STAR LOG.EM-011
ARCANE ARTILLERIST

STARFINDER COMPATIBLE

Everyman Gaming

STAR LOG.EM-011
ARCANE ARTILLERIST

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Everyman Gaming began as the blog of Alexander Augunas in January 2014, where he wrote about Pathfinder Roleplaying Game tips, tricks, and techniques for both players and GMs. In May of 2014, Alex began talks with the Know Direction Network about bringing his blog to their site under the name *Guidance*. At the same time, Alex transformed Everyman Gaming into the company it is today so he could begin self-publishing his works. In 2016, he teamed up with Rogue Genius Games to release *Ultimate Occult* and has remained with them since.

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Access granted. Welcome to *Star Logs.EM*, brought to you by Everyman Gaming LLC! Here at Everyman Gaming LLC, we strive to bring you exactly what you need for your starfaring adventures. From new class options and archetypes to the latest information on alien life forms found throughout the galaxy, Everyman Gaming is here to make sure that your space ship is stocked and your datajacks filled with everything you need to have safe, fun, and profitable adventures throughout the known galaxy. (Warning: Everyman Gaming LLC takes no responsibility for any death, permanent affliction, potential brain scrambling, or similar impairments you may suffer during your adventures.)

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~ Alexander Augunas
Publisher & Crunchmaster of Everyman Gaming LLC

ACCESSING ARCHIVES
QUERY: ARCANE ARTILLERISTS

Hello, and thank you for purchasing *Star Log.EM011: Arcane Artillerists*! Like so many others in the Star Log.EM series, the arcane artillerist archetype is a futuristic update on a legacy prestige class from the *Pathfinder Roleplaying Game*. Originally based on the arcane archer prestige class, one might wonder how we made the jump from "archer" to "artillerist," and why we chose to do that instead of making space bows. While we could have easily done so (and really, making cool space bows that fire arrows of energy at foes is sweet), when we base a Starfinder archetype on a legacy class option, our primary goal has always been to take that class option and make it a little more accessible. That's always been the goal of the series, whether we're making it so anyone can death attack or that anyone can combine spells from any two classes. To this end, keeping the arcane archer an archer didn't really fit our idea of what a Starfinder archetype should be. Along those same lines, we think it's way cooler to have characters with similar options that express their abilities with different gear and equipment.

If Everyman Gaming ends up making space bows in the future, you can bet that we'll make sure that they're compatible with this archetype. And if we don't (or someone else beats us to it), then they'll still likely be compatible with this archetype because we chose to make this option broadly available to multiple characters, which means you might not need to wait until your next campaign to try out the goodies in this book!

ARCANE ARTILLERIST ARCHETYPE

Although somewhat antiquated in certain parts of the galaxy, magic's utility and raw power cannot be denied, and so as long as magic has existed, there have been those who turn to magic as a means of supplementing or enhancing their skills. The tradition of arcane artillerists is no exception. Originally conceived millennia ago by elves seeking to bolster their archery with the arcane arts, word of these "arcane archers" spread quickly and their secrets were ultimately passed onto virtually every other race imaginable. Even after their now-archaic weapons fell out of practicability, the secrets of the arcane archers of old continued, resulting in their current incarnation: arcane artillerists.

Although the weapons they wield have changed much throughout the years, the effects of their magic-enhanced traditions have not. Arcane artillerists are masters of ranged combat, as they possess the ability to harness magic to strike foes with uncanny accuracy and form. Ammunition fired by arcane artillerists fly at weird and uncanny angles to strike foes from around corners, and can even pass through walls and other solid barriers. In the Xa-Osoro System, arcane artillerists are coveted by mercenary groups for their ability to fell foes from without ever even moving in to engage them, making even the most skilled soldier ever wary for trouble.

ALTERNATE CLASS FEATURES

The arcane artillerist grants alternate class features at 4th, 6th, 9th, and 18th level.

ARTILLERIST'S SEAL (SU); 4TH LEVEL

You create a unique weapon fusion seal that you can charge with one weapon fusion of your choice from the following list: called, *dispelling*, *glamered*, *illuminating*, *merciful*, or seeking. Your artillerist's seal doesn't function for anyone other than you, and you can change which weapon fusions are placed within your artillerist's seal after taking an 8-hour rest. Alternatively, you can change them whenever you take a 10-minute rest to regain Stamina Points by spending 1 additional Resolve Point (1 Resolve Point to regain Stamina Points, and a second to change your artillerist's seal attached weapon fusions). If lost or destroyed, you can replace this seal by crafting a new one (cause the old seal to become inert). Crafting a new artillerist's seal takes 24 hours and costs 20 credits × your character level. If a weapon fusion has a daily use limitation (such as with blasting), any uses of that weapon fusion that are affixed to your artillerist's seal count towards your daily uses of this fusion. (For instance, you cannot affix *blasting* to this seal, rest, and then change your seal fusion back to *blasting* to reuse it.)

ENHANCED ARTILLERIST'S SEAL (SU); 6TH LEVEL

You add the following weapon fusions to the list of weapon fusions that you can add to your artillerist's seal: *blasting*, *ghost killer*, *hybridized*, *spellthrower*, *torrent* (see below), or *trailblazer*. In addition, any weapon that is affixed with your artillerist's seal gains the *durable* fusion for free, as if it were a Level 0 fusion. Finally, you can place up to two weapon fusions onto your artillerists seal, but their combined level cannot exceed half of your level.

MASTER ARTILLERIST'S SEAL (SU); 9TH LEVEL

You add the following weapon fusions to the list of weapon fusions that you can add to your artillerist's seal: *anarchic*, *axiomatic*, *corrosive*, *flaming*, *frost*, *holy*, *imbued* (see below), *phasing* (see below), *shocking*, *thundering*, or *unholy*. In addition, you can spend 2 Resolve Points as a move action to change which weapon fusions are placed within your artillerist's seal. You can also spend 1 Resolve Point in order to regain the daily use of any weapon fusions that you have previously affixed to your artillerist's seal and used, allowing you to use that weapon fusion multiple times.

GRAND MASTER ARTILLERIST'S SEAL (SU); 18TH LEVEL

You greatly expand your artillerist's seal ability to store your artillerist weapon fusions. You can place any number of weapon fusions onto your artillerist's seal, but their combined level cannot exceed your level.

NEW WEAPON FUSION

Although the following weapon fusions were discovered by arcane artillerists and are commonly used by them, any character with the appropriate ranks in Engineering can craft these weapon fusions for their weapons or affix them to seals, and they can be purchased nearly anywhere that skilled craftspeople flourish.

IMBUED **LEVEL 9**

The *imbued* fusion allows a spellcaster to place an area spell upon a piece of ammunition loaded within the affected weapon, including a charge from a battery or a use of petrol for a flamethrower, once per day as a full action. When a single attack is made with the ammunition as a full action, the spell's area is centered where the attack strikes, even if the spell could normally be centered only on the caster. This ability the spell to use the weapon's range rather than the spell's range. Only spells with a casting time of a standard action or less can be imbued in this manner, and the projectile is fired as part of this action. (This can be an attack to hit a creature, or an attack to hit a grid intersection, as if you were throwing a grenade.) This attack takes a –4 penalty to its attack roll. If the attack misses or the ammunition isn't fired by the end of the round, the spell is wasted. Only ranged weapons that don't have the explode or line weapon special property can benefit from the imbued fusion. Weapons that don't require attack rolls to affect their targets also can't benefit from the imbued fusion.

Phasing — Level 9

The *phasing* fusion allows a weapon to make a single attack that ignores all physical, nonmagical barriers (other than armor) once per day as a full action. This negates all cover and concealment modifiers, and you can choose whether the attack resolves against the target's KAC or EAC. Magical barriers, such as a wall of fire or wall of force spell, automatically stops the weapon's attack. Only ranged weapons that don't have the automatic, explode, or line weapon special property can benefit from the phasing fusion. Weapons that don't require attack rolls to affect their targets also can't benefit from the phasing fusion.

Torrent — Level 2

The torrent fusion allows a weapon to make a single attack in automatic mode (see the automatic weapon special property in the weapons section of Chapter 7 in *Starfinder Roleplaying Game: Core Rulebook*) once per day as a full action. This attack has a range equal to half the weapon's range increment. Only ranged weapons that don't have the automatic, explode, line, or thrown weapon special property can benefit from the torrent fusion. Weapons that don't require attack rolls to affect their targets also can't benefit from the torrent fusion.

Arcane Artillerists in Xa-Osoro

The military art of combining magic with warfare is old in Xa-Osoro, dating back to the Radiant Imperium's conquest of Azan long before the Regicide. In those days, it was common for archers skilled in the ways of magic to infuse their arrows with spells, firing devastating bursts of magic behind enemy lines to surprise their spellcasting troops. Although deployment and training of these "arcane archers" eventually faded, their martial techniques did not. As technology improved, arcane archers came to rely on long arms and heavy weapons rather than flimsy bows, preferring precision over tradition.

Today, arcane artillerists can be found among virtually all traditions and walks of life, from cunning operatives who use their unique fusion seals when their cover is blown, to mighty soldiers who rely on them to overwhelm foes with magically-enhanced weaponry, to skilled technomancers who see the skills of an arcane artillerist as just another means of magically enhancing the technology that comprises their firearms. Most arcane artillerists have their beginnings among the scholars of the Arcana Lavos, researching state-of-the-art methods for enhancing weapons of war and the proper usage of those weapons. Unaffiliated arcane artillerists exist, however, some self-taught and others trained as elite military personnel. Plenty of stories exist of arcane artillerists who leave their personal seals to young family members, only for those youths to take on their family member's mantle and carry the seal into combat with them.

In the Xa-Osoro System, arcane artillterists are most commonly found on Tor, where they tirelessly work to understand the secrets of weapon fusions and develop new ones in hopes of deterring (or perhaps revolutionizing) warfare.

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