substance into a creature when pressed against its body. A syringe stick's patented spring-loaded design features a sturdy needle able to punch through the toughest armor, chitin, and hide. Despite its deadliness, it is difficult to discern a syringe stick from a medicinal auto-injector.

SHIELDS

Shields are a new category of equipment. A character is proficient with shields if they have the Shield Proficiency feat (see page 118). Some classes from the *Starfinder Core Rulebook* automatically gain shield proficiency, as noted in the feat. Wearing a shield without being proficient has the same penalty as wearing armor without being proficient (*Core Rulebook* 242), but this penalty does not stack with itself if you are wearing both armor and a shield with which you are not proficient.

All shields are considered to be designed to work with the phase shield armor upgrade (*Core Rulebook* 207), and you can use the arm wielding a shield to also activate a phase shield. Phase shields do not grant a shield bonus.

Shields can be targeted by sunder combat maneuvers, and their hardness and HP are calculated the same way as for armor (*Core Rulebook* 409). Shields that allow you to use them to make unarmed attacks can have weapon fusions added to them, treating their item level as their weapon item level, and can be made of any special materials that can also be used to make melee weapons. The effects of these modifications are applied to unarmed attacks made with the shield. Armor upgrades added to shields are technological items and can be affected by abilities as such, unless they say otherwise. Shields themselves are not considered technological items for effects that work only on powered or technological objects.

Reading Shield Tables

An entry on the shield table describes a single shield with the following statistics, as described below. Individual shields are

TABLE 4-5: SHIELDS

SHIELD MODEL	LEVEL	PRICE	SHIELD BONUS	MAX DEX	ARMOR CHECK PENALTY	BULK	UPGRADES
Riot shield, basic	1	300	+1/+1	+3	-2	2	1
Tactical shield, basic	1	250	+0/+1	–	–	1	0
Knight's shield, basic	3	1,500	+0/+2	+4	-1	1	2
Riot shield, field	5	3,000	+1/+2	+3	-2	2	2
Tactical shield, field	5	2,500	+1/+1	–	–	1	1
Knight's shield, field	8	9,500	+1/+2	+5	-1	1	2
Riot shield, advanced	10	18,000	+1/+2	+4	-2	2	2
Tactical shield, advanced	10	17,250	+1/+1	–	–	1	1
Knight's shield, advanced	13	50,000	+1/+3	+6	-1	1	2
Riot shield, elite	15	125,000	+1/+3	+5	-2	2	2
Tactical shield, elite	15	100,000	+1/+2	–	–	1	1
Knight's shield, elite	18	400,000	+1/+3	+7	-1	1	2
Riot shield, paragon	20	900,000	+1/+4	+6	-2	2	2
Tactical shield, paragon	20	800,000	+1/+3	–	–	1	1

described afterward. Not all shields have all the entries listed here. Some shields do not have a maximum Dexterity bonus or an armor check penalty.

- **Level:** The shield's item level.
- **Price:** The typical market price of the shield.
- **Shield Bonus:** This lists the shield bonus to AC granted by the shield. A shield bonus is a new bonus type added to those bonuses that have already been defined (*Core Rulebook* 266–267). A shield bonus represents having a mobile physical barrier between you and an attack.

Shield bonuses do not stack with one another, and they do not stack with bonuses gained from cover. Having a shield also does not increase the level of cover you gain from other objects. For example, a character with partial cover and a basic riot shield is not considered to have cover rather than partial cover.

The first number represents the bonus gained when the shield is wielded, and the second represents the bonus you gain when aligning the shield to protect against a specific foe. See the shield descriptions for details.

- **Maximum Dex Bonus:** You normally add your Dexterity modifier to your Armor Class (for both EAC and KAC), but it may be limited by your shield. Your shield's maximum Dexterity bonus indicates how much of your Dexterity modifier you can add to your AC. Any excess Dexterity bonus doesn't raise your AC further and is simply ignored for this purpose. If you are wearing armor with a maximum Dexterity bonus while wielding a shield with a maximum, you use the lower of the two values as your maximum.
- **Armor Check Penalty:** While wielding the shield, you take a penalty to most Strength- and Dexterity-based skill checks equal to this number. See Chapter 5 of the *Starfinder Core Rulebook* for a more complete list of which skills apply. If you are wearing armor with an armor check penalty while wielding a shield with a penalty, combine the two penalties.
- **Bulk:** This is the bulk of the shield.
- **Upgrades:** This is the number of armor upgrades that can be placed in the shield. Not all armor upgrades can be placed in shields, and those that do may work differently, as noted below.

The following armor upgrades can be placed in a shield's armor upgrade slot (if it has one): adaptive energy shield^{AR*}, backup generator, brightlight projector^{AR}, electrostatic field*, fortified plates^{AR}, light projector^{AR}, quick-release sheath, spell reflector*, tensile reinforcement, thermal capacitor*.

Upgrades marked with a superscript "AR" are found in *Starfinder Armory*. Those marked with an asterisk (*) provide their benefit only against attacks from a target the shield has been aligned against. (For example, a shield with an electrostatic field provides electricity resistance only against attacks from a target it has been aligned against, and deals electricity damage only if that target makes a melee attack against you.) Armor upgrades used as shield peripherals do not stack with armor upgrades that grant the same benefits (such as DR, energy resistance, or bonuses to saving throws).

Knight's Shield

A knight's shield is a sizable plate of advanced material, normally thin layers of nanocarbon over ceramics and resins, and often including a transparent aluminum view port. It is broad at the top, narrowing towards the bottom. A hand wielding a knight's shield cannot be used for anything else, and changing your grip from carrying a knight's shield to wielding it, or vice versa, requires a move action. Pulling out a knight's shield from storage or putting one away also requires a move action. If you are wielding a knight's shield, you gain a +1 bonus to any bull rush combat maneuver you attempt. You can use a knight's shield to make unarmed attacks that do not count as archaic, and can deal either bludgeoning or piercing damage (your choice for each attack). Many knightly orders have specific heraldry their members display on knight's shields.

When you wield a basic knight's shield, as a move action you can align the shield to grant you greater protection against one opponent you are observing (*Core Rulebook* 260), which grants you a +2 shield bonus to AC against attacks from that opponent until the beginning of your next turn. The field, advanced, and elite knight's shields grant you a +1 shield bonus to AC when wielded, and their listed increased bonus when aligned against a specific opponent.



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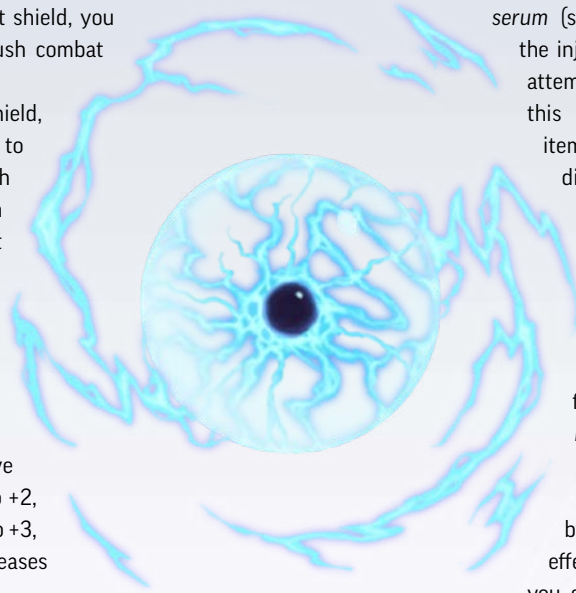
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Riot Shield

A riot shield is a large slab of advanced material, normally thin layers of nanocarbon over plastics and resins, and often including a transparent aluminum view port. A hand wielding a riot shield cannot be used for anything else, and changing your grip from carrying a riot shield to wielding it, or vice versa, requires a move action. Pulling out a riot shield from storage or putting one away also requires a move action. If you are wielding a riot shield, you gain a +2 bonus to any bull rush combat maneuver you attempt.

When you wield a basic riot shield, it grants you a +1 shield bonus to AC. If you are proficient with a riot shield, as a move action you can align the shield against a specific foe, which does not increase your AC but does allow certain armor upgrades you may have in your shield to function. The field and advanced riot shields increase the shield bonus you receive when aligned against a target to +2, the elite riot shield increases it to +3, and the paragon riot shield increases the bonus to +4.



Tactical Shield

A tactical shield is a small, mobile defensive plate you carry on one limb and can maneuver to intercept attacks against you. A hand wielding a tactical shield can still hold another object and be used to reload weapons, but it cannot wield weapons or other shields. You can use a tactical shield to make unarmed attacks that do not count as archaic.

When you wield a basic tactical shield, as a move action you can align the shield to grant you greater protection against one opponent you are observing (*Core Rulebook* 260), which grants you a +1 shield bonus to AC against attacks from that opponent until the beginning of your next turn. The field and advanced tactical shields grant you a +1 shield bonus to AC when wielded, though this does not increase when aligned against a target. The elite tactical shield increases the shield bonus when aligned against a target to +2, and the paragon tactical shield increases this to +3.

SERUMS

Serums are vials of magic liquid that you can imbibe as a standard action, inject into a creature with an injection weapon, or carefully trickle down the throat of a helpless or unconscious creature as a full action. The following serums use the standard serum rules (*Core Rulebook* 225).

Polymorphic Serum

Those unfamiliar with *polymorphic serum* often believe the churning, neon-green liquid to be toxic or radioactive at first glance. When created, each *polymorphic serum* is

assigned a specific polymorphed form, as described by a *polymorph* spell of the serum's level (*Alien Archive* 2 145). All decisions regarding this polymorph form, such as whether it is a generic or a specific form, are determined when the serum is created. Any creature imbibing a *polymorphic serum* changes into the serum's associated form for 2 hours × the serum's mark (2 hours for mk 1, 4 hours for mk 2, and so on).

If you are unwillingly subjected to a *polymorphic serum* (such as through a weapon with the injection special property), you can attempt a Fortitude save to negate this effect (DC = 10 + 1-1/2 × the item's level). If you fail, you can still dismiss the effect as normal for the *polymorph* spell.

Rad-Out Serum

This bubbling amber serum is infused with special isotopes designed to absorb radiation from your body. Upon imbibing a *rad-out serum*, you can attempt a new saving throw against any radiation effects you're affected by. If you succeed, the radiation effect automatically ends. In addition, you gain a +4 enhancement bonus to saving throws against radiation for 1 hour.

Regeneration Serum

This vial is filled with a brownish liquid that appears to be as thick as tar. When using a *regeneration serum*, you choose one body part that was severed from your body or one organ that was ruined (such as by the wounding critical hit effect) and inject the serum via syringe to the corresponding region on your body. For 24 hours after injecting yourself with the serum, you require a day's worth of food and fluids every hour (which you can ingest without any of the normal repercussions of such excessive consumption) or the serum's effects stop without effect. During this time, your severed limb or ruined organ begins to regenerate. After 24 hours have passed, the limb or organ fully regenerates and is functional.

Each *regeneration serum* can regenerate only one limb or organ at a time, and you cannot benefit from multiple *regeneration serums* simultaneously.

MEDICINALS AND POISONS

The following medicinals and poisons use the rules on pages 231–232 of the *Starfinder Core Rulebook*. The table includes pricing for individual types of these items, and they all have negligible bulk. Further rules for poisons are found on pages 415–417 of the *Core Rulebook*.

Medicinals

The following medicinals are common throughout the Pact Worlds and beyond.

Antibiotic

Antibiotics help patients fight off disease. When you take or are injected with an antibiotic, you gain a bonus (equal to 3 + the medicinal's tier) to saving throws against disease for a number of days equal to 2 × the antibiotic's tier.

Counteractant

This substance boosts your immune system. If you take or are injected with a counteractant, you gain a bonus equal to the medicinal's tier to saving throws to end afflictions, and a successful saving throw counts as a number of consecutive saving throws equal to the medicinal's tier.

Sal Volatile

This injection restores consciousness quickly once you are injected. If you are unconscious due to Hit Point loss, you immediately gain a number of Hit Points equal to the medicinal's tier. If you are unconscious due to a failed saving throw, you immediately get a new saving throw against the same DC as the effect that caused the unconsciousness with a bonus equal to 3 + the medicinal's tier. If you succeed, you regain consciousness.

Vaccine

Explorers often take precautions against known diseases. Vaccines must be formulated for a specific disease. One day after taking or being injected with a vaccine, you gain a bonus equal to 5 + the medicinal's tier to saving throws against that disease for a number of months equal to the vaccine's tier. This bonus does not stack with antibiotics.

Poisons

The following poisons are common throughout the Pact Worlds and beyond. The rules for how poisons can affect a character are found beginning on page 414 of the *Starfinder Core Rulebook*.

AMBLAREE

Type poison (injury); **Save** Fortitude DC 13

Track Wisdom (special); **Frequency** 1/round for 3 rounds

Effect Progression track is Weakened–Impaired–Blinded; no end state. When at the blinded stage, the victim gains the blinded condition.

Cure 1 save

BIOCIDE

Type poison (injury); **Save** Fortitude DC 11

Track Constitution; **Frequency** 1/round for 4 rounds

Effect Select one living creature subtype when crafting biocide. Creatures of that subtype take a –4 penalty to saving throws against the poison, and the frequency is extended for 2 rounds.

Cure 2 saves

HYDROFLUORIC ACID

Type poison (contact); **Save** Fortitude DC 20

Track Constitution; **Onset** 1 minute; **Frequency** 1/round for 6 rounds

TABLE 4-6: SERUMS

ITEM	LEVEL	PRICE	BULK
SERUMS			
<i>Polymorphic serum, mk 1</i>	3	250	–
<i>Rad-out serum</i>	3	225	–
<i>Polymorphic serum, mk 2</i>	6	675	–
<i>Regeneration serum</i>	6	600	–
<i>Polymorphic serum, mk 3</i>	9	2,100	–
<i>Polymorphic serum, mk 4</i>	12	5,700	–
<i>Polymorphic serum, mk 5</i>	15	18,000	–
<i>Polymorphic serum, mk 6</i>	18	60,000	–

TABLE 4-7: MEDICINALS AND POISONS

SUBSTANCE	LEVEL	PRICE	DOSE
MEDICINALS			
Tier 1	1	150	1
Tier 2	5	3,000	1
Tier 3	10	15,000	1
Tier 4	15	23,500	1
POISONS			
Amblaree	2	175	1
Turbocurarine	3	260	1
Biocide	4	340	1
Hydrofluoric Acid	14	10,500	1

Effect Bodies of victims that reach the dead state dissolve completely unless the acid is neutralized within 1 minute with a successful DC 30 Heal check or Physical Science check.

Cure 2 consecutive saves

TURBOCURARINE

Type poison (injury); **Save** Fortitude DC 14

Track Dexterity (special); **Frequency** 1/round for 4 rounds

Effect Progression track is Sluggish–Stiffened–Staggered–Immobile; no end state. Immobile victims can continue to attempt a saving throw each round as a full-round action to revert to stiffened.

Cure 1 save





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MYSTIC SPELL LIST

This chapter contains the following mystic spells.

1ST-LEVEL

Comprehend Customs: Gain a +2 insight bonus to Culture checks about a specific culture made within the spell's duration.

Illusory Star Field: Use illusory stars to grant a +3 bonus to Bluff checks made to convince creatures of their location.

Know Coordinates: Learn the exact location of one creature on the same world as you.

Megavitamin: Create a small number of nutritional supplements.

Share Memory: Target shares memory with you and five others.

Spirit-Bound Armor: A benevolent spirit steadies a creature wearing armor, offsetting flat-footed and off-kilter penalties.

Spirit-Bound Computer: A benevolent spirit inhabits a computer and can make Computers checks you request.

2ND-LEVEL

Haunted Armor: Armor interferes with the wearer's movement.

Haunted Combatant: Haunt an enemy's weapons, interfering with attacks made with those weapons.

Perfect Recall: Recall one memory unaltered by magic perfectly.

Predict Foe: As a reaction, shout a warning to an ally and grant that ally concealment against an attack.

Resist Radiation: Automatically succeed at saving throws against weak radiation and suppress radiation sickness.

Song of the Cosmos: Creatures near you must succeed at a Will saving throw or be fascinated for 1 round.

3RD-LEVEL

Divine Aspect: You adopt the intimidating aura of a god.

Pinpoint Navigation: Gain a +10 to Piloting checks for navigation.

4TH-LEVEL

Displace Memory: You deposit a memory into a small object.

Gravity Well: Create a point of high gravity that knocks creatures in the area prone and pulls them closer to the center.

Miasma: Create air that sickens those who breathe it.

Song of the Cosmos, Greater: Creatures near you are fascinated or dazzled for 1d4 rounds.

5TH-LEVEL

Commune with Planet: Learn information about the planet you occupy, or about a planet in whose orbit you're within.

6TH-LEVEL

Star Storm: Hailing plasma deals 6d8 electricity damage and 6d8 fire damage to creatures and objects in the area.



TECHNOMANCER SPELL LIST

This chapter contains the following technomancer spells. A superscript "R" at the end of spell's name denotes a spell that requires an expenditure of Resolve Points to cast.

1ST-LEVEL

Create Ammunition: Create a specific type of ammunition, such as arrows or a battery.

Know Coordinates: Learn the exact location of one creature on the same world as you.

Lifting Frame: Holographic lifting frame increases the target's Strength modifier for carrying capacity and destroying objects.

Patch Tech: Gain a +3 bonus to checks to arm explosives, disable devices, and repair items.

Remote Operation: Remotely operate the controls of a computer or vehicle out to a short distance.

2ND-LEVEL

Delay Countermeasures: Delay one computer's countermeasures.

Hoverdisk: Conjure a hovering disk to ride or transport cargo.

Instant Upgrade: Briefly conjure a cybernetic augmentation.

Invisibility to Technology: Technological items can't detect target.

Laser Net: Fill a chamber or hall with deadly laser beams.

Manipulate Tech: Operate a weapon or technological item from a distance.

Optimize Technology^R: Protect a vehicle, construct, or technological device from environmental hazards.

Vigilant Junkbot: Create a temporary robot made of junk that can protect you from ranged or melee attacks.

3RD-LEVEL

Blast Door: Conjure a door that blocks off a hallway.

Groundling: Give a target a burrow speed and DR 5/bludgeoning.

Infect Blood: Alter a target's blood to deal 3d8 damage per round and impose the sickened condition.

Nanite Form: Target becomes a cloud of floating nanites.

Phantom Cycle: Summon a ghostly motorcycle.

Pinpoint Navigation: Gain +10 to Piloting checks for navigation.

Smog Bank: Noxious fog cloud sickens creatures.

4TH-LEVEL

Awaken Computer: Turn a computer into a friendly AI that you and up to four other creatures are authorized to use.

Gravity Well: Create a point of high gravity that knocks creatures in the area prone and pulls them closer to the center.

Transport Passengers: Create extradimensional seating space inside a vehicle or Tiny starship.

5TH-LEVEL

Hoverdisk, Mass: Create several hovering disks of force for creatures to ride or to transport cargo.

Transfer Consciousness: Transfer your mind into a computer or willing technological construct, and control its functions.

6TH-LEVEL

Security Protocol: Protect a building or starship with various technological and magical defenses.



WITCHWARPERS SPELL LIST

Witchwarpers can learn the following spells. Spells in this chapter are marked with an asterisk (*). Spells from a source other than this chapter or the *Core Rulebook* are marked with a superscript abbreviation indicating their source; these sources and their abbreviations are listed on page 3. A superscript "R" after a spell's name means it requires an expenditure of Resolve Points to cast.



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Charming Veneer*: Give a creature a bonus to Charisma-based checks, and speed its gathering of information.

Churn Fluid*: Change the chemical composition of up to 1 bulk of liquid per level.

Dancing Lights: Create and direct up to four lights.

Daze: Humanoid creature of CR 3 or lower is dazed.

Dazzling Flares*: Create bursts of distracting flares, imposing a -2 penalty on Perception checks made in the area.

Detect Magic: Detect spells and magic items within 60 feet.

Fatigue: Touched creature is fatigued.

Ghost Sound: Create minor illusory sounds.

Grave Words: Force a corpse to babble.

Hazard*: Deal 1d3 acid, cold, electricity, fire, or sonic damage in a 5-foot-radius burst.

Mending: Restore 1d4 Hit Points to an object or construct.

Psychokinetic Hand: Telekinetically move an object of 1 bulk or less.

Token Spell: Perform simple magical effects.

1ST-LEVEL

Baleful Polymorph^{AA2}: Change a creature and impose penalties.

Charm Person: Make one humanoid believe it is your ally.

Comprehend Languages: You understand all spoken, signed, written, and tactile languages.

Confusion, Lesser: One living creature is confused for 1 round.

Detect Thoughts: Listen to surface thoughts.

Disguise Self: Change your appearance.

Enduring Worlds*: Extend the infinite worlds feature's duration.

Erase: Remove writings of either magical or mundane nature.

Fear: Frighten a living creature of CR 4 or lower for 1d4 rounds.

Flight: One creature or object per level falls slowly.

Grease: Make a 10-ft. square or one object slippery.

Hold Portal: Hold a door shut.

Identify: Gain a +10 bonus to identify magical or technological items.

Jolting Surge: Touch deals 4d6 electricity damage.

Life Bubble: Encase creatures in a shell of tolerable atmosphere.

Overheat: Deal 2d8 fire damage to creatures in a cone.

Polymorph^{AA2}: Change a willing creature's form.

Puncture Veil*: Tiny needles deal damage plus additional bleed damage for 3 rounds.

Remove Condition, Lesser: Remove one minor harmful condition affecting a creature.

Shifting Surge*: A creature or weapon can deal a different type of energy damage as well as extra damage.

Summon Creature^{AA}: Call forth an extraplanar ally.

Wisp Ally: Create light that distracts an enemy.

2ND-LEVEL

Augury^R: Learn whether an action will have good or bad results.

Baleful Polymorph^{AA2}: Change a creature and impose penalties.

Caustic Conversion: Fling magical nanites as a ranged attack that deals 4d4 acid damage to one target, plus 5 additional damage in subsequent rounds.

Daze Monster: Target living creature of CR 5 or lower is dazed.

Fear: Frighten multiple creatures of CR 4 or lower for 1 minute.

Flight: Target moves up and down at your direction.

Fog Cloud: Create a fog that obscures vision.

Force Blast: Cone deals 2d6 damage and bull rushes creatures.

Hold Person: Paralyze one humanoid.

Invisibility: Target is invisible for 1 minute/level or until it attacks.

Knock: Opens a locked or magically sealed door.

Make Whole: Restore 5d6 Hit Points to an object or construct.

Mirror Image: Create decoy duplicates of yourself.

Parallel Form*: Disguise creatures' forms and equipment, and give targets a bonus to Bluff checks to impersonate individuals

Polymorph^{AA2}: Change a willing creature's form.

Reality Leap*: Hop through to another spot within range in this reality with a 50% chance to arrive slightly off target.

Remove Condition: Remove one moderate harmful condition affecting a creature.

See Invisibility: See invisible creatures or objects.

Slice Reality*: Tear gashes in reality, dealing 2d6 damage to all targets or 2d6 damage plus staggering a single target.

Song of the Cosmos*: Creatures near you must succeed at a Will saving throw or be fascinated for 1 round.

Status: Monitor condition and position of allies.

Summon Creature^{AA}: Call forth up to three extraplanar allies.

3RD-LEVEL

Antiradiation*: Calm an area of radiation, the strength of which depends on your caster level.

Arcane Sight: Magical sources become visible to you.

Baleful Polymorph^{AA2}: Change a creature and impose penalties, possibly permanently.

Charm Monster: Make one creature believe it's your ally for 1 day per level.

Clairaudience/Clairvoyance: Hear or see at a distance for 1 minute per level.

Dispel Magic: Cancel one magical spell or effect.

Displacement: Attacks miss target 50% of the time.

Entropic Grasp: Touch decays a construct or nonmagical manufactured item once per round per level.

Explosive Blast: Deal 9d6 fire damage in a 20-foot radius.

Fear: Targets of CR 8 or lower in a cone are panicked for 1 minute.

Flight: Target flies at a speed of 60 feet.

Haste: One creature per level moves and acts faster.

Irradiate: Flood area with dangerous radiation.

Nondetection^R: Hide target from divination and surveillance.

Polymorph^{AA2}: Change a willing creature's form.

Prescience*: Concentrate on an enemy, predict their actions, and prepare an appropriate response.

Probability Prediction: Reroll one attack roll, save, or check.

Ray of Exhaustion: Ray makes a target exhausted.

Remove Affliction: Neutralize curses, diseases, infestations, poisons, and other harmful conditions affecting a creature.

Resistant Armor, Lesser: Grant DR 5/— or energy resistance 5 against two energy types.

Slow: One creature per level moves and acts slower.

Speak with Dead: Corpse answers up to six questions.

Suggestion: Compel a target to follow a stated course of action.

Summon Creature^{AA}: Call forth up to three extraplanar allies.

Tongues: Target can speak and understand any language.

4TH-LEVEL

- Baleful Polymorph^{AA2}:** Change creature and impose penalties, possibly permanently.
- Baleful Polymorph, Mass^{AA2}:** Up to four creatures are subjected to the effects of 1st-level *baleful polymorph*.
- Confusion:** Targets behave randomly for 1 round per level.
- Control Atmosphere^{PW}:** Alter corrosiveness, density, or toxicity of the atmosphere in a 30-foot radius.
- Cosmic Eddy:** Whirlwind deals 4d6 damage and knocks prone.
- Creation:** Create one object made of vegetable matter.
- Dimension Door:** Teleport a short distance.
- Dismissal:** Force a creature to return to its native plane.
- Fear:** All targets within a cone are panicked for 1 minute.
- Flight:** Target flies at a speed of 70 feet.
- Gravity Well*:** Create a point of high gravity that knocks creatures in the area prone and pulls them closer to the center.
- Hateful Visage*:** The target's illusory face grants them a bonus to Intimidate checks and the ability to frighten foes.
- Hold Monster:** Paralyze one creature.
- Invisibility, Greater:** Target is invisible for 1 round per level, even if it attacks.
- Miasma*:** Infuse an area with miasma that nauseates and sickens creatures that breathe it in.
- Planar Binding:** Trap an extraplanar creature of CR 4 or lower until it performs a task.
- Polymorph^{AA2}:** Change a willing creature's form.
- Polymorph, Mass^{AA2}:** Change the form of up to four willing creatures as 1st-level *polymorph*.
- Reincarnate:** Bring a dead creature back to life in a random body.
- Remove Radioactivity:** Remove ongoing radiation effects from a creature or object.
- Resilient Sphere:** Force globe protects but traps one target.
- Resistant Armor:** Grant DR 10/– or energy resistance 10 to three energy types.
- Song of the Cosmos, Greater*:** Creatures near are fascinated or dazzled for 1d4 rounds.
- Summon Creature^{AA}:** Call forth up to three extraplanar allies.
- Wall of Fire:** Blazing curtain deals 2d6 fire damage out to 10 feet and 1d6 fire damage out to 20 feet; passing through the wall deals 5d6 fire damage.

5TH-LEVEL

- Acid Rain*:** A storm deals 3d6 damage for 1 round per level, imposes a 50% miss chance, and staggers enemies at its end.
- Baleful Polymorph^{AA2}:** Change a creature and impose penalties, possibly turning the target into a Small animal.
- Baleful Polymorph, Mass^{AA2}:** Up to four creatures are subjected to the effects of 2nd-level *baleful polymorph*.
- Break Enchantment:** Free creatures from curses, enchantments, and transmutations.
- Contact Other Plane:** Ask questions of an extraplanar entity, with questionable results.
- Creation:** Create one object made of vegetable or mineral matter.
- Crush Skull:** Deal 18d8 damage to living creature's head.
- Dismissal:** Force extraplanar creatures whose total CR is no greater than your level + 2 to return to their native planes.
- Dispel Magic, Greater:** Cancel multiple spells or effects.

- Flight:** Fly at a speed of 70 feet and hustle over long distances.
- Mislead:** Make yourself invisible and create an illusory double.
- Modify Memory:** Change 5 minutes of target's memories.
- Passwall:** Create a passage through most walls.
- Planar Binding:** Trap an extraplanar creature of CR 7 or lower until it performs a task.
- Polymorph^{AA2}:** Change a willing creature's form.
- Polymorph, Mass^{AA2}:** Change the form of up to four willing creatures as 2nd-level *polymorph*.
- Private Sanctum:** Prevent anyone from viewing or scrying an area for 24 hours.
- Raise Dead:** Restore life to a creature that died no more than 1 day per level ago.
- Rapid Repair:** Construct or weapon regains 2d8 Hit Points per round for 1 minute.
- Reality Bend*:** Concentrate on an ally, and shift them up to 10 feet once per round when it's most convenient.
- Remove Condition, Greater:** Remove all harmful conditions affecting a creature.
- Resistant Aegis:** Grant up to 10 creatures DR 5/– or energy resistance 5 to all energy types.
- Summon Creature^{AA}:** Call forth up to three extraplanar allies.
- Teleport:** Instantly teleport as far as 2,000 miles.
- Unwilling Guardian:** Charm a target into protecting you.
- Wall of Force:** Invisible wall is difficult to destroy.

6TH-LEVEL

- Baleful Polymorph^{AA2}:** Change a creature and impose penalties, possibly turning the target into a Small animal.
- Baleful Polymorph, Mass^{AA2}:** Up to four creatures are subjected to the effects of 3rd-level *baleful polymorph*.
- Control Gravity:** Alter gravity in an area.
- Disintegrate:** Ray reduces one creature or object to dust.
- Enshrining Refuge:** Targets can't attack or be attacked, but can exist comfortably.
- Ethereal Jaunt:** You become ethereal for 1 round per level.
- Flesh to Stone:** Turn a creature into a statue.
- Flight:** Multiple targets can fly at a speed of 60 feet.
- Interplanetary Teleport^R:** Teleport between planets.
- Invisibility, Mass:** Multiple targets are invisible for 1 minute per level or until one target attacks or moves away from other targets affected by the spell.
- Planar Barrier:** Seal an area against planar travel into or within it.
- Planar Binding:** Trap an extraplanar creature of CR 10 or lower until it performs a task.
- Plane Shift:** Up to eight creatures travel to another plane.
- Polymorph^{AA2}:** Change a willing creature's form.
- Polymorph, Mass^{AA2}:** Change the form of up to four willing creatures as 3rd-level *polymorph*.
- Resistant Armor, Greater:** Grant DR 15/– or energy resistance 15 against four energy types.
- Shadow Walk:** Step into a shadowy realm to travel rapidly.
- Star Storm*:** Hailing plasma deals 6d8 electricity damage and 6d8 fire damage to creatures in the area.
- Subjective Reality:** Convince yourself something is an illusion.
- Summon Creature^{AA}:** Call forth up to three extraplanar allies.
- Terraform^R:** Alter terrain and climate.

True Seeing: Target can see things as they really are.

Unspeakable Presences[™]: Enemies in the area take 4d6 damage per round, cannot move, and might be devoured whole.

Usher Apocalypse[™]: Deal fire damage, create difficult terrain, and potentially anchor foes to the ground in the area.

Veil: Change the appearance of a group of creatures.

Wall of Steel[™]: Wall has hardness 15 and 45 HP per inch of thickness.

SPELL DESCRIPTIONS

ACID RAIN WITCHWARPER 5

School evocation

Casting Time 1 standard action

Range long (400 ft. + 40 ft./level)

Area cylinder (20-ft. radius, 40 ft. high)

Duration 1 round/level (D)

Saving Throw Fortitude partial (see text); **Spell Resistance** no

You pull a downpour of elemental precipitation from an alternate reality. You then direct this acid rain to pour only onto your enemies, dealing them 3d6 acid damage each round. The acid splashes into and burns your foes' eyes, coats them in slime, and clouds their other senses. Enemies must attempt a Fortitude save when exposed to the spell. On a failure, the creature has a 50% miss chance for its attacks while in the area. The rain causes spellcasters who fail the save to have a 20% chance of losing any spell they attempt to cast from within the area. When this spell ends, a thunderclap causes enemies still in the area who failed their Fortitude saves to be staggered for 1 round.

As a standard action, you can change the rain, causing it to deal a different type of energy damage, such as fiery sparks that deal fire damage or shards of ice that deal cold damage. This change in damage types leaves secondary effects unchanged.

When the spell ends, the rain leaves no aftereffects.

ANTIRADIATION WITCHWARPER 3

School abjuration

Casting Time 1 standard action

Range medium (100 ft. + 10 ft./level)

Area 10-ft.-radius spread; see text

Duration instantaneous

You permeate radiation with mitigations from other realities, dissipating radiation effects in the spell's area; the radiation level you affect depends on your caster level, as shown on the table below. Once radiation has been dissipated, the environment in the area has no harmful effects from radiation, although this spell does not remove ongoing radiation-creating effects.

An *antiradiation* spell counters an *irradiate* spell, as long as your caster level is greater than the caster level of the creature or effect that created the *irradiate* effect.

CASTER LEVEL	RADIATION LEVEL
6th or lower	Low
7th–9th	Medium
10th–16th	High
17th or higher	Severe

AWAKEN COMPUTER TECHNOMANCER 4

School transmutation

Casting Time 10 minutes

Range touch

Targets one computer

Duration instantaneous

Saving Throw no (object); **Spell Resistance** no (object)

You infuse a computer with a spark of advanced technology, granting it an artificial personality (*Core Rulebook* 216). For this spell to take effect, you must have access to the computer, through either hacking it and bypassing any countermeasures it has or having unsecured access, but you don't need root access. Further, if the target computer's tier is equal to half your caster level or higher, you must expend credits equal to 5% of its base price while you cast this spell or the spell has no effect. This spell has no effect on computers that already have an artificial personality upgrade.

You decide the details of the computer's personality when you cast this spell, including its name, mannerisms, and sense of humor. The artificial personality recognizes you as its creator unless you remove that detail from its memory while casting. You can designate yourself and up to four other creatures as authorized users of the personality. This spell configures the personality with cunning and charm, granting it a bonus to Bluff, Diplomacy, Intimidate, and Sense Motive checks equal to 3 × its tier.

BLAST DOOR TECHNOMANCER 3

School conjuration (creation)

Casting Time 1 round

Range close (25 ft. + 5 ft./2 levels)

Effect wall up to 20 feet high, 20 feet wide, and 5 feet thick

Duration 1 round/level (D)

Saving Throw none; **Spell Resistance** no

You conjure a blast door up to 5 feet thick that blocks a hallway no more than 20 feet wide and 20 feet high. If the door would not completely block the targeted hallway, you can't cast this spell. Any creature in the spaces where the door appears is harmlessly shunted to a side of the door you choose. The door's statistics are those of a starship interior wall (*Starfinder Core Rulebook* 408). It is airtight, and it protects against vacuum and radiation. When the spell ends, the door vanishes without a trace.

CHARMING VENEER WITCHWARPER 0

School illusion

Casting Time 1 standard action

Range medium (100 ft. + 10 ft./level)

Targets one creature

Duration 10 minutes

Saving Throw none; **Spell Resistance** no

You pull gossamer threads from other, more genteel realities and wrap the target in them, smoothing the edges of their personality and accentuating their charms. The target gains a +1 circumstance bonus to Charisma checks and Charisma-based skill checks. Additionally, a creature affected by this spell can attempt a Diplomacy check to gather information in only 10 minutes. Once any individual under the effects of a *charming veneer* spell you cast has used this benefit to gather information in a specific settlement or local region, no target of a *charming veneer* spell you cast can do so again for 24 hours.



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CHURN FLUID  WITCHWARPER 0**School** conjuration**Casting Time** 1 standard action**Range** close (25 ft. + 5 ft./2 levels)**Effect** change the chemical composition of up to 1 bulk of fluid/level; see text**Duration** instantaneous**Saving Throw** none; **Spell Resistance** no

You merge a tiny corner of parallel realities with this one, subtly or dramatically shifting the chemical composition of a fluid. You can target any type of fluid, and you need not know its current composition. You must be able to see the liquid or the receptacle that holds it, or this spell fails and is lost. You must also target an entire body of fluid, rather than only part of it. If you target an amount of fluid that is too large for you to change entirely, the spell fails and is lost.

When you target fluid in this way, you can turn it into potable water, salt water, mildly corrosive acid or base, blood, or any other nontoxic, non-damaging fluid with no other game effects. After 1 day, if unused in its changed state, the fluid reverts to its original state. In so doing, the reverting fluid cannot cause harm.

COMMUNE WITH PLANET  MYSTIC 5**School** divination**Casting Time** 10 minutes**Range** personal**Duration** instantaneous

You form a connection with a planet you are on or in orbit of, instantly learning up to three facts from among the following: major settlements, basic attributes (location in the galaxy, diameter and mass, gravity, atmosphere, and day and year length), ecological state (such as untamed, cultivated, polluted, destroyed by war, and so on), intelligent life, the presence of powerful or unusual creatures, and technological installations.

COMPREHEND CUSTOMS  MYSTIC 1**School** divination**Casting Time** reaction**Range** personal**Targets** you**Duration** 1 hour/level**Saving Throw** none (harmless); **Spell Resistance** no (harmless)

This spell grants you a +2 insight bonus to Culture checks you attempt during the duration. The insight you gain might help you greet someone properly, know whether physical contact (a handshake, for example) is appropriate, or how to eat without making a mess or insulting your host. In addition, when you attempt Diplomacy checks to change attitudes during the duration, you can lower the DC by 5. This spell does not replace careful study of a culture, nor does it give insight beyond events that occur during the duration.

CREATE AMMUNITION  TECHNOMANCER 1**School** conjuration (creation)**Casting Time** 1 standard action**Range** close (25 ft. + 5 ft./2 levels)**Duration** 1 minute/level (D)

You create a specific type of ammunition, such as arrows or a battery, and conjure it in hand or a place within range. You can create ammunition with an item level of 1 or 2, and you create a number of charges or pieces of ammunition as if you had purchased the ammunition (for example, 20 arrows or a battery with 20 charges). If you use this spell to create a battery, the battery can be used for any function a battery performs. This spell cannot create ammunition made from special materials or with any special quality, and it cannot create grenades, rockets, missiles, or the like. The ammunition disappears when the duration ends.

DAZZLING FLARES  WITCHWARPER 0**School** evocation**Casting Time** 1 standard action**Range** close (25 ft. + 5 ft./2 levels)**Effect** popping, distracting flares within a 10-ft.-radius**Duration** 1 round**Saving Throw** Fortitude negates; **Spell Resistance** yes

You evoke fist-sized pockets of existence from multiple realities, creating chemical reactions that result in up to a dozen flares. These flares appear at once, and they do so within a 10-foot-radius spread. You choose the flares' colors, including colorless, and they make popping noises as they flicker in and out of reality. This popping can be as quiet as a human's whisper or as loud as up to 20 humans shouting. You can cause the flares to emit a sulfurous or ozone smell as they pop. These distracting flares impose a -2 penalty on Perception checks attempted in the area.

If you cast this spell while another casting of *dazzling flares* is still in effect, the previous casting ends.

DELAY COUNTERMEASURES  TECHNOMANCER 2**School** enchantment**Casting Time** 1 standard action**Range** touch**Targets** one computer**Duration** 1 round/level**Saving Throw** no; **Spell Resistance** yes

Countermeasures on the target computer are suppressed. If you trigger any suppressed countermeasure, you are still alerted that you have done so, but it activates only after the spell ends.

DISPLACE MEMORY  MYSTIC 4**School** transmutation**Casting Time** 1 round**Range** touch**Targets** one object of negligible bulk**Duration** instantaneous**Saving Throw** none (object); **Spell Resistance** no (object)

You move one of your memories into the target object. You can select up to 5 minutes of continuous memory, or you can select every memory associated with one person, place, or object you name when you cast this spell. If you select continuous memory, you lose those memories, and if you try to recall them, you remember a blank gap instead of any details. If you select a person, place, or object, you remember events related to that thing, but not the presence or details of the thing you named. For example, if after a visit to Castrovel with your sister you use

this spell to forget Castrovel, you remember traveling with your sister, but you forget where you went. Alternatively, if you used this spell to forget your sister, you remember going to Castrovel with someone, but not who was with you.

Anyone touching the object into which you placed your memories can recall those memories by speaking a command word that you designate at the time of casting. Alternatively, you can designate no command word so that no one can recall the memories when touching the object. If the object is destroyed, the memories placed within return to you.

DIVINE ASPECT MYSTIC 3

School enchantment

Casting Time 1 standard action

Range personal

Duration 1 round/level

You take on a terrifying aura that evokes a specific god, an aspect of divinity, a mystic concept, or another mighty force. For the duration, you are immune to fear effects, and you gain frightful presence (*Starfinder Alien Archive* 154) as a supernatural ability with a range of 30 feet and a Will save DC equal to the spell's DC.

ENDURING WORLDS WITCHWARPER 1

School transmutation

Casting Time 1 standard action

Range personal

Duration 1 round/level (D)

Saving Throw none; **Spell Resistance** no

You cast this spell during the duration of an ongoing environmental effect you've created using your infinite worlds class feature, refining your grasp on the overlapping realities around you. When you do so, this spell extends those effects for its duration. If you have used infinite worlds to create multiple effects, you can use this spell to extend any number of them.

GRAVITY WELL

 MYSTIC 4  TECHNOMANCER 4  WITCHWARPER 4

School conjuration

Casting Time 1 standard action

Range medium (100 ft. + 10 ft./level)

Area 20-ft. radius

Duration 1 round/level (D)

Saving Throw Reflex negates, see text; **Spell Resistance** yes

You alter the gravity in an area, making a central point of high gravity that pulls creatures toward it. Each creature in the area when the spell takes effect is knocked prone unless it succeeds at a Reflex saving throw. Any creature that starts its turn in the area must succeed at a Reflex saving throw or be drawn 15 feet closer to the center of the area. This movement provokes attacks of opportunity. Creatures adjacent to the spell's origin point take a -2 penalty to the save to avoid being pulled.

GROUNDLING TECHNOMANCER 3

School transmutation

Casting Time 1 standard action

Targets one willing creature touched

Duration 1 minute/level (D)

Saving Throw no; **Spell Resistance** yes (harmless)

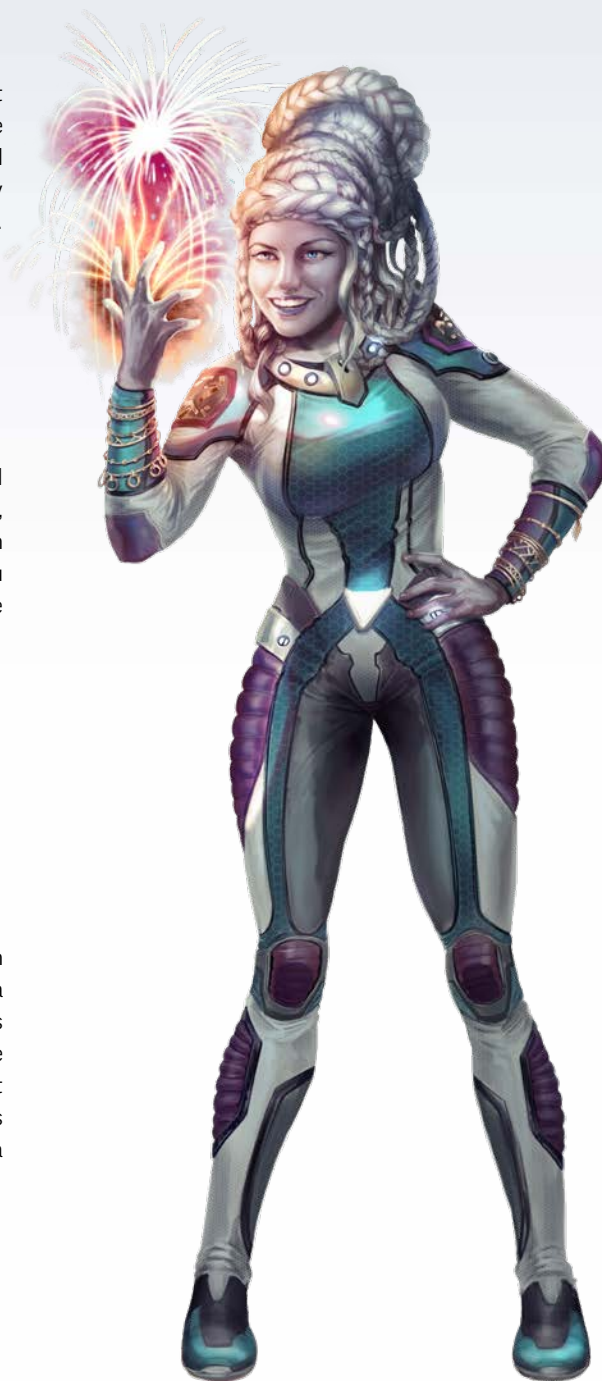
The target's body forms an exoskeleton, and its appendages such as hands and feet become broad and pointed like spades. Armor that covers any of these appendages functions normally and molds to fit the appendages' new shape. The target gains DR 5/bludgeoning and a burrow speed equal to its land speed. This spell grants no ability to breathe while buried, so a breathing creature without environmental protections might be at risk of suffocation.

HATEFUL VISAGE WITCHWARPER 4

School illusion

Casting Time 1 standard action

Range medium (100 ft. + 10 ft./level)



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Targets one willing creature; see text

Duration 1 minute/level

Saving Throw none (harmless); see text; **Spell Resistance** no

You pull alternate forms from horrifying realities and drape them upon the target, causing the target to exhibit almost any type of body horror imaginable. Your allies can tell this effect results from your layering of alternate realities onto this one and are unaffected. Against others, the target gains a +10 insight bonus to Intimidate checks. If the target successfully uses Intimidate to demoralize a foe, the foe is frightened instead of shaken. This bonus and change in condition are fear and mind-affecting effects.

HAUNTED ARMOR MYSTIC 2

School necromancy

Casting Time 1 standard action

Range close (25 ft. + 5 ft./2 levels)

Targets one worn suit of armor; see text

Duration 1 round/level



Saving Throw Will negates; **Spell Resistance** yes

You divert a malevolent spirit from the River of Souls to haunt your opponent's armor. This spell must target a suit of light, heavy, or powered armor. The armor becomes cumbersome, reducing the wearer's speed by 10 feet and AC by 1. It also rattles, hisses, and screeches, imposing a -4 penalty on Stealth checks.

HAUNTED COMBATANT MYSTIC 2

School necromancy

Casting Time 1 standard action

Range close (25 ft. + 5 ft./2 levels)

Targets one creature; see text

Duration 1 round/level

Saving Throw Will negates; **Spell Resistance** yes

You divert a malevolent spirit from the River of Souls to temporarily haunt and interfere with an opponent's weapons. The spirit writhes and rattles around in the target's manufactured weapons, imposing a -1 penalty on the target's attack rolls with weapons other than natural weapons. The weapons on a target's body continue to be haunted while the spell lasts, even if the original target dies. Anyone who picks up the haunted weapons during this time must attempt to save against this spell at a -1 penalty or be affected by it.

HAZARD WITCHWARPER 0

School evocation

Casting Time 1 standard action

Range close (25 ft. + 5 ft./2 levels)

Area 5-foot-radius burst

Duration 1 round

Saving Throw Reflex negates; **Spell Resistance** yes

When you cast this spell, choose acid, cold, electricity, fire, or sonic. The spell gains that descriptor. You summon a minor hazard from an alternate reality, creating a splash of acid rain, a blast of freezing air, a static electric discharge, a burst of fire, or a roar of thunder. Each creature in the area must succeed at a Reflex save or take 1d3 damage of the chosen type.

HOVERDISK TECHNOMANCER 2

School evocation (force)

Casting Time 1 standard action

Range close (25 ft. + 5 ft./2 levels); see text

Effect 3-ft. diameter disk of force

Duration 1 hour/level (D)

Saving Throw none (harmless); **Spell Resistance** no

You create a thin, circular plane of force 3 feet in diameter and able to hover up to 3 feet above the ground. When you cast this spell, you can give the disk general instructions, such as "Take me across this field of lava," or "Take the rescued shirren back to town." You can tell the disk to go to any location you are familiar with, and it follows these instructions without error, even traveling beyond the spell's range. If you give the disk no instructions, it follows 5 feet behind you. The disk can carry up to 20 bulk for each caster level you have, has a fly speed of 60 feet (no higher than 3 feet), and can move beyond the spell's range. It moves at your command or the command of a creature you designate, as a move action, and it raises and lowers itself

on similar command, so getting on or off the disk can be done as part of the move action to move into the disk's space. As a standard action, you can give the disk new general instructions.

If the spell ends before the disk completes its task, the disk completes as much as it can before disappearing. When the disk disappears, whatever it was carrying falls to the surface beneath it.

HOVERDISK, MASS TECHNOMANCER 5

Range medium (100 ft. + 10 ft./level); see text

Effect up to 1 disk of force/caster level, each of which is 3 feet in diameter

This spell functions as *hoverdisk*, except as noted above. As part of casting this spell, you can give a single set of instructions to all disks, or you can give separate instructions to each disk. You must spend a standard action to give new or additional instructions to any one disk, although you can give a group of disks the same instructions as part of the same action.

ILLUSORY STAR FIELD MYSTIC 1

School illusion

Casting Time 1 standard action

Range close (25 ft. + 5 ft./2 levels)

Targets up to 3 creatures/level, no two of which can be more than 20 feet apart

Duration 1 hour/level

Saving Throw Will disbelief; **Spell Resistance** no

This spell causes targets to see an illusory star pattern, naturally occurring space phenomena, or another general skyscape you choose the details of during casting. The spell's effects grant a +3 circumstance bonus to Bluff checks or related skill checks to convince the targets of something related to the false skyscape, such as their location on a planet according to the stars.

INFECT BLOOD TECHNOMANCER 3

School transmutation

Casting Time 1 round

Range close (25 ft. + 5 ft./2 levels)

Targets one living creature

Duration 1 round/level

Saving Throw Fortitude half; see text; **Spell Resistance** yes

You alter the target's internal chemistry, causing their body to reject its composition. The target takes 3d8 damage each round, but can attempt a Fortitude save for half damage, and has the sickened condition for the duration.

INSTANT UPGRADE TECHNOMANCER 2

School conjuration (creation)

Casting Time 1 standard action

Range touch

Targets one willing creature

Duration 10 minutes/level (D)

Saving Throw none (harmless); **Spell Resistance** no (harmless)

You conjure bits of technology infused with magic to create one functional, temporary cybernetic augmentation with a level equal to or lower than your caster level. You decide which cybernetic augmentation to create when you cast this spell. The target must have the chosen system available for augmentation.

If the target's chosen system already has its maximum number of augmentations, this spell has no effect. The augmentation appears without harm and functions for the spell's duration, dissipating harmlessly into nothing when the spell ends.

INVISIBILITY TO TECHNOLOGY TECHNOMANCER 2

School illusion

Casting Time 1 standard action

Range touch

Targets one creature or object

Duration 1 minute/level (D)

Saving Throw Will negates (harmless, object); **Spell Resistance** yes (harmless, object)

The target and its gear cannot be detected by cameras, motion detectors, technological armor upgrades such as infrared sensors, biotech and cybernetic eyes or ears, or other technological devices, and it is invisible to constructs with the technological subtype. The target is missing from technological images captured while the spell lasts, security cameras do not display the target, microphones pick up no sounds the target makes, and the target cannot trigger technological traps. This spell creates disadvantages for the target, as well. Talking on a comm unit is impossible while subjected to this spell, and automatic doors do not open for the target.

Items dropped, put down, or thrown by the target become visible to technology. Items picked up disappear if tucked into clothing or a bag carried by the target. Light remains visible to technology, but a source of light might be invisible. If any part of an item the target carries extends more than 10 feet from the target, that part becomes visible to technology. This spell ends under the same circumstances as an *invisibility* spell.

KNOW COORDINATES MYSTIC 1 TECHNOMANCER 1

School divination

Casting Time 1 standard action

Range personal

Duration instantaneous

You learn the exact location of one creature on the same planetary body as you, up to the size of a large planet, such as a gas giant. You must be able to identify the creature clearly from personal knowledge of who they are. If you and the creature you identify are not on the same planet-sized body, the spell fails. You can input the coordinates into any computer attached to an infosphere on the same planet to find general directions. If you use the Piloting skill's navigation task to reach the coordinates, these directions make your familiarity seldom visited (DC 15) even if the area would normally be unfamiliar.

LASER NET TECHNOMANCER 2

School conjuration

Casting Time 1 standard action

Range medium (100 ft. + 10 ft./level)

Effect lasers in a 20-ft-radius spread

Duration 1 minute/level (D)

Saving Throw Reflex negates, see text; **Spell Resistance** no

This spell creates a net of dangerous lasers between two solid points. The net can appear only if there are appropriate



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anchoring surfaces at both ends of the beams, such as two walls, a wall and a ceiling, or the like. Otherwise, the spell fails.

Creatures that move through the laser net must succeed at a Reflex saving throw or take 1d6+1 fire damage per 5 feet of laser net they move through. Creatures that move no more than 5 feet in the laser net receive a +2 circumstance bonus to this saving throw, but creatures that move through more than 15 feet of the laser net in a single turn take a -2 penalty to the saving throw.

LIFTING FRAME TECHNOMANCER 1

School transmutation

Casting Time 1 standard action

Range touch

Targets one willing creature

Duration 1 round/level (D)

Saving Throw none (harmless); **Spell Resistance** no

You create a holographic lifting frame around the target to subtly reinforce the target's musculature and posture. For the duration, the target's Strength modifier is +5 for carrying capacity and destroying objects using Strength (*Starfinder Core Rulebook* 409).

MANIPULATE TECH TECHNOMANCER 2

School transmutation

Casting Time 1 standard action

Range close (25 ft. + 5 ft./2 levels)

Targets one piece of unattended technology; see text

Duration instantaneous

Saving Throw none (harmless); **Spell Resistance** no (harmless)

You can briefly align your will to the circuitry or structure of an unattended technological weapon or a technological item with a usage entry, provided the target has an item level equal to or lower than your caster level + 3. The target can even have the broken condition. When you do so, you can cause the item to act as if you activated it without moving it from its space. If the target is a weapon, you can cause it to fire or activate for the rest of your turn. Then, you can make one attack against a creature in range using your ranged attack bonus plus your Intelligence modifier or your melee attack bonus plus your Intelligence modifier, whichever is applicable for the weapon you activate. If the target is a technological item with a usage entry, the item activates for the time listed in that usage entry. This spell provides any charges or ammunition used by your activation.

MEGAVITAMIN MYSTIC 1

School conjuration

Casting Time 1 standard action

Range touch

Effect 2d4 vitamins

Duration 24 hours

You create 2d4 powerful vitamins. One of these supplements meets its eater's food needs for 24 hours and causes the eater to regain 1 Hit Point. A creature can regain no more than 8 Hit Points from any *megavitamin* spell in a 24-hour period.

MIASMA MYSTIC 1 WITCHWARPER 4

School conjuration (creation, poison)

Casting Time 1 standard action

Range medium (100 ft. + 10 ft./level)

Area 30-ft.-radius spread

Duration 1 round/level

Saving Throw Fortitude partial; see text; **Spell Resistance** no

You turn the atmosphere in your immediate area into a hazy, green miasma that does not flow like normal air. It instead remains in its area for the duration and penetrates armor environmental protections. Creatures within the miasma have concealment against attackers. A creature that breathes in the miasma must attempt a Fortitude saving throw. On a failure, the creature is nauseated while it remains in the area and is sickened for a number of rounds equal to your caster level once it leaves the area. If the creature succeeds at its saving throw, it is instead sickened while in the spell's area and unaffected after leaving that area. If a creature leaves the spell's area but reenters it, the creature must attempt a new saving throw.

NANITE FORM TECHNOMANCER 3

School transmutation

Casting Time 1 standard action

Range touch

Targets one willing creature

Duration 1 minute/level (D)

Saving Throw none; **Spell Resistance** yes

The target and its gear are transformed into a cloud of nanites that fills a 5-foot cube. This cloud of nanites cannot attack or cast spells, but it has construct immunities and all-around vision; can't be entangled, flanked, flat-footed, off-kilter, off-target, pinned, prone, or staggered; and has immunity to critical hits. It takes only half damage from any effect that targets only one creature. Automatic fire must hit the target as if it were three targets to deal it damage. In addition, the target loses its land speed and gains a fly speed of 20 feet (perfect maneuverability). It can move through openings 1 inch wide without squeezing, and it can squeeze to move through microscopic openings.

OPTIMIZE TECHNOLOGY TECHNOMANCER 2

School transmutation

Casting Time 1 standard action

Range medium (100 ft. + 10 ft./level)

Targets one technological item of up to 1 bulk/level, or one technological vehicle or construct of any size

Duration 1 hour/level

Saving Throw Will negates (harmless, object); **Spell Resistance** yes (harmless, object)

You expend 1 Resolve Point to render a vehicle, construct, or technological device immune to corrosive atmospheres, water, heat, radiation, and other natural environmental dangers. If the target regains Hit Points while affected, its Hit Points are restored to their maximum.

PARALLEL FORM WITCHWARPER 2

School illusion

Casting Time 1 standard action

Range close (25 ft. + 5 ft./2 levels)

Targets up to one willing creature/level, no two of which can be more than 30 ft. apart

Duration 1 minute/level (D)

Saving Throw Will disbelief; **Spell Resistance** no

You pluck details from alternate-reality versions of targets to weave parallel forms, making the targets appear and act differently. You affect the targets as if they were each under a *disguise self* spell, deciding the details when you cast this spell. In addition, *parallel form* provides the mannerisms of the chosen form, and the tactile and audible properties of the target's equipment can seem different, although all the target's gear must appear to be of the same sort (for example, a melee weapon can appear to be only another sort of melee weapon). If you cast this spell to make the target appear to be a specific individual, the target gains a +4 circumstance bonus to Bluff checks to claim to be that individual. A creature that interacts with the target and succeeds at a Will saving throw recognizes the parallel form as an illusion.

PATCH TECH TECHNOMANCER 1

School divination

Casting Time 1 standard action

Range close (25 ft. + 5 ft./2 levels)

Targets one technological item

Duration 10 minutes/level (D)

Saving Throw none; **Spell Resistance** no

You gain a +3 insight bonus to Engineering checks to arm explosives, disable devices, and repair items.

PERFECT RECALL MYSTIC 2

School enchantment

Casting Time 1 standard action

Range touch

Targets one willing or unconscious creature

Duration 1 minute/level

Saving Throw no (harmless); **Spell Resistance** no (harmless)

The target is able to recall memories with perfect clarity. If the target has been subjected to *displace memory* (see page 134), *modify memory*, or a similar effect, this spell provides no recall of those lost memories. However, the target realizes its memories have been altered by such a spell or effect.

PHANTOM CYCLE TECHNOMANCER 3

School conjuration (creation)

Casting Time 1 round

Range touch

Effect one magical vehicle

Duration 1 hour/level

Saving Throw none; **Spell Resistance** no

You conjure a motorcycle (*Starfinder Armory* 138) out of raw magic. This phantom cycle is only partially real, with a shadowy finish, dark trim, and tires of ghostly mist. Only you can pilot this cycle, although anyone can be a passenger. For every caster level you have above 6th, your phantom cycle gains a 5-foot increase in speed, a 50-foot increase to its full speed, and a 5-mph increase to its overland movement.

PINPOINT NAVIGATION

 MYSTIC 3  TECHNOMANCER 3

School divination

Casting Time 1 round

Range close (25 ft. + 5 ft./2 levels)

Targets one humanoid

Duration 1 hour/level

Saving Throw none; **Spell Resistance** no

You focus your mind on time and space around you, gaining supernatural insight about your physical place in the universe. You gain a +10 bonus to Piloting checks to navigate and astrogate, and you can plot a course in half the normal time.

PREDICT FOE MYSTIC 2

School divination

Casting Time 1 standard action

Range close (25 ft. + 5 ft./2 levels)

Targets one creature

Duration concentration, up to 1 round/level

Saving Throw none; **Spell Resistance** yes

You reach into the target's mind, extracting a sense of its immediate intentions. For the duration, you can warn a creature the target intends to attack, providing that creature with concealment against the attack. You convey this warning, verbally or telepathically (transcending language), as part of concentrating on this spell. You can continue to concentrate on this spell, and the effect continues if you do, even if the target leaves your line of sight.

PRESCIENCE WITCHWARPER 3

School divination

Casting Time 1 standard action

Range close (25 ft. + 5 ft./2 levels)

Targets one creature

Duration concentration + 1 round

Saving Throw Reflex partial; see text; **Spell Resistance** no

You peer into the future of multiple realities, collating and perceiving actions the target is likely to take. When that target takes an action during the duration, as a reaction you can execute one of the following effects. These effects are resolved after the target declares an intended action but before that action is resolved. The target can attempt a Reflex save to negate your reaction's effect. If the effect successfully interrupts the target's action, that action is still expended unless otherwise noted. Once a target has been successfully affected three times by one casting of this spell, the spell ends. You can attempt each effect only once per casting.

- Trip the target. A target tripped after it declares its intent to cast a spell does not lose that spell slot.
- Hinder the target's ranged weapon, imposing a –4 penalty on its next ranged attack roll or a –2 penalty to multiple ranged attack rolls during a full attack.
- Wrench the target's weapon-wielding appendage, imposing a –4 penalty on its next melee attack roll or a –2 penalty on multiple melee attack rolls during a full attack.
- Short out an item—whether magic, hybrid, or technological—wasting the target's declared action to activate that item.
- Jam a weapon or weapon-like object in place as the target attempts to draw or sheathe it, thwarting that attempt.
- Cause the target to fumble with ammunition, wasting its declared action to reload a weapon.



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- ☉ Unleash a blast of force from eddying realities, causing the foe to waste its declared action to stand up from prone.

PUNCTURE VEIL WITCHWARPER 1

School evocation

Casting Time 1 standard action; see text

Range medium (100 ft. + 10 ft./level)

Targets one or two creatures; see text

Duration instantaneous

Saving Throw none; **Spell Resistance** yes

You grasp onto a space-time filled with microscopic needles and use them to pierce into your reality. One creature takes 1d4 piercing damage and gains bleeding 1 for 3 rounds.

You can cast this spell as a full action. If you do, you have two options. You can target two creatures within 20 feet of each other with the effect described above, or target only one creature, who takes 2d4 piercing damage and gains bleeding 2 for 3 rounds.

REALITY BEND WITCHWARPER 5

School transmutation

Casting Time 1 standard action

Range medium (100 ft. + 10 ft./level)

Targets one willing creature; see text

Duration concentration + 1 round

Saving Throw none (harmless); **Spell Resistance** no

You concentrate on overlapping realities and focus them on the target. Once per round, even when it is not your turn, you can move your target up to 10 feet into a space it is willing and able to occupy. This movement can occur only between resolved actions and does not trigger reactions. When you concentrate on this spell, you can shift your focus to a different target.

REALITY LEAP WITCHWARPER 2

School conjuration (teleportation)

Casting Time 1 standard action

Range long (400 ft. + 40 ft./level)

Targets personal

Duration instantaneous

Saving Throw none, Will negates (object); **Spell Resistance** no, yes (object)

You open an unstable tear in reality and leap into the unknown, emerging at another nearby but unpredictable point in this version of existence. When you cast this spell, you state the direction you wish to travel, the distance within range, and the specific square in which you're trying to arrive. You can bring along objects, provided their weight doesn't exceed your maximum load. You travel the correct direction and distance, but you have a 50% chance to arrive elsewhere than your intended square. If you do, use the Missing with a Thrown Weapon diagram (*Starfinder Core Rulebook* 245) to determine the direction you deviate from the intended destination. You arrive 1d6 squares away in that direction, although your deviation cannot cause you to exceed this spell's range. If you arrive in a place already occupied by a solid object or body, you take 1d6 damage and are shunted to the nearest open space with a suitable surface.

REMOTE OPERATION TECHNOMANCER 1

School conjuration

Casting Time 1 standard action

Range 60 ft.

Targets one operable technological device no larger than a vehicle that is not a starship

Duration concentration + 1 round/level

Saving Throw none; **Spell Resistance** yes

A holographic duplicate of the target's controls appears within your reach. If the target has no controls, the spell fails. As part of concentrating on this spell, you (and only you) can use these holocontrols to operate the target as if you were able to touch its actual controls. The spell ends if the target moves out of range.

RESIST RADIATION MYSTIC 2

School abjuration

Casting Time 1 standard action

Range medium (100 ft. + 10 ft./level)

Targets up to one creature/level, no two of which can be more than 30 ft. apart

Duration 1 hour/level

Saving Throw none (harmless); **Spell Resistance** no (harmless)

You protect targets from radiation. They succeed at saving throws against low radiation and radiation sickness with a DC of 13 or lower. If the target has radiation sickness with a saving throw DC of 13 or lower, the sickness's effects are suppressed for the duration. Against radiation and radiation sickness with higher save DCs, this spell instead grants targets a +2 circumstance bonus to the saving throws.

SECURITY PROTOCOL TECHNOMANCER 6

School abjuration

Casting Time 30 minutes

Targets one building or starship up to 200 sq. ft./level in size; see text (D)

Range see text

Duration 2 hours/level

Saving Throw see text; **Spell Resistance** see text

You protect one building or starship you are within by outfitting it with various technological and magical effects. This spell can protect a contiguous area delineated by walls or other enclosed structures, such as part of a large indoor complex, but you must designate the area along the walls or other significant partitions that separate rooms and corridors—the area cannot protect only part of any room or hallway.

Once cast, this spell creates the following effects. Effects that allow saving throws or spell resistance say so. Spell effects are treated as if you had cast that spell at your caster level, have a save DC equal to this spell's, and last as long as this spell does.

Confusion: Where choices in direction exist, a minor confusing effect imposes a 50% chance that the creature goes in a random wrong direction. This is an enchantment, mind-affecting effect. Spell resistance applies.

Doors: Doors you choose are affected as if by *security seal*.

Fog: Areas you designate are filled with dense fog clouds that obscure the area like a *fog cloud* spell, up to a number of clouds equal to half your caster level.

Hidden Doors: One door per caster level can be concealed with a 1st-level *holographic image* that makes it appear to be a plain wall. This effect allows a Will saving throw to disbelieve the illusion, with a DC equal to this spell's DC.

Laser Nets: Areas you designate are protected as if by the *laser net* spell (see page 137). This effect allows Reflex saves as described in that spell, with a DC equal to this spell's DC.

In addition, when you cast this spell, you can place one of the following effects.

- *Dancing lights* in four corridors, as the spell.
- *Grease* in two places. This effect allows Reflex saving throws as described in that spell, with a DC equal to this spell's DC.
- *Logic bomb* on two computers in the area. This effect allows a Fortitude saving throw as described in that spell, and spell resistance applies.
- A *smog bank* (see below) in two places.

SHARE MEMORY MYSTIC 1

School divination

Casting Time 1 round

Range touch

Targets one willing creature

Duration concentration, up to 1 minute/level (D)

Saving Throw none; **Spell Resistance** yes

You allow the target to share a memory with you and up to five other creatures, all of whom must be willing and within 30 feet of the target when you cast this spell. You designate which memories the target shares when you cast this spell, although the target can guide you in this designation. The designated memory can be as specific as “the conversation you just had with the captain” or as vague as “your favorite childhood memory of being with your father.” For the duration, those sharing the memory experience it through the target's senses as the target did. Anyone sharing the memory can cease participation at any time. If you end the effect for yourself, or the target ceases sharing, the spell ends. If the memory's length exceeds the duration, it plays out while this spell lasts and then ends with the duration. This spell does not work on memories that have been magically altered or removed through spells such as *displace memory* (see page 134) or *modify memory*.

SHIFTING SURGE WITCHWARPER 1

School transmutation

Casting Time 1 standard action

Range touch

Targets one willing creature or object

Duration 1 round

Saving Throw none; **Spell Resistance** yes

You touch a willing creature and affect one of its energy damage attacks or weapons, changing the energy damage type of one of its attacks to one other type until the end of your next turn. Even if you don't change the damage, the next affected attack that hits deals 2d6 additional damage if it targets only one target, or 1d6 additional damage if it affects an area or multiple targets.

SLICE REALITY WITCHWARPER 2

School evocation

Casting Time 1 standard action

Range medium (100 ft. + 10 ft./level)

Targets 1 creature + 1 creature/3 levels

Duration instantaneous

Saving Throw Fortitude half; **Spell Resistance** yes

You expose targets to churning entropy which turns parts of their body sickly and black. Each target takes 2d6 damage. A successful Fortitude save halves this damage.

You can focus on only one target rather than multiple. If you target only a single creature with this spell, the target is also staggered for a number of rounds equal to your caster level.

SMOG BANK TECHNOMANCER 3

School conjuration (creation)

Casting Time 1 standard action

Range medium (100 ft. + 10 ft./level)

Area 20-ft.-radius spread

Duration 10 minutes/level

Saving Throw Fortitude negates, see text; **Spell Resistance** no

You create a noxious cloud similar to *fog cloud* that is harmful to living creatures. *Smog bank* obscures sight just as *fog cloud* does. Living creatures without environmental protections that are in the area when the spell is cast or who enter the area must attempt a Fortitude save or be sickened for as long as they remain in the cloud and for 1d4+1 rounds thereafter.

SONG OF THE COSMOS MYSTIC 2 WITCHWARPER 2

School enchantment (compulsion, mind-affecting)

Casting Time 1 standard action

Area 20-ft.-radius spread centered on you

Duration 1 round

Saving Throw Will negates; **Spell Resistance** yes

You thrum a discordant tune that underlies existence and hints at the deep secrets of the universe. Creatures in the area must succeed at a Will saving throw or be fascinated for the duration.

SONG OF THE COSMOS, GREATER

 MYSTIC 4  WITCHWARPER 4

School enchantment (compulsion, mind-affecting)

Casting Time 1 standard action

Range 20 ft.

Area 20-ft.-radius spread centered on you

Duration 1d4+1 rounds

Saving Throw Will negates; **Spell Resistance** yes

As *song of the cosmos*, except as noted above, and creatures that fail their Will saves are also dazzled for the duration.

SPIRIT-BOUND ARMOR MYSTIC 1

School necromancy

Casting Time 1 standard action

Range close (25 ft. + 5 ft./2 levels)

Targets one suit of armor

Duration 1 round/level

Saving Throw Will (harmless); **Spell Resistance** yes

You divert a benevolent spirit from the River of Souls to temporarily inhabit a suit of armor. The spirit steadies the nerves and balance of the creature wearing the armor. If the



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target becomes flat-footed during the duration, it ignores the penalty to AC that condition imposes. Similarly, the off-kilter condition has no effect on the target while this spell is in effect.

SPIRIT-BOUND COMPUTER MYSTIC 1

School necromancy

Casting Time 1 standard action

Range touch

Targets one computer system

Duration concentration, up to 1 minute/level

Saving Throw none; **Spell Resistance** yes

You divert a benevolent spirit from the River of Souls to inhabit a computer. You can communicate with the spirit while you concentrate; the spirit is trained in Computers and can make Computers checks you request with a total bonus equal to 3 + your caster level + your key ability score modifier.

STAR STORM MYSTIC 6 WITCHWARPER 6

School evocation

Casting Time 1 standard action

Range medium (100 ft. + 10 ft./level)

Area cylinder (40-ft. radius, 40 ft. high)

Duration instantaneous

Saving Throw Reflex half; **Spell Resistance** yes

Stellar plasma rains down in the area, dealing 6d8 electricity damage and 6d8 fire damage to creatures and objects in the area.

TRANSFER CONSCIOUSNESS TECHNOMANCER 5

School divination

Casting Time 1 round

Range touch

Targets one computer or willing technological construct; see text

Duration 10 minutes/level (D)

Saving Throw Will negates; **Spell Resistance** yes

You transfer your mind into a computer or technological construct. If you transfer your mind into a computer, its tier can be no higher than half your caster level. If you transfer into a construct, it must be willing or, if nonsapient, not hostile to you. The construct's CR or level can be no higher than your caster level.

While your mind is in a computer system, you have direct control over its commands. You can perform Computers checks related to that system in half the usual time.

If you transfer your mind into a technological construct, you have access to its functions, allowing you to control the creature directly. You can't cast the construct's spells or use its spell-like or supernatural abilities. You can cast your own spells.

While this spell lasts, your body falls prone and helpless, as if you were unconscious. When the spell ends, your mind transfers back to your body instantly, provided your body and the target are on the same plane. Otherwise, you die.

TRANSPORT PASSENGERS TECHNOMANCER 4

School transmutation

Casting Time 1 minute

Range touch

Targets one vehicle or Tiny starship; see text

Duration 1 hour/level

Saving Throw none (object); **Spell Resistance** no (object)

You create an extradimensional space in the passenger area of a vehicle or Tiny starship, allowing it to carry one additional Medium creature per caster level. This spell must be cast on a vehicle able to carry more than one passenger, or the spell fails. The extradimensional space appears in the vehicle's seating area or the starship's bridge or passenger section, and it looks like a thin, glowing gap in reality. Creatures that step through this gap are shunted into the extradimensional space, which appears to be and functions as another compartment in the vehicle. A creature can exit the extradimensional space as part of a move action to move through the gap in reality, though a creature cannot exit the extradimensional space unless room to accommodate it exists in the normal seating area.

Creatures that are encumbered or overburdened cannot enter the extradimensional space. If a creature is larger than Medium, each size category counts as one additional creature for determining the capacity of the extradimensional space.

Creatures within the extradimensional space can't interact with anything outside the vehicle, nor can creatures outside the vehicle perceive or interact with occupants and contents of the space. If the vehicle is destroyed or the extradimensional space is dispelled, the extradimensional space collapses. Anything within the extradimensional space when the vehicle or starship is destroyed, the space is dispelled, or this spell ends are shunted to the nearest open spaces outside the target.

UNSPEAKABLE PRESENCES WITCHWARPER 6

School transmutation

Casting Time 1 standard action

Range long (400 ft. + 40 ft./level)

Area 60-ft. radius

Duration 1 round/level (D)

Saving Throw none; see text; **Spell Resistance** no

You swap the space beneath your enemies with the gnashing maws, tentacles, and claws of hideous beasts from another reality. A foe in the area takes 4d6 damage per round and cannot move until it succeeds at a Reflex saving throw, which it can attempt at the end of each of its turns. At that point, the opponent can be affected again only if it leaves the spell's area and then returns.

A creature that takes damage from this spell 3 rounds in a row must succeed at a Fortitude save or be consumed by the unspeakable presences. That creature dies, and when the spell ends, its body and gear disappear into the realities from whence the presences came. This is a death effect. Only *miracle*, *warp reality*, and *wish* can bring back a creature slain this way.

USHER APOCALYPSE WITCHWARPER 6

School illusion (shadow)

Casting Time 1 standard action

Range long (400 ft. + 40 ft./level)

Area 60-ft. radius

Duration 1 round/level (D)

Saving Throw Will disbelief and Reflex partial; see text; **Spell Resistance** yes

You create a quasi-real apocalypse to tear through the area,



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causing several effects. When the spell first takes effect, illusory hellfire crashes to the ground, dealing 6d6 fire damage to your enemies in the area. Creatures can attempt a Will saving throw to disbelieve the fiery vision and take only half damage.

Then, for the duration, two more effects continue. An illusion makes the ground appear to be unstable crust over lava, which your foes treat as difficult terrain. Grasping hands appear to reach out from the ground to grab at enemies. Each time an enemy starts its turn in the area, it must succeed at a Reflex saving throw or be unable to leave its space for the turn.

VIGILANT JUNKBOT TECHNOMANCER 2

School transmutation

Casting Time 1 round

Range touch

Targets 1 bulk of inert electronic equipment; see text

Duration 1 round/level

Saving Throw none; **Spell Resistance** no

You turn the target into a robot that can guard you. This spell works like *handy junkbot* insofar as targeting parameters and your inability to target the same equipment after the spell ends. The junkbot you create is Tiny and appears in your space.

A vigilant junkbot can take no actions. Instead, you instruct the junkbot to perform its melee protocol or ranged protocol. You can change the protocol telepathically as a move action. In its melee protocol, the junkbot attaches to you, granting you a +1 bonus to KAC for every 4 technomancer levels you have. In its ranged protocol, the vigilant junkbot hovers at strategic

angles to cover you, granting you concealment against ranged attacks. Additionally, when you take damage from an attack that matches the protocol (melee or ranged), the junkbot takes the first 3 damage. Any additional damage passes to you.

Enemies can target the junkbot instead of you. Its KAC and EAC are each 10 + your caster level, and it has Hit Points equal to one-quarter of your own (but no Stamina Points). The junkbot uses your saving throw bonuses, and it is a construct with the magical and technological subtypes.

WARP REALITY WITCHWARPER

School universal

Casting Time 1 standard action

Range see text

Effect, Area, or Targets see text

Duration see text

Saving Throw see text; **Spell Resistance** see text

Beckoning to all realities at once, you pull in new possibilities and alter your world to suit you. A *warp reality* spell can produce one of the following effects.

- Duplicate any witchwarper spell of 6th level or lower.
- Duplicate any other spell of 5th level or lower.
- Undo the harmful effects of certain spells, such as *feeblemind*.
- Produce an effect of a power level in line with the above.

At the GM's discretion, *warp reality* can produce greater effects but can be dangerous or might have only a partial effect.

A duplicated spell allows saving throws and spell resistance as normal, but the save DCs are as for a 7th-level spell. For other effects based on spell level, *warp reality* is a 9th-level spell.



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STARSHIP COMBAT

Starship combat is common throughout the galaxy, and while few adventurers spend the bulk of their time specializing in its intricacies, most know it's important to be able to contribute once the plasma torpedoes begin to fly. The rules in this section provide new ways for characters to dive into the action during starship combat: two new starship roles, a new category of actions that can be attempted by a character in any role, and new minor actions.

NEW STARSHIP ROLES

The *Character Operations Manual* presents two brand-new starship combat roles: chief mate and magic officer, both of which are detailed below. These roles expand the options available in the *Starfinder Core Rulebook* and are meant to help create a more robust experience during the game's starship combat encounters.

Not every ship normally has crew filling these roles, but any ship can benefit from them, and the options provide more flexibility for characters whose concepts or mechanical builds don't perfectly fit into one of the existing starship combat roles. Where a nimble and scrappy character might previously have felt obligated to take ranks in Piloting, now such a character might use their skill in Acrobatics or Athletics to better perform the chief mate's trickier tasks related to ship maneuverability and mechanical ingenuity. Similarly, a character who is a sage spellcaster focused on eldritch magic now need not be pushed to learning about computers merely to fill a science officer role, for example—the magic officer role is a far better conceptual and mechanical fit.

As with all starship combat roles, you must still determine at the start of each round which role you want to fill for that round, whether it's a role from the *Core Rulebook* or one of the following new roles. The roles below otherwise follow the normal rules for starship combat roles found on page 316 of the *Core Rulebook*.

CHIEF MATE

Despite the advanced technology that is ubiquitous on most starships, there's always a use on board for someone who knows the ship's various systems well enough to manually push them to achieve levels of performance their manufacturers never intended. A starship's chief mate knows every circuit and conduit within their starship's mechanical and electronic systems, and is bold enough to take risks with these levers, valves, and other intricacies that can help their crew escape from or win dire combat scenarios.

Being a chief mate is hardly easy, however, and the role is not for the faint of heart. Accomplishing the off-the-books feats that are so valuable in starship combat often requires a strong and hardy individual to physically haul around equipment, force levers past their built-in safety points, or reconnect systems in ways they weren't designed for—or else requires someone nimble enough to accomplish the same

tasks via finesse without resorting to brute force, as the chief mate slides finicky controls into nonstandard positions or temporarily bypasses a system's physical safety valves.

The chief mate assists characters in all other roles on the ship, making the other characters' jobs easier and allowing them to accomplish more in their primary duties since they no longer need to focus on physically manipulating machinery or equipment. A chief mate acts during the same phase as the crew member she wishes to assist that round. Despite the role's name, a ship can have any number of chief mates (though on a military ship, only one is generally referred to as the chief mate, and all others are considered deck officers).

Chief Mate Actions

As a chief mate, you can take any of the following actions, some depending on your number of ranks in the Acrobatics or Athletics skill, whichever you favor. (Note that the Targeting Aid and Maximize Speed actions both require a minimum number of ranks in Acrobatics or Athletics to perform.) Each of these actions can be taken only during a particular phase, as noted in parentheses next to the action's name. You must decide at the start of each round which phase you will act in, usually by deciding which other role you're supporting that round. Unless otherwise noted, each action can be performed only once per round, no matter how many chief mates are on a starship.

Hard Turn (Helm Phase, Push)

You manually adjust additional thrusters and bypass safety systems, shouting for your fellow crew members to brace themselves for a stomach-turning tactical maneuver. This bit of risky co-piloting might overtax the starship's turn radius, but it can also help the pilot get significantly more maneuverability out of the vessel when the crew finds itself in a lurch. Attempt an Acrobatics or Athletics check (DC = 10 + 1-1/2 × your starship's tier). If you succeed, the pilot can make one turn during the round as though the maneuverability of the starship were improved by one step. This has no effect on a ship with perfect maneuverability. If you fail your check by 10 or more, you overheat and temporarily degrade the effectiveness of the starship's maneuvering thrusters, causing the ship's maneuverability to worsen by one step for the rest of this round.



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Maintenance Panel Access (Engineering Phase)

You start ripping open access panels, turning secured valves, and manually bypassing safety systems to help the engineer get more out of their systems when they take the divert or overpower action. Attempt an Acrobatics or Athletics check (DC = 10 + 1-1/2 × your starship's tier). If you succeed and the engineer also succeeds at their check to divert, they can provide the normal benefit from divert to two different systems instead of only one. If the engineer instead succeeds at their check for the overpower action, they can choose four different systems to divert power to instead of three. In either case, no system can benefit twice from the same action. For more about the divert and overpower actions, see page 323 of the *Core Rulebook*.

If you fail your check by 10 or more, you overtax the ship's systems without adding any useful capacity, and all engineer actions performed this turn take a -2 penalty.

Manual Realignment (Helm Phase)

Manual realignment of the ship's sensors to better focus on an opposing starship can help the science officer get better results when using the ship's sensors to glean information about the other vessel. Attempt an Acrobatics or Athletics check (DC = 10 + 1-1/2 × your starship's tier). If you succeed and the science officer also succeeds at their check to perform the scan action, they receive one additional piece of information, as though their result were 5 higher. If you

fail the check by 10 or more, you knock the sensors out of alignment altogether, and no check to scan can be attempted this round as the system recalibrates.

Targeting Aid (Engineering Phase, Push)

If you have at least 6 ranks in Acrobatics or Athletics, you can assist one specific gunner making an attack by inputting secondary sensor information, bypassing safety protocols, and even monitoring and adjusting power fluctuations in a ship's weapon system to make the ship's physical weapons more accurate. You must spend 1 Resolve Point and attempt either an Acrobatics or Athletics check (DC = 20 + 1-1/2 × your starship's tier). One gunner can then take the fire at will or broadside action without the associated penalty to gunnery checks (normally -4 for fire at will and -2 for broadside; see page 324 of the *Core Rulebook* for more information). If you fail the check by 10 or more, that gunner instead takes a -2 penalty to attack rolls they make this round. This action can be taken more than once per round, but only once per gunner acting in that round.

Maximize Speed (Helm Phase, Push)

If you have at least 12 ranks in Acrobatics or Athletics, you can help the pilot get the most speed possible out of your ship, pushing the engines to their limit. This requires spending 1 Resolve Point and succeeding at an Acrobatics or Athletics check (DC = 25 + 1-1/2 × your starship's tier), at which point

the speed of your starship increases by 2 for this round. This increase is cumulative with other increases to speed, such as from the engineer diverting power to the engines.

MAGIC OFFICER

Even starships that are not explicitly powered by magic or hybrid technology have enough mystical components and are exposed to enough ambient magic that they can be influenced by those rare few who command a deep understanding of the intersections between magic and the vastness of space. If nothing else, simply accessing the Drift requires both technology and magic, and the underlying magic of the universe is prevalent even in the void, so the usefulness of arcane expertise cannot be overemphasized, especially in a starship combat environment in which even the smallest advantage can mean the difference between life and death. The magic officer deeply understands this truth and provides both mystical knowledge and resources that can push the starship's interaction with the inherent magic around it to new heights.

While not every ship has a magic officer, it's often useful to have someone who understands digital portents, the flows and eddies of raw magic through the void of space, and how the inherently eldritch forces unleashed by powerful engines can impact starship operations. A magic officer acts during the engineering phase during starship combat. A ship can have any number of magic officers.

Magic Officer Actions

As a magic officer, you can take any of the following actions, depending on your ranks in the Mysticism skill. (Note that the Mystic Haze and Psychic Currents actions both require a minimum number of ranks in Mysticism to perform.) These actions can be taken only during the engineering phase. If your starship has an arcane laboratory, you gain a +2 bonus to Mysticism checks to perform any of these actions. Unless otherwise noted, each action can be performed only once per round, no matter how many magic officers are on a starship.

Eldritch Shot (Engineering Phase, Push)

You augment a starship weapon with a burst of your personal magic in much the same way that weapon fusions augment personal-scale weapons. Such an effort is considerable, and the magic lasts for only a single attack before it fizzles and the starship weapon returns to its normal functionality. Choose one weapon on your starship to augment and attempt a Mysticism check (DC = 10 + 1-1/2 × your starship's tier). If you succeed, the gunner treats the range of that weapon as 5 hexes longer than normal. This does not work for weapons with the point special property.

Precognition (Engineering Phase)

You use your supernatural senses and a spark of divination magic to see opponents' motion before it happens, giving you just a split second to shout a warning to your ship's pilot. Attempt a Mysticism check (DC = 10 + 1-1/2 × your starship's tier). On a success, you grant the pilot a +2 circumstance bonus to their

Piloting check at the beginning of the helm phase to determine piloting order.

Scrying (Engineering Phase)

You employ a substantial form of divination, such as dealing from a digital harrow deck, reading the future by interpreting the splatter of leaking coolant on your ship, or visually scanning the readouts of your starship's myriad screens to pull deeper and predictive meaning from the lights and sounds around you. This functions as the scan science officer action, but you attempt a Mysticism check instead of a Computers check. For information about the effects of a successful scan action, see page 325 of the *Core Rulebook*.

Mystic Haze (Engineering Phase, Push)

If you have at least 6 ranks in Mysticism, you can spend 1 Resolve Point and attempt a Mysticism check (DC = 20 + 1-1/2 × your starship's tier); if you succeed, you call forth a magical burst of static to block your enemy's view. This obscuring field garbles your opponent's sensors and hinders their ability to gain information about your ship's defenses and positioning, providing your starship a +1 enhancement bonus to AC until the end of the next round. In addition, the increased interference means all science officers on the opposing starship taking the scan or lock on actions before the end of the next round must roll twice for their checks and use the worse result.

Psychic Currents (Engineering Phase)

If you have at least 12 ranks in Mysticism, you can spend 1 Resolve Point and attempt a Mysticism check (DC = 20 + 1-1/2 × your starship's tier) to manipulate mysterious, invisible forces in the void of space, expanding and contracting the basic physics around your own vessel and altering how your starship can negotiate the confines of physical space-time. On a successful check, reduce your starship's minimum distance between turns by 1 (to a minimum of 0) for that round.

OPEN CREW ACTIONS

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 + 1-1/2 × 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

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 a minor crew action regardless of your current role, but only if no other action was performed this round for the role associated with that minor crew action, as indicated in the description for each minor action. A minor crew action can be performed only once per round, and it doesn't count as your action.

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).



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DOWNTIME

Not even the most battle-scarred and seasoned mercenary spends every day in combat. Most adventurers have a few days or weeks between jobs, and even if their schedule is packed, interplanetary travel and journeys through the Drift require time—time that can't be spent fighting foes or exploring. The rules here detail what adventurers might be doing in the quiet times, between the excitement of exploration and the terror of combat.

Downtime is measured in days of 24 consecutive hours of Pact Standard Time. During a day in which you don't do any adventuring, engage in starship combat, use overland movement, or take part in other time-consuming or demanding activities, you can engage in one of the downtime activities described in this section (you can still engage in a single 8-hour rest). If you begin a downtime activity at the start of a day but that activity is interrupted during the day—for instance, if starship combat breaks out—that downtime activity provides no benefit, and you must start over on a new day. A notable exception to this is the maintain readiness activity (page 153), which provides a benefit when interrupted.

Most of the activities listed in this section include entries for Activity, Results, and Multiday, detailed below. Several downtime activities refer to or expand upon options in the *Starfinder Core Rulebook*; page references are included for convenience.

Activity: The downtime activity is described here, as well as all requirements for it, including skill checks, saving throws, equipment, starship expansion bays, and similar facilities. You can take 10 or take 20 on skill checks for downtime activities unless otherwise stated (in either these rules or those referenced in the *Core Rulebook*).

Results: The results of a downtime activity are resolved at the end of the day unless stated otherwise, and many downtime activities grant benefits for the following day. If there are penalties for failure, those are also listed here.

Multiday: If you can perform an activity for a longer period of time to gain a different or improved benefit, that's listed here. Unless otherwise stated, this time period must be consecutive; if you are interrupted at any point during that interval (such as by a random encounter in the Drift) or if you choose a different downtime activity, you lose any progress made. If you choose to restart the activity, you must start over.

ANALYZE SAMPLE

With time and a physical sample, you can learn a great deal.

Activity: You spend the day analyzing a physical sample of a creature or material. The sample must have at least light bulk, and you must have access to a science lab or similar facilities for the whole day.

Results: You learn information about the creature or material as if you had taken 20 on a skill check to identify it, using the appropriate skill for its creature type (*Core Rulebook* 133) if it's a creature, Engineering if it's a technological or hybrid item, or

COMMON DOWNTIME ACTIVITIES

While there are dozens of options for spending downtime, many adventurers stick to a few favorite options; several of the most common are bolded in the following examples.

On a weeklong journey through the Drift, a given starship's overcautious pilot might choose each day whether to **maintain readiness** (page 153) or **manage course** (page 154), a diligent engineer might **maintain equipment** (page 153), and the captain might take several days to **coordinate** (page 151) with their crew before using the rest to **loung**e (page 153).

Meanwhile, a war-weary, resource-starved party on a hostile alien world might take several days to **convalesce** (page 151), while their best medic endeavors to **provide long-term care** (page 155) in hopes of speeding their recovery.

Mysticism if it's a magic or hybrid item. You must be trained in the appropriate skill or you gain no benefit. The GM might rule that certain creatures or materials are too rare or unusual to be identified this way.

Multiday: For each consecutive day you spend on this downtime activity, you gain a cumulative +1 circumstance bonus to your check, up to a maximum of +5.

BUILD SHELTER

You build a temporary shelter in order to mitigate adverse environmental effects.

Activity: You spend the day building a 10-foot-by-10-foot shelter from nearby material that can accommodate one Large creature or two Medium or Small creatures. At the end of the day, attempt a DC 20 Survival check. You can't take 20 on this check.

Results: On a failure, the shelter lasts for only the following day. On a success, it lasts for a number of days equal to the number by which your result exceeded the check's DC. While the shelter lasts, occupants of the shelter are protected from cold dangers (*Core Rulebook* 400) and heat dangers (*Core Rulebook* 402). This also counts as a shelter for the purpose of Survival checks to endure severe weather (*Core Rulebook* 148) and protects its occupants from damage from dust storms and thunderstorms (*Core Rulebook* 399). At the GM's discretion, a well-built shelter might also provide other protections.



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CAROUSE

You make the most of your downtime by spending it out on the town or holed up, reveling in whatever hedonistic experiences or substances you favor. This helps you shed the stress of an adventuring lifestyle—or prepares you for it.

Activity: Spend a number of credits equal to $100 \times$ your character level while in a settlement, or else consume an equivalent value of intoxicants while aboard a starship. At the end of the day, attempt a Fortitude saving throw (DC = $10 +$ half your character level). You take a cumulative -2 penalty to this saving throw for each time you've used the carouse activity in the past 7 days.

Results: On a success, you begin the following day with an extra Resolve Point that is lost at the end of that day (double this number of Resolve Points if your character level is at least 10th level). If you fail the Fortitude saving throw by 5 or more, you're drained by the experience instead and lose 1 Resolve Point; you can't regain this Resolve Point in any way until after the following day.

CONVALESCENCE

When you're injured or suffering from certain afflictions, complete bed rest can help speed your recovery.

Activity: You spend the entire day resting. You don't have to sleep for every minute of the 24-hour period, but you must refrain from movement, combat, spellcasting, skill use, conversation, and any other fairly demanding physical or mental task.

Results: You recover 2 Hit Points per character level, as the rules on page 251 of the *Core Rulebook*. Additionally, per those

rules, any ability damage you have is reduced by 2 points per affected ability score. Finally, you move one step toward healthy on the progression track of each poison you're affected by, provided you've either fulfilled that poison's cure condition or reached the end of its duration, as the rules on page 414 of the *Core Rulebook*.

If another character successfully provides you with long-term care (page 155), you can recover even faster.

COORDINATE

You and your allies practice teamwork exercises, combat routines, and fundamental skills, building a rapport that pays dividends.

Activity: You spend the day training with at least one other creature who is performing the coordinate activity. Up to six creatures can train together this way, as long as each is using the coordinate activity.

Results: On the following day, when you grant a creature you trained with a bonus using aid another, covering fire (*Core Rulebook* 246), or harrying fire (*Core Rulebook* 247), you can increase that bonus by 1.

Multiday: For each consecutive day you spend coordinating with an ally, you increase by 1 the DC of Sense Motive checks to discern secret messages that you and that ally pass to one another using Bluff, up to a maximum of 7 higher. This increase lasts for the number of days you spent coordinating.

CRACK TECHNOLOGY

Sometimes it's easier to make off with an entire device and break into it at your leisure than to do so under fire.

Activity: You spend all day working to crack a single computer or object whose item level is no more than 2 higher than your character level (a computer's effective item level is $2 \times$ its tier). The entire computer system or other locked or secured object must be in your possession, and to crack an object, you must have access to a tech workshop (*Core Rulebook* 300) or similar facilities. Usually, only one character can use the crack technology activity on a given item in a given day, though depending on its size or complexity, the GM might allow checks to aid another.

Results: You can take 20 on a Computers check to hack the computer system or an Engineering check to disable the device. This triggers defensive countermeasures as normal when hacking a system (*Core Rulebook* 138) and has the same consequences for failure as when disabling a device (*Core Rulebook* 141). The GM might rule that certain devices are too powerful to be hacked or disabled this way.

Multiday: For each consecutive day you spend on this downtime activity, you gain a cumulative +1 circumstance bonus to the appropriate check, up to a maximum of +5.

DRILL

You practice a specific task, whether using holoivid training materials, running through a computer simulation, or simply repeating a key motion hundreds of times, until its execution becomes muscle memory.

Activity: Choose a single task of a specific skill (such as the balance task of Acrobatics) that takes 1 minute or less. If you are on your starship, you can instead choose a non-gunner starship crew action (*Core Rulebook* 322) that doesn't require a Resolve Point. You spend the day practicing the chosen task or crew action. At the end of the day, attempt a skill check appropriate to the chosen task or crew action—if you chose the overpower crew action, for example, you'd attempt an Engineering check. If you drill a task, the DC for this check is equal to $15 + 1\frac{1}{2} \times$ your character level. If you drill a crew action, the DC is equal to $15 + 1\frac{1}{2} \times$ your starship's tier. You can't take 20 on this check.

Results: On a success, the first time the next day you attempt the chosen crew action or skill check, you can take 10, even if stress or distractions would normally prevent you from doing so. If you exceed the DC of the drill check by 10 or more, you can also take 10 the second time you attempt the chosen action or check.

ENTERTAIN

You coordinate or conduct activities, performances, and other entertainment to help a group relax and pass the time.

Activity: Choose up to 12 willing creatures who are using the lounge downtime activity (page 153). Attempt a skill check using a Charisma-based Profession skill you're trained in (though the GM can allow other skills as appropriate to the lounge activities of the creatures you're entertaining). The DC of this check is equal to $10 + 1$ per creature you're entertaining $+ 1\frac{1}{2} \times$ the highest character level or CR among those you're entertaining, whichever is applicable.

Results: Success on this check determines how many creatures you've properly entertained. You properly entertain a number of creatures equal to $1 +$ the number by which your check exceeded the DC. (If you do not properly entertain all

creatures you've attempted to entertain, the GM chooses which ones receive the benefit from this activity.) Creatures you've properly entertained gain double the temporary Hit Points and double the morale bonus to a saving throw that the lounge activity grants. If you properly entertained all creatures you attempted to entertain, you also gain the normal bonuses for the lounge activity. A creature can benefit from the entertain activity at most once per day.

EXPLORE FUTURES

You meditate on the mystical energies of the multiverse, scan alternate realities, write and run complex predictive algorithms, or otherwise gain insight into what the following day might bring. You can explore your own future or the possibilities awaiting someone else, but you must focus your predictions on a single creature you're familiar with.

Activity: Choose a creature and attempt a Mysticism check or, if you have access to a computer of tier 5 or higher, a Computers check. The DC of this check is equal to $10 + 1\frac{1}{2} \times$ the target's character level or CR. You can't take 10 or 20 on this check.

Results: On a success, the character whose futures you explored can reroll one d20 roll during the following day. A given creature can gain the benefit of explore futures only once per day.

GATHER SUPPLIES

You scrounge supplies from the local environment.

Activity: This downtime activity uses the rules for the live off the land task of the Survival skill (*Core Rulebook* 148), but instead of hunting and foraging while on the move, you gather supplies while you remain in a fixed location. This is generally possible only in wilderness, and as with the live off the land task, it may be impossible in especially inhospitable areas (such as lifeless asteroids or deep space).

Results: You can support one additional character for every 2 by which your result exceeds this DC.

Multiday: For every day you spend performing this downtime activity in the same location, you gain a cumulative +2 insight bonus (to a maximum of +10) to your next attempt to gather supplies, as you become more familiar with the area and learn how best to utilize its resources. After 5 days of gathering supplies in a single area, you begin to deplete the area of its resources, reducing this bonus by 2 per day (minimum +0).

HUNT BARGAINS

You scour markets, either virtually or in person, bartering, comparing prices, and finding promotions or other discounts to hunt down the absolute best bargains on gear.

Activity: Choose a specific piece of equipment with an item level at least 5 lower than your character level that is available in your current settlement (or one whose markets you have remote access to). Attempt a skill check using either Computers (if you are shopping via an infosphere) or Diplomacy (if you are shopping in person). The DC of this check is equal to 20 plus $1\frac{1}{2} \times$ the item's level. You can't take 20 on this check, and the GM decides if the item is available at all.

Results: On a success, you are able to find a deal on the specified item and can purchase it for 10% less than normal. On

a failure, you are unable to work out any credit-saving deals in that market, but you can still purchase it at full price.

Multiday: If you spend a week hunting bargains, you can choose a piece of equipment with an item level up to 3 lower than your character level.

INOCULATE

When headed into an environment you know to be infectious, such as a settlement stricken by a plague or a toxic jungle, you can spend your downtime taking preventative measures.

Activity: Specify a single disease or poison other than radiation or radiation sickness. You spend all day researching preventive treatments for that affliction. At the end of the day, designate up to six willing or unconscious creatures you can touch. Attempt a Medicine check for each of these creatures; the DC is 5 higher than the DC of the specified affliction. Each creature must choose whether or not to accept your treatment before learning the result of this check. This activity requires access to a medical bay, medical lab, science lab, or equivalent facilities (such as a hospital).

Results: On a success, a designated creature gains a +4 circumstance bonus to saving throws against initial exposure to the specified affliction. This doesn't apply to creatures currently affected by that affliction, and doesn't stack with bonuses from medicinals (*Core Rulebook* 231). On a failure, the designated creature takes a -2 penalty to saves against initial exposure to the specified affliction. These effects end after 1 week.

LOUNGE

One of the most common ways to pass the time while traveling or on days off, lounging can involve casual vidgaming, reading, watching trivids, playing card games, or engaging in other leisure activities.

Activity: You spend the day engaging in any number of easygoing hobbies and entertainments. You must have a comfortable space in which to relax, requiring access to at least good or luxurious crew quarters (*Core Rulebook* 298) on a starship, efficiency or suite-level lodgings in a settlement (*Core Rulebook* 235), or similar facilities elsewhere. At the GM's discretion, you can lounge in other places—for instance, you might hang out in a tech workshop to do some low-key arts and crafts.

Results: On the following day, you gain temporary Hit Points (*Core Rulebook* 251) equal to half your character level (minimum 1); this effect ends at the end of that day. You also gain a +1 morale bonus to the first saving throw you attempt that day.

MAINTAIN EQUIPMENT

You maintain a weapon or suit of armor, ensuring it functions at peak performance.

Activity: You spend the day cleaning, fine-tuning, and otherwise maintaining a weapon or suit of armor. You must

have access to a tech workshop (*Core Rulebook* 300) or similar facility to use this downtime activity.

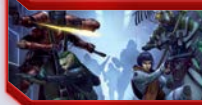
Results: If you maintained a weapon, the first time you score a critical hit with that weapon the next day, it deals an additional amount of damage equal to half its item level to the first target hit; this damage is of the same type the weapon normally deals. If you maintained a suit of armor, the first time you're critically hit the next day while wearing that armor, the damage you take is reduced by an amount equal to half the armor's item level.

MAINTAIN READINESS

You keep a watchful eye on your surroundings, hoping for the best but preparing for the worst.

Activity: You take up a sentry position, make regular patrols, or monitor your ship's scanners to watch for trouble.

Results: If this downtime activity is interrupted by combat (including starship combat), you gain a +2 circumstance bonus to the initiative check (or to the first Piloting check to determine turn order, if you are serving as the captain or pilot of a starship) for that combat. This downtime activity doesn't provide any benefit if you or your allies intentionally seek out combat.



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MANAGE COURSE

While starship autopilot systems are fairly efficient navigators, you can shave off a bit of travel time with skilled micromanagement of a ship's course, taking advantage of opportunities provided by the ever-shifting nature of the Drift or fluctuations in microgravity in normal space.

Activity: As the pilot of a traveling starship, attempt a Piloting check to navigate with a DC equal to 10 higher than the DC for plotting the initial course. You can't take 20 on this check.

Result: On a success, you reduce your total travel time by 6 hours. If you fail by 5 or more, you instead add 6 hours to the trip. If you fail by 10 or more, you also suffer more serious consequences as normal (*Core Rulebook* 145). You can't reduce the total travel time below its normal minimum plus the number of days spent managing the course. For example, a trip to the Vast during which the Pilot spends 3 days successfully managing the course can't be reduced below 8 days (5 minimum for the trip plus 3 days spent managing course). Only one creature can perform this activity for a given starship each day.

PLAN ROUTE

You take extra time to research a viable route, whether across a planet or through the Drift.

Activity: You spend the day learning about a known settlement or star system in Near Space (or, at the GM's discretion, a well-known destination in the Vast) and the most common routes used to reach it.

Results: You gain a +4 circumstance bonus to your next

Piloting check to navigate to that settlement or star system. This benefit is lost at the end of the following day.

PRACTICE PROFESSION

You spend time working professionally in a chosen field, performing tasks that help you ply your trade more effectively, build your audience or client base, and make connections with other professionals.

Multiday: You can spend 1 week practicing a profession to earn credits; this follows the rules for the earn a living task of the Profession skill (*Core Rulebook* 146).

At the end of each week you spend practicing a profession in a single settlement, choose one of the three areas of focus listed below and attempt an additional Profession check. The DC of this check is equal to $15 + 1-1/12 \times$ the settlement's maximum item level (*Starfinder Core Rulebook* 405). If you succeed, you gain the listed benefits. If your profession is based on the ability score listed for that area of focus, you gain a +5 bonus to this check. You can't benefit from more than one of the following areas of focus at a time.

- **Build Your Brand and Network (Charisma):** You gain a +2 circumstance bonus to Diplomacy checks in that settlement for 1 week.
- **Create and Refine Processes and Tools (Intelligence):** You can reroll your next Profession check to earn a living, as long as that check takes place within the next month. This check does not need to be attempted while in the same settlement.
- **Adapt to Local Customs and Demand (Wisdom):** You can

attempt Culture checks to recall knowledge about topics directly related to that settlement even if you are untrained, and the DC of such checks is reduced by 5. The reduction in DC does not stack with any reduction from your theme. This benefit lasts 1 week.

PROVIDE LONG-TERM CARE

You devote your day to caring for a wounded living creature that is using the convalesce downtime activity (page 151). This follows the rules for the long-term care task of the Medicine skill.

Multiday: If you provide long-term care to only a single creature, you gain a cumulative +1 circumstance bonus to your skill checks to provide long-term care to that creature for each consecutive day you've used this activity, up to a maximum of +5.

REBUILD DRONE

If you're a mechanic whose drone has been destroyed, you can spend a day of downtime replacing your drone's body, following the rules on page 74 of the *Core Rulebook*. This downtime activity can also be used to rebuild an existing drone when you gain a mechanic level, using the same rules.

Multiday: If you spend an uninterrupted week working on your drone, you can change out one of the drone's mods, one of its feats, or its non-bonus skill unit. In each case, you must choose another feature of the same type for which the drone qualifies.

REFIT STARSHIP

If you have access to a friendly spaceport or safe landing zone, you can refit or upgrade a single starship system or weapon in 1d4 days—provided you have sufficient Build Points to do so—using the rules on page 305 of the *Core Rulebook*. Unlike most other multiday downtime activities, if you are interrupted while refitting or upgrading your starship, you can resume this activity without losing progress.

RESEARCH

You throw yourself into dedicated study of a single topic, diving into data sets or the local infosphere to learn as much as you can.

Activity: You spend the day studying to gain working knowledge of a single specific topic. This could be a medium-sized corporation, a large settlement, a prominent individual or criminal organization, or something similar; the GM has discretion on what qualifies. Regardless of the topic, you must have access to an infosphere, downloaded data set, or similar source of knowledge that contains information on the chosen topic. You can't choose a topic that overlaps with your theme's 1st-level theme knowledge.

Results: For the next week, you can attempt Culture checks to recall knowledge about that topic untrained, and the DC of such checks is reduced by 2. Each time you study a topic in this way, you lose this benefit for the prior topic and gain it for the new one.

RETRAIN

Through an apprenticeship or period of self-instruction, you dedicate intense focus to mastering a new skill set—at the cost

of others you previously mastered. The extent to which you can acquire new abilities in this manner is relatively limited; those who wish to make more extensive changes often invest in a *mnemonic editor* instead (*Core Rulebook* 226).

Activity: You spend the day focused on a particular skill in which you don't have the maximum number of ranks. At the end of the day, attempt a skill check with that skill (DC= 10 + 1-1/2 your level). You can't take 10 or take 20 on this check.

Results: On a success, you gain a rank in the chosen skill, and you lose 1 skill rank in a random skill with the same ability modifier; if you don't have ranks in a skill with the same ability modifier, you lose a rank from a random skill instead. If this causes you to no longer meet the requirements for a feat, piece of equipment, or the like, you lose access to that option (and gain any associated penalties) until you again meet its requirements.

Multiday: If you spend a full week retraining, you can instead learn a new feat that requires no prerequisites, in which case you lose a feat of your choice.

SECURE AREA

You secure a perimeter and set up camp for subsequent operations by shoring up weak positions, clearing out sight lines to vulnerable positions, and the like.

Activity: You spend the day securing a 50-foot-by-50-foot area over which you and your allies have control. As part of this activity, you can attempt Engineering checks to arm up to eight explosives (*Core Rulebook* 141) that you own. You can set the triggering methods for these detonators to be rudimentary trip wires or pressure plates; in this case, each explosive requires its own detonator (*Core Rulebook* 218). The DC of Perception checks to notice these explosives is equal to the result of your Engineering checks to arm them. You can't take 20 on these checks.

Results: On the following day, you and your allies gain a +2 circumstance bonus to initiative and Perception checks in the secured area.

WORK OUT

Whether through aerobic exercise, pumping iron, sparring, or otherwise putting yourself through the paces, you push your body to improve its performance.

Multiday: Decide whether you're working on your agility (to improve your Acrobatics) or sheer physical power (to improve your Athletics). You spend 7 days carefully alternating intense training and mindful rest. If this activity is interrupted, you can resume it within 2 days to keep any progress made toward the 7-day total. At the end of 7 days, attempt a Fortitude saving throw with a DC equal to 10 + half your character level—you gain a +2 circumstance bonus to this save if you have access to an exercise-focused recreation suite (such as a gym or sparring arena; see page 299 of the *Core Rulebook*) or similar facility.

Results: On a success, once per day for the following week, you can reroll either a failed Acrobatics check to balance, escape, fly, or tumble, or a failed Athletics check to climb, jump, or swim, depending on the focus of your workout. On a failure, you can reroll a corresponding check only once during that week.



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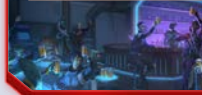
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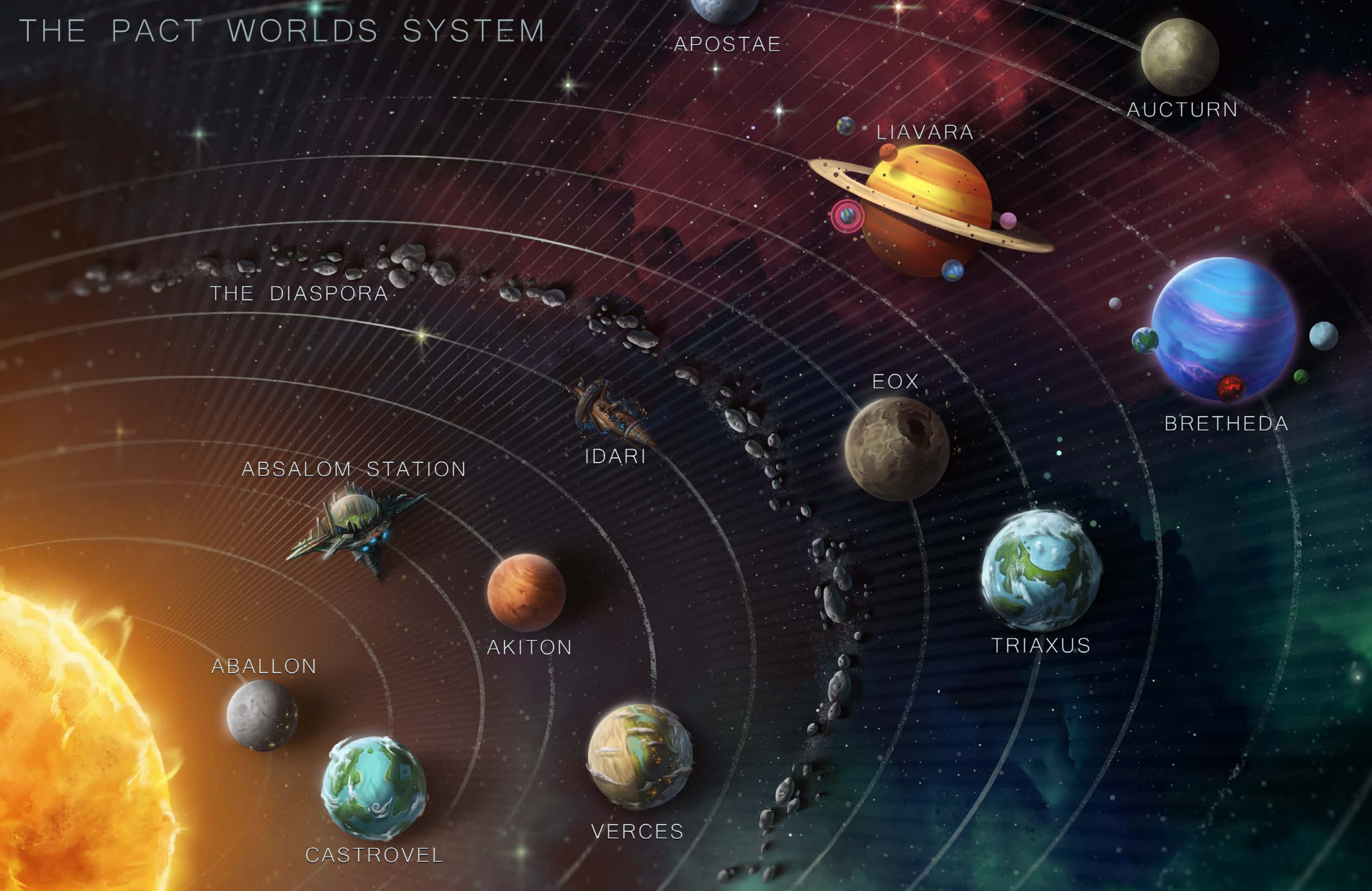
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