

FORCES

OF RED SECTOR



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FORCES OF RED SECTOR

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WHAT'S IN THIS BOOK

This book provides support and expanded rules for martial characters in the Starfinder Roleplaying Game. The book specifically focuses on soldiers, operatives, and solarians. It also details the martial and military organizations of Red Sector- ideas that can be used for any Starfinder game. Finally, it provides two new martial classes for Starfinder: the Oni and the Savage. Though couched in “Red Sector”, that is just set dressing and the rules provided are designed to be able to function in any setting or game.

RED SECTOR

AND THE LEAGUE OF WORLDS

Red Sector is a densely populated sector of space that is home to a sector-wide organization known as the “League of Worlds”. They are unaffiliated but generally cooperative, as much as such disparate species can be civil with each other, and have open trade and little else between each other. The sector got its name because the large number of red dwarf stars as well as an abundance of red stars (stars in the L & T spectral type). They have no formal central authority except for a station where formal meetings and discussions between worlds exist. This station, Red-1, is the size of a moon and is the legal/political hub of the sector.

USING RED SECTOR IN YOUR GAME... OR NOT

This book is written in a setting neutral fashion; you can use any of the content found in this book regardless of if you use Red Sector in your game. No mechanics are related to Red Sector. All content fits in well with Starfinder’s default setting (the Pact Worlds). If you would like to use Red Sector material, we suggest you pick up other Red Sector books.

IMPORTANT FEATURES

Tarrasques: There are a number of giant, hibernating, tarrasques that float in the dark of space until they happen upon a world. When they awaken they lay waste to all in their path, consuming worlds and leaving misery in their path.

Thaun: The Thaunik Empire, a race of avien warriors, are slowly trying to conquer Red Sector.

The Losts: A region of space decimated by a war between two long-forgotten gods. This region of space is so filled with curses, eternally persistent magical effects, unspeakable horrors, and traps from their fight that no one in their right mind would ever venture into it.

The Founding: A thousand years ago, at the famous Rendonti Conference, 8 great species united to destroy a Tarrasque that was en route to destroy an urban world. That pact grew into The League of Worlds.

The League of Worlds: A vague economic, political, and military alliance between most of the major species and worlds of Red Sector that fails to defuse situations as often as it succeeds.

MARTIAL ORGANIZATIONS

THE DEAD MEN

On the small, neutral, penal-moon of Dracosphere a maximum security prison dominates half of the moon. An armed mercenary force, affectionately known as “The Dead Men”, operates under the command of the warden of the moon for the highest bidder. The members of the Dead Men are not convicts themselves but free people who have volunteered their service to this mercenary unit. For every day they serve, a day is taken off the sentence of someone in the prison. Should a Dead Man die in the service of their mission, they are considered to have served a “life sentence” for the person they are fighting for. While serving, the person they serve for gets preferential treatment (more food, better quarter, medical checkups, less restrictions, more communicator privileges, etc). This is a hellishly corrupt system as it is a side-gig for the Windstep family; a family of hereditary wardens who oversee the prison for the Teglodonis Mega Corporation. Some prisoners have hired slaves to serve for them and expect them to die on a mission so they can get out, others have arranged it so every day they serve adds one day to a specific prisoner’s sentence, and some just serve to free people quicker out of a sense of religious obligation.

The Dead Men are deployed on the worst mission and new Dead Men have only a 12% chance of survival on their missions. Those few, rare, veterans are promoted to “Non-Con” Officer (“Non-Convict Officers”) positions within the organization. While it seems like this would be a small force it actually ends up being pretty sizable. With a 14 million prisoners on the “Dracosphere Maximum Security Detention Moon” about a quarter million Dead Men are active at any given time.

It is quite a lucrative force as it is regularly hired out to people who need something done bloody and off the books. This has made the Teglodonis Mega Corporation and the Windstep family quite rich and accounts for about half of the total income of the moon. They are in such demand that the current warden, Sir Thaddius Windstep, was ennobled for his service. Many such honors have been heaped on the warden and because of this the Windstep family has been held in high esteem for generations despite doing such a dirty job.



THE DRAGOON LEGIONS

Many centuries ago a planet known as “Mewth” was destroyed by a great darkness. History does not recount what destroyed this dragon’s graveyard world but it was likely one of the floating Tarrasques that plague Red Sector. In the fight against this Darkness the servants of several immensely powerful elder dragons were resurrected after they fell; cursed and blessed to live out lives as immortal soldiers who haunt living armor.

Now the legions of these great dragons are a crusading force for order in Red Sector, taking on large campaigns against things like pirate fleets, the threat of the tarrasques when they appear, and try to act as peacekeepers when called on by the League of Worlds. While not directly under the control of the League of Worlds the Dragoons are always willing to serve a greater good.



THE ENDLESS HORDES

Born somewhere in the Losts, a decimated region of space livid with curses, are the savage soldiers known as “The Endless Hordes”. They are comprised of a number of different tribes, clans, races, and subgroups but they all hail from the unfrequented areas of Red Sector. The major players in the Endless Hordes are the “Losts”, the Slaadlings, the Tarrasqueling brood-hordes, the Heckitan storms fleets, and several mercenary companies of Samebito. They all seem to raid together under some mysterious leadership. Their cohesion is limited and unstable; they are a generally collected rabble that fights amongst themselves as they fight others.

THE LOST TECHNO-BARBARIANS

The techno-barbarians are comprised of those from backwater worlds who have positively backwards levels of technology. Their overpopulated homeworlds are often on the fringes of the Losts, preventing any semblance of an advanced culture from developing; none of them are in the League of Worlds. They are composed of dozens of species and most are of some mixed heritage. However they are not simply a rage-filled savages. They are actually the desperate people from a collection of worlds who suffered societal collapse after their planets drifted into the Losts. They steal what they can because they literally have no other opportunities to improve their lot in life. Its like they are on a sinking ship and the League of Worlds has a collection of lifeboats.

THE TARRASQUELING BROOD-HORDES

Tarrasquelings grow from the discarded parts of tarrasques who occasionally try to eat planets in Red Sector. They often spring up in groups from large tarrasque chunks after a battle. These feral hordes roam the fringes of space looking for easy prey.

HECKITAN STORMS FLEETS

Heckitans, or “Reds” as they are commonly called, are magically supercharged humans with exceptional short lives who are adrenaline junkies. They fly about in great “Storms” of ships. Since everyone is a daredevil, as soon as a target is in sight each Red attempts to one-up everyone else and the escalation quickly gets out of hand.

THE SLAADLINGS

Proteans wanderers who slip in and out of tears in the fabric of reality thanks to chaos magic. Their participation in the Endless Hordes is as sporadic as everything in their lives.

SAMEBITO MERCENARY COMPANIES

Long ago the Sambito lost their world and now this warrior race of shark-men offers their service to anyone who is willing to pay. Between jobs they often raid with the Endless Hordes and some find it to be a better job than honest mercenary work so they go renegade and just join the horde full time.

INVASIONS

Those in the Endless Hordes ride on massive spaceships that are no better than pressurized and (sorta) heated cargo ships. Once they crashland on a planet or ram another ship all hell breaks loose. They raid, pillage, and/or kill everything within sight. They are either eventually beaten back to The Losts or eventually take over whatever had the unfortunate luck of being their target. Most worlds are safe from their advance- simple automated turrets are enough to pick apart their shoddy spaceships but they have a peculiar knack for arriving right when things are down.

In truth the Endless Hordes are really the playthings of the various major powers in Red Sector. True they are a backwards barbarian horde of techno-barbarians and club-wielding savages but every major power player in the sector knows how to direct them. Simply pointing at a planet, supplying them with a few ships, and telling them that there are lots of riches is usually enough. To aid them their benefactors will disable defenses before they attack. This has backfired a few times and major planets have been besieged by backwards space raiders for a few years. Controlling them is a bit like riding a storm- they are a devastating weapon to wield but can injure you as much as your intended target.

What no one knows is that somewhere in the center of the Losts, within a place so accursed that none by the most hardy dare tread, is the palace of the "Silver Septum". This fortress is actually the heart of the Endless Hordes and where their fearsome leader lives. This tyrant has some nefarious purpose in mind for her backwards kin. She united the various worlds of the Losts centuries ago and somehow still lives and rules them with an iron grip. No one knows her true plans but they call her "The Losts, Reborn" and there are those who worship her in secret, believing her to be the fragment of one of the gods who did battle in the waste and was thought dead...

THE PEAKING CRANE CLAN

The Peaking Crane Clan was once simply a small space station that was inhabited by a goath clan. Over time they worked their services up into a sector-wide business conglomerate. Many cargo goods are marked with a crane to show that they have taken a piece of the action and ensure its quality. They are, in effect, a criminal organization in that they partaken in hostile takeovers and monopolistic practices but, in Red Sector where the law is weak, they are simply called "big business".

To secure their business empire the Peaking Crane Clan (or PCC) employs one of the larger private militaries in Red Sector to protect their business interests. As they are goath and goath exalt the concept of an honorable mercenary (called "santach" in their language), many of their security officers are hired from the ranks of mercenaries. They use Crane Security on things that are not even directly under their control, often supplementing security at major ports or important centers of business. This helps them keep graft and damage to goods down which more than offsets the cost of paying for a few security officers.

However within Crane Security there is an elite assassination organization. Their name means “Shy Cranes” in Gaoth and they are only whispered of. They are said to be able to kill via a special martial art that causes wounds to manifest sometime after they are struck. This force is primarily composed of skilled goath santach but anyone who shows the kind of skill and company loyalty can be inducted into the clandestine order.

THAUNIK BATTLE SCHOOL

There exists a highschool for the most promising students in the sector. This is no ordinary school however; it is a Thaunic battle school open to anyone. This deadly school is run by the Thaun Empire, a warrior race whose entire culture is based around its military. As the Battle School is designed to produce the best soldiers ever it accepts all students. In the entrance exam almost 90% of the class fails out or dies. Each year about 25% of the students die or fail out until the graduating class is only about 10-20 students. They are, however, the finest warriors and military minds of their generation; honed sharp and made deadly by the best instructors in the sector. These new Alexanders are required to serve 4 years in the Thaunic military (though they are sometimes “traded” to other military powers via a prearranged contract) where they are given senior command posts despite their young age and inexperience.

Those who graduate are given the chance to join the Thaunic Empire as full citizens and are always considered to be “honorary Thaun”, even if they refuse. Graduates are given a feather tattoo under that hangs off the corner of their left eye and are expected to be armed at all times.

THE YATO RYU

The Yato Ryu (“School of Yato”) is a clan of secretive mystic space ninjas who hunt devils and use their blood in magic rituals to grant them strength. The exact location and disposition of the Yato Ryu is unknown to outsiders but it is a complex network of covert training schools for high tech demon hunters and assassins. They have no scruples about doing bloody and even unethical work but will never side with devils or other evil outsiders. They are famous for their mastery of the magical arts and many mystics come to study under their tutorage.

The Yato Ryu works though many shell companies and intermediaries but has their hands in every criminal activity in Red Sector; from the corrupt backroom deals in Red-1 to the graft on Obsidian, and even reach into the Thaunic Empire. They know no political loyalty except to themselves and the devotion of their operatives is second to none; they will die sooner than reveal anything.





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They serve as spys and information brokers, even acting openly in this regard as legal jurisdiction allows (though, always through subsidiaries). The Thaunic Empire, who regularly hire the Yato Ryu for spy missions on the League of Worlds, are openly supportive of the Yato Ryu and the ninja clan acts openly as themselves in Thaunic space.

The Yato Ryu hold deadly combat tournament that feature their operatives for training and advertising. While many are simply elicited online streams they are famous for competing in NOWL under the “Cobra Clan”, “Scorpion Sisterhood”, or “Crow Caste”, aliases. It is an open secret that they are a front for the ninja clan and they operate many martial arts schools under those names.

The Yato Ryu was originally founded in opposition to the Sasquatch shadow-government of Red Sector (as described in the book *Red Sector Races from LRGG*) by those who knew the truth about them. The two organizations actively oppose each other with neither playing with all the information necessary to defeat the other. Only the highest level operatives of the Yato Ryu even know the truth about the Sasquatch as simply knowing is reason enough for someone to be assassinated. However, in an ironic twist, several of the highest ranking Yato Ryu members are Sasquatches themselves. It is not clear if they are under really really deep cover or if they are an actual renegade faction within the Sasquatches.

MARTIAL ACTIVITIES

THE ALL-LEAGUE SIX

Once every 2 years the League of Worlds hosts an event call the “The All-League Six” or simple the “All League”. In this a series of 6 events that take place over 6 days. This is a highly televised event and it is carefully monitored. It started out, or so the legends say, as a friendly competition between the diplomatic support staffs at the Red-1 space station. It has grown into a formal competition.

Each competitor has to gain the sponsorship of a government in the League of Worlds and pay a 10,000 credit entry fee. Despite the sponsorship, the individual governments do not gain any benefit and may submit as many people as they want. Getting a competitor in is a complex process that requires some political maneuvering so the All League never has more than 100 competitors. Many competitors petition to join the All-League as those who perform well are often recruited to sports teams, military units, or for other prestigious postings.

As the name implies it is a series of 6 events that take place in and around the moon-sized space station known as Red-1. In each event players try to win the most “round points”. The top 10 players in terms of round points for a given event win “victory points”. The person with the most round points gets 10 victory points, 2nd gets 9, 3rd gets 8, so-on and so forth until the 10th place person receives only 1 victory point. The 1st place competitor of each round gets some small advantage in the next one.

Competitors cannot use any technological aid outside of any ability score-enhancing personal upgrades (expressly those listed as personal upgrades). Anything other than that must be turned off or disabled. Any equipment used must be provided by event staff and is carefully monitored by professionals. Spells are not allowed. Any cheating detected automatically disqualifies the offending party.

ROUND 1: PRECISION SHOOTING

The first round involves people shooting at bullseye target 90 feet away with a standard pistol. Competitor take turns doing this in a sealed, silent, remote room. The weapon used is a Tactical Semi-Automatic Pistol (item level 1).

Because of the range and the weapon competitors take a -4 penalty on attack rolls (30 ft. range increments shooting at a target 90 feet away means 2 full range increments beyond the weapon’s range, thus a -4). Competitors get 3 shoots over 3 rounds to hit an AC of 10 with this pistol.

If it hits, record the total attack roll. Add up all the total attack rolls and the competitor with the best total wins. Critical hits add an extra +5 to the total result (so if you roll a natural 20 and had a +8 bonus, after the -4, you’d have $20 + 8 + 5$, or 33 total).

If there is a tie in total points at any point in the standings, those competitors do a single shot shoot off. This breaks the tie and gives the winner a higher placement.

Example: If 3 people were tied for 3rd place they’d do a 1 shot shoot off. The winner would be in 3rd place, the runner up would be in 4th, and the last place competitor would be in 5th.

ROUND 2: SPACE RACE

The second round requires people to race 3 laps in a space racing craft. This is basically an orbit around Red-1. Competitors make 1 Pilot check on each lap. So long as they beat a DC 15, they have completed the lap without incident. If they make this DC they record their total result and add the results of all successful laps together. If a check is failed it means you did not meet the basic time requirements for that lap and it won’t be added towards your total.

If there is a tie in total points at any point in the standings, those competitors do a single Pilot check. This breaks the tie and gives the winner a higher placement.

The victor of round 1 gets a nicer vehicle. This racer has better controls and is more modern. It grants them a +4 bonus on all Pilot checks.

ROUND 3: LOW-G WEIGHT LIFTING

In a low gravity environment of one of the large storage compartments of Red-1 competitors try to lift absurdly heavy objects.

Each competitor gets 3 attempts. Before each attempt they declare how heavy of an object they wish to try to lift unaided and must lift that object clear above their head. They then make a Strength check and if they are successful they gain a number of points equal to the DC of the challenge. If they fail the Strength check they lose that many points. After 3 attempts the competitor's points are totaled up. The one with the most wins.

If there is a tie in total points at any point in the standings, those competitors must do an arm wrestling match (or a round robin or small tournament in the event of multiples) which is an opposed Strength check.

The victor of round 2 gets 4 attempts and the worst one is automatically dropped.

TABLE I-1: LOW-G WEIGHT LIFTING

Lift DC	Round Points Awarded
10	1
15	2
20	3
25	4
30	5
35	6
40	7
45	8
50	9
55	10

ROUND 4: SPACE CHESS

The 4th round is where players match wits with a computer in a game of four-dimensional space chess.

Each competitor begins by challenging the basic computer setting, attempting a DC 10 Intelligence check. If they win they get 1 round point and they play the computer again at a higher difficulty, increasing the DC by 5.

If there is a tie in total points at any point in the standings, those competitors must do a trivia match (or a round robin or small tournament in the event of multiples) which is an opposed Culture check.

The victor of round 3 may retry one failed check.

TABLE I-2: SPACE CHESS

Round	Computer DC	Round Points Awarded
1	10	1
2	15	2
3	20	3
4	25	4
5	30	5
6	35	6
7	40	7
8	45	8
9	50	9
10	55	10

ROUND 5: TALENT

The 5th round is the talent portion of the contest. The winner is decided by a panel of 20 celebrity judges from the entertainment industry of various worlds in the League. Competitors have 3 minutes to perform something impressive on stage in front of an audience comprised of the judges.

While the success of this contest can vary widely based on what people want to attempt to do, the judges will sort competitors into their final round standings. Generally, an act comprises some display

of skill and thus only those that result in skill checks or ability score checks are allowed. If the check is a Charisma-based Profession, Sleight of Hand (to entertain), or a Diplomacy check it receives a +4 bonus because that is what the judges value.

This section allows magic to be used, though not in any way that affects the judges (only spells that target the competitor) and all magic use must be declared ahead of time.

The winner of the 4th round gets a free photoshoot and the performance venue is decorated with promotional posters for them. This grants them a +2 bonus on their act, so long as it is what is on the promotion.

ROUND 6: FINAL SHOWDOWN

In the last round the top 2 competitors in terms of total victory points go head-to-head. They must race through a series of physical and mental obstacles on a course designed to push them to their limits. The two competitors make a series of opposed checks. Each time they win they get 1 round point and -1 if they lose it. If they tie on any check they both get 0 points.

The checks are, in order:

- Athletics (Overcome a physical obstacle course)
- Acrobatics (Walk a balance beam)
- Computers (Navigate a computer to open a door)
- Engineering (Solve a pipe/steam puzzle)
- Stealth (Navigate across a moving spotlight/darkness room)
- Survival (Follow a series of tracks through a maze)

The one who has the most round points at the end of the final showdown wins, regardless of their current victory point totals.

There is no advantage for the person who was the victor for the previous round.

REWARDS

Competitors are awarded credits for certain accomplishments. If someone else backed their 10,000 credit entry fee the credits are generally automatically given to them instead. These rewards stack.

TABLE I-3: REWARDS

Accomplishment	Credit Reward
Win A Round (Other than Final Showdown)	1,000 credits
Win the Final Showdown	10,000 credits
Each Victory Point Earned (At the End)	100 credits

Theoretically, if someone won every round (thus earning 10 victory points each round too) they'd win: 6,000 (from victory points) + 6,000 (from round winnings) + 10,000 (final showdown) for a grand total of 22,000 credits. A GM can adjust these amounts to fit their party's level.

THE "NOT OK" WRESTLING LEAGUE (NOWL)

On the slummy back alley worlds of Red Sector every bar has a vid screen tuned to NOWL, an illegal "wrestling" show put on by the Thaunik Empire. The rules are- once you are in the ring there are no rules.

"THEY ARE MORE LIKE GUIDELINES" (RULES)
Matches take place in a 30 ft. x 30 ring ft and its surface is 5 feet off the ground. It is made of wood over concrete. There is a 10 foot border of steel ground around each side of the ring (making it a 40 ft. x 40 ft. space). This extra space is called "the borderlands". If you spend 3 rounds in the borderlands- you are disqualified. After that there is an invisible wall of force that separates the crowd from the area of combat. It is erected once the players enter and only is lowered when they leave. The ring is lined with a 5 foot high ring of rope. Depending on the venue this could be a lot of different material: standard rope, barbed wire, electrified fencing, etc. If you are adjacent to a rope you gain a +4 bonus

to your KAC against trip, bull rush, grapple, and reposition attempts. Touching barbed wire causes 1d8 S damage and causes 1d4 bleed. Touching electrified fencing causes 1d8 E damage and the competitor needs to make a Fortitude save (DC 15) or be stunned for 1 round.

Each competitor ingests a horse-killer: a pill that when activated by part of the staff can either knock you out or kill you (DC 35 Fortitude save to resist either way). They are expensive and are reclaimed from the competitor's excrement after use.

Competitors are searched by one member of their opponent's team (known as their "toadie") before the match. The toadie has 30 seconds to search the target. They may remove any weapons or armor (even after time runs out so long as they are spotted during this time). While the competitor does not have to help their opponent's toadie, they can't hinder them. Searching a target for weapons requires a Perception check opposed by a Sleight of Hand check. A check takes 6 seconds (1 round) to search a limb or one's torso. Anything brought into the ring is fair to use.

Matches continue until the victor decides it is over. This requires one competitor to agree to submit, or at least accept the terms offered by the victor. Being disqualified means you are at the mercy of the victor. The horse-killer is used to ensure you comply. A dead or unconscious opponent is a defeated opponent. Most matches are: "Once a competitor has reached 0 Stamina, the fight is over and the victor may claim some pre-arranged prize from the loser."

Remember: Everybody lies. Everybody cheats.

WINNING

Typically the (living) competitors are given a cut of the illegal ticket sales after the fight if they put on a good show. This generally works out to about 1,000 credits x the average level or CR of the competitors and is split by the living competitors. The victor (or winning side) generally gets 75% of the take and the loser gets 25%. Any damage to the arena is taken out of the paychecks of the competitors.

LOSING

If you lose a NOWL match your life may be in jeopardy. The victor has complete control over your life once you have admitted defeat. Typical "prices" for losing include:

- Your most prized piece of equipment.
- Your life (they kill you).
- A limb (as a trophy).
- You become their servant for 1 month (though Thaunik culture looks poorly on slavery).
- 1,000 credits x your level (if they are being nice).

You can typically offer around 2,000 credits x your level to have them spare you from some more horrific fate if you make a successful Diplomacy check- though they may still publicly humiliate you. If you don't accept someone's terms- you can always get back up and kill them, or beat them until they yield to you.

MATCH STYLES

Card Match

The number of competitors is agreed upon beforehand by both sides. Because people are notorious for cheating, a spare competitor or two is always in the wings- ready to jump in and help a friend out. A typical match is 1 vs. 1 and is called a "card match".

Brawls

Matches with more competitors are called, "brawls". In a brawl victory cannot be obtained until all members of a side are defeated.

Tag Team

There is a format called "Tag-Team" where it is 2 vs. 2 and a competitor can hit a small button located on their person (genetically keyed to them) to swap places with an ally. The ally who is not in the match is secured in a small cell with a view screen of the match. When swapped in, they appear in a random empty corner of the ring. Using the "swap" is a swift action and immediately swaps in your partner, but ends their turn. After swapping you must wait at least 1 turn before you can use it. If one person on a tag-team yields or is disqualified, the team yields.

Classic

There is a "classic" style of wrestling. In this style character can wear no armor or technological aid

outside of any ability score-enhancing personal upgrades (expressly those listed as personal upgrades). Anything other than that must be turned off or disabled. Only unarmed attacks and combat maneuvers can be used. A creature pinned for 3 rounds or who has 0 Stamina Points is considered defeated. Often times “classic” matches are used as a legal alternative to NOWL fights.

CULTURE

NOWL is very illegal but it is one of those things that even civilized people occasionally watch. Everyone turns a blind eye to the barbarity of it because it

is entertaining and everyone needs something to distract them from the darker parts of their lives. There is a 5% chance that a match will be shut down in the middle of it due to a Thaun military police raid. If that happens those who are captured are imprisoned and slapped with a fine. For competitors or organizers this is 1 month in a military prison and 2,000 credits and 1 week and 500 credits for spectators. The prison duration is doubled if the fines can't be paid.

Matches are often rigged in some way. Before a match starts roll 1d20 on Table 1-4: Rigging to see how rigged it is. When it says “one competitor”, roll randomly to determine who this applies to.

1-4: RIGGING

NUMBER	RESULT	DESCRIPTION
1	Totally Rigged	One competitor is being set up to fail and even they don't know. They will be drugged, sabotaged, assaulted, and/or blackmailed prior to the match. Roleplay this for players but for NPCs they take a -4 on all D20 rolls.
2	Rigged	One competitor's horse killer will randomly go off, casing a painful stun. At the start of their turn, roll 1d20 if it is 10 or below they must make a DC 15 Fortitude check or be shaken.
3	No Toadie	One competitor will not be investigated by his opponent's toadie.
4	Scheduled Raid	Before the match, roll 4d6. The resulting number tells you what round the cops will raid the venue during. If the match doesn't go that long- the cops will not raid it.
5	Robbery	Someone hits the cash reserves of the venue- there is a 50% chance that there will be no payout to the competitors.
6	Friend	One side will have 1 additional surprise ally on their side. A 1 vs 1 match becomes a 1 vs 2 and a 4 vs 4 becomes a 4 vs 5.
7	Sabotaged	One piece of equipment of one competitor gains the broken condition after the first time it is used. A DC 15 Engineering check will remove this condition. This must be done to a player prior to the match and they may catch it ahead of time.
8	Paid Off Judge	The committee watching the match has been paid off to work against one competitor and will use the rules and technicalities to try to make them lose.
9	Hit Man	The match is rigged and one competitor is actually being sent in against a stronger foe with the intention of the competitor being brutalized or killed. After the toadie inspects their foe, a new competitor is snuck in (avoiding inspection). This is a foe who has a CR or level that is 2 higher than what was expected. In a multi-person fight only one foe is replaced in this fashion.
10	Faulty Shields	The wall of force has a 10% chance each round to fail. Once it fails it will not go back up. The crowd may throw things or otherwise interfere in the match and damage to them becomes far more possible. You never know who you will injure with a wayward laser blast at a high-stakes, illegal, sporting event run by organized, well-equipped, rich, militant sociopaths.
11	Heckler	A single member of the crowd just will NOT leave one competitor alone. It is distracting! Each round the competitor must make a DC 15 Will save or be shaken until the start of their next turn. Once the competitor has saved 4 times successfully the heckler no longer gets to them.
12-19	Unrigged	The match isn't rigged at all. It is just good, old fashioned, bloodsport.
20	Incentive	Both competitors are bribed to put on a good show. The rewards are +50%.

NEW FIGHTING STYLES

FIGHTING STYLES FOR SOLDIERS IN THE STARFINDER RPG

SAVE DCs

If a fighting style calls for a save the DC is DC 10 + 1/2 soldier level + key ability score modifier (STR or DEX for soldiers), unless otherwise noted.

DESPERADO

Desperados are gunslinging daredevils who risk life and limb for the thrill of the fight, the adrenaline of the duel, and the adulations of the impressed.

Gunplay [1st Level]: You can, without error (so long as the DC is 20 or below), spin and twirl small arms around. This has two additional effects; you may use your small arms more efficiently as melee weapons and you gain the Quick Draw feat as a bonus feat. When using guns as melee weapons they deal 1d6 B per 3 soldier levels (minimum 1d6 B) and count as operative weapons. This also means that, while wielding small arms you count as wielding both ranged and melee weapons (whichever benefit is better).

Small Arms Master [5th Level]: Small arms you wield deal 1d6 extra damage. Increase this bonus damage by 1d6 at 9th level and every 4 levels thereafter. In addition, Weapon Specialization adds your full level to damage with small arms, rather than half your level.

Flair [9th Level]: You can spend 1 Resolve Point as a free action after you kill a creature to make all non-allied creatures who could see the action to make a Will save or be fascinated by the action for 1d4 rounds (roll once for all creatures who failed the save).

Fan the Hammer [13th Level]: Half the penalties for making a full attack, attacking at a -2 rather than -4. If used in conjunction with soldier's onslaught all attacks are made at -3 (rather than -6) if you only use small arms. This reduction occurs before other penalty reductions, such as Multi-Weapon Fighting.

Gunslinger [17th Level]: The d6s that the small arms master talent grants you are now d8s.

DETONATOR

Warriors whose fondness for explosives is not hampered by their love of melee combat, detonators fight tooth-and-nail to win, completely unafraid of the destructive tools they use.

Grenadier's Strike [1st Level]: When making an attack roll with a melee weapon you can expend 1 grenade (in an easily accessible location) as part of the attack action to cause the grenade's effect to be added to the attack's result. On a successful hit the grenade also goes off, exploding. This means all creatures within the radius of the grenade, including you, must make the associated Reflex save or take the grenade's damage. The DC for the grenade is 10 + 1/2 item level + Key Ability Modifier (STR or DEX). The detonator gains a +4 bonus on this Reflex save. Only one grenade per turn can be added to an attack (regardless of how many attacks you make on your turn) in this fashion.

Fearless and Ferocious [5th Level]: Whenever you succeed on a Will save against a fear effect or a Reflex save against an effect that affects an area, you gain a +2 morale bonus to attack and damage rolls against the target that created the effect. This bonus lasts until the end of your next turn.

Blast Shield [9th Level]: When you use your grenadier's strike style technique, you can spend 1 Resolve to not be affected by the grenade. When you do so, you add your Strength modifier to saving throws against weapons with the explode property for three rounds.

Reckless Overcompensation [13th Level]: Whenever you take a penalty to attack rolls as the result of a fear effect or from an ability you chose to use (such as Deadly Aim or making a full attack), you can choose to ignore this penalty, taking an equal penalty to EAC and KAC instead, which lasts until the start of your next turn.

Laugh In The Face Of Death [17th Level]: As a reaction to taking damage you can spend 1 Resolve point as a reaction to gain temporary hit points equal to the damage taken. Additionally, after using this ability, you double the effect of any morale bonuses you currently have and ignore any morale penalties until the end of your next turn.

INFANTRY

You are (or were) an infantryman and you had rock hard battle discipline and tactics drilled into you. You are resolute in the face of fear, faultless in the execution of plans, and tougher than a pissed off badger.

Target Marker [1st Level]: Any ally who attacks a target you have successfully hit on your last turn gains a +2 bonus on attack rolls against said target. If you hit multiple creatures on your last turn only your first target counts and if you used an area attack, select 1 target from those you hit to be your marked target.

Locked and Loaded [5th Level]: When wielding at least two weapons you can employ them both when making an attack. When making the attack, roll once for both weapons. If both weapons hit, one does damage normally and the other deals its item level in damage (up to a maximum of the damage that weapon could deal with that attack). If one weapon misses and the other hits, deal damage normally with the one that hit. If you critically hit, only the weapon that you chose to deal full damage counts as critically hitting (the other still deals its item level in damage). This can only be done with one-handed weapons or weapons with the explosive, line, or automatic.

Courage, Discipline, Honor [9th Level]: You may spend 1 Resolve Point to automatically pass a Will save against a fear effect.

The Full Arnold [13th Level]: You may spend 1 Resolve as a free action on your turn to be able to wield two-handed weapons one-handed for 2 rounds. When using The Full Arnold you can use your locked and loaded class feature with any weapon.

Infantry Commander [17th Level]: You may spend 1 Resolve Point to automatically succeed any Will save or spend 1 to cause an ally who can see and hear you to re-roll a failed save. This second option may only be used once per round on a given ally.

MAN-AT-ARMS

In days long past men-at-arms were professional soldiers who formed the bulk of heavy cavalry and heavy infantry because of the obscene cost of outfitting oneself with such equipment. Carrying on the tradition of ancient military castes like the samurai, cavaliers, equites, and the rajput some soldiers listen to their ancestors. They diversify their skills learning combat, leadership, physical conditioning, warfare, piloting and tactics.

Armored Infantry [1st Level]: You begin play with additional credits that can only be spent on heavy armor, weapons, ammunition, and upgrades for the aforementioned items. You gain a bonus amount of credits equal to 50% of your starting wealth. Any extra credits not spent are wasted. If you gain this class feature at a point later than character creation, you instead gain a bonus combat feat. Alternately, your GM may give you a piece of equipment with an item level equal to your character level for free.

Space Age Cavalry [5th Level]: You gain the Sky Jockey feat as a bonus feat at 5th level and gain a +2 bonus on Piloting checks made during combat.



Military Administration [9th Level]: All checks that rely on Intelligence or Charisma made against members of a military or paramilitary organization are made at a +4 bonus.

Warrior Caste [13th Level]: When you are successfully hit by an attack you can spend 1 Resolve Point as a reaction to grant yourself DR/- equal to your level against the resulting damage as a reaction. This does not stack with existing sources of DR but, instead, replaces it.

Noble Commander [17th Level]: You and all allies who can see and hear you gain a +2 bonus on all attack rolls and a +4 bonus on all skill checks made during combat.

MEDIC

Medics are field healers who are as skilled at killing people as they are at healing them. This odd dichotomy, mimicked in the struggles between the gods of creation and destruction, gives them a unique perspective on life. While not master healers, medics know enough healing magic to keep their friends alive until more potent help can arrive.

Field Medicine [1st Level]: You gain a +2 bonus on Medical and Mystic checks and, when you use a Serum of Healing (any sort) you add 1/2 your soldier level (minimum +1) to the amount healed.

Battlefield Healing [5th Level]: You can spend 1 Resolve Point to grant an adjacent willing creature 4d8 points of healing. This healing increases by an additional +2d8 at 8th level and every 3 levels thereafter.

Combat Stim [9th Level]: When you heal an ally with a Serum of Healing or your Battlefield Healing ability you grant both your patient and yourself a +2 bonus on attack rolls and a +5 foot bonus to your movement speed for 3 rounds.

Save [13th Level]: You can spend 1 Resolve Point to restore a creature killed since the end of your last turn by laying your hands upon its corpse and using a bit of life energy to jumpstart the healing process. A creature resurrected in this fashion has 0 HP but is comatose; unable to be wakened for 1 hour or until someone takes 1 minute and makes a DC 15 Medical check to awaken them.

Senior Corpsman [17th Level]: You gain a number of free uses of your Battlefield Healing equal to 1/2 your character level. These refill to full after 8 hours of rest.

R&D COMMANDO

You are trained to use the latest and greatest equipment, debugging them on the fly and pushing the technological envelope while doing so.

Field Support [1st Level]: You gain a +2 on Engineering checks and grant all allies a +2 on Intelligence-based skill checks made during combat if they can both see and hear you. In addition, a R&D style soldier may use Intelligence instead of Strength or Dexterity for their key ability score for soldier class features.

Advanced Armor [5th Level]: You gain the Powered Armor Proficiency feat. If you take 1 hour with a suit of Powered Armor to customize it to you so that when you wear it you can add your level to the maximum capacity of the suit and reduce its armor check penalty by 1.

Front Line of Science [9th Level]: Your bonus on Engineering checks from Field Support improves to a +4 when used to craft. In addition you can jerry-rig together an innovative new use of a weapon. As a swift action you can make an Engineering craft check to add a weapon fusion to your weapon. The DC of the check is 10 + x2 the level of the weapon fusion you wish to apply. If successful your weapon gains that weapon fusion for 1 minute or until it is reloaded (whatever comes first). Only one such weapon fusion can be added to a weapon at a time, any existing weapon fusions are suppressed for the duration. This benefit only works for the soldier.

Overclock [13th Level]: You may spend 1 Resolve point to grant all weapons you wield the boost quality, adding +2d6 damage if you chose to boost it. In addition, weapons that feed on charges can use the charges from any Powered Armor you are wearing and vice versa.

Genius [17th Level]: You gain +2 Skill Points per level (even retrospectively).

COMBINATION WEAPONS

You can craft two weapons into one, though only one may be used at a time. When you craft a weapon you may integrate 1 additional weapon of a bulk smaller than the one you are crafting. To do this, use the weapon with the higher craft DC and add 5 to the DC. If you successfully craft the weapon you have crafted both weapons into a single weapon. You must still pay for the materials for both weapons.

You can add more than 1 integrated weapon. For each additional weapon, add an additional 5 to the DC and follow the rules for adding just 1 extra weapon.

When using this combination weapon the weapon counts only as one of the weapons at a time. Use the weight of the heavier weapon for the purpose of how much weight you are carrying. If you combine more than 2, add 1 extra bulk per weapon added unless the weapon is light. Switching between the types of requires a swift action but they otherwise function as a normal weapon of that sort. Weapons with ammo each draw from a different reserve.



SCOUT SNIPER

Top marks were assigned to you in your training- you are a master marksman and skilled practitioner of fieldcraft. Using these skills you can sew confusion and death amongst your foes.

Designated Marksmen [1st Level]: Increase the range of all longarms, small arms, and sniper weapons that you wield by 25%.

Fieldcraft [5th Level]: You learn how to blend in with the environment and live off the land. It takes 6 hours to acclimate to a given type of environment and you may only be acclimated to one kind of environment at a time. You may choose to acclimate to a new environment, replacing the old; this is not automatic. Once acclimated you gain a +4 bonus on Survival and Stealth checks. You can also always find food, water, and basic shelter without needing to roll (so long as such things can be found).

Lonewolf [9th Level]: So long as no ally is within 30 feet of you, you gain a +2 morale bonus on attack rolls made with longarms and sniper weapons.

Scout Sniper [13th Level]: You gain a 30 ft climb speed, a +5 foot bonus to your base speed, and a +4 bonus on Perception checks.

The Perfect Shot [17th Level]: While making an attack with a longarm or sniper rifle, you can spend 1 Resolve Point to negate all range penalties up to your maximum range.

SCUMBAG

Not every soldier is a clean-cut military man. Scumbags are straight killers who know more about gorilla fighting, gang warfare, prison combat, bar brawling, and guarding their boss at a drug deal than pretty things like “military discipline”, “unit tactics”, or valor. They are bulldogs; too strong for subtlety but too rough for honest soldiering. Rarely they are exotic terror troops skilled in unconventional warfare, designed for shock and awe rather than direct effectiveness.

Scrappy Fighter [1st Level]: You gain a +4 bonus on all combat maneuvers and a +2 against them.

Piss Off [5th Level]: You gain Antagonize as a bonus feat (even if you do not meet the prerequisite). You may use your soldier level rather than your total bonus on Intimidate or Diplomacy when using the Antagonize feat.

Dirty Fighting [9th Level]: When you score a critical hit with an unarmed strike, natural attack, or operative weapon you also count as if you successfully made a dirty trick combat maneuver.

Grotesque Injury [13th Level]: When a scumbag lands a killing blow on a creature they may spend 1 Resolve Point to make the act a grotesque affair. Any enemy who can see the gruesome display is subject to the Antagonize feat of the scumbag. The scumbag should roll once for this feat and compare it to all enemies.

800-Pound Gorilla [17th Level]: There is a joke: “Where does an 800-lb. gorilla sit?” “Wherever it wants.” A 17th level scumbag is a BIG presence- when they walk into a room everyone either clears out or knows they are risking their lives by staying. You can spend 1 Resolve Point to cast a *fear* spell (4th level) as a mundane effect. The save DC for this spell is 10 + 1/2 soldier level + your key ability score. Unlike the spell, this can be a 60-foot cone or a 30-foot burst and automatically excludes all your allies.

SIDEBAR: SCUMBAG VS OPERATIVE

A scumbag is not just a “soldier, but kind of an operative”. Scumbags are indelicate, imprecise, scrappy typhoons that are unleashed upon the foe rather than tactically deployed. They are brutes; a crime lord’s muscle, a resistance cell fighter claiming the heads of their oppressors though a campaign of terror, a space biker with a bad attitude who has lived through a hundred scraps, etc. They are not assassins who cover their tracks or even try to avoid the spotlight- they are semi trucks you drive though the front door.

SECURITY

You are a security officer, training in personal protection, apprehension, threat evaluation, detention, and the law. Some soldiers who take this style were MPs, high-end bodyguards, or even cops.

Security Training [1st Level]: You can deal non-lethal damage with any weapon with no penalty on attack rolls. In addition you gain a +2 on and against both grapple and disarm combat maneuvers.

Criminology [5th Level]: You gain a +4 bonus on

Culture checks made to gain information about laws and customs and on Bluff, Diplomacy, Sense Motive, and Intimidate checks made against creatures in the legal, law enforcement, or criminal professions.

Arrest [9th Level]: You can apply restrains (manacles or binders) to a creature as a melee attack. You must have 2 free hands, one of which is holding the restraint, to do so.

Service Weapon [13th Level]: You gain a +4 bonus on attack and damage rolls with small arms. In addition, you gain a +4 bonus on concealing any small arm or one-handed melee weapon.

Detain [17th Level]: Any time you score a critical hit while dealing non-lethal damage your attack has the additional effect of stunning the target for one round if they fail a Fortitude save. This effect is in addition to any other effect that triggers on a critical hit.

STAR SAMURAI

The old ways are not lost; you train your body, honing it for martial combat like a smith hones the edge of a sword.

Bullet Dance [1st Level]: You gain a +2 dodge bonus to your AC against melee attacks and a +4 dodge bonus against attacks made with ranged weapons.

Starborn Speed [5th Level]: Enemy creatures you threaten provoke attacks of opportunity from you when they make attack actions. Your attack of opportunity occurs after their attack action resolves. Using this ability costs 1 Resolve Point (but you are still limited to your normal number of attacks of opportunity per round).

Conditioning [9th Level]: You may choose to substitute 1/2 your Constitution modifier, rounded up, in place of your Dexterity or Wisdom modifier on saves if it is higher.

Gorilla Grip [13th Level]: Spend 1 Resolve and you can wield two-handed melee weapons one-handed for a number of rounds equal to 1+ your Strength modifier.

Starborn Sword Saint [17th Level]: All your attacks of opportunity from starborn speed occur before your opponent’s attack. In addition, if you strike your target with an attack of opportunity from your starborn speed ability and deal damage, that creature suffers a -4 penalty on all attack rolls made as part of that attack action.

NEW SPECIALIZATIONS

SPECIALIZATIONS FOR OPERATIVES IN THE STARFINDER RPG

SAVE DCs

If a specializations calls for a save the DC is DC 10 + 1/2 operative level + your Dexterity modifier, unless otherwise noted. If it requires an enemy to attempt a skill check, the DC is equal to 10 + 1-1/2 × your operative level + your Dexterity modifier.

AIRBORNE RANGER

You specialize in missions requiring aerial insertions and getaway driving.

Associated Skills: Acrobatics and Pilot. You can attempt a Pilot check with a +4 bonus to make a trick attack in the air or while in a vehicle.

Specialization Exploit: Jump boots.

Aerial Assault (Ex): At 11th level, you do not provoke attacks of opportunity while flying or falling.

BLACK MARKETEER

You are most at home in a back rooms or pulling off big sales of illegal goods.

Associated Skills: Profession and Culture. You can attempt a Profession check with a +4 bonus to make a trick attack against a creature you have done business with in the past month.

Specialization Exploit: Quality fake.

Black Market Discount (Ex): At 11th level, you can buy items on the black market at the same rate they'd be on the regular market. In addition, you gain a +4 bonus on all checks made to barter for services on the blackmarket, to find jobs on the black market, to get information out of the black market, and the DC to uncover your involvement in any illicit happenings is increased by 1/2 (round up) your operative level.

CON MAN

You are the quintessential liar, and are adept at making others buy whatever it is you are selling.

Associated Skills: Bluff and Sleight of Hand. You can use sleight of hand check with a +4 bonus to make a trick attack by concealing your weapons and motions.

Specialization Exploit: Hot swap.

Perfect Lie (Ex): At 11th level, you are immune to any spells that compel you to tell the truth or that detect lies.

EDUCATED ADVENTURER

You are an adventuring scholar that uses their diverse knowledge base to solve situations that would overwhelm the common man.

Associated Skills: Medicine and Engineering. You can attempt a Medicine check with a +4 bonus to make a trick attack by targeting your opponents vitals.

Specialization Exploit: Deactivating shot.

Brilliant Mind (Ex): At 11th level, you may spend 1 Resolve Point to roll twice and take the higher result on Culture, Engineering, Life Science, Medicine, Mysticism, and Physical Science checks for a number of rounds equal to 1/4th your operative level (minimum 3 rounds).

FIREBRAND

As a firebrand your are all about lighting the fire under people's butts. You are the spark that sets of riots, the source of a political unrest, the propagation of propaganda, and the agitators that lead to revolutions. You can be a government sponsored agent, genuine revolutionary, or even a corporate plant.

Associated Skills: Culture and Intimidate. You can attempt a Intimidation check with a +4 bonus to change a creature's attitude.

Specialization Exploit: Inciting incident.

Call To Action (Ex): At 11th level, you can make an Intimidate or Diplomacy check against all creatures who can see and hear you as a free action once per turn. This can be used to change the attitude of, bully, or demoralize all creatures who can hear you.

PsyOps

You are an expert at breaking into people's minds rather than their vaults. You are as much as psychological operations expert as you are a literal psychic mind-raider.

Associated Skills: Sense Motive and Intimidate. You can attempt an Intimidate check with a +4 bonus to make a trick attack against a demoralized target.

Specialization Exploit: Imposing Strike.

Psionic Examination (Su): At 11th level, you can use *mind probe* at will, though doing so costs you 1 Resolve Point. Use your operative level as your caster level.



SAPPER

Your ability to destroy the enemy's ability to fight back is almost as good as your ability to get out alive. Employed by many militaries you are one part combat engineer and one part demolition man; a concoction that makes one hell of a master of chaos.

Associated Skills: Engineering and Survival. You can attempt an Engineering check with a +4 bonus to make a trick attack that relies on you taking away your foe's ability to fight (breaking weapons, setting off explosives, destroying barriers, etc).

Specialization Exploit: Deactivating shot.

Disrupting Concussion (Ex): At 11th level, you deal double damage and ignore hardness up to your level against object and constructs.

SNIPER ASSASSIN

You are a gun for hire- an assassin who takes care of business from as far away as possible. To you the only good fight is one that never lets your victim retaliate.

Associated Skills: Survival and Stealth. You can attempt a Stealth check with a +4 bonus to make a trick attack against creatures at 100 ft. or more away.

Specialization Exploit: Debilitating sniper.

Headshot (Ex): At 11th level, when you use a sniper weapon for a trick attack you add your trick attack damage.

SPACE NINJA

Your ninja honor demands you test yourself against the toughest infiltration and assassination targets you can find.

Associated Skills: Stealth and Mysticism. You can attempt a Stealth check with a +4 bonus to make a trick attack against creatures who are unaware of you or are off target.

Specialization Exploit: Holographic distraction.

Misdirection (Su): At 11th level, you can spend 1 Resolve point as a reaction when you are hit with an attack to have retroactively replaced yourself with a distraction, taking no damage. You chose what item, on your person, was hit by the attack. If this was an explosive (such as a grenade or missile) it explodes as if it had been thrown. You "appear" within 10 feet of where your "distraction" was hit. If there is no safe

place within 10 feet of your current location, you cannot use this. You cannot use this ability on attacks from a creature you've used this against in the last hour.

SPELL SLAYER

You specialize in missions requiring a degree of mystical insight or targeting magical beings.

Associated Skills: Mysticism and Perception. You can attempt a Mysticism check with a +4 bonus to make a trick attack against creatures with spells or spell-like abilities.

Specialization Exploit: Techno-adept.

Reflect Spell (Su): At 11th level, when targeted with a spell or spell-like ability you can spend 1 Resolve as a reaction to make an opposed caster level check, using your operative level as your caster level, and if you are successful the spell targets the caster instead of you. If it is an area spell, you may define its direction/placement so long as it is designed to maximize the negative consequences upon the caster.

SIDEBAR: "BUT MYSTICISM ISN'T A CLASS SKILL!"
No, it's not. However spell slayer specialists and other operatives with a specialization that is not on their skill list treat that skill as if it were a class skill.

SWORD DANCER

The music of carnage moves you to dance the red dance of death. With poise and grace you eviscerate the slow and sloppy other dancers on the field.

Associated Skills: Acrobatics and Athletics. You can attempt a Athletics check with a +4 bonus to make a trick attack when targeting an enemy within your reach.

Specialization Exploit: Improved uncanny mobility.

Precise Blade Point (Ex): At 11th level, when making a trick attack with a melee weapon, you may spend 1 Resolve Point in order to treat one dice rolled as if it had rolled maximum damage. Multiple Resolve Points may be spent to convert multiple dice. This only applies to attacks made with melee operative weapons.

NEW OPERATIVE EXPLOITS

2ND LEVEL

CQC Training (Ex): Unarmed strikes now count as operative weapons and you gain Improved Unarmed Strike as a bonus feat.

6TH LEVEL

Hot Swap (Ex): Once per round you can place an item on someone's person with a Sleight of Hand check. This can be done as part of another action that brings you into close contact with them (such as a melee attack, an attempt to steal something, or a pat on the back), but this ability requires a separate roll. If successful they are unaware that it has been done and if it fails the object is not placed on their person. This can be used to do things like place live grenades in people's inventory, plant drugs on them without them being aware of it, etc. The item you are attempting to place must have a light bulk and must be something easily held and concealed in one hand.

Pantomime (Ex): Once per day when you observe a creature successfully making a skill check you can mimic and "remix" their performance to improve your own so long as it is fresh in your memory. You may attempt the same skill check using their bonus, albeit at a -4 penalty, so long as the check is attempted within 30 seconds (5 rounds) of the one you observed. This does not work in every instance (there must be some way that their previous skill check could inform or influence yours) and, in such instances, it cannot be done.

Quality Fake (Ex): You can spend 1 minute and 1 Resolve point to pretty up an the item worth no more than 2,000 x your level credits you are selling, making it appear to be more valuable than it actually is. This causes an object to appear to be worth 50% more than it is through subterfuge (an off brand item appears like a rare name-brand, a beat up old gun looks like an antique, forging a famous signature an an art piece,

etc). A savvy buyer can attempt a Sense Motive or a relevant Profession or Craft check (opposed by the standard exploit DC) or, if you wish, you can attempt an opposed Craft check.

Techno-Novice (Sp): You can cast *detect magic* at will as a spell-like ability, and you double your operative's edge bonus when using Mysticism to identify a magic item or a spell while it's being cast.

10TH LEVEL

Concussive Blow (Ex): For your debilitating trick you can knock your opponent prone. You must have the hampering shot exploit to learn this exploit.

Gaslighting(Ex): Once per day you can use your language skills to attempt to convince your target of something unreasonable; for example grass isn't green, it's blue. Your target must succeed a Sense Motive check against you, or be convinced of your unreasonable assertion.

Imposing Strike (Ex): Once per round, when you strike a creature suffering from a fear effect, you may apply a single debilitating trick to the target.

Inciting Incident (Ex): Once per day as a standard action, you create a holographic image of up to 2 people that plays out a scene you design. This functions as a mundane 4th level *holographic image* spell, and you must remain within 30 feet of the scene while it plays out. As part of the script, you can insert a subliminal message that affects those who witness the scene. Anyone who witnesses the scene must make a Will save to recognize that it is a hologram. Creatures that fail their Will save are additionally affected by a mundane *suggestion* effect that advises an action of your choice. You use your operative level as your caster level from both effects. You must have holographic distraction exploit to take this exploit.

Techno-Adept (Sp): Choose two 0-level technomancer spells and one 1st-level technomancer spell. You may cast the 0-level spells at will, and may cast the 1st-level spell once per day per 3 operative levels. You use your operative level as your caster level. You must have the Techno-Novice exploit to take this exploit.

14TH LEVEL

Genuine Fake (Ex): When you use the quality fake exploit you can take 1 day and cause the item to appear to be worth 10 x the normal value (rather than 1 minute and +50%). Selling such a thing and explaining how you got your hands on it is up to you though...

Jump Boots (Ex): You can use stored kinetic energy and ambient energy to allow you to boost yourself through the air. This grants you a fly speed equal to your movement speed (average maneuverability) so long as you have a stored kinetic charge. You gain 1 kinetic charge for every 5 feet of movement you take. You can also spend 1 Resolve Point to grant yourself 1 kinetic charge and waiting 1 minute stores 1 charge. Jump boots can hold a maximum number of kinetic charges at a time equal to twice your operative level + 5. Your jump boots can't lift you if you're encumbered.

NEW SOLAR

MANIFESTATIONS

SOLAR MANIFESTATIONS FOR SOLARIAN IN THE STARFINDER RPG

SAVE DCs

If a manifestation calls for a save the DC is DC 10 + 1/2 solarian level + key ability score modifier (CHA for solarian), unless otherwise noted.

SOLAR SHADOW

You can form your solar mote into a blazing alter-ego formed of pure stellar energy. It either burns bright or coelesces out of smokey shadows but it always takes on your general form. It has your general shape but its features are smoothed and vague: more a featureless energy statue than a detailed doppelganger. By default it trails behind you, an ever-present after-image, but it can be sent off momentarily to strike a foe. When your solar shadow is active, you have no physical shadow.

A solar shadow works like a mechanic's drone in many ways except it copies all your statistics, feats, and abilities. It does not, however, have a seperate Hit Point, Resolve, or Stamina value from yours. Any damage or effect your solar shadow suffers- you suffer instead. The only exception to this are conditions that are reliant on its physical body such as grappling, being bound, or difficult terrain.

It's attacks, which count as natural attacks, are rolled with only your BAB + your Strength modifier and deal 1d6 C damage. At 6th, 9th, 12th and every level thereafter this damage increases by 1d6. This damage cannot be improved by taking feats like Improved Unarmed Strike but upgrading your Solarian weapon crystal can improve it (they impact the natural attacks of your shadow).

On a given turn, either you or your solar shadow can attack- not both. If you take a full attack action you may split your attacks between yourself and your solar shadow.

Each round on your turn, after you have acted, your solar shadow can take either a move action or a standard action to attack (your solar shadow doesn't make a separate initiative roll). You must be able to issue simple mental commands to your solar shadow, but you don't have to spend actions to issue these commands. To receive these commands, your solar shadow must be within 100 feet.



If you become unconscious or otherwise unresponsive, or if your solar shadow is ever out of range, your solar shadow dissipates and must be re-summoned with a move action.

As a move action, you can directly control your solar shadow. This allows the solar shadow to take both a move action and a standard action this turn (one from your control, and the one it normally has). If you also take a swift action, your solar shadow can take a swift action as well, or it can combine its actions into a full action.

Revelations / Stellar Mode: Your solar shadow can use stellar revelations as if it were you. It can activate any you know and does so independently from you. It counts as having the same stellar balance as you and it activating stellar revelations impacts your stellar balance.

Creating or dismissing a solar shadow is a move action and it cannot act on the turn it is summoned. It can occupy the same square as you at no penalty- it simply merges into your body partially.

SOLAR LENS

Your connection to the cosmos manifests itself in the form of a lens. This is a handheld crystal, mirror, magnifying glass, or simply a piece of transparent energy that can project light. A solar lens can create approximations of objects made out of light.

As a standard action, create any object whose credit value does not exceed your level x 1,000 and is no larger than about 5 square feet. When created it is created in the same square as you or in the square of a willing ally within 30 feet that you have both line of sight and effect to. It may be summoned into the grasp of a creature (wielded) or onto their body (worn) if the creature is willing. The item created is made of pure energy. Weapons have full ammunition and objects that require a charge have full capacity. This cannot create consumables, single use items (such as grenades), or ammunition. You cannot create items whose level is higher than your own. You must take a swift action each round to maintain

any and all items created in this fashion and you may dismiss any as a free action. At 1st level you can only maintain one item like this at a time. Like other solar manifestations, an item created by your solar lens only functions during combat and vanish once the danger has ended (however, a GM may approve case-by-case basis for the use of this).

At 6th level the spending limit on the items is extended to 2,500 credits x your level and you can maintain 2 items at a time.

At 9th level the spending limit on the items is extended to 5,000 credits x your level and you can maintain up to 5 items at a time. In addition, you may make items with a size of up to 10 x 10 so long as you can safely make them. You must still share one square with the created item.

At 12th level the spending limit on the items is extended to 10,000 credits x your level and you can maintain any number of items at a time.

At 15th level the spending limit on the items is extended to 20,000 credits x your level.

At 19th level the spending limit on the items is extended to 30,000 credits x your level and you may make items up to colossal size so long as you can safely make them. You must still share one square with the created item.

Revelations / Stellar Mode: For the purpose of you using solar revelations, any weapon or armor created by your lens and wielded/worn by you counts as a solar weapon or solar armor.

SOLAR HALO

Those who manifest a solar halo are a special breed of solarian. Their mind, elevated by their connection to the cosmos allows it to strengthen the light of others. This often takes the form of a halo formed of words in an unintelligible language, a disk-like aura behind the head of the solarian with enigmatic symbols, motes of light formed into a crown, a shining gem, a energy ring, or even a burning energy field around their head that thrums in a rhythmic pattern. Once the

appearance is chosen it cannot be changed. Halos naturally put out cosmic spiritual energy that affects “luck” in the area (by setting up cosmic resonance frequencies). This grants all allies within 60 feet of you an enhancement bonus to the key ability score of each ally equal to $1 + 1/4$ your solarian level. You may chose what ability score this enhances on a character-by-character basis. A solar halo provides this same bonus to the solarian. Like other solar manifestations a solar can only be used while in combat.

A solarian with a solar halo can chose to focus on just one ally, pouring all their attention and energy on them, within 60 feet (not yourself) by expending 1 Resolve point. If they do so that creature gains a luck bonus on all rolls equal to your level until the start of your next turn (this replaces the normal bonus).

NEW ARCHETYPES

“TECHNIQUE” ARCHETYPES

Technique archetypes are archetypes the represent your character studying a certain kind of mystical technique or seeking to master some esoteric ability through physical training. They are available primarily to soldiers but may be taken by operatives or solarians as well.

OPERATIVE

This replaces your 4th and 18th level operative exploits, and your 9th level trick attack damage increase.

SOLARIAN

This replaces your 4th, 10th and 18th level stellar revelations, and you gain your zenith revelation class feature at 10th level rather than 9th.

SOLDIER

This replaces your 4th, 10th, and 18th level combat feats, and you gain your secondary combat style and secondary style technique class features at 10th level rather than 9th.

Special: As a soldier you can take a second technique archetype by replacing your 2nd, 6th, and 12th level combat feats. In this case, you gain the 4th level ability at 2nd level, the 9th level ability at 6th level, and the 18th level ability at 12th level.

AUG

This replaces your 4th and 18th level aug slots, and you don't gain your 9th level modification. (Note: This class can be found in the “Aug” book by Little Red Goblin Games)

DRAGOON

This replaces your 4th level of wrath of Mewth bonus damage, your 9th level order ability, and your 18th level dragoon ability. (Note: This class can be found in the “Mewthian Dragoon” book by Little Red Goblin Games)

ONI

This replaces your 4th level binding benefits, and your 9th and 18th increased bond class features.

SAVAGE

This replaces your 4th level snarl ability, and your 9th and 18th level savage path abilities.

ADAPTIVE MUSCLE MEMORY

You have honed the part of your brain responsible for spatial awareness to analyze your foe instinctively. You can read a style or predisposition of an opponent as quickly as a blackjack player might read a face.

Adaptive Muscle Memory [4th level]: Starting at 4th level you adapt to someone's fighting style the more you fight them. At the start of your turn select one creature. If you take a hostile action against them or they take one against you, you gain 1 "adaptation point" (AP) against that specific creature. The more adaptation points you gain against them the better you fight against them. Adaptation points never go away but you can never gain more adaptation points against a specific creature than their level or CR (whichever is higher). At the start of your turn you may allocate adaptation points to certain benefits (this does not consume them, just sets the maximum number of bonuses you may have). You may do this against any number of creatures who you have AP against:

- **Studied Weapon (1 AP):** You become proficient in all weapons they are proficient in while making attacks against your target for this turn.
- **Prey Drive (1/2 creature's CR in AP):** Your movement speed doubles for the turn, but only if you are moving towards your target.
- **Overwhelm (1/2 creature's CR in AP):** You gain a bonus on combat maneuvers made this turn against your foe equal to the number of AP you spent.
- **Get in Their Head (1/4th creature's CR in AP):** You gain a bonus on Intimidate, Bluff, Sense Motive, and Perception checks made to spot them made this turn against your foe equal to twice the number of AP you spent.
- **Deny Opportunity (1/4th creature's CR in AP):** Select one feat that you are aware that your opponent knows. Your opponent can't use or otherwise benefit from that feat (or any feat dependent on it) against you until the start of your next turn.
- **Lockdown Weapon (1/2th weapon's item level in AP):** Select one weapon that you are aware that your opponent is using. Your opponent can't use that weapon against you until the start of your next turn.

Notes: When a cost says "CR" it means "CR or Level, whichever is higher".

Improved Adaptive Muscle Memory [9th Level]: Each round you engage with your target or they engage with you, you gain 2 AP rather than 1.

Perfected Adaptive Muscle Memory [18th Level]: Each round you engage with your target or they engage with you, you gain 3 AP rather than 2.

AUTOHYPNOSIS

"It had taken Brion over two years to find a way to tap the sources of hysterical strength. Common as the phenomenon seemed to be in the textbooks, it proved impossible to duplicate. There appeared to be an immediate association with the death-trauma, as if the two were inextricably linked into one. Berserkers and juramentados continue to fight and kill though carved by scores of mortal wounds. Men with bullets in the heart or brain fight on, though already clinically dead. Death seemed an inescapable part of this kind of strength. But there was another type that could easily be brought about in any deep trance- hypnotic rigidity. The strength that enables someone in a trance to hold his body stiff and unsupported except at two points, the head and heels. This is physically impossible when conscious. Working with this as a clue, Brion had developed a self-hypnotic technique that allowed him to tap this reservoir of unknown strength- the source of "second wind," the survival strength that made the difference between life and death.

It could also kill- exhaust the body beyond hope of recovery, particularly when in a weakened condition as his was now. But that wasn't important. Others had died before during the Twenties (note: a sort of deadly decathlon), and death during the last round was in some ways easier than defeat.

Breathing deeply, Brion softly spoke the auto-hypnotic phrases that triggered the process. Fatigue fell softly from him, as did all sensations of heat, cold and pain. He could feel with acute sensitivity, hear, and see clearly when he opened his eyes.

With each passing second the power drew at the basic reserves of life, draining it from his body."

From Planet of the Damned (1962)
By Harry Harrison
(Public Domain)

Auto-Hypnosis [4th Level]: By uttering an auto-hypnotic phrase you can tap into the subconscious and even autonomic parts of your body, letting you achieve great things though at a steep price as a swift action. Each round when you are in this auto-hypnotic trance you chose to spend 1 Resolve Point at the start of your turn or else take 1 point of temporary Constitution damage. While in your trance this reduction to Constitution has no impact on you until you reach 0 Constitution. This Constitution damage recovers at a rate of 1 per minute after you exit your trance.

A trance automatically ends if you are knocked unconscious, successfully affected with a mind-affecting effect that controls you in some way, or are reduced to 0 Constitution. After a trance ends you are fatigued for 1d4 rounds.

You can not enter an auto-hypnotic trance if you are fatigued, exhausted, have 0 Constitution, or are not totally in control of your mental faculties.

While in this trance you gain blindsense 30 feet, you gain a bonus to your KAC against bullrush, trip, and reposition combat maneuvers equal to 1/2 your level (minimum +2), and gain a bonus on all saves equal to 1/4th your level (minimum +1). In addition, your speed is never modified due to encumbrance so long as it is heavy or less.

Manual Override [9th Level]: While in your auto-hypnotic trance you gain a bonus to your Strength and Dexterity score equal to 1/4th your level (minimum +1) as you take manual control of your muscles- damming the consequences.

Hyper-Exertion [18th Level]: While in an auto-hypnotic trance you gain the effects of haste. In addition, you may choose to be exhausted for 1 round rather than fatigued for 1d4 rounds after exiting your trance.

CALLING OBLIVION

There exists a place of peace within moments of absolute nothingness. When the mind becomes transfixed on the complete absence of thought it becomes truly centered and cannot be shaken by the greatest trauma. A quiet mind means a steady gun-arm and a steady gun-arm means you live to the next day. This all-consuming calm is a meditative exercise that many warriors seek but few can truly achieve.

Inner Serenity [4th Level]: You can take a swift action to calm your mind and center yourself spiritually, a rapid meditation that allows you to draw strength from your serenity. Centering yourself like this allows you to ignore any attack roll penalties caused by the dazzled, fatigued, off-target, shaken, and/or sickened conditions until the start of your next turn. This can apply to other mundane mind-affecting penalties on attack rolls caused by fear or distraction at a GM's discretion.

Rock [9th Level]: You are the mental rock of the group- a pillar against which all can rest in their time of needs. All of your allies (excluding you) within 30 feet of you gain a +2 bonus on all Will saves against mind-affecting effects so long as you are not under the effects of a negative mind-affecting effect yourself. In addition, allies can concentrate in adverse situations that they would not normally be able to (such as during an earthquake or extremely violent weather like hurricane) so long as you are not under a negative mind-affecting effect. This does not have any impact on a spellcaster losing a spell if they take damage during casting.

Total Self Oblivion [18th Level]: You can take a move action to render yourself immune to all negative mind-affecting effects and suppress any ongoing ones until the start of your next turn. This effect can be maintained as a swift action.

SHOGI STYLE

Your mind is like that of a shogi master- for every piece you take you can roll the momentum in your favor. However, your stumbling block is when you underestimate your opponent your reliance on overwhelming force turns into a sword that can cut both ways...

Tactical Momentum [4th Level]: At the beginning of an encounter, you can choose select 1 enemy. Every time you successfully hit your opponent your "damage counter" goes up by 1, representing tactical momentum achieved through overwhelming force. If you do not successfully attack your opponent on your turn your damage counter goes down by 1. For every hit your opponent lands on you your turn your damage counter goes down by 1.

When you deal damage against your declared target, check your damage counter. For every 1 multiply your damage by .1 and add that as extra damage, whole numbers only. These stack (so if your damage counter is 12 it is multiplied by 1.2) and there is no maximum. This is done on a per attack basis. If you have a negative value you gain no bonus damage but your foe gains that multiplier instead. This does not stack with damage multiplier on critical hits, use whichever is higher.

You can switch your target as a standard action or when your target dies as a free action. You cannot target the same creature twice in a row during the same encounter. If you have no target for whatever reason not covered previously, it is a move action to declare a new target.

Momentum Initiative [9th Level]: You gain a bonus on Initiative checks equal to the highest damage counter value you achieved during your last encounter (maximum of your level, minimum 0). In addition, you can reduce your damage counter by 10 (so long as you had at least 10) to reassign either your or your target's place in the Initiative order as a free action once per round.

Sudden Momentum [18th Level]: When you declare the target of Tactical Momentum you start with a damage counter of 3.

SHY WOUNDS STYLE

The clan of the Peaking Crane has honed a unique style of "dealing" with their targets. The wealthy zaibatsu's private military force, the Shy Cranes, perfected the art of 'delayed wounds'; making wounds feel and appear smaller than they are, only to become debilitating later.

Your attacks always feel like they cause way less serious wounds... until they all spontaneously open up revealing the true extent of their damage at once. Never was there a more artful way of killing a person than doing so on command.

Shy Wounds [4th Level]: When you successfully make an attack, your opponent only takes half the damage. Record the damage that was reduced, called "delayed damage" from now on, adding it to any other delayed damage you have caused that target. As a swift action you can cause the creature to suffer all the delayed damage accumulated against that target at once. You do not even need to be aware of the creature- it simply occurs on your command. Delayed damage remains able to be triggered in this fashion for 1 hour per key ability score modifier. If unused, the delayed damage never takes effect.

Exploding Wounds [9th Level]: Total the number of rounds since you last dealt damage to a foe. If you use shy wounds to deliver delayed damage, multiply the damage you'd deal by .2 for every round you waited (maximum of x3 damage) and add it to the damage you deal (so waiting 3 rounds to deal 20 points of delayed damage would add 12 extra damage, for a total of 32 damage).

Sinister Wounds [18th Level]: When you deal damage with shy wounds you may cause any amount of the damage of your attack to be delayed damage. In addition, if you wait the full minute and a half after dealing your last wound with exploding wounds- the attack counts as a critical hit for the purpose of critical effects.

Oni

A NEW BASE CLASS FOR THE STARFINDER RPG

STAMINA POINTS: 7 + CONSTITUTION MODIFIER

7 HP

Oni are magic knights who tap into a raw form intoxicating battle-magic that feeds on the users emotions. Left unchecked, the power they wield would destroy them so to combat this they follow a strict martial code and “bind” themselves to another living thing. This binding anchors them and lets them use their power without losing themselves to the ecstasy of battle.

Hundreds of clans, schools, and other oni factions all vie for the most prestige and honor as training and fielding an oni can be a small fortune in its own right. Many are noble-mercenaries, hereditary guards bound to a specific family. Honor is everything to an oni so duels, blood oaths, and decades long rivalries are just part of an oni’s life. There are feudes so old and bloody between some schools that they have resulted in hundreds of years of war and wiped out entire bloodlines. Despite their rugged, hard, lives and the drain their battle-magic has on them they have an intrinsic soft-side. Those they are bound to often worm their way into their hearts and oni often become romantically involved with them or deeply protective with them. The most heart-wrenching thing is for a oni to lose those they are bound to- a shattering experience that strips them of their humanity for a time and not all recover from.

KEY ABILITY SCORE

An Oni’s power comes from their self-discipline and are thus Wisdom based characters. However an oni who forsakes Strength or Constitution will find themselves lacking.



TABLE 2-1: THE ONI

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	CLASS FEATURES
1st	+1	+0	+0	+2	Battle-magic, binding, spells
2nd	+2	+0	+0	+3	School
3rd	+3	+1	+1	+3	Weapon Specialization
4th	+4	+1	+1	+4	Binding benefit
5th	+5	+1	+1	+4	Technique
6th	+6	+2	+2	+5	Increased bond (10 ft)
7th	+7	+2	+2	+5	Binding benefit
8th	+8	+2	+2	+6	Technique
9th	+9	+3	+3	+6	Increased bond (15 ft)
10th	+10	+3	+3	+7	Binding benefit
11th	+11	+3	+3	+7	Technique
12th	+12	+4	+4	+8	Increased bond (20 ft), oni's onslaught
13th	+13	+4	+4	+8	Binding benefit
14th	+14	+4	+4	+9	Technique
15th	+15	+5	+5	+9	Increased bond (25 ft)
16th	+16	+5	+5	+10	Binding benefit
17th	+17	+5	+5	+10	Technique
18th	+18	+6	+6	+11	Increased bond (30 ft)
19th	+19	+6	+6	+11	Binding benefit
20th	+20	+6	+6	+12	Ultimate Technique

CLASS SKILLS

SKILL RANKS PER LEVEL: 4 + Intelligence Modifier

- Acrobatics (Dex)
- Athletics (Str)
- Culture (Int)
- Diplomacy (Cha)
- Intimidate (Cha)
- Medicine (Int)
- Mysticism (Wis)
- Perception (Wis)
- Profession (Cha, Int, or Wis)
- Sense Motive (Wis)

PROFICIENCIES

ARMOR PROFICIENCY: Light armor and heavy armor

WEAPON PROFICIENCY: Basic and advanced melee weapons, small arms, longarms, and grenades

BATTLE-MAGIC (Ex) [1ST LEVEL]

Oni use a dangerous form of magic called “battle magic”. When in combat they gain the ability to cast magic and the longer they fight the stronger they become. It is an insidious power- overwhelming them and potentially destroying them if they lose their way. Depending on how long they are in battle, they gain the following cumulative benefit:

TABLE 2-2: BATTLE MAGIC

ROUND IN COMBAT	EFFECTS
1	The ability to cast spells (see the “spells” class feature).
2	-
3	If you cast a spell it does not provoke attacks of opportunity.
4	-
5 (or higher)	Swift Spell: As a full round action you can make a single attack and cast a spell. The attack roll does not take any penalty from being made as part of a full attack action.

THE PRICE

Starting at 1st level, while in combat, each round you must pay 1 Resolve point at the start of your turn. If you cannot pay this price, you are confused and do not gain the benefit of their battle-magic class feature. An oni does not need to pay Resolve Points on their turn and ceases to be confused due to not paying Resolve if their partner is adjacent to them.

BINDING (EX) [1ST LEVEL]

At 1st level an oni forms an emotional and spiritual bond with another living creature. This is often done with a partner, pet, spouse, teammate, family member, or commander. The bonding process takes 1 day and is different for each oni as the bond between two beings is unique. Once formed this bond calms the spirit of the oni, allowing them to function despite the draining battle-magics they employ. A living creature bound to an oni must be willing and is referred to as their “partner”.

A partner enjoys several benefits over an oni. The oni is always considered to be willing against them, the partner gains a +4 bonus on all skill checks and attacks rolls made against their oni, and aid another checks from an oni to their partner are made at a +4 bonus.

If an oni’s partner is injured the oni must make a Will save (DC 20) or be able to only target the offending creature on their next turn and are compelled to take hostile actions against them. If multiple creatures hurt their partner the oni may select which they will hurt.

If any oni’s partner is killed or permanently separated (a partner can choose to break the oath simply by saying so with enough conviction) the oni gains 2 negative levels for 1 week and cannot form a new bond for 1 month.

SIDEBAR: PARTNERS

If it would make for a better story or more compelling character concept, a GM can approve other kinds of partners. For example there is the story of “Francisco the Grey” who was a lovable, hefty, paternal, old oni whose “partner” is not a living creature but an old teddy bear that once belonged to his daughter. After her death he swore to keep it with him- his bond is to her but the bear is a memento. He handles it with such delicate care, despite fingers as thick as sausages that are gnarled with age and injury. Mechanically, the teddy bear represents his dead daughter’s wishes and the GM can extrapolate if she would have wanted something or not.

The typical partner is a party member but another atypical partner can be found in the tale of Cumina, a taciturn, hardened killer who has “Scruffles the scottish terrier” as her partner. This pup her best buddy since oni-school and is bound to her. She fights not because she wants to kill people but because she wants to make a world that her little scottie dog would feel safe in.

SPELLS [1ST LEVEL]

You cast spells drawn from the oni spell list. To learn or cast a spell, you must have a Wisdom 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 Wisdom modifier. To cast a spell an oni must have their battle magic class feature active. They can cast spells on their 1st round in combat.

TABLE 2-3: ONI SPELLS PER DAY

LEVEL	1ST	2ND	3RD	4TH
1st	1	-	-	-
2nd	1	-	-	-
3rd	2	-	-	-
4th	2	1	-	-
5th	3	1	-	-
6th	3	2	-	-
7th	4	2	1	-
8th	4	3	1	-
9th	4	3	2	-
10th	4	4	2	1
11th	4	4	3	1
12th	4	4	3	2
13th	4	4	3	2
14th	4	4	3	3
15th	4	4	3	3
16th	4	4	3	3
17th	4	4	3	3
18th	4	4	3	3
19th	4	4	3	3
20th	4	4	3	3

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: Oni Spells per Day. In addition, you receive bonus spells per day if you have a Wisdom modifier of +1 or higher, as shown on Table 2-5: Oni Bonus spells- note that you only receive these bonus spells 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 oni level, you learn one or more new spells, as indicated on Table 2-4: Oni Spells Known. Unlike spells per day, the number of spells you know isn't affected by your Wisdom modifier.

TABLE 2-4: ONI SPELLS KNOWN

Level	0th	1st	2nd	3rd	4th
1st	4	2	-	-	-
2nd	5	3	-	-	-
3rd	6	4	-	-	-
4th	6	4	2	-	-
5th	6	4	3	-	-
6th	6	4	4	-	-
7th	6	5	4	2	-
8th	6	5	4	3	-
9th	6	5	4	4	-
10th	6	5	5	4	2
11th	6	6	5	4	3
12th	6	6	5	4	4
13th	6	6	5	5	4
14th	6	6	6	5	4
15th	6	6	6	5	4
16th	6	6	6	5	5
17th	6	6	6	6	5
18th	6	6	6	6	5
19th	6	6	6	6	5
20th	6	6	6	6	6

You can cast any oni 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 spell from a 2nd-level 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 as a full action. This does not normally invoke the magic contained within, although it may do so in the case of a Cursed or trapped spell gem.

TABLE 2-4: ONI BONUS SPELLS

WIS SCORE	1ST	2ND	3RD	4TH
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
22-23	2	2	1	1
24-25	2	2	2	1
26-27	2	2	2	2
28-29	3	2	2	2
30+	3	3	2	2

Every time you gain a 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 the spell at the same time you gain new spells known for the level.

WEAPON SPECIALIZATION (Ex) **[3RD LEVEL]**

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

BINDING BENEFIT (Ex) **[4TH LEVEL]**

The psycho-mystical bond between oni and their partner can afford both parties some limited, natural, magical effects when they are sympatico. At 4th level and every 3 levels thereafter an oni selects a binding benefit. They only function when the oni and their partner are within 60 feet of each other and aware of each other's presence.

HEART STRINGS:

The oni and their partner share a bond that links their lifeforces together. The ability to touch the frail string that we call "mortality" takes kind of truest that few can manage. The oni can, as a swift action, transfer up to his level in stamina to their partner and, if their partner reciprocates this trust, they can chose to give stamina in the same fashion. You and your partner must be within 30 feet of each other to use this ability. Little Buddy: This binding benefit only functions for small, non-sapient, creatures with a CR of 1 or less. They gain the follows statistics:

Little Buddy (CR 1)

XP 400

N Small animal*

Init +2; Senses darkvision 60 ft.; Perception +5

Defense

HP 20

EAC 12; KAC 13

Fort +5; Ref +3; Will +1

Offense

Speed 20 ft.

Melee slam +9 (1d6+5)

Statistic

Str +4; Dex +2; Con +1; Int -3; Wis +0;

*This may change depending on what your companion actually is.

MAGIC CONNECTION

Beyond love, beyond words; the bond between you and your partner makes magic happen. Together you can accomplish anything. When you are benefiting from your binding the DC of your highest 2 spell levels are increased by +2.

MENTAL HIGHWAY

Nothing is more personal than your mind and letting someone else in is uncomfortable but honesty and open communion are the bedrock of any good relationship. The oni's partner can read their mind, search their memories, and knows instantly if anything the oni says is false. If their partner reciprocates this openness, the oni can do the same as in their mind as well. Regardless, this allows instant and exact mental communication between the two regardless of distance or even planar barriers.

NEVER ALONE

Two bound hearts can never be separated by physical space. When this kind of bond is made you & your partner cohabitate in each others dreams. You are also always aware of their exact location in regards to you (about how far and in what direction). When crossing planes this bond allows you to know what plane they are on (even if it's in vague terms- "that one... it has fire and stuff" or "the dead one... with all the devils"). In addition you always know the HP and Stamina values of your target as well as any conditions that are on them. Finally, you gain a +4 bonus on all Medicine checks made on your partner. If the oni's partner feels the same as them, they gain this benefit towards the oni as well.



PROTECTIVE BINDING

The protective emotions of the oni encase their partner with a feint magical aura of protection. If these feelings of love and protection are reciprocated, the oni gains it as well. The aura grants a +2 bonus to AC.

REJUVENATING PRESENCE

Being around your partner makes you feel alive and gives meaning to your life. When within 60 ft. of your partner the oni gains a +10 foot bonus to their movement speed and a +2 bonus on all Acrobatics and Athletics checks. If their partner feels the same about them, if simply being in the oni's presence adds color to their world, they gain the same benefit.

SELF-SACRIFICE

Being in a relationship sometimes means giving up your stuff in order that your partner can succeed. By spending 1 Resolve an oni can take any damage or harmful magical effect that targeted their partner. If their partner returns this selfless attitude, they can do the same for the oni. This is decided after the attack or spell has been successful and cannot be reduced or negated in any way. If it could not effect the new recipient as fully as the original, it cannot be transferred.

SUPPORTIVE BONDS

When you fall down the person who picks you up matters. An oni with this binding benefits is always there to pick up their partner, to serve as their emotional rock, and support them. This grants the oni's partner a +2 bonus on all saves and, if their partner reciprocates the supportive behavior, the oni gains the same.

Sidebar: Dead Partners

An oni may continue to fight for their partner, even if that partner is dead (even for a very long time). However, a dead partner is inherently unable to reciprocate feelings. This has led to some very tragic stories about oni who continue to serve their partner long after their death; either out of eternal loyalty or on the road to revenge.

INCREASED BOND [6TH LEVEL]

You count as being "adjacent" to your partner for the purpose of battle magic so long as you are within 10 feet of them. This increases by 5 feet at 9th level and every 3 levels after that to a maximum of 30 ft. at 18th level.

Sidebar: Evil Oni

Evil oni are more common than you might think. They have an obsessive, often unrequited, love that is unhealthy and quite toxic. They may be a sycophant to a terrible master, may effectively enslave their partner "for their protection", could be a stalker who shifts their partner to whoever their current fixation is, or even be a "floating" oni who connects to whoever will have them- sucking the love out of their temporary partner's lives before moving on to new conquests. Evil oni are emotionally manipulative, though even such wicked creatures sometimes find a love that can save them. Perhaps most tragic of all are the evil oni who form bonds with good people. Some are trying to "fix" the oni but just get sucked into the oni's own wickedness.

ONI'S ONSLAUGHT [EX] [12TH LEVEL]

When making a full attack, you can make up to three attacks instead of two attacks. You take a -6 penalty to these attacks instead of a -4 penalty. If you have the benefits of swift spell from your battle-magic you can instead cast 1 spell and make 2 attacks at a -6 penalty.

ONI SCHOOLS

The many oni schools of the universe are hungry for those with the talent. Highly competitive and openly contentious of each other, oni schools are strict martial arts schools often with ancient lineages. Each has a unique martial philosophy and preferred weapon set but almost all are equally valuable in the eyes of the universe.

At 2nd level you select your school. This may, at your GM's discretion, require roleplaying to gain entry to or it may be part of some previous arrangement. Your affiliation with a school represents membership

in that organization. The schools are left somewhat generalized so you and your GM can customize them.

If a technique requires a save the formula is DC 10 + 1/2 your oni level + your Wisdom modifier.

STAR FIST STYLE

COSMIC FIST [2ND LEVEL]

At 2nd level as a student of the Star Fist Style you embark on your martial journey and gain Improved Unarmed Strike as a bonus feat. However, your fists are more than mere limbs- they are instruments of mystic destruction. They glow and shimmer, allowing them to chose to deal sonic damage in place of the normal damage type of an unarmed strike or natural attack. Taking this options, referred to as using your cosmic fist, targets EAC.

STAR FIST TECHNIQUES [5TH LEVEL]

At 5th, 8th, 11th, 14th, and 17th level you gain one of the following techniques from the Star Fist school:

Explosive Fist: You've learned the secret of storing your essence up within you and releasing it in an explosive wave. Whenever you critically hit with your cosmic fist you can chose to cause the same damage to all enemies adjacent to the creature you struck. They may attempt a Reflex save for half to avoid the damage entirely.

Spiritual Cycling: Through arcane study you learn how to cycle your spiritual affinity- invoking the call of the cosmic seasons. You may choose to deal acid, cold, electricity, fire, or sonic with your cosmic fist.

Jiangshi-Fu: By studying the ancient art of sealing undead you can invoke the spirits of your ancient ancestors to inhabit your fists- dragging your foes back to the underworld. Your unarmed strikes and natural attacks can damage (and otherwise interact with) incorporeal creatures. In addition, you add 1d6 additional damage when striking an undead creature.

Soft Arts: Your strikes are disruptive to your foes but can align the internal flows of your allies. As a standard action you may make a touch attack against an adjacent ally that aligns their cosmic nodes. This

grants them a +1 luck bonus on all d20 rolls for a number of rounds equal to your Wisdom modifier. Alternatively, you may make a special attack with your cosmic fist. The creature, if damaged, takes a penalty on all d20 rolls until the end of their next turn equal to the damage you dealt them to a maximum of 1/2 your character level.

Shockwave: By empowering your hands with cosmic energy and slamming them together as a standard action you can cause cosmic disruptions that results in 15 foot cone of sonic damage. It deals 1d4 sonic damage for every 2 levels of oni you have to all enemies in the cone. The damage of this technique can be changed via Spiritual Cycling technique. In addition, creatures who fail their save by 3 or more are shaken until the end of their next turn.

Phantom Fist: When you successfully hit an opponent with your cosmic fist you can chose to activate your phantom fist technique. This turns you invisible as per an *invisibility* spell and, if you have not moved yet this turn, allows you a free 5 foot step, and then ends your turn. You remain invisible until the start of your next turn.

Shooting Star: You thrust your fist into your opponent and then opening your hand you release a tremendous energy causing the opponents insides to rupture in a explosive manner. This causes the opponent to take for 1d4 + Dexterity Modifier bleed damage per turn. They may attempt a Fortitude save to resist.

Meteor Shower: By calling upon the cosmic aether you manifest cosmic flares and launch them with terrible force at your opponent. As a standard action you create a number of flares equal to 1/4 your oni level. Each flare does 1d6 + Wisdom modifier in fire damage. They may attempt a Reflex save to avoid the damage entirely.

Destabilize: Your magically imbued cosmic fists can destabilize the harmony of the elements within a foe's body. Select an enemy. As a standard action you may make an unarmed strike or natural attack against them. If successful that creature takes 1.5x damage from that element for a number of rounds equal to your Wisdom modifier.

COSMIC MASTER [20TH LEVEL]:

You manifest the full power of the cosmos into your fists. Any time you successfully hit a creature with your cosmic fists you may teleport (as per dimension door, though it does not end your turn) so long as your destination is an enemy you have not hit this round within 15 feet that you can see. You make an immediate attack against them.

SWORD OF THE CRESCENT VOID

The mastery over their blade that an oni of the Crescent Void school exerts is unparalleled. They can slice through starship armor, deflect lasers, and kill people with the sheer pressure of their sword swings. They work their magic by the way they move their sword and bodies in hypnotic patterns.

CRESCENT SLASH [2ND LEVEL]:

Any advanced melee weapon wielded by an oni of the Crescent Void school gains the penetration quality due to being sheathed in disintegrating magical energy. If the weapon they wield also grants penetration the amount of hardness it ignores is increased by an additional +4 over the item's level.

CRESCENT VOID TECHNIQUES [5TH LEVEL]:

At 5th, 8th, 11th, 14th, and 17th level you gain one of the following techniques from the Sword of the Crescent Void school:

Pressure Cut: Your melee attacks with advanced melee weapons increase their reach by 10 feet thanks to air battle magic. If used in this fashion the attack deals sonic damage.

Killing Intent: You can sense the killing intent of other creatures via some divine magic. You are aware of any creature within 120 feet who intends to take a hostile action against you or an ally. This only makes you aware of the presence of a hostile creature, not its location, the number of enemies, or the like. This also lets you know approximate level of the threat(s) ("weaker than you", "about your level", "higher than you by less than 5 levels", or "an immensely powerful enemy"). This grants you a +2 bonus on Perception

checks to spot hostile creatures. This also means that if you roll better than your foe on an Initiative check you can act in the surprise round. Creature with ranks in Stealth that are at least 3 higher than your oni level do not trigger this ability.

Mirrored Step (Sp): Your body moves rhythmically, evoking ancient illusionary patterns that causes your form to burst and fractal as you move. Using this ability is a move action and grants you the benefits of a *mirror image* spell, though only until the start of your next turn.

Sword Shield: By moving your sword in mysterious, arcane, patterns you weave a magical pattern of defense. You gain Deflect Projectiles as a bonus feat even if you do not meet the requirements. Additionally, you may use any category of damage to deflect any other type of damage. The first time you do this in a round it does not cost a Resolve Point.

Improved Sword Shield: You gain Reflect Projectiles as a bonus feat even if you do not meet the requirements. In addition, you may use your sword shield ability multiple times per round. Each time consumes 1 Resolve Point, though only the 1st takes a reaction (others are treated like free actions). Sword shield uses after the 1st cannot be used with Reflect Projectiles. You must be at least 11th level to select this technique.

Crescent Flicker: By spending 1 Resolve point you can teleport to a location you can see that would put you in a flanking position with an ally as a move action. Unlike spells like dimension door this does not end your turn.

Vision of Death: Before your attack you instantly send a vision of you killing your target that causes them to flinch. They must make a Will save or take a -2 to their AC against the next attack you make. If they fail the save and you hit them they are shaken for 1d4 rounds. This is done as part of an attack action and costs 1 Resolve Point. It may not be done more than once per round.

Mental Voidspace: With mystic ritual you make your

mind as barren and calm as the void of space. Doing so takes a full round action but afterwards they gain a +4 bonus on all Will saves until the end of your next turn and receive an immediate save against any ongoing mental effects. You must be at least 11th level to select this technique.

VORPAL BLADES [20TH LEVEL]:

If you critically hit with a slashing advanced melee weapon, the weapon severs the opponent's head (if it has one) from its body. Some creatures, such as many aberrations and all oozes, have no heads. Others are not affected by the loss of their heads. Most other creatures, however, die when their heads are cut off.

YATO RYU

The oni-ninja of the Yato Ryu are as skilled in stealth as they are in assassination. These feared magical space ninjas are legendary for their mysticism as well as their ability to banish demons.

ONI-NINJA [2ND LEVEL]:

You can spend 1 Resolve Point to grant themselves the benefit of invisibility until the end of their turn.

YATO RYU TECHNIQUES [5TH LEVEL]:

At 5th, 8th, 11th, 14th, and 17th level you gain one of the following techniques from the Yato Ryu:

Demonbane: Using ancient ninja magic you can destroy the essence of demons. By spending 1 Resolve Point you gain a +2 on damage rolls against evil outsiders for a number of rounds equal to your Wisdom modifier. If they are at least 11th level this improves to a +4. In addition, an evil outsider slain by one of these attacks cannot return to the mortal plane for at least 1 week.

Ninpo: You gain the Improved Combat Maneuver feat in all combat maneuvers.

Assassin's Tools: When using operative weapons you may add your Dexterity modifier to damage rolls in place of your Strength modifier. In addition, you gain a +4 bonus to disguise operative weapon as common objects or to hide them on your person in such a way that they cannot be found by a search.

Wall Running: You double the jump height and length of whatever your result is on an Athletics checks. In addition you can run on vertical surfaces at no penalty so long as you end your turn on a flat surface.

Misdirection: You can spend 1 Resolve point as a reaction when you are hit with an attack to have retroactively replaced yourself with a distraction, taking no damage. You chose what item, on your person, was hit by the attack. If this was an explosive (such as a grenade or missile) it explodes as if it had been thrown. You "appear" within 10 feet of where your "distraction" was hit. If there is no safe place within 10 feet of your current location, you cannot use this. You cannot use this ability on attacks from a creature you've used this against in the last hour. You must be 11th level to select this technique.

Cursed Explosives: Thanks to hand seals you do before throwing them (a free action taken as part of the attack), any creature who fails the save against your grenade is cursed. This causes them to take a -2 on all attack and damage rolls as well as skill checks until the start of your next turn.

Shuriken Master: You double the range increments of all thrown weapons you throw. You also gain Special Weapon Proficiency (shuriken) as a bonus feat, and they count as operative weapons for you. This applies to carbonedged shuriken and any other thrown weapon with shuriken in its name.

Spider Clan Technique: You are constantly under the effects of spider climb. You must be at least 11th level to select this technique. This may be activated or repressed a swift action.

Demonsblood: By invoking ancient blood magic you can give yourself the visage of a terrifying demon as a swift action. Creatures can attempt a Will save to ignore this. If they cannot you gain a +4 bonus on all Intimidate checks against them and creatures who start their turn next to you must make a Will save or be shaken until the start of your next turn. This visage lasts for a number of rounds equal to your Wisdom modifier.

ONI-RYU [20TH LEVEL]:

Your Oni-Ninja technique now provides you with greater invisibility rather than just typical invisibility.

Sidebar: The Yato Ryu

The Yato Ryu, in Red Sector, are a pervasive criminal empire within almost all civilizations. Joining the Yato Ryu is a blood pact that you make for life; you serve the clan until you die. This school may be taken without actually joining the Yato Ryu and can simply represent a “ninja” style school.

SPELLSLINGERS

The spellslingers are trained on a space ranch in deep space where they can practice their gunplay in the bucolic peace of a pastoral world. They combine flashy magic with even flashier trick shooting to deadly effect. Spellslingers are known the universe over as being the quickest on the draw. Despite their reputation for bluster and bravado they are actually a very spiritual school who are in tune with the universe in a simple, pure, way that others are not.

SPELLSLINGER [2ND LEVEL]:

A spellslinger can cast a spell into a bullet (it must be a physical round; this does not work with energy weapons). The result is a “spell-slug”. Any creature struck with this bullet suffers the effect of the spell. This can only be used with spells that target a single creature other than the caster. The spell may affect multiple specific creature (such as “up to your caster level in creatures”) but only impacts the creature struck by the bullet. A spell-slug holds its spell indefinitely, though it continues to consume the spell slot until used. A spell-slug only functions for the spellslinger oni who created it and a spellslinger oni can deactivate it as a free action simply by thinking about it.

A spell-slug does not function for any gun that targets an area (line, cone, etc) and the spell only ever affects the target it hits (not any adjacent creatures if there is splash damage).

SPELLSLINGER SCHOOL TECHNIQUES [5TH LEVEL]:

At 5th, 8th, 11th, 14th, and 17th level you gain one of the following techniques from the Spellslinger School:

Trickster: You gain Improved Combat Maneuver (Dirty Trick) even if you don't meet the requirements and, thanks to slick trickster magic, can make dirty trick attempts at a range with a ranged weapon so long as they are within the 1st range increment of the weapon.

Mystic Cowpoke: You can use magic to commune with animals. Your spiritual magic allows you to connect with their soul. You can use Mysticism to Diplomacy animals and magical beasts. In addition, you can gain a +2 bonus on attack rolls made against them.



Spirit Guide: Spellslingers are in tune with the spiritual world in a very earnest and contemplative way. With this technique you can politely ask any corpse questions; this functions like a constant speak with dead but only works on corpses that don't object to talking to you (or wouldn't have in life).

Lightning Draw: By supercharging their body with time magical energy you can draw at the speed of light. They not only gain Quick Draw as a bonus feat but are always considered to have a standing ready action to draw a weapon if anyone else draws one. If the spellslinger wants to, they draw before their target. Drawing in this fashion can only be done from the hip and only with small arms and longarms. In addition they gain a +2 bonus on Initiative checks. This stacks with other sources that add to your Initiative checks.

Blazing Barrels: You gain Multi-Weapon Fighting as a bonus feat, even if you do not meet the requirements. In addition, at 11th level you reduce the penalty by a further 1, for a total reduction of -2.

Haste Barrage: You gain Opening Volley as a bonus feat, even if you do not meet the requirements. In addition the Opening Volley bonus applies for the first 3 rounds of combat if you rolled higher on your Initiative check than any enemy. This is due to a minor shortening of time brought on by your time magic.

Element Slinger: When you use an weapon that target's EAC you can expend spell a spell slot and 1 Resolve point as part of the action. If you do the attack gains 1d6 extra damage of the weapon's element per level of the spell slot expended (a 5th level spell slot would add 5d6 extra damage). The level of the spell slot sacrificed cannot be more than half the weapon's item level (rounded up). This can be used on weapons that deal areas of effect damage but the extra damage only impacts the 1st creature it encounters (the creature closest to you. If multiple are equidistant, you can select which gets the extra damage).

Recharge: Via electric battle magic you can spend a spell slot to restore the charge of batteries. The battery is restored a number of charges equal to three times the spell level. This can be used to recharge the equipment of willing allies or unattended objects within 30 feet of you.

Ship-slinger: Once per day as a special gunner action you can expend 1 Resolve Point to cast a spell though one weapon in ship-scale combat. If that weapon hits, the spell effects the entire ship.

STAR SLINGER [20TH LEVEL]:

Your caster level is increased by 3 for the purpose of spell variables when using your spellslinger (or ship-slinger) class technique.

ALTERED OR REPLACED ONI CLASS FEATURES

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

- 2nd level: you don't gain your school class feature until 5th level. This replaces your first technique gained at 5th level.
- 4th level: you don't gain your first binding benefit at 4th level.
- Multilevel [6th, 9th, 12th, and 18th Levels]: You don't gain your 6th, 9th, 12, and 18th level increased bond abilities. At 15th level, you gain the increased bond ability with a range of 10 feet.

ONI SPELL LIST

0-LEVEL

Daze: Humanoid creature of CR 3 or lower is dazed.

Detect Magic: Detect spells and magic items within 60 feet.

Fatigue: Touched creature is fatigued.

Psychokinetic Hand: Telekinetically move an object of 1 bulk or less.

Telekinetic Projectile: Telekinetically hurl an object, dealing 1d6 damage to the target and object.

Token Spell: Perform simple magical effects.

1ST-LEVEL

Confusion, Lesser: One living creature is confused for 1 round.

Fear: Frighten a single living creature that's of CR 4 or lower for 1d4 rounds.

Jolting Surge: Touch deals 4d6 electricity damage.

Magic Missile: Two missiles deal 1d4+1 force damage.

Mind Link: Instantly and telepathically communicate information to a creature.

Mind Thrust: Mentally deal 2d10 damage to one target.

Overheat: Deal 2d8 fire damage to creatures in cone.

Reflecting Armor: Sheath of mystical force can reflect damage back on foe.

Supercharge Weapon: Touched weapon deals extra damage.

2ND-LEVEL

Darkvision: Grant ability to see 60 feet in total darkness.

Daze Monster: Target living creature of CR 5 or lower is dazed.

Fog Cloud: Create a fog that obscures vision.

Force Blast: Cone deals 2d6 force damage and bullrushes creatures.

Hold Person: Paralyze one humanoid.

Hurl Forcedisk: Disc deals 3d6 force damage to one target then ricochets to other targets, dealing 2d6 force damage.

Inflict Pain: Wracking pain imposes -2 penalty to ability checks, attack rolls, and skill checks on one target.

Mind Thrust: Mentally deal 4d10 damage to one target.

Shield Other: You take half of the target's Hit Point damage.

Spider Climb: Grant ability to walk on walls and ceilings.

Status: Monitor condition and position of allies.

3RD-LEVEL

Arcing Surge: Deal 10d6 electricity damage in a 120-foot line.

Bestow Curse: Target takes -4 penalty to attack rolls, saves, and checks or 50% chance of not acting on each of its turns.

Dispel Magic: Cancel one magical spell or effect.

Explosive Blast: Deal 9d6 fire damage to creatures in a 20-foot radius.

Fear: Targets of CR 8 or lower within a cone are panicked for 1 minute.

Haste: One creature per level moves and acts faster.

Mind Thrust: Mentally deal 7d10 damage to one target.

Psychokinetic Strangulation: Concentrate to immobilize target and deal 3d8 damage per round.

Ray of Exhaustion: Ray makes target exhausted.

Resistant Armor, Lesser: Grant DR 5/— or energy resistance 5 against two energy types.

Slow: One creature per level moves and acts slower.

Synaptic Pulse: Stun all creatures within 20 feet for 1 round.

4TH-LEVEL

Confusion: Targets behave randomly for 1 round per level.

Corrosive Haze: Cloud deals 4d8 acid damage per round, plus 10 additional damage.

Cosmic Eddy: Whirlwind deals 4d6 damage and knocks creatures prone.

Enervation: Ray imposes 2 negative levels.

Fear: All targets within a cone are panicked for 1 minute.

Mind Thrust: Mentally deal 10d10 damage to and fatigue a single target.

Resistant Armor: Grant DR 10/— or energy resistance 10 to three energy types.

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.

SAVAGE

A NEW BASE CLASS FOR THE STARFINDER RPG

STAMINA POINTS: $7 + \text{CONSTITUTION MODIFIER}$

7 HP

A savage is a feral throwback, born in the wrong era, who has lived a life without much exposure to significant technology or civilization either by circumstance or by choice. They distrust and don't understand technology, modern conveniences, or social niceties. They live a savage, feral, salt-of-the-earth existence and are all the more powerful for it. None of that wimpy, pampered kaka for them- they earned the skill they have through bloodshed and pain. They rip off the arms of androids with bulging muscles that they earned from working in the sun, maul aliens with the ferocity of a starving mutt, and breach the hull of a starship with little more than a club and a bad attitude.

Their harder ways of living result in the kind of forced change that either dies out or strives onward- they are pushed past the logical limits of their bodies to become something far more perfect.

KEY ABILITY SCORE

A savage's key ability score is Constitution. They are, at their core, characters whose combat potential comes from their natural ability score growth; "domination through base abilities" in other words. This may seem simple at first but opens many venues for unique combat options.

CLASS SKILLS

SKILL RANKS PER LEVEL: $4 + \text{Intelligence Modifier}$

- Acrobatics (Dex)
- Athletics (Str)
- Bluff (Cha)
- Intimidate (Cha)
- Medicine (Int)
- Mysticism (Wis)
- Perception (Wis)
- Profession (Cha, Int, or Wis)
- Sleight of Hand (Dex)
- Stealth (Dex)
- Survival (Wis)



TABLE 3-1: THE SAVAGE

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	CLASS FEATURES
1st	+1	+2	+2	+2	Fast movement (+5 ft), feral instincts, savage path
2nd	+2	+3	+3	+3	Ability score growth, evasion
3rd	+3	+3	+3	+3	Fast movement (+10 ft), savage path, weapon specialization
4th	+4	+4	+4	+4	Diehard, snarl
5th	+5	+4	+4	+4	Ability score growth, fast movement (+15 ft),
6th	+6	+5	+5	+5	Savage path
7th	+7	+5	+5	+5	Fast movement (+20 ft), improvisational combat
8th	+8	+6	+6	+6	Ability score growth
9th	+9	+6	+6	+6	Fast movement (+25 ft), savage path
10th	+10	+7	+7	+7	Improved evasion
11th	+11	+7	+7	+7	Ability score growth, fast movement (+30 ft)
12th	+12	+8	+8	+8	Improved diehard, savage path
13th	+13	+8	+8	+8	Fast movement (+35 ft), savage onslaught
14th	+14	+9	+9	+9	Ability score growth
15th	+15	+9	+9	+9	Fast movement (+40 ft), savage path
16th	+16	+10	+10	+10	Imposing
17th	+17	+10	+10	+10	Ability score growth, fast movement (+45 ft)
18th	+18	+11	+11	+11	Savage path
19th	+19	+11	+11	+11	Fast movement (+50 ft), imposing
20th	+20	+12	+12	+12	Ability score growth

PROFICIENCIES

ARMOR PROFICIENCY: Light archaic armor and heavy archaic armor

WEAPON PROFICIENCY: Basic and advanced melee weapons and bows

FAST MOVEMENT [Ex]

[1ST LEVEL]

You gain a +5 foot bonus to your base land speed at every odd level.

FERAL INSTINCTS [1ST LEVEL]

You have well honed instincts, forged in the crucible of the experiences of your life. You've suffered through hell, fought to survive, and have come out all

the harder for it. You add your Constitution modifier + your level to your KAC, and your Constitution modifier + your 1/2 level to your EAC (minimum of 1 + Constitution modifier). This is in addition to the normal components of your AC (such as your Dexterity modifier). In addition, you may choose to add your Constitution modifier to your Will and Reflex saves in place of what you normally add if your Constitution modifier is higher.

A savage loses this benefit if he willingly benefits from or equips any armor, any cybernetics, technological augmentation or technological item (including hybrid items, but excluding magic items) with a level higher than 1. This limits them to using analog weapons if they wish to benefit from feral instincts.

ABILITY SCORE GROWTH (Ex) [2ND LEVEL]

At 2nd level, and every 3 levels after that, select 2 ability scores and improve them. If one of the chosen ability scores is 17 or higher, it permanently increases by 1. Otherwise, it permanently increases by 2.

EVASION (Ex) [2ND LEVEL]

If you succeed at a Reflex save against an effect that normally has a partial effect on a successful save, you instead suffer 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.

WEAPON SPECIALIZATION (Ex) [3RD LEVEL]

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

DIEHARD (Ex) [4TH LEVEL]

You gain Diehard as a bonus feat at 4th level.

SNARL (Ex) [4TH LEVEL]

As a standard action you can make an Intimidate check to demoralize all enemy creatures within 15 feet. Roll once and compare the result against all enemies within the area. If you spend 1 Resolve Point the area affected increases to 30 feet.

IMPROVISATIONAL COMBAT (Ex) [7TH LEVEL]

Anything can be a weapon and in your hands that means it can be deadly. You take no penalty for using improvised weapons and they always deal a minimum of 1d4 damage x 1/2 your level when you use them. This has no effect on weapons designed for combat (even if used improperly). Some improvised weapons may only deal nonlethal damage at the GM's discretion.

IMPROVED EVASION (Ex) [10TH LEVEL]

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.

IMPROVED DIEHARD (Ex) [12TH LEVEL]

If an attack would reduce you to 0 or fewer Hit Points, you may spend 2 Resolve Points to remain at 1 Hit Point and you become fatigued for a number of rounds equal to 1/2 the damage you just took. You cannot use this ability while fatigued. This has no impact on death effects or effects that don't deal hit point damage.

SAVAGE ONSLAUGHT (Ex) [13TH LEVEL]

When you make a full attack with a natural attack, archaic weapon, or an analog weapon you can make up to three attacks instead of two attacks. You take a -6 penalty to these attacks instead of a -4 penalty.

IMPOSING (Ex) [16TH LEVEL]

Any enemy creature who starts their turn adjacent to you must make a Will save (DC 10 + 1/2 savage level + Constitution modifier) or be shaken until the end of your next turn.

At 19th level this extends to all enemy creature who start their turn within 30 feet of you.

SAVAGE PATHS

LUDDITE

Fearful of technology, luddites oppose change in all its forms. They believe a simple, earnest, life is best and this eventually manifests itself into an emotion-driven psychic backlash against technology.

Sunder Technology [1st Level]: You gain the Improved Combat Maneuver (Sunder) feat.

Raving Luddite [3rd Level]: You can choose give any creature a -2 penalty on an Intelligence-based skill check as a reaction to them trying to attempt one (before the dice is rolled).

Honest Living [6th Level]: You gain an understanding on many topics through a more holistic and experienced based learning system, devoid of all the silly trappings that technology imposes on you. You gain a +2 bonus on all Athletics, Culture, Life Science, and Medicine checks, plus one Profession of your choice. This bonus does not apply if technology is involved.

Jinxed (Su) [9th Level]: You can make a technological item cease to function with just a touch. When you successfully strike an opponent with a melee attack, make a touch attack against them, or successfully sunder something on them you can spend 1 Resolve to cause a jinx. The target must make a save (DC 10 + 1/2 your savage level + your Constitution modifier) or one object that could be sundered on your target ceases to function. This functions in the same way as the engineer's overload.

Wrecking Ball [12th Level]: You ignore up to twice your level in hardness and DR when damaging objects or constructs.

The Simple Life [15th Level]: The bonus you gain from the Honest Living talent improves from a +2 to a +4.

Jinxed Aura [18th Level]: Technological items just kind of... stop working around you. You don't know why and by all means they should continue to function but they just don't- reason be damned. An enemy who uses a technological item within 30 feet of you must roll 1d20 + the item's level against 10 + your savage level. If it fails, the item does not activate this round. If they succeed the item activates without issue and cannot be affected by your jinxed aura for 24 hours (but can still be targeted by the jinxed ability from 3rd level). A jinxed aura doesn't affect androids, cybernetics, drones, powered armor, robots, or creatures with the technological subtype, or items larger than Medium.

WASTELANDER

You come from a backwater world, untouched by technological development. It's not that you hate technology- you are just a caveman trying to understand spaceflight. This is either a cultural affect, exile, or just the general technology level of your homeworld.

Wasteland Survival [1st Level]: You can endure environmental effects better than most. You and your equipment suffer no harm from being in a hot or cold environment and can exist comfortably in conditions between -50 and 140 degrees Fahrenheit (-45 and 60 degrees Celsius) without having to make Fortitude saves. This doesn't provide any protection from fire or cold damage, nor does it protect against other environmental hazards such as smoke, lack of air, and so forth. In addition, you only require half the normal amount of food to survive. Finally, you add half your level on all Survival checks (minimum +1).

Honed Constitution [3rd Level]: You are immune to low levels of radiation. In addition you gain a +2 bonus on all Fortitude saves against radiation and poisons.

Survivalist Cunning [6th Level]: You add 1/2 your level as a bonus on and against all combat maneuvers. This does not stack with the benefit of the Improved Combat Maneuver feat or similar bonuses.

Fight or Flight [9th Level]: At the start of your turn you may decide if you wish to fight or flee. If you chose to fight all your melee attacks gain the bleed critical effect (Bleed 1d4) and +2 on damage rolls. If you chose to flee you add +20 feet to your movement speed and do not provoke the first attack of opportunity you'd normally provoke. You cannot attack on a round you chose flight. A savage who is fleeing due to a fear effect is forced to choose flee.

Wasteland Constitution [12th Level]: You are immune to medium and low levels of radiation and poisons with a save DC of 17 or less. In addition your bonus on all Fortitude saves against radiation and poisons improves to +4.

Improved Fight or Flight [15th Level]: The damage bonus from fight improves to +4 and the bleed damage on the critical effect improves to 2d4. In addition, if you chose to flee you provoke no attacks of opportunity on your movement.



Perfect Constitution [18th Level]: You are immune to severe levels of radiation and all poisons with a save DC of less than 30. In addition your bonus on all Fortitude saves against radiation and poisons improves to +5.

SUPERSTITIOUS

You have a superstitious view of the magic of the civilized world - believing it to be the root cause of some great evil, that it is an “impure” way of living, have some kind of religious prohibition against it, or personal grudge.

Smell Spell [1st Level]: You can literally smell magic. You gain blindsight [scent] with a range of 1 mile. This scent ability only allows you to smell a magic user or when a spell is cast. Spells being cast are akin to splashing 1 gallon of blood on the ground where it was cast for the purposes of you detecting it.

Spell Resistance [3rd Level]: You gain Spell Resistance equal to 10 + 1/2 your savage level + your Constitution modifier.

Superstitious Knowledge [6th Level]: You can use Culture checks in place of Mysticism checks to gain the same benefits.

Banish the Magic (Sp) [9th Level]: When you successfully hit a target you can spend 1 Resolve to also subject them to a targeted dispel magic attempt against one item you can clearly see. This spell-like ability uses the highest level possible version of dispel magic and uses your savage level as your caster level.

Persecution [12th Level]: You gain a +4 bonus on attempts to interrogate targets to get the truth (typically a Sense Motive or Intimidate check) and on attempt to secure locks/bindings against escape.

Hunt the Witch [15th Level]: If an enemy casts a spell within 30 feet of you, you can expend 2 Resolve points to allow you to make an immediate charge attack so long as the charge would end in an attack against them. This attack is treated like an attack of opportunity and consumes a move action on your next turn.

Galactic Inquisitor [18th Level]: Your Spell Resistance from the talent of the same name improves by 4.

TECHNO-BARBARIAN

A techno-barbarian is a savage who has a unique relationship with technology. They are totally unacquainted with its proper use but still manage to be quite efficient with it. They are still as savage as the next of their kin, still in touch with simplicity, but simply have an appreciation for technology they cannot possibly understand.

Techno-Barbaric Proficiency [1st Level]: A techno-barbarian becomes proficient with all analog small arms and longarms. In addition a techno-barbarian can use technological augments and cybernetics (unlike a normal savage) but never benefits from any beneficial magical item or spell (GM's distinction).

Animal Within [3rd Level]: You gain a +4 bonus on skill checks to handle an animal and rear a wild animal with Survival checks.

The Computer Gods [6th Level]: You can use your bonus in Culture on checks typically reserved for Computers and Engineering.

Make-Believe Ammo [9th Level]: If you don't realize you've run out of ammo you can keep shooting with an analog weapon. By spending 1 Resolve Point you can fire a weapon for 1 attack that lacks ammo. When firing a single use ammunition such as a rocket or grenade it fires the lowest, most basic, kind and must be loaded with something (such as a rock, empty can, etc). You can spend 2 Resolve Points instead of 1 to fire the same kind of ammunition you fired with your last attack so long as that last attack was fired last round. The techno-barbarian must be blissfully unaware of their mistake; if they are called out on it, it doesn't function.



Slapdash Damage [12th Level]: You can cause your weapon to deal an inappropriate kind of damage by spending 1 Resolve Point. You can cause a weapon that deals acid, bludgeoning, cold, electricity, fire, piercing, slashing, or sonic to deal one of the other aforementioned damage types for 1 minute.

Machine Empathy [15th Level]: You have a weird, supernatural, connection with technology that borders on the obsessive. You coo and gush over it like it was a young child and whisper nice things to it. This should have no more effect than getting spittle on it but... it works. Somehow, against all odds, it works. If something technological of yours is overloaded or otherwise rendered nonfunctional for a short period of time (1 minute or less) you can pay 1 Resolve Point as a swift action and have it continue to function as per normal for 1 minute. If reactivated like this it can be targeted with overload (or similar abilities) again immediately.

Keep On Shooting [18th Level]: You can use broken weapons as if they were at full HP. This does not work for weapons at 0 HP. You can spend 1 Resolve Point to cause a weapon a 0 HP to continue to function as if it were at full HP for 1 round.



ANIMAL TOTEM

In your chest beats the heart of a savage beast- not a person. Though they may cage you, you can never deny what you truly are. Your ritual bonds to an animal (of your choice) whose spirit guides you in all things.

Natural Attack [1st Level]: You gain a natural attack befitting your animal spirit. You deal 1d3 lethal damage with unarmed strikes and the attack doesn't count as archaic.

Natural Weapon Specialization [3rd Level]: With Weapon Specialization you deal 1.5 x your character level with your natural attack, not your character level as is normal.

Mounting Fury [6th Level]: When combat begins your blood begins to boil. You gain a +1 bonus on all damage rolls with natural attacks. For each round after the 1st this bonus improves by +1 to a maximum of a bonus equal to 1/2 your character level (round up). However, you take a penalty to your AC equal 1/2 the bonus you have (or 1/4th your character level).

Animal Senses [9th Level]: You gain Blindsight (scent) 60 feet and double the range of all other Blindsight abilities. In addition, you add half your level on all Perception checks.

King of the Beasts [12th Level]: You gain a +4 on all skill checks used on beasts, magical beasts, and vermin (this includes checks to identify them).

Blood of the Beast [15th Level]: You gain fast healing 5 for your level's worth of rounds per day. Activating this is a swift action and costs 1 Resolve. These rounds do not need to be consecutive.

Bestial Rage [18th Level]: When combat begins your mounting fury automatically jumps to a bonus equal to 1/4th your level (rounded up) and can reach a maximum of your full character level.

SACRED MENDICANT

You have chosen to give up worldly possessions and seek to free yourself of earthly desires so you might achieve a oneness with the universe. You seek to revert to a more primal, basic, simplistic lifestyle and kindle within yourself your material natures and animal urges.

Enlightened [1st Level]: Your skill ranks for this class are 6 + Intelligence Modifier (rather than 4). In addition, select 3 additional skills to treat as class skill. Finally, starting at 1st level, you may choose to use Wisdom as your Key Ability Score instead of Constitution.

Sacred Trash [3rd Level]: You take no attack roll penalty when wielding improvised weapons. In addition, improvised weapons deal increased damage. Improvised weapons are not considered archaic in the hands of a sacred mendicant. Finally, you gain Improved Unarmed Strike as a bonus feat.

Words of Wisdom [6th Level]: You can make aid another checks at a range of 100 feet so long as your target can hear you. In addition, if you are successful on an aid another check you grant a +4 bonus rather than a +2.

Preserver of Peace [9th Level]: You gain Improved Combat Maneuver (Disarm) as a bonus feat. In addition, can always chose to deal non-lethal damage, take no penalty for doing so, and if you chose to do so you gain a +2 bonus on non-lethal damage rolls.

Aura of Sanctuary [12th Level]: As full round action you may exude an aura of peace. Any creature (enemy or ally) within 60 feet who wishes to take a hostile action before the start of your next turn must make a Will save (DC 10 + 1/2 savage level + Intelligence modifier) or be unable to this does not consume their action, they may chose another. A creature who fails this save cannot attempt another until the start of your turn and if they succeed they need not make another until the start of your next turn.

Wordly [15th Level]: Select 3 additional skills to treat as class skills.

Universal Wisdom [18th Level]: You treat all skills as class skills.

ALTERED OR REPLACED SAVAGE CLASS FEATURES

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

- 2nd level: you don't gain your evasion class ability.
- 4th level: you don't gain your snarl class ability.
- Multilevel [6th, 9th, 12th, and 18th Levels]: You don't gain your 6th, 9th, 12, and 18th level savage path abilities.

TABLE 3-2: SACRED TRASH

LEVEL	IMPROVISED WEAPON DAMAGE
3	2d6
6	3d6
9	4d6
12	5d6
15	4d12
18	6d12



New Equipment

WEAPON	CATEGORY	LEVEL	PRICE	DAMAGE	RANGE	CRITICAL	CAPACITY	USAGE	BULK	SPECIAL
Heat knife	One-Handed Melee	2	750	1d4 F	-	Burn 1d4	10	1	L	Powered, Penetrating
Plasma cutter	One-Handed Melee	4	2,230	1d8	-	Severe wound	10	1	L	Powered, Penetrating
Taser	One-Handed Melee	2	400	1d4 E	-	-	10	1	L	Powered, Stun
Cryoscythe, basic	Two-Handed Melee	2	750	1d8 C	-	-	30	2	2	Powered
Cryoscythe, reaper	Two-Handed Melee Cryo	19	595,000	10d8 C	-	Staggered	30	1	2	Powered
Cryo zero pistol, snowball-class	Small Arms	1	90	1d4 C	60 ft.	-	20	1	L	-
Flare gun, fireball-class	Small Arms	6	4,270	2d4 F	60 ft.	Burn 2d6	1 flare	1	1	Analog, bright
Flare gun, supernova-class	Small Arms	17	245,200	4d8 F	60 ft.	Burn 4d8	1 flare	1	1	Analog, bright
Firestorm Pistol	Small Arms	12	40,200	4d4 F	30 ft.	Burn 1d6	20 petrol	4	1	Line, unwieldy
Plasma pistol, pocket	Small Arms	2	750	1d6 E & F	20 ft.	Burn 1d3	10 charges	2	L	Line, unwieldy
Pulsecaster, tactical	Small Arms	6	4,270	2d6 E	30 ft.	-	20 charges	2	L	Stun
Sonic pistol, noise-maker	Small Arms	1	250	1d4 S	40 ft.	-	20 charges	2	L	Non-lethal
Zero rifle, snowball-class	Longarms	1	425	1d6 C	60 ft.	Staggered	20 charges	2	1	-
Hotshot, blue heat	Longarms	9	14,300	3d6 F	60 ft.	Burn 3d6	30 petrol	5	2	Line, unwieldy
Hotshot, white heat	Longarms	17	248,00	8d6 F	90 ft.	Burn 6d6	40 petrol	5	2	Line, unwieldy
Plasma rifle, dwarf star	Longarms	2	450	1d8 E & F	40 ft.	Burn 1d3	20 charges	4	2	Line, unwieldy
Sonic rifle, noise-maker	Longarms	2	425	1d6 So	50 ft.	-	30 charges	2	2	
Zero cannon, retrograde	Heavy Weapons	4	2,000	1d10 C	60 ft.	Staggered	80 charges	4	2	Line, unwieldy
Plasma cannon, dwarf star	Heavy Weapons	2	800	1d6 E & F	80 ft.	Burn 1d4	40 charges	5	2	Explode (5 ft.), unwieldy
Shock caster, retrograde	Heavy Weapons	2	750	1d6 E	40 ft.	-	40 charges	2	2	Explode (10 ft.), unwieldy
Screamer, baby's cry	Heavy Weapons	2	825	1d6 So	20 ft.	Deafen	40 charges	4	2	Blast, unwieldy
Screamer, Banshee	Heavy Weapons	20	750,000	7d10	90 ft.	Deafen	120 charges	10	2	Blast, unwieldy
Shuriken, Ghost (10)	Special	10	5,000	2d6 S	20 ft.	Bleed 2d6	Drawn	-	L	Quick reload, thrown, penetrating, operative
Shuriken, Reaper (10)	Special	20	150,000	6d6 S	30 ft.	Bleed 6d6	Drawn	-	L	Quick reload, thrown, penetrating, line, operative

NEW WEAPONS

CRYO ZERO PISTOL/ ZERO RIFLE, SNOWBALL CLASS

This class of cryo weapon are effectively rifles and pistols that spit liquid nitrogen over a great distance accurately.

CRYOSCYTHE (BASIC, REAPER)

This long, scythe-like weapon has a blade made out of continually reforming ice that is grown in such a way that its crystalline structures form into natural imitations of nanotubes. This makes the blade very tough and it imparts part of its chill when it strikes the target.

FIRESTORM PISTOL

An auto-pistol that shoots bolts of fire at its target. The small pellets of petrol used are processed by the gun in such a way that they form into small flaming gels about the size of a grape that slightly splatter when they impact.

FLARE GUN (FIREBALL-CLASS, SUPERNOVA-CLASS)

Even in space there are flare guns. These guns are designed to burn even in zero atmosphere and each round is encased in its own energy source that burns. Targets struck by this weapon shed 20 feet of bright light for 2 rounds.

HEAT KNIFE (PLASMA CUTTER)

Resembling a knife with a thick spine this weapon can superheat its blade to allow it to slice through even the thickest armor.

HOTSHOT

(BLUE HEAT, WHITE HEAT)

A hotshot is a gun that hurls great fireballs (about the size of a softball) at its target at insane speeds. This display of pyrotechnics is favored by gangs for their flair and overt violence.

PLASMA CANNON/RIFLE (DWARF STAR)

These are the most basic kind of plasma weapons on the market and are often used as training weapons for more advanced weapons by the military.

POCKET PLASMA PISTOL

A small energy pistol that's about the size of a playing card and only about an inch thick. It can be slipped into a wallet or hidden on the body easily (giving it a +4 bonus on checks to avoid it being detected).

PULSECASTER, TACTICAL

This more advanced pulsecaster rifle sends a high-voltage blast at its target, used to suppress targets in high-stress environments when killing them is not an option.

SCREAMER (BABY'S CRY, BANSHEE)

A screamer is a nasty heavy weapon that uses directed sound to inundate the target with localized noise of extremely high volume and frequency.

SHOCK CASTER (RETROGRADE)

Oldschool shock casters are prototype weapons used in labs that serve as the basis for all modern shock casters. Many do not have proper housing but they are cheap and knockoffs are commonly made by amateurs.

SHURIKEN (GHOST, REAPER)

These shurikens are made of materials specifically designed to pass through solid objects. They can be thrown and pass through the armor of a tank in the right hands. A reaper shuriken is on the cutting edge of technology and when thrown continues until it hits something harder than it can pass through or it runs out of momentum.

When attacking with a reaper shuriken it is done as a line attack. Compare the hardness of the armor worn by the target (or whatever obstacle is in its way) and if it is 20 or less, it continues on in its straight line for 30 feet. A reaper shuriken can be thrown in a non-line fashion as well.

SONIC PISTOL/RIFLE, NOISE-MAKER

A series of basic sonic pistols and rifles that often finds its way into the hand of children or pranksters. It uses shaped noise to cause pain on the target. Oddly, this one can be modified (DC 10 Engineering check) to use all sorts of novelty sounds (though they are unintelligible).

TASER

A small self-defense weapon designed to shock your opponent into submission.

ZERO CANNON, RETROGRADE

This old fashioned zero cannon served as the basis for most modern ones. Though no new ones are being produced some second hand ones still find use on the fringes of society.

NEW POWER ARMOR

ADVANCED REACTION ARMOR

This large, sleek-looking set of powered armor has numerous small jets and boosters that fold into the bulk of the armor. The boosters serve to accelerate the user as he moves across the battlefield, and can accommodate limited short-range flight to grant the wearer a fly speed of 15 feet with good maneuverability.

APOCALYPSE WARGEAR

This massive suit of powered armor is styled after ancient war-golems, and stands as an imposing metal monstrosity. Designed to be dropped into a contested area and pacify entire enemy armies with limited or no support, the wargear is considered a dangerous weapon on par with a WMD.

Level 18	Price 370,570	
EAC Bonus +20	KAC Bonus +25	
Max Dex Bonus +6	Armor Check Penalty -3	Speed 45 feet, fly 15 feet (good)
Strength 25 (+7)	Damage 3d6	Size Large (10 foot reach)
Capacity 100	Usage 1/minute	
Weapon Slots 3	Upgrade Slots 4	Bulk 28

Level 20	Price 1,000,000	
EAC Bonus +27	KAC Bonus +30	
Max Dex Bonus +2	Armor Check Penalty -8	Speed 20 feet
Strength 32 (+11)	Damage 6d6	Size Huge (10 foot reach)
Capacity 100	Usage 1/minute	
Weapon Slots 4	Upgrade Slots 4	Bulk 75

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