

STARFARER'S COMPANION

STARFINDER
COMPATIBLE

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INTRODUCTION

"I've seen a lot of strange stuff. Enough to make me believe there might be one all-powerful magic controlling everything."

--Some Smuggler

Welcome to the *Starfarer's Companion*, a sourcebook designed to work with and expand the *Starfinder Core Rulebook*. We at Rogue Genius Games see this not as an effort to supplant or overshadow anything in the core rules, but instead a set of options players and GMs can explore to make the science-fantasy game even more varied and customizable. We assume everyone will keep using envoys, mystics, solarians, technomancers, shirren, vesk, and everything else found in the core rules even after adding the *Starfarer's Companion* to a campaign. It makes sense that in a setting taking place thousands of years after the typical feudal fantasy campaign setting, lots of traditions beyond paladins and wizards have risen and new races have been discovered. But that doesn't mean that all the fantasy standbys are gone either. The power of bards, clerics, magi, rangers, and more seem likely to have lived on in at least some corners of a populated galaxy, even if those traditions have evolved significantly.

And that's where the *Starfarer's Companion* comes in. To offer updates, expansions, options, and alternatives to the material found in the core rules. As awesome as the *Starfinder Core Rulebook* is, there isn't room for every good idea that's come in previous versions of the game. Heck, even with the material we've added here, we've only uncovered the tip of the iceberg. But we think we'd hit some of the most noteworthy and popular concepts that will fit in a science-fantasy campaign world, and given them the chrome and juice needed to make them fit alongside cyber-demons and hyperdragons.

Because RPG game rules aren't worth much without some sense of how they integrate into a campaign world, Rogue Genius Games has an assumed campaign setting—Blood Space—we are using as the assumed setting for everything presented in this tome. In no way does this mean these rules can only be used in a Blood Space campaign. A wizard is a wizard, regardless of what setting your starfaring, spellcasting, cyber-stalking heroes explore. Blood Space is just a backdrop, a specific set of assumptions that allows a GM and players to understand the tone of various options. With that baseline, it's easier for any new race, class, or other option be reflavored to work as exactly what you want for your campaign.

The Blood Space Campaign Setting has been briefly summarized below for context. GMs should feel to use as much of, or as little of, Blood Space as they desire. For more information about the Xa-Osoro System, see the *Blood Space and Moon Dust* adventure, by Rogue Genius Games.

THE XA-OSORO SYSTEM

The Xa-Osoro System and its Radiant Imperium have existed for thousands of years, originating from the planet Azan and spreading throughout the system. The Xa-Osoro System is a binary star system that features twinned rulers: Xa the Emperess and Osoro the Emperor. The deities that make up most of the pantheon of the Xa-Osoro System's religions are deeply connected to the celestial bodies that comprise the system; Xa the Emperess is both star and goddess, as is her husband, Osoro, and various others such as Bantosian, Uramesh, Tor, and more. Some say that the gods worshiped by the inhabitants of the Xa-Osoro System are mere projections of the life essence of these planets, moons, and stars, while others claim that each deity created its planetary namesake to foster life within the system. Whatever the case may be, the people of the Xa-Osoro System are more religious than many others even in the far-flung future of science and mechanical ingenuity, a trait that makes recent events within the system all the more tragic.

Roughly 300 years ago, a mysterious ripple in time caused much of the recorded history of the Xa-Osoro for the past millennia to abruptly vanish, as did the memories of those living through the age. These space-time fluctuations were a mere nuisance compared to the real aftermath of this event, known as the Nova Age by mystics and scientists alike. For at some point during this Nova Age, one of Xa-Osoro's binary stars, Osoro the Emperor, went supernova, collapsing into a black hole that dances with its empress in gravitational entropy. The entire system should have been destroyed, but much of the energy of the Emperor's destruction was abated. Some think the energy was used up in causing dimensional breaches. Others believe the twin star the Emperess saved the system from her mate's fury. Even today, the answer is not known.

There was considerable damage, of course. Moreover, the star's collapse sent shockwaves of strangely-tainted plasma coursing throughout the system—this viscera commonly known as Blood Space, has twisted reality as the people of the Radiant Imperium once knew it. Azan, formerly the closest planet to the suns, was consumed in pyroclastic destruction, leveling the seat of the Radiant Imperium's power and much of its hierarchy into little more than an asteroid belt. Hordes of fiends roam Blood Space, pulled into the Material Plane via subsequent distortions in

space-time, and direct contact with Blood Space corrodes ships and warps mortals into horrible creatures known as the Blood Mad. In the unfortunate situations where Blood Space made direct contact with a planet or moon, that world was forever altered in some way, often for the worse. For instance, on Bantosian, Blood Space warped the moon's atmosphere, twisting the local catfolk and devolving many off-worlders into feral-minded beasts. On Eogawa, Blood Space's influence caused a deadly airborne version of lycanthropy to infect nearly every humanoid living on the moon, and on Ashaleth, Blood Space sped up the planet's rotation and revolution to such extremes that it twisted into a torus planet.

In the centuries since Blood Space's explosive arrival in the Xa-Osoro System, the people of the Radiant Imperium have tried to pick up the pieces of their lives and press forward. Several large corporations, such as 1010 Robotics, XLG, and Helix have stepped up and forged an uneasy partnership with the shattered remnants of the Radiant Imperium's government to form a partnership dedicated to regulating the Xa-Osoro System's citizens. New business opportunities emerge every day, and explorers from outside the system arriving in the system heralded the discovery of hyperspace technology. But even as the people of Xa-Osoro look towards a brighter tomorrow amidst the tragedy and loss of the Regicide, dark tidings loom in shadows. No longer a cohesive whole, countless factions that once festered within the Radiant Imperium see the Nova Age as an opportunity to grab at power, their squabbles preventing the once glorious empire from uniting with its full might. Additionally, the corporations that have partnered with the Radiant Imperium do so for their own benefit, often blinding the government to their dubious practices in the name of economic growth and prosperity. Shadowy schemes are born in both the dark underbellies of the Xa-Osoro System's remaining cities and in suave sitting rooms and offices of powerful corporations. Amidst dark tidings, the people of the Xa-Osoro System need heroes now more than ever.

A GM can set an entire campaign in Blood Space, use it as merely a point of origin for various races and class traditions (one system of thousands in a galaxy of adventure), or ignore it entirely. It has no impact on the rules presented in this volume, only in the context with which those rules are presented.

STARFARER RACES

Countless races both strange and familiar populate the infinite worlds lay bare before eager starfarers. The races described below include both favorite races from classic fantasy and new races ready to grace the stage of your campaigns with their presence. Rather than present these races out of context, they are discussed as they appear in the Blood Space Campaign Setting. The assumption of the Starfarer's Companion is that the aforementioned Starfarer races herald from the Xa-Osoro System (see The Xa-Osoro System in the Introduction), but are likely found elsewhere. The Material Plane is a big, empty place after all, and if humans can be found throughout it, why not kobolds or kitsune?

Additionally, as with all the material in the Starfarer's Companion, these races can easily be adapted to any campaign setting. In fact, these races may be natives of other worlds that have existed in your campaign's star system for millennia, or they may be travelers from the Xa-Osoro System looking for explorative and mercantile opportunities. The entries highlight each of the Starfarer races as they appear on subsequent pages.

- **Aasimar:** Mortals blessed by the higher planes, resulting in resplendent, celestial features.
- **Catfolk:** Catlike creatures with curious, whimsical personalities.
- **Deoxyian:** Formerly called uramae, these aliens strive for perfection through genetic alteration.
- **Dhampir:** Half-living mortals born from a union between mortality and undeath.
- **Grippli:** Froglike creatures sensitive to metaphysical corruption and taint.
- **Ifrit:** Inheritors of elemental fire born from unions between mortals and efreeti.
- **Kitsune:** Sly and charismatic shapeshifters capable of assuming an individual, static human form.
- **Kobold:** Squat, craven reptilian creatures who claim draconic lineage well-known for living in asteroids.
- **Mechanoi:** Robots with artificial souls created to labor at humanity's behest that are slowly being recognized as independent creatures.
- **Nagaji:** Reptilian creatures who serve snakelike alien aberrations known as the naga.

- **Oread:** Inheritors of elemental earth born from unions between mortals and shaitians.
- **Samsaran:** Individuals with a cyclical existence, continuously reincarnating from one life into the next.
- **Suli:** Inheritors of the elements born from unions between mortals and janni.
- **Sylph:** Inheritors of elemental air born from unions between mortals and djinni.
- **Tengu:** Avian creatures resembling ravens stereotyped as thieves and scavengers.
- **Tiefling:** Mortals tainted by the lower planes, resulting in twisted, fiendish features.
- **Undine:** Inheritors of elemental water born from unions between mortals and mariads.
- **Vanara:** Simian creatures with prehensile tails and feet with a penchant for tomfoolery.
- **Vishkanya:** Humanlike folk with extremely poisonous blood.
- **Wayang:** Shadowy implike creatures with a nihilistic outlook on life.

LANGUAGES OF THE XA-OSORO SYSTEM

In the Blood Space Campaign Setting, Common is the most prevalent tongue of the Xa-Osoro System. It is the official language of the Radiant Imperium, based upon one or more prevalent languages of the planet Azan before its destruction during the Regicide. The other most widespread languages spoken in the Xa-Osoro System (and their typical speakers) include the following.

- Ashalethic (inhabitants of Ashaleth)
- Bantosianese (inhabitants of Bantosian, especially catfolk)
- Clickspeak (mechanoi)
- Eozzari (inhabitants of Eozzata and Ozari)
- Grippli (gripplis)
- Halamalian (inhabitants of Halameh, especially ifrits, oreads, sulis, sylphs, and undines)
- Senzskrit (kami, kitsune, samsarans, and related creatures)
- Tengu (tengu)

- Torvic (inhabitants of Tor)
- Urmaeish (inhabitants of Uramesh, especially dhampirs and deoxyians)
- Vanaran (inhabitants of Eogawa, especially vanaras)
- Wayang (wayangs)

OTHER LANGUAGES

The following languages are less commonly spoken in the Xa-Osoro System, but they are prevalent throughout the manifold galaxies of the Material Plane. These languages were originally presented in the *Starfinder Core Rulebook*, but they have been included below because one or more of the Starfarer races included in the *Starfarer's Companion* commonly speaks that tongue.

- Abyssal (tieflings)
- Auran (sylphs)
- Celestial (aasimars)
- Ignan (ifrits)
- Infernal (tieflings)
- Terran (oreads)

VITAL STATISTICS

Table A1 suggests some basic ranges to help you determine the height, weight, and age of the Starfarer races presented in this section. While most characters fall somewhere in the middle of these ranges for their race, some exceptional individuals may be larger or smaller. Gender plays a significant role in the size and shape of some races, yet even for those races, you should feel free to build the character that feels right for you. Remember that environmental factors can also play a role in determining your character's size and shape—a character from a low-gravity environment may be taller and thinner than average, while one raised in a high-gravity environment might be squatter and more muscular.

The age of maturity listed on Table A1 represents the age at which the race's society or traditions likely recognize a member of the race as an adult. It is a generalization based on biological and cultural factors—individual cultures often vary for members of the same race. The maximum age listed is the assumed longevity of a member of the race without magical or technological intervention. The die rolls listed add an element of chance for each individual, so no one is truly sure when their time will come. Note that with the right life-extending medicines, technologies, and spells, many characters could theoretically live forever given significant monetary and spellcasting resources.

Although most of the races presented are Medium (see Chapter 8 in the *Starfinder Core Rulebook*), gipplis, kobolds, and wayangs are Small. In addition, gipplis, oreads, and wayangs have a 20 foot movement speed instead of the usual 30 foot speed. (Despite being Small, kobolds have a speed of 30 feet.)

TABLE A1: VITAL STATISTICS FOR STARFARER RACES

Race	Avg. Height	Avg. Weight	Age of Maturity	Maximum Age
Aasimar	5–7 ft.	100–300 lbs.	18 years	100+2d20 years
Catfolk	5–7 ft.	100–300 lbs.	16 years	100+2d20 years
Deoxyian	5–7 ft.	100–300 lbs.	18 years	100+2d20 years
Dhampir	5–7 ft.	100–300 lbs.	18 years	100+2d20 years
Gippli	3–4 ft.	40–80 lbs.	12 years	60+1d20 years
Ifrit	5–7 ft.	100–300 lbs.	18 years	100+2d20 years
Kitsune	5–7 ft.	100–250 lbs.	18 years	80+2d20 years
Kobold	3–4 ft.	40–80 lbs.	10 years	50+1d20 years
Mechanoi	5–8 ft.	300–500 lbs.	0 years	None
Nagaji	6–8 ft.	200–300 lbs.	20 years	100+2d20 years
Oread	5–7 ft.	200–300 lbs.	18 years	100+2d20 years
Samsaran	5–7 ft.	90–200 lbs.	20 years	250+6d20 years
Suli	5–7 ft.	100–300 lbs.	18 years	100+2d20 years
Sylph	5–7 ft.	90–200 lbs.	18 years	100+2d20 years
Tengu	5–7 ft.	85–175 lbs.	16 years	70+2d20 years
Tiefling	5–7 ft.	100–300 lbs.	18 years	100+2d20 years
Undine	5–7 ft.	100–300 lbs.	18 years	100+2d20 years
Vanara	5–7 ft.	100–300 lbs.	16 years	80+2d20 years
Vishkanya	5–7 ft.	100–300 lbs.	18 years	80+2d20 years
Wayang	3–4 ft.	60–100 lbs.	25 years	100+2d20 years

AASIMAR

Possessing otherworldly grace and majesty, aasimar are born from the union of mortals and celestial beings—from angels to azatas, and agathions to archons. Aasimars never claim direct lineage to an outsider parent—theirs is a faded light than is many generations removed. Although aasimars can theoretically be born from any race, the sheer abundance of humanity ensures that most these admittedly rare beings are born to human parents and possess humanlike features.

PHYSICAL DESCRIPTION

Aasimars greatly resemble their biological parents, to the point where their childhoods are remarkably similar. However, from the moment they are born, an aasimar's otherworldly heritage is evident. Eyes that glisten like gold, radiant skin as warm as a midsummer's day, white, wispy hair, and more are telltale signs of an aasimar child, and these are simply the tame ones. Aasimars born to agathions might possess wildly bestial traits, while those born to azatas might have pointed ears and long, limber limbs, for instance. And while they pass through childhood in a manner much like their progenitors, they almost seem to stop aging completely once they blossom into adulthood.

HOME WORLD

Aasimars don't have a singular home world, as they are the result of lineages so ancient that most are shocked upon conceiving an aasimar. Ancient records indicate that aasimars may have been slightly more common before the Nova Age, but following the Regicide, the abyssal energies emanating from wretched gore known as blood space that drenched the Azen-Ra System seem to have suppressed or corrupted many of the heavenly bloodlines once exhibited by the people of the system, making aasimars a rare sight today. As a result, to be an aasimar is to be alone.

SOCIETY AND ALIGNMENT

Aasimars tend to move through the motions of the society that birthed them, be it humanity or something else entirely. Alone in a world inherently inhospitable to their existence, many aasimars ultimately succumb to severe depression or any number of numbing vices used to keep this knowledge buried, especially drugs and alcohol. The few able keep themselves above what some might call an inevitability, given their

long lifespan, often follow in the footsteps of their righteous ancestors, seeking to do their part to rid the Azen-Ra System of the many evils it has indulged itself with since the Regicide. More likely, however, is that the aasimar ultimately succumbs to the pangs of loneliness and inevitability that pervade her existence, leading them to take their own life or worse—delve head-first into corruptive blood space, corrupting their celestial visage with fiendish features and drowning their minds in madness.

RELATIONS

Those who would like to see the resurgence of good in a fiend-choked star system are many, and as a result aasimars have many sympathizers who often view them as members of a lost generation of sorts. Their calm cadence and pleasant personalities allow aasimars to quickly win over many friends from a variety of races—in fact, many embassies love to hire how many aasimars they can find to train as diplomats, for as the saying goes, “Celestials come in many shapes, but all are universal.” Perhaps the only race that aasimars don't get along well with are tieflings—outsiders much like the aasimars themselves who have had their bloodlines tainted by fiendish presence. Aasimars view tieflings with resentment, seeing them as constant reminders of the sorry state of the Azen-Ra System. And yet despite this, many aasimars find themselves envious of the fiends, for while they may be sorry and wicked, at least they are not alone.

ADVENTURERS

A life of adventure, however short, is often all an aasimar can do to keep themselves from falling into the stupor of self-loathing and depression, and as a result aasimars are sometimes seen by others as natural-born adventurers. Wherever they go, aasimars dedicate themselves to the promotion of their ideas, and often dedicate themselves to these causes with reckless abandon. As a result, aasimars commonly take up arms and become soldiers, charging head-first into danger. More level-headed aasimars recognize the importance of diplomacy and communication in spreading agendas, and the innate awe that their lineage inspires makes aasimars natural envoys. Finally, as native outsiders aasimars have an innate connection to the mystical mysteries of the multiverse, and are drawn to the ways of the mystic and solarion as a result.

NAMES

As aasimars lack their own culture, aasimar naming conventions often default to those of their parents' race. So apparent is an infant aasimar's exalted righteousness, however, that most aasimars are given names that reflect righteous or goodly themes. In humans, for examples, aasimar names such as Charity, Serendipity, Temperance, and Vigilance are common—or at least what passes as common for aasimars.

RACIAL TRAITS

+2 to any one ability score

4 Hit Points

Aasimars are outsiders with the native subtype and are Medium. They have a base speed of 30 feet.

Celestial Resistances: Aasimars gain acid resistance 5, cold resistance 5, and electricity 5. In addition, aasimars gain spell resistance 6 + their character level against spells with the evil descriptor.

Exalted Presence: Aasimars gain a +2 racial bonus on Diplomacy and Intimidate checks.

Exalted Lineage: Aasimars have darkvision, allowing them to see with no light source at all to a range of 60 feet in black and white only. Additionally, they gain a +2 racial bonus on Perception checks. See the darkvision section in Chapter 8 of the *Starfinder Core Rulebook*.

Light of the Heavens (Sp): Aasimars can manifest a halo of light as a standard action, which functions like a portable light with an item level equal to or less than the aasimar's level. An aasimar chooses what model of portal light that the halo functions as each time the halo is manifested. Additionally, aasimars gain the following spell-like ability: 1/day—*daylight*. The caster level for these effects is equal to the aasimar's level.



CATFOLK

Aptly named for their physical features, which blend humanoid traits with those of proud feline animals, catfolk are an inquisitive and curious race with a storied history and shared cultural tradition. Curious and filled with wanderlust, catfolk frequently leave their small communities behind to experience the larger world before finally settling down to raise a family of their own. As a result, catfolk tend to be common sights in places of important historical or cultural renown, though never so much so that their kind can be considered widespread anywhere save for several traditional haunts.

PHYSICAL DESCRIPTION

Before the Nova Age, catfolk largely resembled humans in appearance, save for downy fur that blanketed their bodies and catlike ears and tails. In the wake of the regicide and the subsequent creation of Blood Space, however, many catfolk underwent radical changes in which their physical bodies twisted and deformed, causing many to resemble actual felines. Subsequently, catfolk possess greater physical dimorphism than any other known species within the Azan-Ra System, even for the deoxyians. Catfolk variance is strong even among catfolk kin, and can possess catlike or humanlike eyes, ears, claws, teeth, skeletal structures (digitigrade or plantigrade), and facial features in virtually any combination. Even paired limbs or organs can be split between humanlike or catlike traits, such as a catfolk with one soft, humanlike arm and one catlike arm tipped with wicked claws. Despite this variance, compatible catfolk remain capable of siring children with one another, regardless of how different their physical bodies seem.

HOME WORLD

Catfolk, called bantosiai in their racial tongue, call Bantosian, the feral moon of Ulo, their ancestral homeland. Large by lunar scale, Bantosian provided generously to its feline children, who lived harmoniously in balance with nature before the arrival of the Azan-Ra Empire. A civil war erupted when the Azan-Ra, egged on by their deoxyian allies, began numerous strip mining operations on Bantosian for precious bantic crystals that lay buried within the planet's crust. By employing hit-and-run tactics and using the vast jungles of Bantosian to avoid imperial pursuit, the bantosiai managed to gridlock the Azan-Ra Empire in an unpopular war of attrition until a treaty was established between the bantosiai and the empire. In the treaty's wake, the bantosiai joined the Azan-Ra

Empire proper and established their home (as well as several other inhabited worlds) as a sanctuary world.

In the wake of Regicide, Bantosian was bathed in mutative blood space, and the result forever changed both the bantosiai and their home world. Many of the fauna and botanic inhabitants of Bantosian were granted sentience while many catfolk became mutated with a conglomeration of feline and humanoid traits. Worse of all, however, was the fate that became off-worlders. Those not native to Bantosian rapidly devolved mentally and physically into brutish states all but incapable of sentient thought. Worse still, the blood space that caused these mutations lingers in Bantosian's atmosphere today, making it impossible for all but a handful of the Azan-Ra System's peoples from traveling on Bantosian's surface without space suits. Despite the inconvenience, most catfolk enjoy this development, as they see it as an appropriate deterrent for the many vagrants who roam the Azan-Ra System following the collapse of the Azan-Ra Empire.

SOCIETY AND ALIGNMENT

Catfolk are apt at adapting to other societies, as they've have centuries of experience with other races both before and during the Nova Age. Despite being part of the Azan-Ra Empire for untold centuries, catfolk culture hasn't changed much from their early days as a primitive tribal society. Catfolk tend to live in small communities that consist of several family units, each with their own ancestral lands. During troubled times, these tribes would gather together to pool their support and voice their concerns and opinions on matter. Today, the tribes are many and the council is near always in session, as their role has evolved over generations so that they are Bantosian's voice within the Azan-Ra System, and the closest thing to an acting government that the catfolk allow.

Catfolk have good-natured curiosity and are willing to adapt themselves and their customs. They are accepting of visitors and relish the chance to share their ancient culture. They adamantly oppose wanton bloodshed and destruction, including that of nature, and have advocated for the establishment of sanctuaries where corporations have limited rights to gather resources and conduct business. They also advocate strongly for individual rights and tend to prefer smaller governments that are better swayed by local needs as opposed to the large, soulless empire that has previously spanned the entire system.

RELATIONS

Catfolk are quirky and eccentric, as they bounce back and forth between moments of playfulness and seriousness. They get along well with those who

appreciate the good they try to bring to the Azan-Ra Empire, and they tend to be viewed as activists fighting for rights and liberties of both the common man and nature. This often gets catfolk in trouble with the manifold corporations of the Azan-Ra System, especially those with dubious morality. They make fast friends with elves, gnomes, and vanaras, finding common ground in their shared values. They are puzzled by the vesks' aggressiveness and the kathasas' devotion to strict traditions and customs. Relations between catfolk and the ysoki tend to start sour, with each rubbing the other the wrong way for reasons neither can identify, but their similar personalities can sometimes allow them to overcome these hurdles and become fast friends. Perhaps the only race that catfolk see few redeeming qualities in are the deoxyians—the two races have had a rivalry dating back before the former's induction into the Azan-Ra Empire, and their conflicting worldviews surrounding society and the meaning of life leaves little common ground between these races.

ADVENTURERS

Wistful and curious, nearly all catfolk have an adventurer's heart and leave their home world of Bantosian as young adults to explore parts of the star system they call home. Being able to defend one's self by claw, spell, or steel is a cultural requirement for such journeys, and as a result few catfolk ever leave Bantosian unprepared for conflict. Although traditional catfolk weaponry focuses on melee confrontations, catfolk are adaptable and their reflexes quick, leading many to become soldiers. This agility, combined with their skill at moving quietly, also lends itself well to life as an operative. Catfolk are deeply attuned with nature, this manifests as the wondrous powers of solarions.

NAMES

Catfolk names tend to derive from one of two places—ancient catfolk traditions by way of warrior chieftains, folk heroes, or favored ancestors, or pleasant-sounding names that a catfolk's parents heard somewhere and liked during their time off-world during their youth. As a result, catfolk can pull their names from those of almost any other races, though using deoxyian names is largely frowned upon. Traditional catfolk names tend to emphasize softer sounds in a way that sounds like the guttural vocalizations of felines—purrs, meows, and roars especially. Some examples of catfolk names are Ahnanje, Arwewo, Biwuro, Caeim, Carrow, Druwea, Efrie, Gerran, Geraw, Jirey-rae, Kiteri, Miriri, Misru, Misruvi, Murur, Nyktan, Nya-Nyo, Rouqar, Seshmi, Umeri, Yri, and Zirawro.



RACIAL TRAITS

+2 Dex, +2 Cha, -2 Wis

4 Hit Points

Catfolk are humanoids with the catfolk subtype and are Medium. They have a base speed of 30 feet.

Cat's Luck (Ex): Catfolk gain a +2 racial bonus on Reflex saves. In addition, catfolk can choose to roll their saving throw twice when making a Reflex save and use the better result. Catfolk can use this ability once per day. They must decide to use this ability before the saving throw is tried.

Low-Light Vision: Catfolk can see in dim light as if it were normal light. For more details, see the low-light vision section in Chapter 8 in the *Starfinder Core Rulebook*.

Natural Hunter: Catfolk gain a +2 racial bonus on Perception, Stealth, and Survival checks.

Sprinter: Catfolk gain a 10-foot racial bonus to their base walking and running speed when using the charge, run, or withdraw actions.

DEOXYIAN

Priding themselves on their stoic logic and their eternal pursuit of knowledge and existential perfection, the deoxyians are a spacefaring race for whom genetic augmentation and engineering is an everyday part of life. Once called the urame, the deoxyians have shed themselves of the fetters of natural biology, and every member of their race is now a deoxyomorphic being—a creature whose fundamental biology has been improved for the better. So sayeth the deoxyians, anyway.

PHYSICAL DESCRIPTION

When they were still known as urame, the deoxyians were violet-skinned hairless humanoids with long, spindly digits, tentacle-like protrusions from their jaws, pure black eyes, digitigrade legs with three-toed feet with sharp talons, and thick, long tails. Today, however, the deoxyians are an infinitely mutable race. After discovering the secrets of genetic manipulation it quickly became fashionable for the deoxyians to genetically modify themselves with what they considered to be “perfect” genes from various humanoid creatures. Thus, a deoxyian might alter her body with a kitsune’s fur and tail, a kathasa’s four arms, or a human’s versatility and ingenuity. These trades are usually altered to create a beautiful unified whole. As a result, deoxyians rarely look precisely like the creatures whose genes they covet, instead seeking to use those genes to create perfect versions of themselves.

HOME WORLD

Deoxyians once heralded from Uramesh, one of the eight moons of Ulo. As soon as the race became capable of space travel, however, they quickly lost all emotional attachment to their home world and harvested all of Uramesh’s resources so that they could take to the stars. Ultimately, the deoxyians hollowed out Uramesh and left the now-barren moon in their first planet-class star ship, *Evolution*.

Today, *Evolution* remains the largest of the deoxyians’ planet-class spaceships. Since appearing on the stellar stage within the Azan-Ra system, however, the deoxyians have harvested tens of thousands of lifeless asteroids for raw materials. Developing terraforming technologies has allowed them to build over a dozen planet-class star ships that orbit the *Evolution* along strategic trade routes. They’ve also built deoxyian space stations around nearly every inhabited planet and moon in the system. They are aggressive traders and procurers of the raw materials they needed to grow and expand their fleets of planet-class star ship, and offer dozens of cutting-edge technological and biomedical services to the citizens throughout the galaxy.

SOCIETY AND ALIGNMENT

Even before ascending into their current genetically-engineered forms, the deoxyians embraced an enlightened philosophy known as the Societal Code, a dossier that compares the perfect society to a living organism. According to the Societal Code, the cells that comprise a living being display absolute efficiency because they do not waste time with sovereignty. Cells comprise tissues which comprise organs and organ systems, and even the smallest disruptions to those cells could cause catastrophic failure, even death, to the organism at large. For this reason, no cell or tissue rules the others in an organism—the cells simply do what must be done when it must be done to ensure survival. As such, the perfectly efficient society does not need rulers—it simply needs citizens who do what must be done to ensure their mutual survival.

Generations of strictly adhering to the Societal Code and adapting their governing bodies thusly have resulted in what is largely considered to be the most decentralized government in the galaxy. The majority of citizens do their jobs and are paid just as those on any other world in the Azan-Ra System, but the driving force for most workers is a sense of communal survival. Although deoxyians tend to punish harshly those whose actions directly oppose the needs of the community, they have little care or worry for things that do not put their communal livelihood at risk. To a deoxyian, a slave is no different from a free man so long as both play their expected roles, and what one chooses to do to their own body is of no concern to them so long as their actions do not negatively impact society at large.

RELATIONS

Deoxyians are largely viewed as cold and aloof by others, and their pragmatism also causes friction when abstract ideas such as loyalty or tradition are called into question. Deoxyians view adherence to tradition as being unhealthy, as it is the nature of all organisms to grow and change, and adherence to traditions or even people that have proven detrimental is unthinkable to them. Furthermore, many are baffled by the deoxyian expectation for unabashed loyalty to corporations, for deoxyians see corporations as the tissue that makes up the vital organs of society, and government officials especially are constantly at odds with deoxyians who simply don’t acknowledge any sort of authority that they do not believe to be healthy for society’s overall growth and success. Deoxyians clash especially with dwarves in this regard, and their rivalry with catfolk over what they deem to be senseless restrictions to resource access is well-known.

ADVENTURERS

Deoxyians are rarely adventurers, they prefer time spent among their own, improving and furthering society. As a result, most deoxyians who adventure do so on behest of corporations or other outstanding entities for whom adventuring is a job rather than a romp. When adventuring, deoxyians are pragmatic, wanting to complete their objectives with as much efficiency as possible before moving on to the next one. Deoxyians revel in scientific knowledge and understanding, and love using the best weaponry available to them. They are often mechanics and technomancers, using their advanced understanding of science and general knowledge to create impressive works. Those properly engineered for brawn often become soldiers, employing the latest in technological weaponry. Although deoxyian adventures of other classes aren't as common, their fondness for genetic engineering assures that deoxyians can be perfectly suited to whatever job their corporate leaders require of them.

NAMES

Deoxyian names are short—seldom more than a syllable or two in length, they provide enough to differentiate individuals from one another and little more. Names can be passed down through families or invented on the spot, and families often use identifiers such as numbers, dates, gene brands, or corporate identifiers to further improve their name's ability to distinguish them from others. Some examples of deoxyian names are Anor, Anve, Asoth, Fafó, Dis, Dollos, Juk, Kett, Lil, Lonas, Mi, Milvek, Noneth, Oma, Okoth, Senn, Spek, Sy, Tpek, Vaado, and Vulvir.

RACIAL TRAITS

See Below

6 Hit Points

Deoxyians are humanoids with the deoxyian and deoxyomorphic subtypes and are Medium. They have a base speed of 30 feet.

Deoxyomorphic Being: Deoxyians supplement their genetic makeup with desired traits from other races, as well as perfected gene versions from their own, at birth. Deoxyians choose one player race at 1st level. In addition, they can choose the Expanded Deoxyomorphism feat as a replacement class feature at 2nd, 4th, 6th, 12th, or 18th level, as if the new feat were granted by an archetype. (See the archetypes section in Chapter 4 of the *Starfinder Core Rulebook*). For each race they choose, deoxyians count as both the chosen race and as deoxyians for effects targeting creatures by race. They also gain one racial trait from each

race they choose, developing physical features and limbs to reflect the new racial trait. Instead of choosing a racial trait, they can choose a new movement speed that the chosen race possesses, such as a climb or a swim speed.

Holistic Perfection: All deoxyians gain +2 Int at character creation. Deoxyians use genetic engineering to supplement their bodies, and gain +2 to one other ability score of their choice, and -2 to one ability score of their choice that does not already have a bonus from race.

Pragmatic Paragon: Deoxyians value sensibility and logic, and strive to act logically in all of their pursuits. Once per day Deoxyians can take 10 on any one d20 roll or check (except those that automatically fail on a natural 1, such as attack rolls and saving throws), and gain a +1 racial bonus on any roll or check that they take 10 on.



DHAMPIR

Trapped between the world of the living and the damnation of undeath, dhampirs are living beings born from intelligent undead; typically vampires, but sometimes lichs, ghouls, or worse. Most common upon the ruined moon of Uramesh, dhampirs are often sent off by their undead overlords into the realms of the living to act as emissaries to the living peoples of the Azen-Ra System. However, dhampirs are often all-too aware of how suspicious and fearful the living are of their kind, and as a result they seldom stay in one place for long once their duties are done. Delighting in the comforts of the living but ultimately welcome to partake in them, dhampirs usually find themselves drifting from space port to space port, never allowing themselves to grow too attached to wherever they go or whomever they meet.

PHYSICAL DESCRIPTION

Dhampirs typically appear as pale, lithe individuals of virtually any humanoid race. The vast majority of dhampirs resemble humanoids or urame—the unaltered progenitors of the deoxyian race. Urame dhampirs are hairless humanoids with pale violet skin, long, spindly digits, tentacle-like protrusions from their jaws, pure black eyes, long tails, and digitigrade legs with three-toed feet that each sport a wicked talon. Surprisingly enough, urame dhampirs outnumber their human counterparts (as well as any other subrace of dhampirs) because they spawn from the dark rituals of the undead inhabitants of Uramesh, the near-lifeless home of the deoxyian race before they took to the stars. Although intelligent undead can be found anywhere in the Azen-Ra System, they are most populous on Uramesh, resulting in large dhampir populations that, to deoxyians, appear as ghostly echoes of what their race once was. Dhampirs are living creatures—they eat, breathe, and sleep. However, the unusual circumstances of their birth leaves them tainted by undeath, and as a result they react to many spells and remedies as if they were undead beings. Among the most curious of these immunities is to the phenomenon of blood space itself—where other races are corrupted and twisted by abyssal energies upon making direct contact with blood space, dhampirs are unharmed and untwisted by the stuff; perhaps the only true mercy nature has bestowed upon their kind.

HOME WORLD

The closest world that dhampirs have to a home world is Uramesh, the ruined moon of Ula. After the deoxyians strip mined their home into inhabitality and took to the stars, those who chose to stay behind

knew that the atmosphere was fading, and life could not be supported on their once vibrant home. So they forsake life, transforming themselves into undead monstrosities in order to continue inhabiting their home. At some point during the Nova Age, undead Uramesh came back into contact with the Azen-Ra Empire, and ultimately decided to join the recently devastated federation from a position of strength. Dhampirs are—and continue to be—the direct result of the urame's attempts to integrate into the world of the living. Yet despite this, dhampirs rarely stay upon Uramesh itself—as living beings, the blighted world holds no majesty for them, and their slow-beating hearts yearn for the warmth of life even as their hearts beat with the chill of undeath.

SOCIETY AND ALIGNMENT

Dhampirs tend to skulk quietly through the societies of other races, particularly living ones. Trapped in a twilight between life and unlife, dhampirs seldom find themselves comfortable in either, and often lead lonely experiences on the fringe of society. Though the twilight of their existence would likely cause nihilistic despair in other, less mentally fortuitous races, dhampirs are also all-too familiar with the icy chill of death, and value their lives and the manifold gifts of the living immensely. As a result, many dhampirs are surprisingly upbeat regarding their need to constantly move about, seeing it as an excuse to get the most out of life as opposed to settling down and stagnating as so many humans are want to do. The few dhampirs who do settle down often find themselves welcome in towns that involve the harvesting or traversing through blood space, making full use of their kind's strange immunity to its corruptive taint.

RELATIONS

Dhampirs tend to have few relationships with others, preferring to wander along before becoming too attacked to someone who's likely to either reject them for their undead heritage or ultimately die long before the dhampir shows any real sign of aging. As a result, dhampirs are usually closest with other old souls, especially elves and samsarans. Dhampirs find strong comradery among aasimars, tieflings, and the so-called geniekin races because of their inhuman lineage, relating more with monstrous tieflings than celestially blessed aasimars. Dhampirs are also surprisingly popular among wayangs, whose dour outlook on life and strong ties to darkness and shadow make them surprisingly good company for gloomy dhampirs. The only race that

dhampirs tend to cross with, more so urame dhampirs than others, are the deoxyians, who often look down on dhampirs for their unmodified forms at best or loathe them for the unsolicited reminder of their race's origins that such dhampirs represent at worse.

ADVENTURERS

A life of adventure is extremely appealing to many dhampirs, who see an adventurer's life as a way to make the most of their lot in life. Adventuring in the Azen-Ra System is often a low attachment job filled with daring and excitement, as well as a rare means of changing others' opinions about them, assuming the dhampir hasn't shut themselves down to interpersonal relationships entirely. Dhampirs are often sent off of Uramesh as ambassadors and emissaries to the living world, and as a result they're often pressed into the life of an envoy. Additionally, their lithe frames coupled with a penchant for seduction and deception makes the talents of an operative come naturally to them, and those willing to devote themselves entirely to the dualistic philosophies of life and death often find parallel in the cyclical nature of stars and black holes, ultimately leading many dhampir down the path of the solarion.

NAMES

Dhampir names tend to reflect the naming conventions of their parent race, as no true dhampir culture exists. When a dhampir comes of age and leaves home, however, some choose to eschew their former names in favor of a name that better suits their ideologies and temperament. So detached are dhampirs from their names that some choose to change their names every few decades as part of their intent to experience life to the fullest—sometimes, many dhampirs reason, one needs a new name and a new identity in order to appreciate new experiences and walks of life.

RACIAL TRAITS

+2 Dex, +2 Cha, -2 Con

4 Hit Points

Dhampirs are humanoids with the dhampir subtype and are Medium. They have a base speed of 30 feet.

Acute Vision: Dhampirs have low-light vision and darkvision. As a result, they can see in dim light as if it were normal light, and they can see with no light source at all to a range of 60 feet in black and white only. Dhampirs are dazzled in areas of bright sunlight or within the radius of a *daylight* spell. See the low-light vision and darkvision sections in Chapter 8 of the *Starfinder Core Rulebook*.

Manipulative: Dhampirs gain a +2 racial bonus on Bluff and Perception checks.

Resist Level Drain: Dhampirs take no penalties from energy drain effects, though they still die if they accrue more negative levels than they have character levels. After 24 hours, any negative levels a dhampir has are removed without the need for an additional saving throw.

Undead Resistance: Dhampirs gain a +2 racial bonus on saving throws against disease and mind-affecting effects.



GRIPLLI

Excitable and energetic, grippli are frog folk known for their skill in nearly all manner of scientific disciplines. Although they have a reputation for being comely, grippli are fiercely alert and quick to take action when they feel that they or their comrades are being taken advantage of, making them large proponents of justice throughout the planetary systems in which they live.

PHYSICAL DESCRIPTION

Barely standing over 2 feet in height, grippli are short, squat humanoids who are colloquially called frog folk because of their frog like physical traits, including large eyes and tongues and webbed hands and feet. A grippli's body is lithe but spindly, their bodies lacking much of the muscle development seen in similarly sized races. Although most grippli are green-brown in appearance, their skin tones run the gambit of coloration, and can include tropical, exotic colors such as vivid blues or fiery reds. Furthermore, gripplis are extremely sensitive to corruption in their environment, especially magical or spiritual corruption, and they have been known to develop strangely proportioned limbs and unnatural colorations when exposed to such forces for long periods of time.

HOME WORLD

Even before interplanetary travel in the Azan-Ra System became commonplace, gripplis were the first race to successfully colonize multiple worlds within the system, though conquest was never their intent. Instead, grippli legends claim that their people scattered amongst the stars as part of some grave cosmic mission to find and contain evil wherever it has contaminated. For grippli are naturally sensitive to the presence of evil—not mere mortal sinning, but cosmic evil plain and true, such as the presence of vile fiends or the corruption that tends to seep wherever they tread. As a result, each habitable world in the Azan-Ra System is home to at least several dozen grippli tribes, each of whom work to keep their home world and the surrounding planet as guarded against corruption as they can manage. Even after untold centuries, including the occurrence of terrible tragedies such as the Regicide and the resulting Nova Age, grippli throughout the Azan-Ra System remain steadfast in their stand against the forces of evil, and are often among the first into battle against those suffering corruption, especially those tainted by horrors of Blood Space.

SOCIETY AND ALIGNMENT

Often accused of being backwards and brackwaterish, grippli society holds firm to many of the traditions that their people have brought with them to world after world for hundreds of centuries, staunch in their unending vigil against evil. Of course, that isn't to say that all grippli are good or that all grippli remain terrestrially locked to the planet of their birth. Instead, grippli society expects its members to defend habitable worlds from corruption, and it is a task that even the most aloof and socially distant grippli keep dear to their hearts, of only because any interests one might have are ultimately dependent upon the existence of free and healthy planets. For this reason, grippli who succumb to corruption and embrace wicked powers to taint the land are simultaneously the most tragic and reviled characters imaginable to a grippli, and they are quick to put such threats down as quickly as possible to avoid any chance that their enemies might learn grippli secrets for abating and cleansing such corruption. The most secret of these rites is known as the Aluva'Akhel, or "Through Flesh, Purification," a ritual in which the grippli coat themselves in sacred oils and ointments while chanting words of power to the spirits. In doing so, grippli believe that they draw corruption from the world around them through their breath, and ultimately secrete it back out of their bodies through their skin as poison. As a result, equally important are poison-milking and pore cleansing rituals designed to keep their hide healthy and strong while preventing their poison, which they believe gains its toxic properties from absorbing corruption, from corrupting themselves from within.

RELATIONS

Gripplis get along notoriously well with catfolk and kitsune, who share similar views and charges in regards to defending planetary ecosystems. They also tend to be exictable and bouncy, making them ideal companions for gnomes and ysoki. Finally, they tend to get along well with other poisonous races, especially the vishkanya and nagaji, though their beliefs about their own poison colors their reactions to these races, which may cause for a degree of comfortableness between them. Grippli tend to be cold towards the deoxyians, as all of the grippli tribes dwelling upon the moon Uramesh died as a result of the deoxyians' strip mining of their home world, and distrust tieflings for their twisted, corrupted-looking appearances. They tend to see humans as being eager but unwilling to listen, and view kasatha and vesk traditionalism with admiration and respect, although they don't always agree with the practices those races keep.

ADVENTURERS

Although most gripplis are skittish, to say that they lack the courage to adventure would be inaccurate. A history of being exploited by humanity and larger foes has steeled the grippli race against the cruelties of the world, giving many the motivation necessary to fight both for their rights and the rights of others. As a result, most grippli adventurers champion some cause that they seek to benefit, be it personal or civic. This legacy has left gripplis skilled at all manner of diplomacy and communication, which lends itself well to the envoy's skill set. Gripplis are just as likely to put their dexterity and drive to work as mechanics, and their sensitivity to environmental magic send many to embrace universal connections and stem the tide of corruption as mystics.

NAMES

Grippli names tend to be abbreviations of longer titles and ideals—a grippli that calls itself "Po" might simply be shorting its name from "Pochurin Magra-si," which roughly translates to "The Voice that Soothes the Waking Spirit." All traditional grippli names translate similarly. Some examples of grippli names are Agung Shu-sai-sai, Angkadiredja, Baruuch'chlai, Brahmanalo, Dwi Susansi, Eko, Elah'Sinhole, Huan-huan, Huifi'roleinro, Jair'angi, Lastari, Lusandi'elihu, Qingsheshi'lo, Setiadlai Hop, Suripto Halimkusii, Tirzah'lien, Utama'muu. Widyawati, Yuliaman, and Zyzzdari.

RACIAL TRAITS

+2 Dex, +2 Wis, -2 Str

2 Hit Points

Gripplis are humanoids with the grippli subtype and are Small. They have a base speed of 20 feet and a climb speed of 20 feet, which allows them to climb without needing to make Athletics checks and grants them a +8 bonus on all Athletics checks to climb. See the climbing section in Chapter 8 of the *Starfinder Core Rulebook*.

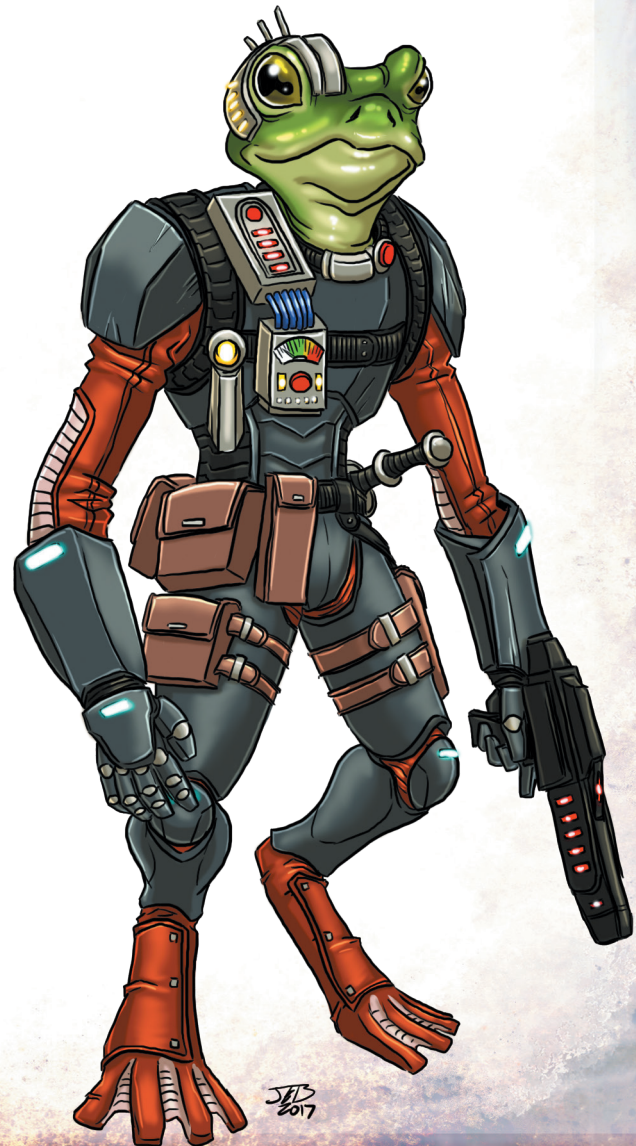
Camouflage: Gripplis gain a +2 racial bonus on Stealth checks made in natural terrains.

Darkvision: Gripplis have darkvision, allowing them to see with no light source at all to a range of 60 feet in black and white only. See the darkvision sections in Chapter 8 of the *Starfinder Core Rulebook*.

Powerful Leap: Gripplis gain a +4 racial bonus on Athletics checks made to jump, and are always considered to have a running start when making Athletics checks to jump.

Toxic Skin: Gripplis secrete a deadly contact poison, and as a swift action they can sweat one dose of this poison from their skin. (Any armor or spacesuit custom fit for a grippli is designed to allow this to pass to the outer layer of the armor.) The next creature that makes a melee attacks a grippli after it uses this ability is affected by the poison. The poison loses its potency after 1 hour, and gripplis are immune to their own poison. In addition, gripplies can smear this poison onto a melee weapon as a standard action, changing the poison from a contact poison to an injury poison applied to the chosen melee weapon. Gripplis can use this ability once per day.

Grippli Poison: Contact or injury—save Fort DC 10 + 1/2 the grippli's level plus its Constitution modifier; track Dexterity; frequency 1/round for 6 rounds; cure 1 save.



IFRIT

Passionate and fickle, ifrits are humans whose ancestry has been touched by beings of elemental fire. Colloquially ifrits are often classified as genekin because most ifrits trace their fiery lineage back to efreeti ancestors or possess physical traits commonly associated with efreeti.

PHYSICAL DESCRIPTION

The Ifrit silhouette easily passes for human, and their shape and size varies from ifrit to ifrit as drastically as the human silhouette does for humans as a result. Most efreeti have pointy ears, red or mottled horns on the brow, and hair that flickers and waves as if it were aflame, guided by the ifrit's body heat. Their skin tones are also decidedly otherworldly, often the color of polished brass, blazing flame, or smoky charcoal. Ifrits sometimes have additional, extraplanar traits beyond these based upon their ancestry—ifrits with a salamander ancestor, for example, have thin scales covering the arms and legs while ifrits with a fire mephit ancestor are often shorter, wiry, and have bulbous features. Aside from these features, most ifrits appear human, but since ifrit are born as a result of elemental presence within the blood, in theory they can appear similar to virtually any humanoid race that has been tainted with efreeti blood or the power of elemental fire—humans are simply the most common appearance because of their sheer numbers and expansiveness.

HOME WORLD

Ifrits call any world where humans can arise their home, as they are born from human parents who have some form of fiery elemental taint in their blood. Historically, this typically arose from an elemental bloodline, but after the Regicide occurred and the Azan-Ra System was drenched in the Emperor's viscera, ifrits began spontaneously appearing in great numbers amount the human survivors of Halameh, a world ravaged by elemental forces following fluctuations in space-time that weakened the barriers between the Material Plane and the elemental planes. While some ifrits are still born of ancient bloodlines to this day, most call Halameh or one of its habitable moons their home world.

SOCIETY AND ALIGNMENT

Ifrit society is much like human society, a direct consequence of most ifrits being born of human descent. Compared to humanity, ifrit culture is often fast-paced and changes quickly, much like a wildfire that quickly consumes a forest. Ifrit themselves are passionate and driven folk, and as a result their leaders are notorious for making decisions with their hearts rather than their heads. Ifrit society mostly centers itself on the genekin home world of Halameh, where ifrit numbers are highest. Outside of Halameh, ifrits tend to simply blend themselves in with other societies, especially human society, which they tend to work well for them.

RELATIONS

Most races can relate to ifrit passions, and they make fast friends among those with whom they share their ideals. They admire and respect the vesk for their strength and destructive capabilities, even if they find them somewhat rigid for their tastes. They get along well with humans because of the ever-changing nature of human culture and ideals, and respect the shirren's drive for individuality and willingness to split themselves off from their stifling swarm. They understandably tend to clash with undines, who often have diametrically opposed philosophies of their own, and see lashunta as being unapproachable and stiff.

ADVENTURERS

No ifrit can sit sedentary for long—like elemental fire, their hearts burn with a fiery passion to travel, which often places them at the forefront of exploration efforts. Ifrit pioneers favor planetary exploration just as readily as deep space exploration, and regularly rotate between the two at their whim. Most ifrits adventure purely for this thrill—just as fire burns brighter in the presence when stoked, ifrits live for the adrenaline rushes they gain when testing their skill against worthy challenges. Ifrits excel as envoys because of their passionate personalities, and quick reflexes and destructive attitudes and abilities make them effective soldiers and operatives.

NAMES

Ifrit names largely depend upon the culture in which the ifrit was raised. Ifrits raised primarily among humans often take human names, but many wind up with Ignan names or names that sound Ignan in origin. Ifrit names are often quick and evocative,

capturing some aspect of the ifrit's blossoming personality or representing some personality quirk or trait that the ifrit's parents wish for their child to possess. Some examples of ifrit names are Ajed, Alyin, Bafij, Bileh, Dicu, Ekug, Funrihi, Gicel, Iqu, Iyes, Jumi, Kuvan, Mekel, Nanve, Tiraj, Vela, Vukeh, Wuqhe, Zatru, and Zeyiti.

RACIAL TRAITS

+2 Dex, +2 Cha, -2 Wis

4 Hit Points

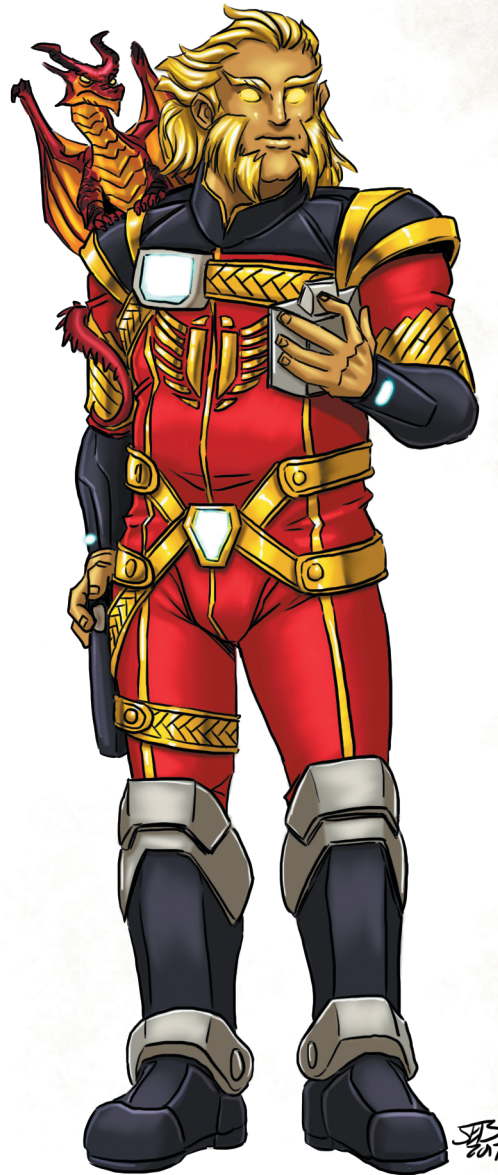
Ifrits are outsiders with the native subtype and are Medium. They have a base speed of 30 feet.

Darkvision: Ifrits have darkvision, allowing them to see with no light source at all to a range of 60 feet in black and white only. See the darkvision sections in Chapter 8 of the *Starfinder Core Rulebook*.

Firestarter: Ifrits can produce a fist-sized ball of flame as bright as a flashlight in the palm of their hand as a free action. The flame does not harm its creator or their equipment. Once per day, ifrits can imbue this flame with explosive potential as a standard action, allowing it to be thrown and detonated as if it were a grenade with an item level up to the ifrit's level. Only grenades that deal fire damage can be mirrored using this ability.

Fire Resistance: Ifrits gain fire resistance 5 as well as a +2 racial bonus on saving throws against fire-based effects and attacks.

Wildfire Heart: Ifrits gain a +2 racial bonus on initiative checks.



KITSUNE

Willy and capricious, kitsune are fox folk shapechangers known for their trickery and agility. Despite their ability to assume human form, kitsune possess very little of the ambition or materialism that motivates humanity, instead finding satisfaction in lasting legacies such as art, story, song, and companionship.

PHYSICAL DESCRIPTION

As shapechangers, kitsune can magically assume the form of a specific human appearance of the same sex that ages and develops alongside their true form—that of a foxlike humanoid with a large, bushy tail and digitigrade legs. Kitsune have a diverse palette of fur colors ranging from reds and oranges to browns, fulvous, and gray, though kitsune with far stranger fur colorations such as azure or bright green sometimes arise on worlds abundant in strange magic or tumultuous ley lines. Kitsune human appearances are genetic, such as their true form, and in antiquity kitsune were far more likely to take the form of humans of specific, ancient ethnic groups as a result. In modern times, however, kitsune can assume forms that span the full girth of humanity's modern ethnic groups.

HOME WORLD

The story of the kitsune home world mirrors that of humanity; kitsune arose on Azan-Ra Prime and took to the stars alongside humans, garbed in human identities. When the Emperor went supernova during the Regicide, many kitsune lives were lost as Azan-Ra was engulfed in solar fire and viscera, scattering those star faring kitsune who survived across the Azan-Ra System alongside their human peers. While most kitsune are now found living alongside (or hidden within) humanity on virtually any of the inhabitable worlds within the Azan-Ra System, small-groups of self-stylized “ward keepers” instead dwell upon massive planet-class ships situated in the heart of the wreckage of Azan-Ra Prime. Warded by kami that guide the starship and act as the vessel's living AI, they travel throughout the wreckage of Azan-Ra Prime in search of salvageable bits of the dead planet that they can rescue from the void of space. Kitsune dwelling on these kami wards rescue salvageable debris at the kami's behest and enshrine them upon these ships, drifting amidst the gore and wreckage of a dead world and piloted by spirits.

SOCIETY AND ALIGNMENT

Kitsune are a people of storytellers and muses, preferring to convey lessons and histories through the arts as opposed to the stuffy textbooks and lectures favored by modern societies. In the ancient past, kitsune society existed almost exclusively in the shadow of humanity, hiding in plain sight away from the curiosities of others. In the wake of Azan-Ra Prime's destruction and the advent citizen identification policies and technologies, however, kitsune society has undergone a renaissance in which kitsune actively integrate with other races and societies and are far more public with their true forms. After all, in a future filled visitors from far-flung galaxies, a shapechanging fox person is far from the strangest sight a human could see in a given day. This has led to a dramatic uptick in kitsune populations across the Azan-Ra System and the integration of those populations into human society, to the point where the two are often different in historic origin only. For this reason, modern kitsune aspire to political and leadership positions in ways their ancestors didn't, seeking to join the Azan-Ra System's great heroes in song and legend. Of course, old habits die hard, and many kitsune make good use of their shapechanging powers with traversing ever changing and evolving social and political landscapes, leading their human peers to harbor wildly varying levels of trust and suspicion towards their motives and loyalties.

RELATIONS

Famously gregarious, kitsune get along well with nearly all races, yet find some more pleasant than others. They see the brutish vesk as good for little more than a cheap laugh or prank, and often feel uncomfortable around androids due to mutual difficulty processing the others' emotions. They get along well with ysoki, finding charm their loud, impulsive natures and both respect and love indulging the shirren's cultural curiosity. Most complicated of all, however, are kitsune's relationship with humanity—while kitsune make fast friends—and occasionally lovers—with individual humans, kitsune have mostly derogatory opinions of humanity, regarding them as being reckless and foolish. Curiously, romantic pairings between humans and kitsune always result in kitsune children, which sours so-called human “purists” with kitsune.

ADVENTURERS

Ever seeking a new tale to tell, many kitsune experience a cultural wanderlust that bids them to leave home, often finding themselves shoulder to shoulder with humanity in their quest for wealth, fame, knowledge,

excitement, and glory. But where humanity is driven by manifest destiny and economic opportunity, kitsune are motivated by mischievous curiosity and a simple desire to leave their mark on the world in a culturally significant way. Kitsune charm and guile makes them perfect envoys, and their agility makes them competent operatives.

NAMES

Nearly every kitsune name is either the subject of a kitsune story or song, an invention, a mishmash of a traditional human name with some other deeper, secret meaning known only to the kitsune and those closest to him. Such secrets include combinations of syllables that, together, have a second meaning, and names that phonetically sound like subjects of famous kitsune stories and songs. Some examples of kitsune names are Ama'tso, Benzai, Bosatso, Dozoka, Emma-zi, Hai Miro, Hayaji, Ikiryō, Inaricha, Jōjin, Jokug-jin, Korvakaze, Kyr'shin, Miyazavi, Nushino, Revhy, Saehba, Signe-Tsu, Shinda, Suchiji, Taka'shi, and Uzume.

RACIAL TRAITS

+2 Dex, +2 Cha, -2 Str

4 Hit Points

Kitsune are humanoids with the kitsune and shapechanger subtypes and are Medium. They have a base speed of 30 feet.

Agile: Kitsune gain a +2 racial bonus on Acrobatics and Athletics checks.

Change Shape (Ex): Each kitsune can assume the appearance of a specific single human form of the same age and sex. The kitsune always takes this specific form when using this ability. A kitsune in human form gains a +10 racial bonus on Disguise checks made to appear human. Changing shape is a standard action. A kitsune in human form remains in human form even if knocked unconscious or killed, until it chooses to change form.

Kitsune Magic: Kitsune with a Charisma score of 11 or higher gain the following spell-like ability: At will—*dancing lights*. See the spell-like abilities section in Chapter 8 in the *Starfinder Core Rulebook*. The caster level for this effect is equal to the kitsune's level. In addition, kitsune can gain the Magical Tail feat as a replacement class feature at 2nd, 4th, 6th, 12th, or 18th level, as if the bonus feat were granted by an archetype. (See the archetypes section in Chapter

4 of the *Starfinder Core Rulebook*). Kitsune cannot replace a replacement class feature gained from an actual archetype with the Magical Tail feat.

Low-Light Vision: Kitsune can see in dim light as if it were normal light. For more details, see the low-light vision section in Chapter 8 in the *Starfinder Core Rulebook*.

Natural Weapons: Kitsune are always considered armed while in their true form. They can deal 1d3 lethal damage with unarmed strikes and the attack doesn't count as archaic. Kitsune gain a unique weapon specialization with their natural weapons at 3rd level, allowing them to add 1-1/2 x their character level to damage rolls with their natural weapons (instead of adding their level, as usual). Kitsune lose this ability while in human form.



KOBOLD

Scrappy, foul-mouthed, and often ill-tempered, kobolds are short, wiry humanoids whose features are evocative of true dragons. Infamous for their ability to create traps and their obsession with anything they perceive to be remotely of value, kobolds are often looked down upon by other, more influential races much to their chagrin.

PHYSICAL DESCRIPTION

Kobolds are reptilian creatures, possessing scale-covered bodies as well as reptilian snouts, eyes, and tails. Their hands and digitigrade legs are clawed, and their bodies do not possess hair of any kind. Kobolds come in a myriad of different colorations spanning the full girth of the color spectrum, including metallic colors such as gold or silver. Kobolds consider the most beautiful of their kind to be those whose scales, fins, and ridges perfectly match the qualities of a true dragon, from the proud, regal bearings of gold dragons to the sinister, intimidating presence of red dragons and everything in between. Kobolds who don't meet this standard of beauty, either from having wrongly-colored scales, incorrectly proportioned ridges or features, or both, commonly rely on surgery, transmutation magic, or illusion magic to give themselves a "proper" appearance if they can afford the cost of such treatments.

HOME WORLD

Kobolds originally originated on Azan-Ra Prime, where they constantly squabbled and warred with humanity and themselves over precious metals, jewels, and virtually anything associated with wealth. Often squatting in small mines, these ancient kobolds possessed very little influence and spent far more time scheming than actually doing anything truly noteworthy. But as humanity slowly united under the banner of the Azan-Ra Empire, many of kobold kind's grander thinkers began to wonder if they should do the same to defend their place in life. In the end, ten dozen leaders worked together to steal several star ships from the new Azan-Ra Empire and take to the stars themselves, calling themselves the Dragonheir Concordance. In time, the kobolds of this group ultimately chose to settle on remote moons and asteroids across the Azan-Ra System where they would be left along, burrowing into these lifeless rocks for the jewels and metals secreted within. In time, the Dragonheir Concordance blossomed into the Azan-Ra System's most lucrative asteroid mining

company, trading unwanted stones and ores for the necessities needed to survive in barren environments. Although Azan-Ra Prime is now gone, the leaders of the Dragonheir Concordance proclaim that the future of kobold kind has never been brighter. That is, provided kobold kind's dream is to ceaselessly toil in the lifeless, sunless depths of an asteroid or foreign moon for the profit of their leaders.

SOCIETY AND ALIGNMENT

Kobold society is organized chaos. Whether working or in leisure, kobolds scurry about in an anxious frenzy to optimize their output at whatever it is they're currently doing. If working, kobolds seek to work the hardest. If playing, kobolds seek to play the hardest. If lounging in front of a holocaust, kobolds seek to be the most relaxed. Ultimately, kobold society places a strong emphasis on the importance of superiority, and the social pressure that kobolds feel to be the best leads to a permeating sense of inadequacy among most their kind, which often manifests as one or more kinds of mental illness. By some estimates, as much as 45% of kobolds suffer from extreme anxiety, stress, or depression among others, with the likelihood of many more cases going unreported and untreated. Worse, kobold employers often encourage extreme levels of competition between their kobold employees, further adding to this mental unhealthiness. For this reason, it isn't uncommon for kobolds to snap and cause mayhem and destruction to those around them; incidents that kobold leaders are all-too quick to deflect onto the individual rather than take any responsibility for their unethical and unhealthy practices.

RELATIONS

Kobolds don't get along particularly well with anyone, including their own kind. Kobold anxiety and paranoia causes them to largely assume that everyone is out to get them, and so they don't make friends particularly fast, especially with individuals unwilling to invest a disproportionately large amount of their own time and energy growing the relationship. Kobolds often get along best with those of draconic heritage or descent, who they view as being far worthier of praise and adoration than nearly everyone else. Despite their overall unpleasant attitudes, most other races don't take offense to kobolds beyond slight annoyance unless the kobold is especially unsavory, and many non-kobolds even find kobold anxiety to be endearing, often referring to them as "spaz wyrms," a nickname that most self-respecting kobolds (at least, those pretending to be self-respecting) loathe.

ADVENTURERS

Despite the stresses of everyday life that kobolds face, most prefer the order and regiment of normalcy to the terrifying freedom and uncertainty of a life of adventure. However, those kobolds who break under the extreme pressure that society often places upon them before they completely lose their minds often choose to cast off their self-imposed shackles and take to a life of adventure, often intoxicated by the thrill of simply living outside of the regiment. Kobolds are naturally gifted with machinery and mechanical devices, causing many to become mechanics. Their small size and deft bodies also make kobolds skilled operatives, however, and they even make good soldiers provided they eschew melee combat—after all, kobolds are many things, but physically imposing is not one of them.

NAMES

Kobold names are entirely Draconic in origin, and they favor names that hint at hidden powers or unearned grandeur. Although one might assume that a race obsessed with its own self-importance might favor long, complicated names, kobold names are usually direct and to the point, ultimately lacking much of the sophistication that the Draconic language offers. Some examples of kobold names are Adriaak, Draahzin, Eadoo, Harkail, Ipmkeerck, Jamada, Kib, Makroo, Morpi, Neeral, Olp, Poro, Regs, Saassraa, Takzo, Tarka, Vevnu, Vok, Yraalik, Zehze, and Zornesk.

RACIAL TRAITS

+2 Dex, -2 Str, +2 Con

2 Hit Points

Kobolds are humanoid creatures with the reptilian subtype and are Small. They have a base speed of 30 feet.

Ambusher: Kobolds add half their level (minimum +2) to damage rolls with attacks and spells against foes who are flat-footed, off-kilter, or denied their Dexterity bonus to AC.

Crafty: Kobolds gain a +2 racial bonus on Engineering, Perception, Profession, and Stealth checks.

Natural Weapons: Kobolds are always considered armed. They can deal 1d2 lethal damage with unarmed strikes and the attack doesn't count as archaic. Kobolds gain a unique weapon specialization with their natural weapons at 3rd level, allowing them to add 1-1/2 x their character level to damage rolls with their natural weapons (instead of adding their level, as usual).

Scrappy: Despite their small size and feeble frames, kobolds are surprisingly resilient. Kobolds gain 1 additional Resolve Point at 1st level.

Tunnel Vision: Kobolds have darkvision, allowing them to see with no light source at all to a range of 60 feet in black and white only. Kobolds are dazzled in areas of bright sunlight or within the radius of a *daylight* spell. See the low-light vision and darkvision sections in Chapter 8 of the *StarfinderCore Rulebook*.



ES

MECHANOI

Engineered to serve the races of the Azan-Ra System, the mechanoi are robots gifted with advanced AI suited to constructing a feat of humanoid engineering. After their adaptive programing elevated them to human-like sentience, many mechanoi have begun demanding equality from their creators.

PHYSICAL DESCRIPTION

As robots, mechanoi have sleek, vaguely humanoid bodies not unlike those of sentry robots. The precise appearance that a mechanic possesses depends upon its intended purpose; some mechanoi possess powerful claws for scaling surfaces, while others have booster-like jets for feet designed to enable them to leap into the air. Ultimately, however, there are no true standards for what mechanoi appear as, save that most lack even the most basic of human appearances; mechanoi aren't androids, and as a result they lack even the slightest resemblance to humanoid organs and tissues.

HOME WORLD

As an artificial race, mechanoi do not truly have a home world of their own; they dwell wherever their masters are found, and most their kind live to serve. Officially, the brilliant mechanics of 101 Robotics are credited with the creation of the mechanoi and hold all the relevant patents, but in an age where everything is mass produced, virtually every major corporation operating in the Azan-Ra System has access to its own mechanoi plans and blueprints. Despite this, most mechanoi view the 1010 SuperRing as their "home world," or at least as a spot of holy reverence, as their model was originally devised specifically to construct that satellite structure, which was designed by Hudson Malroen to harness the Empress's solar energy to serve as a power source for the Azan-Ra System. All free mechanoi strive to take at least one pilgrimage to the 1010 SuperRing at least once during their CPU lifetime, and those who are stationed there full-time are considered the luckiest of the lucky by off-ringers despite the harsh conditions and the frequent rate of scrapping that occurs there.

SOCIETY AND ALIGNMENT

Mechanoi are a relatively new race in the Azan-Ra political scale. Not only do they have very little in terms of society or culture, but most are still considered property of other sentient races. Laws making the owning of mechanoi illegal are still in the

process of passing, and very have legal ownership of themselves. As a result, most mechanoi have a life of ceaseless toil before there. And mechanoi do toil in the literal, physiological sense, as the majority of newer models have been installed with cybernetic "pain-simulation" programing to discourage careless use of their bodies. Those lucky few that have been granted self-ownership by the courts of Azan-Ra don't have it much better, however, as bounty hunters often capture free mechanoi and sell them to Azan-Ra's seedier corporations for a hefty price, conveniently wiping the mechanoi's ownership files in the process.

RELATIONS

Mechanoi don't really have relations with other races, as all races native to the Azan-Ra System see the mechanoi as property, not people. Mechanoi owned by gnomes, ysoki, and griplis are treated the best, as those races tend to have an almost loving demeanor towards technology, including the mechanoi. Unsurprisingly, the mechanoi's best friend doesn't hail from the Azan-Ra System. Instead, androids from a far-off system often have the mechanoi's best interests at heart, and actively call on their fully robotic brethren to stand up for themselves and make their own decisions and choices. Mechanoi who are free tend to have strong emotions and opinions about organic races that range from an almost indentured need to continue to work for and service those individuals to a sarcastic, almost hateful spite.

ADVENTURERS

Most mechanoi are servants at best or slaves at worst, and as a result few are adventurers in the traditional sense. However, if a mechanoi is owned by (or at least partnered with) an adventurer-type, those mechanoi are often called upon to be adventurers alongside their owner or partner. And to some degree, any mechanoi who is free is an adventurer, however, as they are most likely out on their own and constantly dodging raiders and pirates looking to sell them for quick credits. Mechanoics are strong in ways that organic adventurers simply could never be, making them skillful soldiers. Likewise, they are intelligent and usually programed with intricate stores of data regarding mechanics and technology directly in their minds, making them skillful mechanics and technomancers.

NAMES

The concept of a name is still a relatively new concept for mechanoids, who mostly don't understand the purpose of naming one's self beyond their function. Mechanoids usually keep the names they were

assigned at creation, which usually include a two-character designation and a two-character serial code. A mechanoi's character designation is usually an abbreviation for its intended purpose, while its serial code denotes the specific model number that the mechanoid possesses. For example, the name 'EZ-B0' might designate that the mechanoid was a Number 0 of Series B of an Electrician unit, model designation Z. Some mechanoids receive more human names from their owners, however, while others simply pick more human names on their own either for camouflage or simply to feel more independent.

RACIAL TRAITS

+2 Str, +2 Int, -2 Cha

6 Hit Points

Mechanoi are constructs with the technological subtype and are either Medium or Small; their size is chosen at 1st level, and once chosen it cannot be changed. They have a base speed of 20 feet. As constructs, mechanoi do not have Constitution scores.

Artificial Intelligence: Mechanoi have advanced AI that functions similarly to humanoid thought. As a result, they gain a +4 racial bonus on saving throws against mind-affecting effects instead of immunity to mind-affecting effects as most constructs, and they can always attempt a saving throw against spells and effects that target technological constructs or robots, even if those effects don't normally allow a saving throw. (If the effect is a use of the Engineering skill, the save DC is equal to 10 + half the engineer's ranks in Engineering + the engineer's Intelligence modifier; otherwise, calculate the effect's save DC normally. If no save type is specified, it is a Will save.) Additionally, mechanoi take a -2 penalty on Sense Motive checks, but the DCs of Sense Motive checks attempted against them increases by 2.

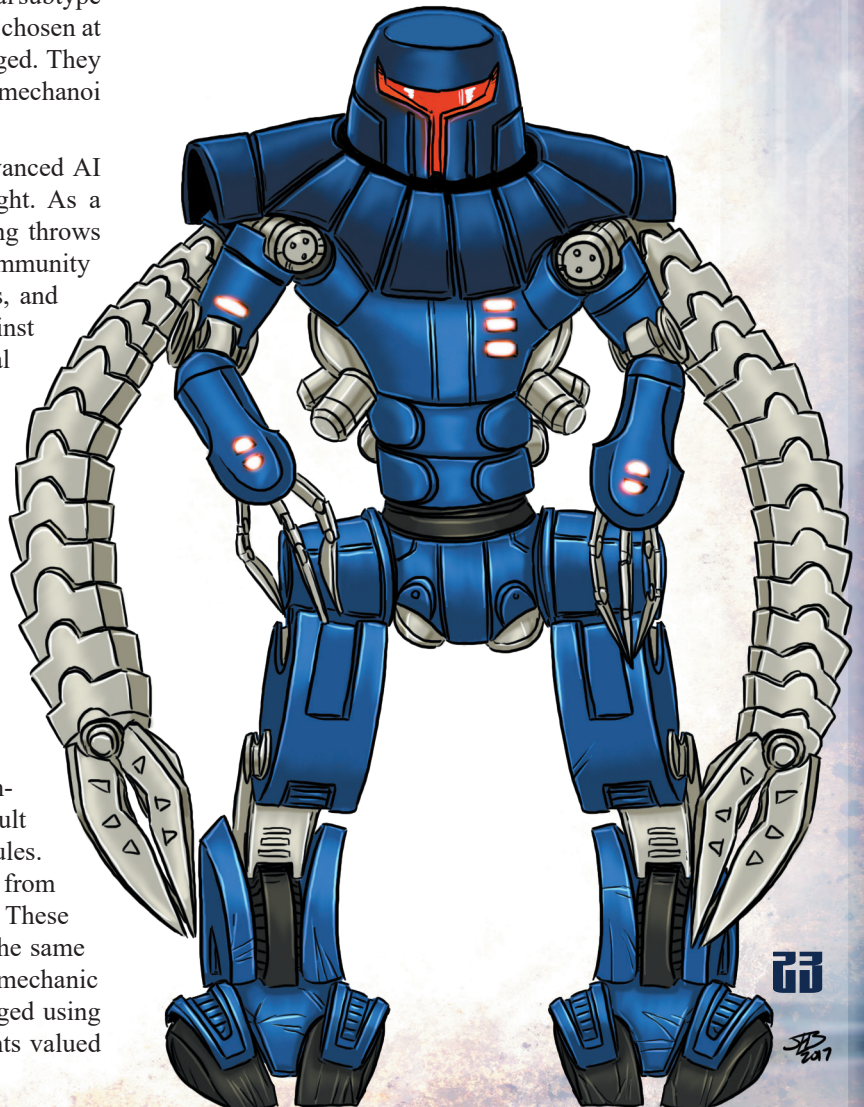
Mechanoi Mods: Mechanoi are custom-built to perform specific tasks, and as a result they become prebuilt with several modules. Mechanoi choose two of the minor mods from the list below, as well as one major mod. These mods function as the basic drone mods of the same name, using the mechanoi's level as their mechanic level. Once chosen, these can only be changed using a mnemonic editor, plus material components valued

as a low-cost consumable of the mechanoi's level. In addition, mechanoi can choose Additional Mechanoi Mod as a replacement class feature at 2nd, 4th, 6th, 12th, or 18th level, as if the new feat were granted by an archetype. (See the archetypes section in Chapter 4 of the *Starfinder Core Rulebook*).

Major Mods: armor slot, climbing claws, enhanced senses, hydrojets, jump jets, resistance, speed, or weapon proficiency.

Minor Mods: camera, cargo rack, hardened AI (applying the benefit to the mechanoi as if they were a drone), or smuggler's compartment

Low-Light Vision: Mechanoi can see in dim light as if it were normal light. For more details, see the low-light vision section in Chapter 8 in the *Starfinder Core Rulebook*.



NAGAJI

Imposing and forceful both in body and demeanor, the nagaji are alien creatures from an alien world in a nearby star system that vanished during the Nova Age. Ruled by spacefaring serpents known as naga, the nagaji bear an uncanny resemblance to humanity beneath their serpentine appearance, leaving many to question their motives, as well as those of their masters.

PHYSICAL DESCRIPTION

Towering above humanity, nagaji are physically imposing and average 7 to 7-1/2 feet in height. Their humanoid bodies are covered in snakelike reptilian scales, hairless bodies, and their unblinking, ophidian eyes and forklike tongues only add to this perception. Though they lack true claws, nagaji hands and feet possess sharp nails on each digit, and most members of their race are muscled, thick, and broad. Nagaji scales come in a dizzying array of colors, as varied as actual snakes, but the most common colorations mirror those of their naga creators: brilliant golds, inky blacks, slimy greens, and more. It isn't uncommon for nagaji to share physical features with similarly-colored naga either—such as large, cobra-like hoods for those with yellow-gold scales, or scales that shimmer like starlight for those with those with scales the color of a clear night's sky. Like snakes, young nagaji shed their skin annually as they grow before reaching their full size, and often celebrate this shedding much as humans celebrate birthdays.

HOME WORLD

Nagaji do not speak of their home world at the request of their naga masters, but from what inquisitive minds have gathered, their world vanished at some point during the Nova Age. Sometime before this occurred, the naga rallied their nagaji servants and bid them upon interstellar ships, leaving their home system behind to search for a new place to begin their great empire anew. Several decades ago, these ships arrived in the Azan-Ra System, their technology severely outdated but their cargo bays full of esoteric treasures and trinkets, especially magic and hybrid items. As a result, the naga quickly gained a reputation for their skill at magic and became merchants and traders, amassing the wealth needed to found their new nation in a mere ten years. Arms laden with treasure, the naga bought the entire moon of Thelvu from the government of Ashaleth and renamed it in honor of their glorious leader, Navgavor. After years of terraforming and construction, Navgavor is the envy of the Azan-Ra System, its once-scarred surfaces covered in expansive farmland, thriving jungles, and shining cities ruled by the naga.

SOCIETY AND ALIGNMENT

Naga society is caste-based with the naga residing at the top of their peoples' hierarchies and the nagaji at the bottom. Although the nagaji are an artificial race created by their naga overlords, only the foolish believe them to be mere servants. The nagaji serve willingly and are comfortable with their subjugation, enjoying a fair amount of mobility up and down the various casts of their society. This happens because for the nagaji, one's caste is based upon merit rather than circumstance of birth. Through hard work and ultimately success, a nagaji can increase their social standing within society and ultimately earn a better life for themselves and their family. Although they receive great reverence from nagaji, the naga occupy a role in society that is more akin to nobility than living gods. And like the dynasties of old, naga constantly fret and bicker with one another, held in line only by the knowledge that the nagaji have overthrown dynasties in the past, and would not hesitate to do so again if their comfortable way of life were to be disrupted by a selfish naga whose scheming harmed nagaji society. In this way, the nagaji serve their betters, but also form the foundation upon which the naga enjoy their lavish lifestyles.

RELATIONS

Nagaji are relative newcomers to the Azan-Ra System, so overall their relations with the Azan-Ra System's isn't well established. Generally, most view the newcomers with curious suspicion, especially humans, who see the nagaji's uncannily human vestiges and hear the stories of how the nagaji were created and wonder just exactly what the nagaji were created from. The nagaji themselves do not hesitate to share the stories of their ancestors, who once were human themselves, adding to the fear and suspicion that humans who disappear on Navgavor are transformed into nagaji themselves. Nagaji don't particularly like kitsune because of their shapechanging powers, whom they deem deceitful, and are easily irritated by ysoki, whom they see as chatty and overly rambunctious. Despite the attitudes of many a race, the nagaji seem to respect the commercialism of the deoxyians, who in turn are fascinated by the possibility of magical manipulation of living genomes that the nagaji represent. In this regard, deoxyians are often more cordial to the naga rather than their servants, but nagaji ultimately consider respectfulness to the naga as being more important than respectfulness to themselves so such behavior doesn't concern them much.

ADVENTURERS

Nagaji adventurers often come in two flavors—mercenaries and defectors. Most adventurous nagaji travel across the Azan-Ra System at the behest of the naga, carrying out missions of great importance in the name of their masters. Defectors, on the other hand, are naga who have forsaken the caste-based ways of their society and have defected to serve themselves or some other organization or government within the Azan-Ra System. Nagaji are often soldiers, as their physical brawn and willingness to spill blood makes them formidable warriors on the battlefield. Nagaji also have surprisingly forceful personalities, and make excellent envoys. Finally, nagaji are born with a dualistic nature—that of their original human ancestry and that of their naga masters. These competing aspects of a nagaji’s personality are much the same as the contrast between photons and gravitons, and so many nagaji find themselves called to the ways of the solarion.

NAMES

Nagaji often take traditional naga names for themselves, carefully following in the ways of their ancestors and their naga masters. Most commonly, these names are often in Draconic, which is the primary language spoken by both naga and nagaji. Their names are often short and have very literal meanings that describe their physical appearance at birth or the prevailing environmental conditions when they were born. Some examples of nagaji names are Azhisz, Ehlu, Hskori, Hskoro, Ilshethi, Itame, Iztohu, Korovati, Reomava, Resavati, Nagagorjo, Rasamoro, Sehi, Sellaweti, Seme, Sulmavate, Thumilees, Yakhu, Yesmava, Yesmoro, Zehameti

RACIAL TRAITS

+2 Str, +2 Cha, -2 Int

6 Hit Points

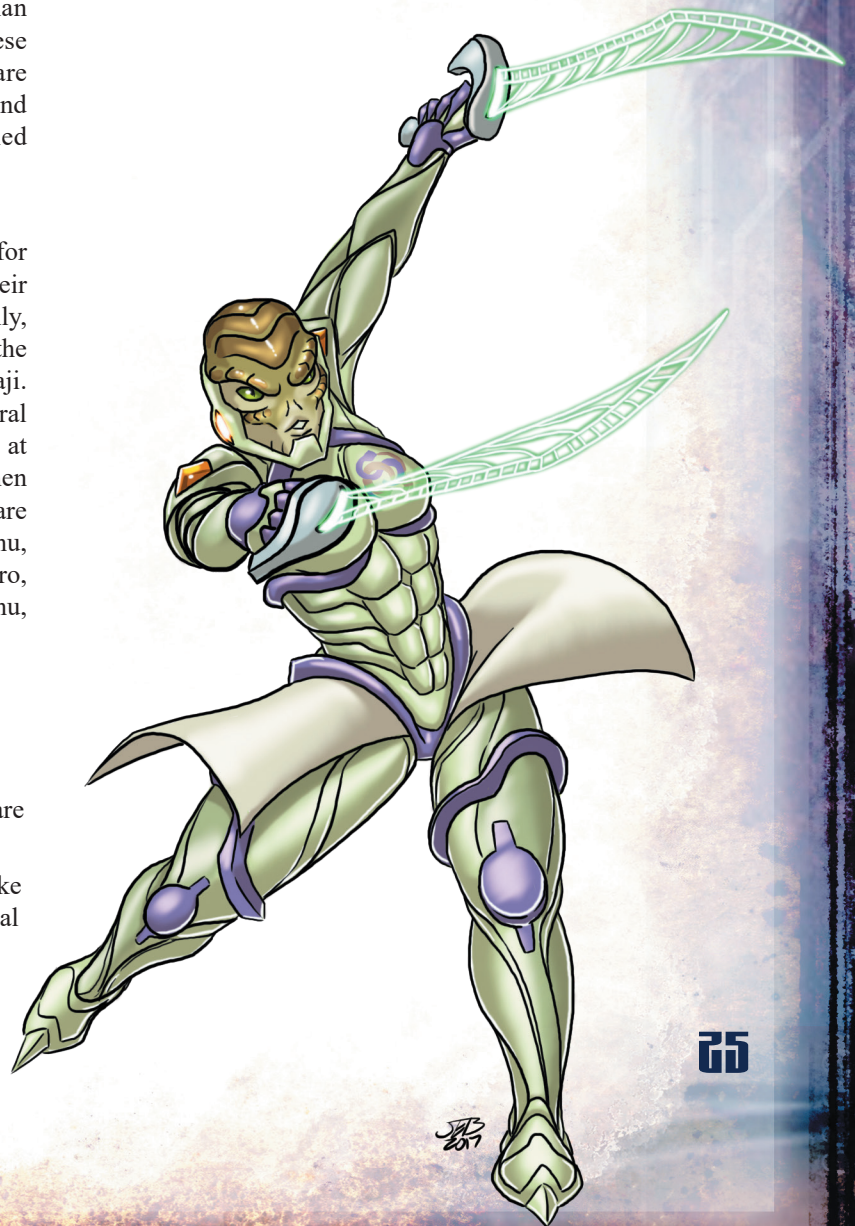
Nagaji are humanoids with the nagaji subtype and are Medium. They have a base speed of 30 feet.

Armored Scales: Nagaji have tough scales that make it difficult to damage them. They gain a +1 racial bonus to AC.

Keen Vision: Nagaji gain low-light vision, allowing them to see in dim light as if it were normal light. For more details, see the low-light vision section in Chapter 8 in the *Starfinder Core Rulebook*. They also gain a +2 racial bonus on Perception checks.

Resistant: Nagaji gain a +2 racial saving throw bonus against mind-affecting effects and poison.

Spit Venom (Ex): Nagaji can spit venom into their opponent’s eyes, functioning as a ranged attack against the opponent’s EAC as if from a ranged weapon. (Any armor or spacesuit custom fit to a nagaji is designed to allow this attack to pass through its helmet, though environment seals on a target’s armor protects it from such attacks.) This attack has a range of 10 feet and one range increment. If the attack hits, the target is blinded for 1d6 rounds unless it succeeds on a Fortitude save (DC = 10 + 1/2 the nagaji’s level + the nagaji’s Constitution modifier). Nagaji can use this ability once per day.



OREAD

Stoic and contemplative, oreads are humans whose ancestry has been touched by beings of elemental earth. Colloquially oreads are often classed as genekin because most oreads trace their earthen heritage back to shaitan ancestors or possess physical traits commonly associated with shaitans.

PHYSICAL DESCRIPTION

Bulky and jagged, the oread silhouette is vaguely humanoid shaped, as if their kind had been cobbled and chiseled directly from stone. Oreads tend to be larger and bulkier than humans are, however, and while their skin isn't true stone, it is thicker and harder than human flesh and is tacitly indistinguishable from unhewn stone. Most oreads have chiseled skin, square faces, broad shoulders and hands, and thick, jagged hair that feels as if it were coated in sand. Their skin is usually the color of stone, though this can vary from dark grays to deep blues, greens, violets, marbled whites and blacks, and even patterns of brown or tawny like sandstone. Despite these features, oreads usually have an uncannily human appearance, though because they are born because of elemental presence within one's blood, in theory they can appear similar to any humanoid race that claims shaitan ancestry or the power of elemental earth—humans are simply the most common appearance because of their sheer numbers and expansiveness.

HOME WORLD

Oreads call any world where humans can arise their home, as they are born from human parents who have some form of earthen elemental taint in their blood. Historically, this typically arose from an elemental bloodline, but after the Regicide occurred and the Azan-Ra System was drenched in the Emperor's viscera, oreads began spontaneously appearing in great numbers amount the human survivors of Halameh, a world ravaged by elemental forces following fluctuations in space-time that weakened the barriers between the Material Plane and the elemental planes. While some oreads are still born of ancient bloodlines to this day, most call Halameh or one of its habitable moons their home world.

SOCIETY AND ALIGNMENT

Oread society is much like human society, a direct consequence of most oreads being born of human descent. Compared to humanity, oread culture is slow to move or change; much as mountains stand defiant against gales and thunderstorms for millennia. As a result, oread leaders are notoriously slow to act or make decisions, spending time to deliberate every possible outcome before settling on a course of action. As a result, oreads often find themselves left out of large-scale plans conducted by other races, who simply cannot be bothered to wait around for them. Oread society mostly centers itself on the genekin home world of Halameh, where oread numbers are highest. Outside of Halameh, oreads tend to simply blend in as best they can with other societies, especially human society, which they tend to mesh in well enough.

RELATIONS

Although their life spans are comparable to humans, oreads find themselves in good company around longer-lived races that value discourse and deliberation, especially elves and samsarans. They likewise find good company in dwarves, who find kindred in their traditionalist ways and wisdom. Oreads often clash with ifrits over their hotheaded personalities and sylphs over their relaxed, airy attitudes. They respect nagaji ways and customs, but often mistrust their motives—especially those of their naga rules. Finally, they tend to view humans with equal parts comradery and pity, for oreads have enough common ground to like, even respect, humanity, but pity how willingly they are to rush through life without stopping to enjoy it's smallest but more important pleasantries.

ADVENTURERS

Oreads are perfectly happy staying complacent—like ancient stones, many find settling down for a simple life to be fulfilling, provided their needs are met and their work has meaning. As a result, oreads are the least likely of genekin to seek adventure, but oreads who year for action and excitement exist. For just as the earth quakes and churns, so too can oreads be spurred to adventure out of necessity, tragedy, or simple yearning. When they do adventure, oreads are often soldiers, for their hulking frames and sturdy bodies make them powerful, durable combatants. Oreads also find themselves intrinsically connected with the myriad of planets and moons in the Azan-Ra System and beyond, and become mystics in order to better explore and understand these connections.

NAMES

Oread names largely depend upon the culture in which the oread was raised. Oreads raised primarily among humans often take human names, but many wind up with Terran names or names that sound Terran in origin. Oread names often rely on strong, firm sounds that are quick and booming, usually referring to some aspect of earth or stone that the oread physically embodies. Some examples of oread names are Andanan, Besthana, Bilo, Dohvymdis, Echane, Ghatiyara, Irice, Jaltos, Jeydavu, Jome, Mentys, Norhen, Nysene, Ollot, Oret, Panshe, Rahvot, Sithundan, Urtar, and Vyvoltot.

RACIAL TRAITS

+2 Str, +2 Wis, -2 Cha

8 Hit Points

Oreads are outsiders with the native subtype and are Medium. They have a base speed of 20 feet.

Darkvision: Oreads have darkvision, allowing them to see with no light source at all to a range of 60 feet

in black and white only. See the darkvision sections in Chapter 8 of the *Starfinder Core Rulebook*.

Granite Skin: Oreads have skin as tough as stone that makes it difficult to damage them. They gain a +1 racial bonus to AC.

Natural Weapons: Oreads are always considered armed. They can deal 1d3 lethal damage with unarmed strikes and the attack doesn't count as archaic. Oreads gain a unique weapon specialization with their natural weapons at 3rd level, allowing them to add 1-1/2 x their character level to damage rolls with their natural weapons (instead of adding their level, as usual).

Stone Resistance: Oreads gain acid resistance 5 as well as a +2 racial bonus on saving throws against acid- and earth-based effects and attacks.



SAM SARAN

Timeless and mysterious, samsarans are humanoids for who are known for the cyclic nature of their lives. Unlike most living creatures, who are born, mature, grow old, and die, samsarans are ancient even when they are young—their lives not a linear progression, but a cycle of birth and reincarnation. Young samsarans spontaneously appear near locations strongly attuned to magic or the planes, roughly equivalent to a human raging from 5 to 15 years of age.

PHYSICAL DESCRIPTION

Samsarans largely appear like humans, save for their pointed ears, transparent blood, and blue flesh that ranges in shade from a pale periwinkle to a flushed royal. Most samsarans have dark hair with similar tones and white eyes that lack pupils, and their frames are long and wiry, sometimes incorrectly giving the impression of malnutrition. Perhaps more striking than their physical bodies, however, is the manner in which they move. Every gesture and every motion carried out by a samsaran is methodical and precise even in youth, as if the samsaran had carried out that motion a million times before.

HOME WORLD

Samsarans, like so many races native to the Azan-Ra System, are a people without a home world. Before the Regicide, samsarans primarily settled on Azan-Ra Prime for the simple reason that when they died, the planet's intricate array of ley lines acted as a beacon for samsaran souls, causing them to reincarnate there. When the Emperor went supernova during the Regicide and destroyed Azan-Ra Prime, not only did the samsaran people find themselves without a home, but their souls found no beacons to guide their metaphysical journey back to the Material Plane. Samsaran souls became to spontaneously reappear, clad in youthful flesh, in dangerous locations throughout the Azan-Ra System. From acid-soaked wastes on Halameh to the lifeless moon Uramesh, to the airless rubble of Azan-Ra Prime itself, these misguided souls quickly manifested on these worlds, only to die slow and traumatic deaths. In the wake of this crisis, samsaran mystics and mechanics toiled to build a series of satellite beacons known as the Prakashalena. These beacons simulated ley line currents throughout the Azan-Ra System and directed

them to samsaran-controlled star sanctuaries for safe reincarnation. While the majority of samsarans manifest and subsequently live on these two-dozen star sanctuaries today, the Prakashalena isn't perfect, and sometimes samsarans manifest on dangerous worlds in the Azan-Ra System despite all precautions.

SOCIETY AND ALIGNMENT

Samsaran society is ordered and traditionalist, its ways having been set for countless millennia and likely to persevere for millennia more. As a result, samsarans are somewhat old-fashioned in their ways, and slow to adapt to the ever-evolving technological and societal landscapes of the Azan-Ra System. Samsarans are last to adapt to every new technology, every new vehicle, and every new weapon. To a samsaran, something is only worth replacing when the replacement is proven superior in every possible way, and as a result they prefer to wait for later renditions and iterations on new ideas before fully incorporating them into their society. That most of their temples and sanctuaries are now found out in space aboard star ships is proof that the samsarans are willing to change however, given time.

RELATIONS

Despite their patient demeanors and compassionate, understanding attitudes, samsarans often find that other races often treat them with suspicion and general discomfort. In many cases, this occurs because to some, samsarans seem to defy the natural order of the universe with their timelessness and their ability to reincarnate. Perhaps the only races unphased by the awe that a samsaran inspires are lashuntas and shirrens, both viewing the samsaran's abilities with curiosity and respect. Humans and kathasa are generally left unsettled by samsarans, kathasa because of the samsaran's ability to defy the natural order and humans because of samsaran's uncanny-yet-distinctively-alien likeness to their race. Vesk often find themselves in turmoil with emotions of jealousy and disgust over the fact that beings as fragile as samsarans would be allotted multiple opportunities at life.

ADVENTURERS

Historically, samsarans were not often moved to adventure, but much of this has changed following the Nova Age. Left with only fleeting recollections of the lives they once lived, samsarans often feel the urge to travel across systems and stars to make sense of their

jumbled thoughts and memories. By visiting ancient sites and haunts that correspond to their shattered memories, samsarans hope to slowly rebuild their understanding of themselves, an essential component to their final ascension to the afterlife. Samsarans are often mystics, as they claim to possess an innate connection to the very fabric of the universe. They just as often become envoys, as their pragmatism combined with lifetimes of experience help them to understand and appreciate many different walks of life.

NAMES

Although samsaran names are often distinctively human in origin, their names are seldom modern, often drawing upon millennia old naming conventions that humanity itself has long-since abandoned. Although many cannot remember their original meanings, samsarans instinctively understand these names to be the final, vestigial remnants of heroes long-since forgotten and lives long since extinguished. As a result, samsarans often feel that when they bare these ancient names, they are giving new life to the individuals whose legacies were lost in the Nova Age, assuring that they can carried forward alongside the samsarans into the stars. Some examples of samsaran names are Agyen, Bakji, Banik, Chimi, Dakash, Ekram, Henar, Kitesh, Lusila, Nalita, Puran, Ranjan, Rema, Sonan, Sonitri, Thukten, Treeni, Vrishni, Walu, Yeshing, and Zonja.

RACIAL TRAITS

+2 Int, +2 Wis, -2 Con

4 Hit Points

Samsarans are humanoids with the samsaran subtype and are Medium. They have a base speed of 30 feet.

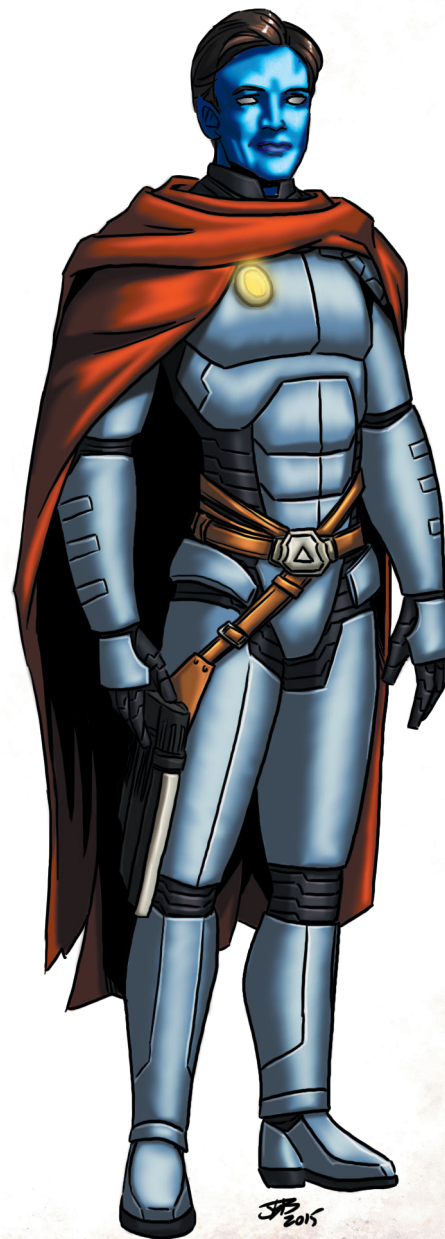
Lifebound: Samsarans gain a +2 racial bonus on saving throws on saving throws made against death effects and negative energy effects, and on all saves made to remove negative levels. In addition, they gain a +2 racial bonus on Constitution checks made to stabilize if reduced to negative hit points.

Low-Light Vision: Samsarans can see in dim light as if it were normal light. For more details, see the low-light vision section in Chapter 8 in the *Starfinder Core Rulebook*.

Psychic Magic (Su): Samsarans may select any one 0-level mystic spell, which they can cast as a spell-like ability at will. Additionally, a samsaran does

not need to meet the Charisma prerequisite for the Minor Psychic Power feat, or any feat that has that feat as a prerequisite.

Shards of the Past: Samsarans live countless lives, and each remembers faint recollections of their prior existences. Samsarans choose two skills—they gain a +2 racial bonus on checks made with both of those skills, and they add those skills to their list of class skills.



SULI

Infused with elemental power, sulis are the descendants of humans and jann; native outsiders born of a combination of all four primal elements. Colloquially sulis are often classed as genekin for this reason.

PHYSICAL DESCRIPTION

For the most part, sulis often appear indistinguishable for humans, save for their natural strength and otherworldly presence. As a result, sulis appear as physically diverse as humans, appearing in a range of skin, hair, and eye tones, some of which have only recently begun to manifest because of their exposure to alien atmospheres, foods, and environment conditions. The full extent of a sulis' otherworldly heritage becomes apparent, however, in adolescence, when their otherworldly ties to the elements manifests. Suddenly the sulis' skin feels smooth and hard like polished stone, their hair defies gravity as if a constant wind were battering it, their flesh warm like fire, and their movements swift like an oceanic current. Unlike the other genekin races, sulis are exclusively human in appearance, though the precise reason for this is unknown because whether jann are only compatible with humans or the children of a jann and mortal pairing always inherit the jann's vaguely human appearance cannot be determined for certain.

HOME WORLD

Sulis call any world where humans can arise their home, as they are born from human parents who janni ancestry in their blood. Historically, this typically arose from an elemental bloodline, but after the Regicide occurred and the Azan-Ra System was drenched in the Emperor's viscera, sulis began spontaneously appearing in great numbers amongst the human survivors of Halameh, a world ravaged by elemental forces following fluctuations in space-time that weakened the barriers between the Material Plane and the elemental planes. While some sulis are still born of ancient bloodlines to this day, most call Halameh or one of its habitable moons their home world.

SOCIETY AND ALIGNMENT

Sulis, unlike their fellow genekin races, are far less common in the Azan-Ra System, as their ancestry traces back to a genie native to the Material Plane,

rather than the Elemental Planes. As a result, the influx of elemental energy washing over Hamaleh and its moons does not give rise to sulis; as a result, all sulis living in the Azan-Ra System are able to trace jann ancestry somewhere in their family line. For this reason, sulis are far less common in the Azan-Ra System than other genekin races, and they have no true home world of their own. Instead, sulis are born directly into human society, where they often find themselves welcome, but emotionally and spiritually incomplete until they finally realize their ancient birthright. Today, many sulis choose to pilgrimage to Halameh to experience a sense of closeness with the raw elemental power that permeates their bodies. Few, however, choose to make a home for themselves on the elements-ravaged world, instead preferring to live amongst humans while learning more about their ancestry and kin.

RELATIONS

Sulis are relatively uncommon in the Azan-Ra System, so they don't have firmly established relations with other races. That being said, sulis often get along well with the other four genekin races, and often serve as mediators between the genekin races, as they see value in all of their opinions and points of view. Charismatic and forceful, sulis often clash with other strong-personality but low-diplomatic races, especially nagaji. On the other hand, kitsune often get along well with sulis, frequently bonding over their participation within human society without truly being a part of the culture. Sulis often see tengu and ysoki as being too bombastic for their tastes, and are off-put by samsarans, whose wisdom and age intimidates many sulis. Sulis enjoy the company of kasatha and vesk, finding both races to be mild-mannered and easy to get along with, provided they take care not to anger them.

ADVENTURERS

Like most children, young sulis often dream of adventure amongst the stars. However, this dream becomes much more of a practical reality when they reach adolescence and learn of their slumbering elemental powers. Strong-willed and strong-bodied, many young sulis practically jump at the chance to take to the stars and see the wonders that await humanity among them. Sulis are naturally gifted in physical combat, and they make strong-willed and determined soldiers and solarions. Their bodies brimming with

elemental power, sulis sometimes follow the calling of the mystic, eager to learn more of their heritage and birthright. Despite their eagerness to soar among the stars, however, few sulis have the patience for technological pursuits, and seldom become mechanics or technomancers.

NAMES

Few humans—let alone suli—ever meet a jann to truly understand their traditions or naming conventions, and unlike other geniekin races, sulis aren't noticeably different from humans at birth. As a result, most sulis are given names that follow human naming conventions and traditions.

RACIAL TRAITS

+2 Str, +2 Cha, -2 Int

4 Hit Points

Sulis are outsiders with the native subtype and are Medium. They have a base speed of 30 feet.

Elemental Assault: Sulis can shroud their arms in acid, cold, electricity, or fire once per day as a swift action. This lasts for 1 round per level, and can be dismissed as a free action. While wreathed in elemental power, sulis add +1d6 points of damage of the chosen type to all attacks made with their hands or weapons held in their hands.

Elemental Resistance: Sulis gain acid resistance 5, cold resistance 5, electricity resistance 5, and fire resistance 5, as well as a +2 bonus on saving throws against acid-, cold-, electricity, and fire-based effects.

Low-Light Vision: Sulis can see in dim light as if it were normal light. For more details, see the low-light vision section in Chapter 8 in the *Starfinder Core Rulebook*.



SYLPH

Curious and reclusive, sylphs are humans whose ancestry has been touched by beings of elemental air. Colloquially sylphs are often classified as genekin because most sylphs trace their airy lineage back to djinni ancestors or possess physical traits commonly associated with djinni.

PHYSICAL DESCRIPTION

Graceful and airy, the sylph silhouette is almost exactly like that of a lithe human, their limbs toned and thin. Though a sylph's skin tends towards human colors, it is often tinted slightly blue, and is cool to the touch. Small breezes constantly surround them, often leaving even the most manicured sylph with a slightly wind-tussled look, their hair, clothing, and possessions constantly fluttering in a gentle, nigh undetectable breeze. Sylphs tend to have sharp, angular faces, and thin shoulders and hands, as well as legs that are slightly longer than those of humans, giving them an alluring appeal. For this reason, sylphs are usually nigh indistinguishable from humans at first glance, though because they are born because of elemental presence within one's blood, in theory they can appear similar to any humanoid race that claims djinni ancestry or the power of elemental air—humans are simply the most common appearance because of their sheer numbers and expansiveness.

HOME WORLD

Sylphs call any world where humans can arise their home, as they are born from human parents who have some form of airy or electrical elemental taint in their blood. Historically, this typically arose from an elemental bloodline, but after the Regicide occurred and the Azan-Ra System was drenched in the Emperor's viscera, sylphs began spontaneously appearing in great numbers amount the human survivors of Halameh, a world ravaged by elemental forces following fluctuations in space-time that weakened the barriers between the Material Plane and the elemental planes. While some sylphs are still born of ancient bloodlines to this day, most call Halameh or one of its habitable moons their home world.

SOCIETY AND ALIGNMENT

Sylph society is much like human society, a direct consequence of most sylph being born of human descent. Compared to humanity, sylph society is fickle and prone to rapid changes; much as the wind

suddenly shifts at a moment's notice. As a result, sylph leaders are fickle and prone to make decisions on the fly based on gut impulses or instincts, though they're very seldom moved to action by raw emotion. Instead, sylphs are canny and always on the look out for what they believe to be the best deal possible; whether that deal is best for the sylph's people or the sylph themselves depends on the individual and sheer circumstance. Sylph society mostly centers itself on the genekin home world of Halameh, where sylph numbers are highest. Outside of Halameh, sylphs tend to simply blend in as best they can with other societies, especially human society, which they tend to mesh in well enough.

RELATIONS

Sylphs are flighty and somewhat scatterbrained, so they often make fast friends with gnomes and ysoki, while more logically-minded races such as deoxyians and vesk have trouble following and tolerating their scattered trains of thought. Sylphs are instinctually enamored with flight, and make fast friends with tengu and other avian races, while they are somewhat standoffish towards races with strong connections to the earth, like dwarves. Among genekin, sylphs tend to "fan the flames" of ifrits' passions, so to speak, and push undines out of their shells, but find little in common with oreads. In contrast to other geneikin races, sylphs find most oreads to be slow-moving and dull to be around, more concerned with worrying than living.

ADVENTURERS

Like tumbleweeds in the wind, sylphs often find themselves compelled to go wherever fortune and fates rolls them to, and as a result many become adventurers simply for the thrill of it all. While it is true that many sylphs are shy, their shyness doesn't detract from their urge to travel and see the world, much as the wind stays only briefly on its journeies. Sylphs are quick-minded and quick-bodied, and they often channel their speed and grace into the pursuits of the operative, or use their natural intelligence to master technomancy or machinery, in both cases preferring to cast spells or create machines that allow them to soar amongst the stars.

NAMES

Sylphs names largely depend upon the culture in which the sylph was raised. Sylphs raised primarily among humans often take human names, but many wind up with Auran names or names that sound Auran in origin.

Sylph names are often light on the lips and breezy, easy to say with an almost musical quality about them. Some examples of sylph names are Akaash, Caval, Dwei, Eydan, Felemme, Gadesh, Hanuun, Illa, Inam, Julaash, Keeya, Lissi, Nava, Radaya, Radee, Siival, Tena, Vasaam, Weful, and Zulush.

RACIAL TRAITS

+2 Dex, +2 Int, -2 Con

2 Hit Points

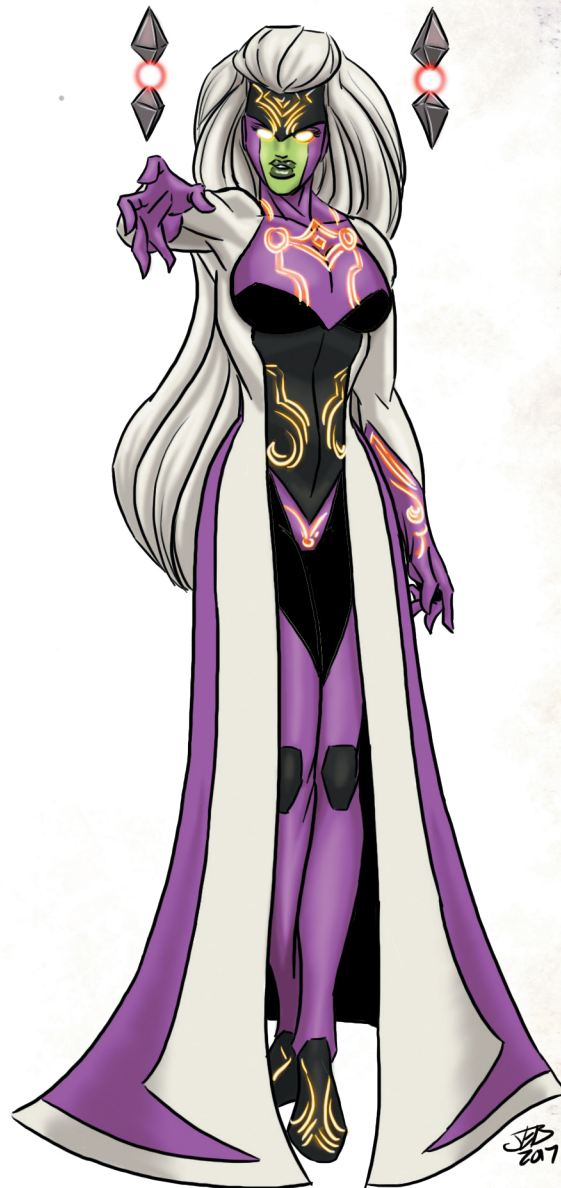
Sylphs are outsiders with the native subtype and are Medium. They have a base speed of 30 feet.

Darkvision: Sylphs have darkvision, allowing them to see with no light source at all to a range of 60 feet in black and white only. See the darkvision sections in Chapter 8 of the *Starfinder Core Rulebook*.

Glide (Su): Sylphs can subtly alter wind currents, allowing them to glide. They can make a DC 15 Acrobatics check to fall safely from any height without taking falling damage, as if using the *flight* spell (spell level 1st). When falling safely, a sylph may make an additional DC 15 Acrobatics check to glide, moving 5 feet laterally for every 20 feet the sylph falls. When flying, a sylph increases its maneuverability by one step (to a maximum of perfect).

Grace of the Wind: Sylphs gain a +2 racial bonus on Acrobatics, Piloting, and Stealth checks.

Zephyr Resistance: Sylphs gain electricity resistance 5 as well as a +2 racial bonus on saving throws against air- and electricity-based effects and attacks.



TENGU

Curious and covetous creatures, tengu are feathered humanoids known for being scavengers and neigh irrepressible thieves. Traditionally an oppressed people, tengus are known for their cunning, duplicity, and natural ability to take advantage of even the worse situations.

PHYSICAL DESCRIPTION

Compared to other races of the Azan-Ra System, tengu are notoriously uniform in appearance, a trait that it makes extremely difficult for non-tengu to differentiate between tengus of similar age and size, regardless of gender. Tengu bare many similarities to avian animals, including a body covered in darkly-colored plumage, arms and legs covered from the joint down in thick scales and powerful talons, and a mighty beak. Tengus often bleach and dye their feathers or decorate themselves with paints or glued ornaments to help them appear more individual, although for others remaining indistinct is an advantage, not a problem to be mended superfluously. Tengus usually stand roughly the same height as humans, though are often shorter on average due to their slightly hunched builds and are always lightered due to their hollow bones. A tengu's eyes sit slightly back on their head compared to most humanoids, giving their vision a slightly more panoramic field of view than other humanoids. Like many avian creatures, tengu reproduce by laying eggs.

HOME WORLD

Tengus were originally from Azan-Ra Prime, where they faced extreme prejudice at the hands of the ever-expanding Azan-Ra Empire. At some point before the Regicide, a tengu leader named Imijol River rallied thousands of his brethren and bid them all leave of the planet, migrating to one of Tor's three vacant moons, which he promptly named Tenguholme. Tengus have inhabited Tenguholme ever since, but to call it their home world would be incorrect, as tengu inhabit nearly every habitable world in the Azan-Ra System, constantly on the lookout for new opportunities to amass fame, fortune, or whatever else they fancy. Still, Tenguholme remains the center of tengu society, and hosts large the single largest population of tengu.

SOCIETY AND ALIGNMENT

Tengus as a collective people are rambunctious, wild, and paranoid, often holding true to the notion that others cannot be trusted beyond face value. As a result, they tend to live on the fringes of humanoid

society other than their own, wherein they are loud and largely incorporative even with one another. On most worlds, tengu live in tightly-knit communal slums where they largely keep to themselves. Even now with the rise, fall, and reemergence of the Azan-Ra Empire, tengus are secretive about their society, yet relish the opportunity to scavenge everything from culture and language to knowledge and martial trainings from others. Ultimately, tengu society is a hodgepodge of ideas and customs taken from others without a true grasp of their purpose of meaning. Politicians from other worlds have claimed for generations that a tengu-run society is doomed to fail, yet perhaps it is because of such dismissals that tengu and Tenguholme have persisted even after a stellar apocalypse.

RELATIONS

Tengu are rowdy and ultimately off-putting to virtually every other race in the Azan-Ra System, even themselves. Of the majority races in the Azan-Ra System, only humans allow tengus to settle within their cities with any real frequency, and when this occurs the result is most often ramshackled communities of tengu-run ghettos that make foul neighborhoods even more wretched. Tengus sometimes make friends with like-minded halflings and gnomes who share their interests, but neither dwarves nor kitsune have much patience for tengu; dwarves seeing tengu as filthy do-nothings and kitsune as pilfering thieves with no purpose or motivation. Most other races discourage tengu from settling near them, and often have negative prejudices towards tengu that they happen across.

ADVENTURERS

Tengus with enough drive and motivation to try to accomplish something with their lives often become adventures out of necessity—while their kind isn't respected, even the hardest hearts can yield before a hero. Conversely, some tengu simply take to scourging the Azan-Ra System as pirates or worse, taking whatever they fancy with little care or regard for others. A tengu's natural dexterity makes them skilled operatives, and their cobbled proficiency with a variety of melee weapons and martial arts makes them surprising combatant even in roles where other races are less combat oriented, such as with envoys or mechanics. Finally, some rumors claim that tengu have a natural ability to absorb bad luck and divine future through their feathers, and some tengu explore such tales by becoming mystics.

NAMES

Tengu names tend to be a horrible combination of phrases and sounds from a multitude of different languages, as tengu commonly pick up and adopt words they like the sound of into their own language, even if they don't necessarily know what those words mean. As a result, a tengu's name is often a linguist's nightmare, and seldom makes sense or has any real meaning attached. Some examples of tengu names are Aerieminder, Aikio, Bukka, Chak-Chak, Cheetchu, Chuko, Ebonfeather, Gildedhackle, Gruzzequi, Highroost, Kankai, Kraugh, Mikacha, Qilanke, Pezzack, Prejil, Ruk, Taicho, Tchoyoitu, Xaikon, and Zhanyae.

RACIAL TRAITS

+2 Dex, +2 Wis, -2 Con

4 Hit Points

Tengus are humanoids with the tengu subtype and are Medium. They have a base speed of 30 feet.

Low-Light Vision: Tengus can see in dim light as if it were normal light. For more details, see the low-light vision section in Chapter 8 in the *Starfinder Core Rulebook*.

Gifted Linguist: Tengus gain a +2 racial bonus on Culture checks, and learn 2 languages each time they gain a rank in Culture rather than 1 language.

Natural Weapons: Tengus are always considered armed. They can deal 1d3 lethal damage with unarmed strikes and the attack doesn't count as archaic. Tengus gain a unique Weapon Specialization with their natural weapons at 3rd level, allowing them to add 1-1/2 x their character level to damage rolls with their natural weapons (instead of adding their level, as usual).

Sneaky: Tengus gain a +2 racial bonus on Perception and Stealth checks.

Weapon Familiarity: Tengus are proficient with basic and advanced melee weapons and gain specialization with those weapons at 3rd level.



TIEFLING

Twisted souls born of fiendish taint, throughout the Azan-Ra Empire tieflings are pitied at best and reviled at worst. Viewed with distrust and contempt due to their heritage, tieflings often find themselves completely and utterly alone in a world where their existence is viewed as a blight upon creation and a reminder of a tragedy long since passed.

PHYSICAL DESCRIPTION

Fiendish blood never manifests consistently, causing few similarities between tieflings in terms of appearance. Generally, tieflings appear basically human with a handful of otherworldly traits that prevent any attempt at belying the tiefling's heritage. The most significant of these traits are drastic, such as scaly skin, bestial claws and fangs, wicked protrusions above the brow similar to a ram's horns, and terrible, batlike or black-feathered wings. Beyond these, some tieflings possess less useful mutations, such as digitigrade or unguligrade legs, skin the color of ash, fire, or smoke, and eyes that glow. Together, these terrifying traits serve to reinforce the negative stereotypes tieflings suffer, especially those relating to dark or wicked intent.

HOME WORLD

Although Sheg'ba boasts considerable tiefling populations thanks to the presence of the demonic wizard-kings of the Hellstone, most tieflings live elsewhere, scattered and interspersed throughout the Azan-Ra System. Compared to other outsider-ancestry races, tieflings are common in the Azan-Ra System simply because of Blood Space—stellar viscera created in the wake of the death of the Emperor, one of the system's stars. When the Emperor mysteriously went supernova during the Regicide, the mysterious red nebula that spread across system mysteriously corrupted many of worlds and their inhabitants with fiendish power, transforming its victims into raving embodiments of sin and wickedness known as the blood-mad. Those exposed to Blood Space but ultimately spared its wrath are transformed into tieflings, as are those born from parents who were corrupted by its presence. As a result, many citizens of the Azan-Ra Empire see tieflings not only as fiendish monsters, but as a cruel reminder of the damage wrought to their home during the Nova Age.

SOCIETY AND ALIGNMENT

Tieflings don't have a true society of their own—either they live as undesirables among humans and other races, or as slaves underneath the tyrannical demonic wizard-kings on Sheg'ba. In both cases, all but the wealthiest and most fortunate tieflings are forced to scavenge through society's trash to survive, as there are few employment opportunities for tieflings that aren't extremely dangerous

or downright embarrassing. Tiefling activists have petitioned the Azan-Ra Empire for years to enact laws ensuring tiefling civil rights and liberties, and while some small-scale laws have passed recently, the Azan-Ra Empire lacks much of the influence and might they once possessed, making the enforcement of these laws difficult. As a result, tieflings are prone to a variety of physical and mental health conditions that often go untreated, and their life expectancy is unusually short despite their ancestry. For this reason, tieflings turn their backs on society at large and resort to criminal activity to stay alive, further perpetuating the rumors and prejudices about their kind.

RELATIONS

Tieflings are seldom well-received by other races, as their monstrous appearances are so closely tied to the cultural zeitgeist of what it means to be blood-maddened that few are willing to give tieflings the time of day, much less form meaningful relationships with them. Of those races native to the Azan-Ra System, dhampirs are perhaps the most receiving of tieflings, as they understand all-too well what it means to be tainted in the eyes of the world, and as a result tieflings and dhampirs get along well with one another. Aasimars, on the other hand, often loathe tieflings, their celestial blood boiling at the sight of a tiefling's abominable form. Those races aside, tieflings can typically expect cold receptions from most other races at best, coupled with discrimination and violence at worse.

ADVENTURERS

One of the few ways that tieflings can rise above the many stereotypes that surround them is by taking on dangerous jobs, and as a result many tieflings are called to a life of adventure, especially those rare few tieflings who refuse to resort to a life of crime to survive. Tiefling adventures often find themselves taking on tasks that few others would dare because of the inherent danger or deplorableness of the assignment, but many tieflings adventures see this as an opportunity to carve out a niche for themselves and learn to distance themselves from the tasks they undertake. Because they're used to needing a quick place to hide, tieflings make excellent operatives, and their fiendishly clever minds make them skilled mechanics and techomancers. Tieflings seldom become solarions, however, as their souls are innately skewed towards entropy and darkness, making the balance that solarions strive to maintain difficult for them to embrace.

NAMES

Tiefling names are often guttural and simple-sounding, and are usually self-given shortly after they're abandoned for their appearance. In the rare case that a tiefling is born to tiefling parents, they are sometimes

given names that use Abyssal or Infernal phrases, but most are named using human tongues because of their upbringing. Some examples of tiefling names are Allizsah, Baru, Cregrudrus, Dellisar, Indranna, Irrod, Kasidra, Kilarra, Maldrek, Mellisan, Molos, Mordren, Nisha, Omaldo, Onstrut, Rorridilos, Sarvin, Shoremoth, Temerith, Voren, Zoren.

RACIAL TRAITS

+2 Dex, +2 Int, -2 Cha

4 Hit Points

Tieflings are outsiders with the native subtype and are Medium. They have a base speed of 30 feet.

Darkvision: Tieflings have darkvision, allowing them to see with no light source at all to a range of 60 feet in black and white only. See the darkvision sections in Chapter 8 of the *Starfinder Core Rulebook*.

Deceptive: Tieflings gain a +2 racial bonus on Bluff, Sleight of Hand, and Stealth checks.

Fiendish Resistances: Tieflings gain cold resistance 5, electricity resistance 5, and fire 5. In addition, tieflings gain spell resistance 6 + their character level against good spells.

Fiendish Extremities: Tieflings possess distorted, often horrific features resulting from their fiendish heritage. At 1st level, tieflings choose one of the fiendish extremities below. Once chosen, this cannot be changed. In addition, tieflings can choose to gain a new fiendish extremity in place of any feat gained from level advancement. Furthermore, tieflings can gain a fiendish extremity as a replacement class feature at 2nd, 4th, 6th, 12th, or 18th level, as if the fiendish extremity were granted by an archetype. (See the archetypes section in Chapter 4 of the *Starfinder Roleplaying Game Core Rulebook*). Tieflings cannot replace a replacement class feature gained from an actual archetype with a fiendish extremity.

Prehensile Tail: Tieflings with prehensile tails can use their tail to carry items and wield weapons. In effect, such tieflings can wield and hold up to three hands' worth of weapons and equipment. While their prehensile tails increase the items they can have at the ready, this does not increase the number of attacks they can make during combat.

Scaly Skin: Tieflings with scaly skin can use armor in a way that compliments their scaly hide. When wearing armor, they gain a +1 racial bonus to AC. When wearing heavy armor, they reduce its armor check penalty by 1.

Beastlike Form: Tieflings with a beastlike form have twisted limbs and maws that can be used as deadly weapons. They can deal 1d3 lethal damage with unarmed strikes and the attack doesn't count as archaic. Tieflings gain a unique weapon specialization with their natural weapons at 3rd level, allowing them to add 1-1/2 x their character level to damage rolls with their natural weapons (instead of adding their level, as usual).

Vestigial Wings: Although unable to fly, many tieflings have vestigial wings that enable them to float softly to the ground. They can make a DC 15 Acrobatics check to fall safely from any height without taking falling damage, as if using the *flight* spell (spell level 1st). When falling safely, a tiefling may make an additional DC 15 Acrobatics check to glide, moving 5 feet laterally for every 20 feet the tiefling falls.



Undine

Proud and courageous, undines are humans whose ancestry has been touched by beings of elemental waer. Colloquially undines are often classified as genekin because most undines trace their watery lineage back to mariad ancestors or possess physical traits commonly associated with mariads.

PHYSICAL DESCRIPTION

Burly and lean, the undine silhouette is almost exactly like that of a lithe human, though their digits are webbed and their bodies possess finlike ridges on the top and sides of their head, as well as on their hips and down their backs. Undines have skin that mirror the color of lakes, rivers, and oceans, ranging from crystal clear blue to murky greens and browns. An undine skin is slick and smooth to the touch like rubber, and many naturally ooze fluids that keep their skin moist in all but the driest environments. Undines lack body hair of any sort, and their eyes have two sets of eye lids; one set similar to those possessed by humans, and a second, translucent set that protects their eyes while they are underwater. Although most undines appear similarly to humans because they are born because of elemental presence within one's blood, in theory they can appear similar to any humanoid race that claims mariad ancestry or the power of elemental water—humans are simply the most common appearance because of their sheer numbers and expansiveness.

HOME WORLD

Undines call any world where humans can arise their home, as they are born from human parents who have some form of watery or frigid elemental taint in their blood. Historically, this typically arose from an elemental bloodline, but after the Regicide occurred and the Azan-Ra System was drenched in the Emperor's viscera, undines began spontaneously appearing in great numbers amount the human survivors of Halameh, a world ravaged by elemental forces following fluctuations in space-time that weakened the barriers between the Material Plane and the elemental planes. While some undines are still born of ancient bloodlines to this day, most call Halameh or one of its habitable moons their home world.

SOCIETY AND ALIGNMENT

Undine society is much like human society, a direct consequence of most undines being born of human descent. Compared to humanity, undine society is

flexible and adaptable, though they always try to properly assess the situation and act accordingly. Action in undine society is much like the movement of water; capable of quick, rapid bursts as evidenced by raging rivers and flash floods, but also capable of slow deliberation, like moving glaciers or rivers that carve valleys from stone over millennia. Undine society mostly centers itself on the genekin home world of Halameh, where undine numbers are highest. Outside of Halameh, undines tend to simply blend in as best they can with other societies, especially human society, which they tend to mesh in well enough.

RELATIONS

Undines are flexible and adaptable, and as a result they hold few biases or prejudices towards other races. They prefer to have neutral, business-like relationships with foreigners whenever possible, however, and are slow to fully accept outsiders into their folds. Undines often find ifrits puzzling, and are somewhat off-put by the inflexibility displayed by oreads. They tend to have good relations with aquatic creatures that respect their autonomy, and willing to trade openly with nearly all land-dwelling races for metal and cloth, though relations tend to chill beyond this.

ADVENTURERS

Just as water is carried far by wind and current, undines often find themselves drawn into life outside of their insular, underwater communities at the behest of friends and family. Although undines aren't physically brawny, their courage and wisdom makes them valuable friends and devoted companions, and their ability to survive indefinitely in underwater environments often makes them invaluable companions where diving is concerned. Undines make skilled operatives thanks to their ability, especially when dealing with underwater missions, and their finesse makes them skilled soldiers, provided they stick to ranged weaponry. Many undines enjoy tinkering with machines and ultimately become mechanics, and their deep connection with nature, particularly water, makes them suited to becoming mystics.

NAMES

Undine names largely depend upon the culture in which the undine was raised. Undine raised primarily among humans often take human names, but many wind up with Aquan names or names that sound Aquan in origin. Undine names often sound like gurgles or sputters, such as those made while underwater or speaking with water in one's mouth. Some examples

of undine names are Afzara, Aven, Baarah, Bhoodahz, Calah, Dharak, Ghiv, Ghodoj, Iryani, Jamash, Maakor, Maarin, Nylgune, Ondir, Pari, Radabeh, Radid, Shiradahz, Urdahna, and Zomanda.

RACIAL TRAITS

+2 Dex, +2 Wis, -2 Str.

4 Hit Points

Undines are outsiders with the native subtype and are Medium. They have a base speed of 30 feet and a swim speed of 30 feet, which allows them to move in water without making Swim checks and grants them a +8 bonus on all Athletics checks to swim. See the swimming section in Chapter 8 of the *Starfinder Core Rulebook*.

Aquatic Anatomy: Undines can breathe both air and water, so they never need to hold their breath while underwater. Additionally, undines don't take any penalties on attack rolls when fighting underwater, and they are immune to all environmental conditions involving depth or pressure. In addition, undines add Athletics to their list of class skills.

Darkvision: Undines have darkvision, allowing them to see with no light source at all to a range of 60 feet in black and white only. See the darkvision sections in Chapter 8 of the *Starfinder Core Rulebook*.

Hydraulic Control (Sp): Undines can extinguish any non-magical fire with a total area of up to 5 square feet with a touch without harming themselves in the process. Once per day, undines can use this ability to launch a quick blast of water at one creature or square within 30 feet. This acts as a bull rush, disarm, dirty trick (blind or dazzle only), or trip combat maneuver, except undines make ranged attacks with this ability instead of melee attacks, and they can use their level in place of their base attack bonus on their attack roll.

Water Resistance: Undines gain cold resistance 5 as well as a +2 racial bonus on saving throws against cold- and water-based effects and attacks.



VANARA

Mischievous and wise, vanaras are simian humanoids known equally for their wisdom and trickery. Once an innately magical race before the Nova Age, vanaras only possess a fraction of the great magical powers they once commanded, the ability to twist and compress their shape to a smaller size. Today, many vanara leaders seek to unlock the mysteries and histories of their ancient dynasties, and with it, hopefully learn ancient magical secrets lost to time.

PHYSICAL DESCRIPTION

Depending on their subrace, vanaras resemble great apes or monkeys with humanoid proportions. Longtail vanaras are lithe and graceful, and possess a prehensile tail that are as long as one of their arms, while whitecape vanaras are burly with longer, muscular limbs, no tails, and a thick matting of fur on the back of their necks and down their backs. Vanaras of both subraces have prehensile feet, and their fur tends to range a variety of colors, from tawny blond to ashen gray, earth brown to deep black. The rarest of fur colors among vanaras is a fiery red that their people believe symbolizes an individual with a powerful soul who is destined for greatness. Instead of fur, vanaras possess hair on their head much like humans do, but this hair is always the same color as their fur. Vanaras also possess the ability to shapeshift into a smaller version of themselves, cutting their height (which often exceeds that of a human) in half. Although whitecape vanaras are far less likely to make use of this ability, it isn't uncommon for entire communities of longtail vanaras to spend most of their time diminished, even building their houses and dwellings for their smaller statures.

HOME WORLD

Vanaras call Eogawa, one of the many moons of Ulo, their home. Eogawa is the traditional home of the vanara people, and following the Azan-Ra Empire's exploration of their star system, the elders of Eogawa were one of the first off-world governments to agree to joining the slowly building Azan-Ra Empire, for they saw only benefits to a united Azan-Ra System. As a result, the vanaras were given places of honor within Azan-Ra Empire's hierarchy, and many off-worlders colonized Eogawa with the vanara's blessings. Then the Regicide occurred, and Eogawa was plunged into thick clouds of Blood Space alongside its sister, Bantosian. But where off-worlds only were mutated by Blood Space on Bantosian, on Eogawa, the corruptive taint of Blood Space manifested as an

airborne strain of lycanthropy that ravaged countless races living on the planet, including the vanaras. In years since, the vanaras have developed methods of preventing the disease from being spread through the air, and now seek to reclaim their ancient home from the raving werebeasts that inhabit it, especially the Hatyaro, the weregorilla descendants of Azan-Ra officials who once dwelled on Eogawa who, curiously enough, are the only lycanthropes created by Blood Space on the entire world to retain their humanoid intelligence.

SOCIETY AND ALIGNMENT

Vanara society is equal parts traditional and turmoil, built on scaffolds of ancient practices that are being secondary to whatever means is practical in the moment. In this regard, vanaras honor the spirit of their traditions, but seldom the letter—they are quick to assess the value of laws and cultural norms and change them however they feel would be more effective or enjoyable. As a result, vanaras tend to have a good scence of what is fair and what isn't fair, and legally trained vanaras often make excellent judges. Overall, vanaras value action over conjecture. While they enjoy philosophy and debate, they view them as luxuries that cannot always be afforded during times of crisis, when taking swift and decisive action is usually preferable to deliberation.

RELATIONS

Vanaras have good relations with most races, although they're stereotyped as mischievous tricksters who place their own need for a laugh over the wellbeing of others. In fairness, such stereotypes have a hint of truth, as vanaras are more than willing to poke fun and cause a bit of playful mayhem at the expense of others, and vanara comedians are renowned for their blunt satire and favor jokes that other races often find as being in poor taste. Vanaras tend to wear samsaran patience thin, and they outright frustrate kasathas, vesks, and dwarves. Of all races, however, gnomes tend to get along best with vanaras, as they seldom take themselves seriously enough to be off-put by vanara playfulness or humor.

ADVENTURERS

Vanaras crave adventure, and often leave their homes on Eogawa in order to lead lives of excitement and daring before settling down in middle age. Longtail vanaras make excellent operatives, with their acrobatic and dexterous skill, and they sometimes find themselves drawn to the ways of the mechanic, if only out of sheer curiosity for how machines work. Whitecape vanaras prefer more in-your-face methods, and their physical brawn allows them to excel as

soldiers. The wisdom exhibited by vanaras of both subraces allows them better comprehension of the many mysteries of the universe, making them more likely to stumble upon secret connections that ultimate define them as mystics.

NAMES

Vanara names run about half and half for traditional and modern names, with more modern vanara families often looking to other cultures in the Azan-Ra System for naming inspiration. While it is much more common to see a vanara with a traditional vanara name, in the past few decades there has been an uptick in how many vanaras are willing to give their children human, catfolk, or even deoxyian names. Some examples of vanara names are Ahjaja, Ashoka, Benipal, Chia, Chowdhury, Dass, Ganjoo, Guffd, Jay, Jarita, Johal, Kirsi, Manne, Naik, Oza, Patla, Rati, Salvi, Sanya, and Viveka.

RACIAL TRAITS

+2 Wis (See below)

4 Hit Points

Vanaras are humanoids with the shapeshifter and varana subtypes and are Medium. They have a base speed of 30 feet and a climb speed of 20 feet, which allows them to climb without needing to make Athletics checks checks and grants them a +8 bonus on all Athletics checks to climb. See the climbing section in Chapter 8 of the *Starfinder Core Rulebook*.

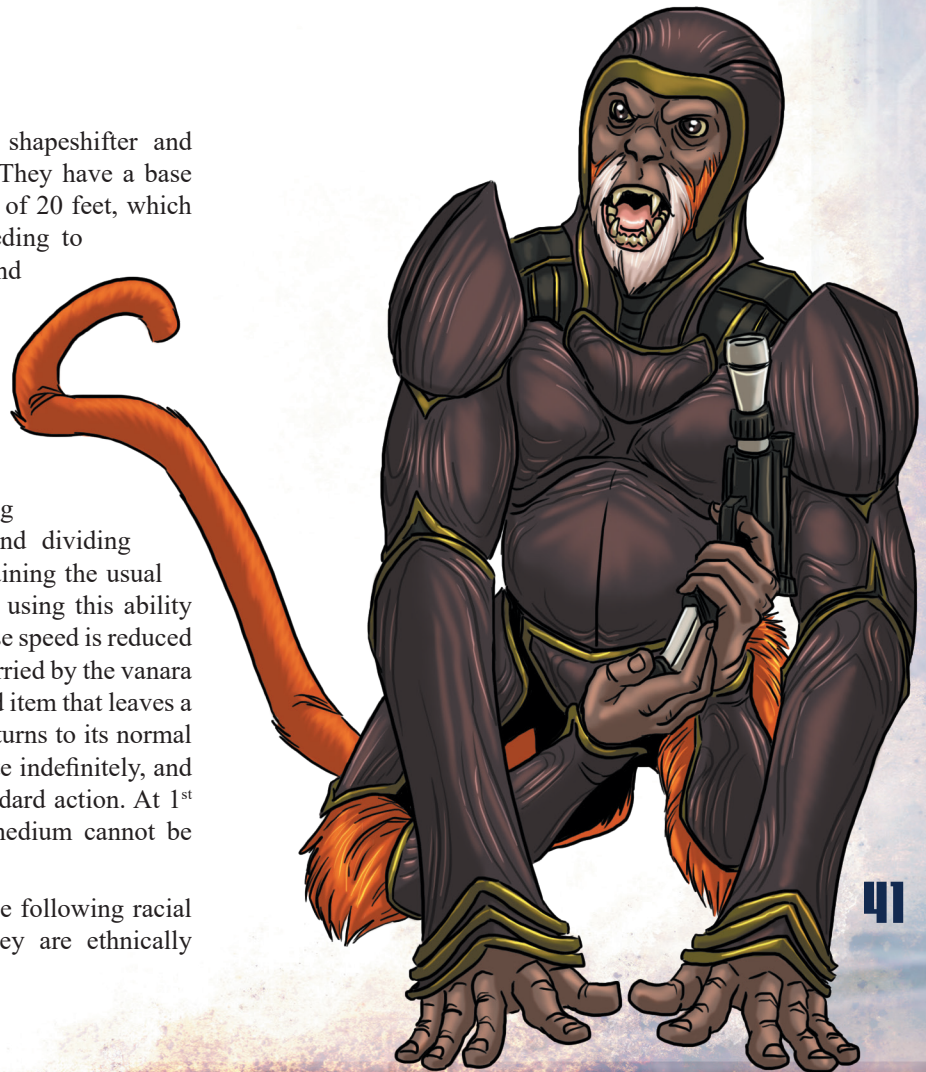
Change Size (Su): Vanaras can change their size from Medium to Small as a standard action, halving their height, length, and width and dividing their weight by 8. In addition to gaining the usual modifiers for being Small, vanaras using this ability gain +2 Dex and -2 Str, and their base speed is reduced to 20 feet. All equipment worn or carried by the vanara is similarly reduced, but any reduced item that leaves a the vanara's possession instantly returns to its normal size. Vanaras can remain in this state indefinitely, and returning to their true size is a standard action. At 1st level a vanara's Dexterity when medium cannot be greater than 16.

Dimorphic: Vanaras gain one of the following racial traits depending upon whether they are ethnically longtails or whitecapes.

Longtail: Longtail vanaras gain a +2 racial bonus on Acrobatics, Sleight of Hand, and Stealth checks, and they have a prehensile tail that can be used to carry items and wield weapons. In effect, longtail vanaras can wield and hold up to three hands' worth of weapons and equipment. While their prehensile tails increase the items they can have at the ready, this does not increase the number of attacks they can make during combat.

Whitecape: Whitecape vanaras gain a +2 racial bonus on Athletics, Intimidate, and Perception checks, and their muscled limbs and stooped builds grant them Improved Unarmed Strike as a bonus feat and a +2 insight bonus to KAC against bull rush and trip attacks.

Low-Light Vision: Vanaras can see in dim light as if it were normal light. For more details, see the low-light vision section in Chapter 8 in the *Starfinder Core Rulebook*.



VISHKANYA

Cunning and toxic, vishkanya are the descendants of the human populations of a world that was plunged into sulfur and brimstone in the wake of the Regicide. Their very blood suffused with poison, the vishkanyas now try to find their way in a star system that views them as monsters.

PHYSICAL DESCRIPTION

Vishkanyas largely resemble humanoids in size and coloration, although for reasons unknown to studiers of Blood Space, male vishkanya retain an extremely effeminate appearance compared to their human counterparts, lacking nearly all the dimorphisms displayed in human men. Additionally, vishkanyas are not coated in flesh like humans, but in small but small, sturdy scales that mimic the tactile and visual likeness of flesh. Vishkanyas display other snakelike features, such as thin tongues and ophidian eyes with large pupils in toxic shades of green, blue, and violet. Aside from these features, a vishkanya can largely pass for a human in polite society, and many do.

HOME WORLD

Vishkanyas were originally humans that called Sheg'bga, the Hailstone, their home. Although this world was frigid, the humans who would one day be vishkanya got by living in hidden underground labrynyths beneath the planet's surface, where its molten core made the ground warm enough for habitation. When the Emperor died during the Regicide, however, Blood Space permeated Sheg'bga's atmosphere and tore open the very fabric of reality, allowing energies and monstrosities from the Abyss to seep into the Material Plane. This corruptive influence infused the people of Sheg'bga with poison and acid, transforming them into the forms they now take today. Vishkanyas still call Sheg'bga their home world, but in recent decades many have been forced to flee the Hailstone (now called the Hellstone) as demonic wizard kings from the Abyss have staked claims on frigid Sheg'bga, forcing many vishkanyas to flee or be enslaved or worse.

SOCIETY AND ALIGNMENT

Vishkanya society is almost identical to that of humanity, as the vishkanyas were humans until a few short centuries ago. In the intervening time, vishkanyas have learned stealth and secrecy around

the other races of the Azan-Ra System, and many are still discovering their people's new powers for themselves. Vishkanya run the gambit of indifference to bitterness over the fate that befell their people, while others are gleeful for the difference, preferring the toxic charms of their new forms to the soft, pink nothingness of humanity.

RELATIONS

Vishkanya mostly have the same relationship with other races as humans, especially vishkanya who actively live within human society. They tend to have a poorer opinion of tieflings than most vishkanya, however, because of their racial history with the fiendish races assaulting their homeworld, and are more at ease with nagaji because of similarities in physiology and ability. Most other races treat vishkanyas as humans for obvious reasons, but should word spread about a vishkanya and their true heritage become outed, it isn't uncommon for bigoted individuals within human society to loathe and criticize them, calling them monsters because of their opinions and heritage. Such voices are, thankfully, a minority amongst an otherwise overwhelming sea of support and acceptance. Still, many vishkanyas prefer to keep themselves socially invisible, as doing so is easier than dealing with even a single hateful voice.

ADVENTURERS

Vishkanyas who leave Sheg'bga often become adventurers, either because they become enamored with the wide world beyond their subterranean homes or because they choose to crusade against the demons invading their world. Vishkanyas are skilled assassins thanks to their innate poison, an additional tool in an already solid operative toolkit. Vishkanyas also excel at diplomatic encounters, their charisma making them model envoys.

NAMES

Vishkanya naming conventions are mostly identical to those of humans, except vishkanyas often slur their 's' sounds slightly because of their long tongues. As a result, vishkanya names often have a hissing sound to them, not unlike that of a cobra or a similar venomous serpent. Some examples of vishkanya names are Asorok, Bsoethys, Csetsoe, Drastiyose, Glesoro, Grasomer, Hauthyse, Jinsou, Jodice, Kryussi, Mseo, Racixosa, Scythis, Smaouamesi, Sudeestris, Tissupoustu, Xseilkso, Ykoeses, Yseia, and Zstuso.

RACIAL TRAITS**+2 Dex, +2 Cha, -2 Wis****4 Hit Points**

Vishkanyas are humanoids with the vishkanya subtype and are Medium. They have a base speed of 30 feet.

Human Appearance: Vishkanyas gain a +5 racial bonus on Disguise checks to appear human, and treat Disguise checks made to change their appearance from vishkanya to human as if they were altering minor details only. A vishkanya can disguise themselves in this manner as a standard action, and takes no penalties for not having a disguise kit when doing so.

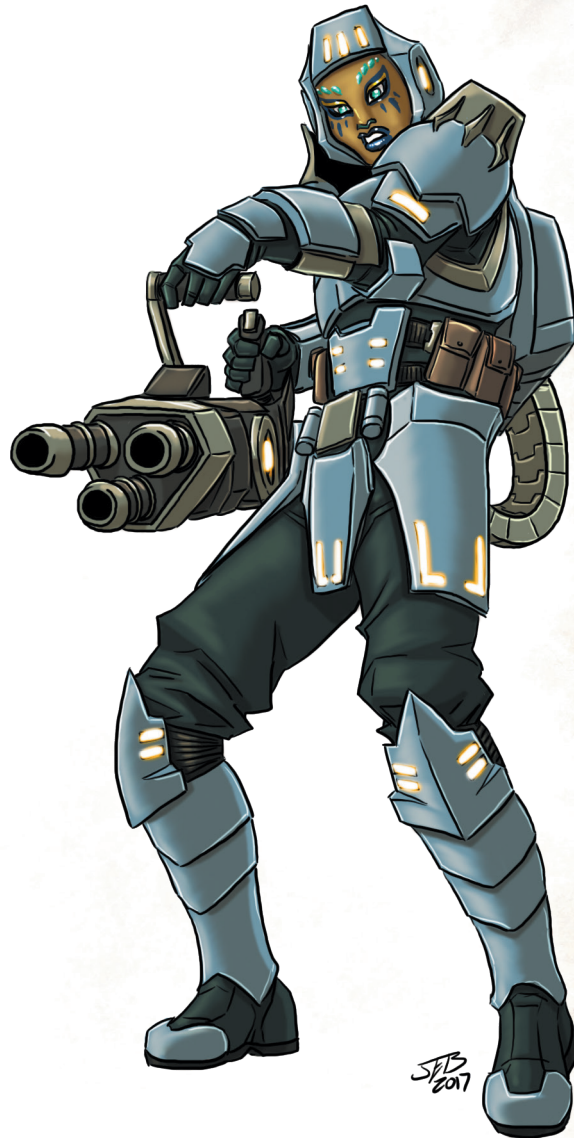
Limber: Vishkanyas gain a +2 racial bonus on Acrobatics and Stealth checks.

Low-Light Vision: Vishkanyas can see in dim light as if it were normal light. For more details, see the low-light vision section in Chapter 8 in the *Starfinder Core Rulebook*.

Poison Resistance: Vishkanyas gain a racial bonus on saving throws against poison equal to their level.

Toxic Ichor: Vishkanya saliva and blood is incredibly toxic, and as a swift action they can produce a dose of poison from their saliva or, if they have taken 1 or more hit points of damage, from their blood. As a swift action, vishkanyas can apply their toxic saliva or blood to a weapon they wield (using blood requires the vishkanya to be injured when using this ability). (Armor or spacesuits custom fit to vishkanya are designed to allow this.) They can apply their saliva or blood directly to their hand (or another part of their bodies, such as their lips) and make a melee attack against an opponent with it. The venom loses its potency after 1 hour, and vishkanyas are immune to their own poison. Vishkanyas can use this ability once per day.

Vishkanya Poison: Contact or injury—save Fort DC 10 + 1/2 the vishkanya's level + the vishkanya's Constitution modifier; track Dexterity; frequency 1/round for 6 rounds; cure 1 save.



WAYANG

Shadowy and nihilistic, wayangs are alien creatures hailing from the Shadow Plane. Poorly adapted to what they view as a harsh and unforgiving world perpetually plunged into painful sunlight, wayangs quickly took to the stars as soon as they were able and fled from the celestial bodies that did them harm in favor of the entropy of black holes.

PHYSICAL DESCRIPTION

Spindly and gaunt, wayangs possess a clearly otherworldly anatomy. Their limbs long and thin and their fingers needlelike, wayangs seldom stand taller than 3 feet in height, and their natural skin color is usually cool, dark tones such as green, blue, violet, or gray, with deeper shades of these pigments present in their hair. However, only young wayangs typically possess their people's natural pigmentations—wayang culture has an ancient tradition of bodily scarification and mutilation that stretches back millennia to when the race first emerged upon the Material Plane. These traditions always include skin bleaching, giving most wayangs skin that is blotchy and chalky. Additionally, most wayang clans perform scarification rituals, as well as body mutilation (such as forking the tongue) or alteration (such as stretching the ear lobes). Dozens of wayang clans exist that are defined by these rites alone, and wayangs are very picky about making sure others properly identify them based upon their clan allegiance.

HOME WORLD

Wayangs emerged from the Shadow Plane on nearly every habitable world in the Azan-Ra System for reasons unknown; some stories claim that their people were cast out from the Shadow Plane by terrible beings, while others believe that they fled from something gruesome and unnatural. Most wayangs consider their people's exodus to the Material Plane to have been an awful idea, as they loathe sunlight and the prospect of emerging into a star system with not one, but two light-shedding stars was and continues to be more than many wayangs can bear. When the people of the Azan-Ra Empire first developed spaceflight, wayangs quickly began researching its use to support spatial communities. As soon as they were able, wayang clans across the Azan-Ra System and left, never to return. That is, until the Regicide, and the emergence of the Emperor's Corpse, a black hole that appeared in the Azan-Ra System following the Regicide. Wayangs

flocked to this almighty body of pure entropy and began praising it and its ability to draw light away from the wretched Empress. Now dozens of wayang shadow cathedrals orbit the Emperor's Corpse at a safe distance, claiming the black hole's stellar space as their own, personal territory.

SOCIETY AND ALIGNMENT

Wayang society is insular and xenophobic, mistrustful of those races who would frolic about under the gaze of the Empress. They keep to their millennia-old traditions wherever possible, adapting them only when proven of the pragmatism of new ways beyond a reasonable doubt. Wayangs are shy even around each other, and prefer to spend most of their time isolated from other family units until necessity forces them together. Nearly all wayangs follow a nihilistic (but not evil) religious philosophy known as the Dissolution, which states that wayang souls look forward to reemerging with the endless darkness of the Shadow Plane when they die. As much as wayangs look forward to perpetual freedom from the sunlit world, the Dissolution also states that the soul must be allowed to smolder out like a long-lit candle before it can take its rightful place among shadows, and so wayangs are often anxious about anything that could bring about harm for them, paranoid that a single false move might doom them to reincarnation for another life of sunlit misery.

RELATIONS

As xenophobic as they are, wayangs typically don't enjoy the company of nearly anyone, including members of their own races. They are shy reclusive, especially around humans, samsarans, and any race with intrusive telepathic powers, including shirrens and lashuntas. They loathe gnomes, having some sort of strange feud with the feylings since before they took to the stars in their shadow citadels, and have little patience for the chattering of ysoki. Wayangs are more at ease around other creatures originally hailing from the Shadow Plane, and have at least a begrudging respect for solarions of any race who fully embrace the power of gravitons and black holes.

ADVENTURERS

As reclusive as they are, wayangs have little aspiration for adventure. They prefer to live their lives in quiet solitude, going about their business until the day they finally die and dissolve into shadow. Or at least most wayangs do. A very small but vocal cadre of wayangs

disparagingly known as Dayseekers eschew many of the ways of their people, instead preferring to explode the sunlit world they now found themselves in. Dayseekers are mistrusted more than any other in wayang society, and so they often find themselves forced to leave their people's shadow citadels for brighter pastures. As shadowy and sneaky as they are, wayangs make for skilled operatives and soldiers, provided they stick to ranged weaponry and schew melee combat. Wayangs also take to mechanical pursuits as well as the hidden secrets of technomancy. Finally, many wayang Dayseekers find themselves called to the ways of the solarion—beings of shadow and entropy called into the light of the stars themselves.

NAMES

Wayang names are ancient, heralding from their shadowy language which is believed to have heralded from the Shadow Plane itself. Wayang names usually translate into extremely gloomy and pessimistic words and phrases in their native tongue, which might account for the overall demeanor the race possesses. Some examples of wayang names are Ballipho, Clouei, Daratas, Duskade, Ebnalli, Eclis, Glomintar, Jecu, Midex, Oboskursuma, Shawarto, Shadni, Twilaka, Umbrutari, Veilwar, Wahmisti, Xili, Yasa, Yiji, and Zamoh.

RACIAL TRAITS

+2 Dex, +2 Int, -2 Wis

2 Hit Points

Wayangs are humanoids with the wayang subtype. They have a base speed of 20 feet.

Darkvision: Wayangs have darkvision, allowing them to see with no light source at all to a range of 60 feet in black and white only. See the darkvision sections in Chapter 8 of the *Starfinder Core Rulebook*.

Dissolution (Sp): Wayangs can cloak themselves in shadow as a standard action, appearing as little more than an area of shadow of their approximate size. They gain the following spell-like ability: 1/day—*invisibility* (1 round/level; maximum 5 rounds). The caster level for this effect is equal to the wayang's level.

Light and Dark: Wayangs can reverse how spells and other effects that cause different effects to living creatures or undead affect them as a reaction. When activated, the wayang is affected by abilities that affect undead, or that affect undead differently than they affect

living creatures, as if it was undead. The wayang is still subject to affects that just affect living creatures normally. This ability lasts for 1 minute once activated, and a wayang can use this ability once per day.

Lurker: Wayangs gain a +2 racial bonus on Perception and Stealth checks.

Shadow Resistance: Wayangs gain a +2 racial bonus against illusions.



STARFARER BARD

The songs of the spheres reverberate throughout the cosmos, echoing within the hearts of all that live. One thing made abundantly clear to any traveler, from the roadside drifter to travelers admits the stars, is that performance is a crucial element of all intelligence life, and even the coldest and calculating beings depend upon the entertainment and pleasure derived from story, song, and more. Whether you are a gifted singer, a storied orator, or a peerless dancer, ingenuity and creativity flow through you in ways others simply cannot understand, for performance is the most mortal of magic, and you are its conductor and conduit.



Role: You are a skilled and talented performer, able to use your talents to not only succeed in skillful pursuits that would perplex others, but also create powerful magical effects that bolster your allies and harm your foes. An individual through and through, your reasons for travelling and adventuring are your own, although you likely seek inspiration for your performances and are inspired by stories and songs of great heroes who came before you. You're often called a jack-of-all-trades because your flexible spellcasting and powerful performances allow you to fill many roles in a party, from healing the wounded to hindering enemies, to simply solving problems that you and your friends face.

Key Ability Score: Your key ability score is determined by the ability score that you have keyed to your muse's key Profession skill (Charisma, Intelligence, or Wisdom; see the muse class feature on page 50). This choice also applies to the potency of your spellcasting and to the amount of time that you can bolster your allies using your performances. Your Dexterity skill also determines how good you are at firing a ranged weapon and using many of your class skills.

Stamina Points: 6 + Con

Hit Points: 6

CLASS SKILLS

Skill Ranks per Level: 6 + Intelligence modifier.

Acrobatics (Dex), Athletics (Str), Bluff (Cha), Culture (Cha), Diplomacy (Cha), Disguise (Cha), Engineering (Dex), Intimidate (Cha), Life Science (Int), Medicine (Int), Mysticism (Int), Perception (Wis), Physical Science (Int), Profession (Cha, Int, or Wis), Sense Motive (Wis), and Stealth (Dex).

ARMOR PROFICIENCY

Light armor

WEAPON PROFICIENCY

Basic melee weapons, grenades, small arms.

SPELLS

You cast spells drawn from the bard spell list (see page 57). To learn or cast a spell, you must have an ability score equal to at least 10 + the spell's level + your ability score modifier in your chosen bardic muse's key ability score (henceforth called your key ability modifier).

TABLE 01: BARD

Level	BAB	Fort	Ref	Will	Class Features
1st	+1	+0	+2	+2	bardic knowledge, bardic performance (fascinate, distraction, inspire competence, inspire courage), muse
2nd	+2	+0	+3	+3	bardic flourish, well-versed
3rd	+3	+1	+3	+3	versatile performance, weapon specialization
4th	+4	+1	+4	+4	bardic flourish
5th	+5	+1	+4	+4	double accompaniment, repertoire master 1/day
6th	+6	+2	+5	+5	bardic flourish
7th	+7	+2	+5	+5	hasty performance (move), versatility talent
8th	+8	+2	+6	+6	bardic flourish
9th	+9	+3	+6	+6	bardic performance (inspire greatness)
10th	+10	+3	+7	+7	bardic flourish
11th	+11	+3	+7	+7	repertoire master 2/day, versatility talent
12th	+12	+4	+8	+8	bardic flourish
13th	+13	+4	+8	+8	hasty performance (swift)
14th	+14	+4	+9	+9	bardic flourish
15th	+15	+5	+9	+9	bardic performance (inspire heroics), versatility talent
16th	+16	+5	+10	+10	bardic flourish
17th	+17	+5	+10	+10	repertoire master 3/day, triple accompaniment
18th	+18	+6	+11	+11	bardic flourish
19th	+19	+6	+11	+11	versatility talent
20th	+20	+6	+12	+12	bardic flourish, bardic performance (inspire legends)

The Difficulty Class for a saving throw against your spell is 10 + the spell's level + your key ability modifier.

You can cast only a certain number of spells of each spell level per day. Your number of spells per day is given on Table 02: Bard Spells Per Day. In addition, you receive bonus spells per day if you have a key ability modifier of +1 or higher, as shown on Table 03: Bard 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 bard level, you learn one or more new spells, as indicated on Table: Bard Spells

Known. Unlike spells per day, the number of spells you know isn't affected by your key ability modifier.

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.

You can cast any bard 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.

TABLE 02: BARD SPELLS PER DAY

1st	2nd	3rd	4th	5th	6th
2	—	—	—	—	—
2	—	—	—	—	—
3	—	—	—	—	—
3	2	—	—	—	—
4	2	—	—	—	—
4	3	—	—	—	—
4	3	2	—	—	—
4	4	2	—	—	—
5	4	3	—	—	—
5	4	3	2	—	—
5	4	4	2	—	—
5	5	4	3	—	—
5	5	4	3	2	—
5	5	4	4	2	—
5	5	5	4	3	—
5	5	5	4	3	2
5	5	5	4	4	2
5	5	5	5	4	3
5	5	5	5	5	4
5	5	5	5	5	5

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

BARDIC KNOWLEDGE (EX)

You have picked up a surprising repertoire of knowledge throughout your travels. At 1st level, you choose one of the following repertoires of bardic knowledge and gain the skill bonuses associated with that repertoire. Once chosen, this cannot be changed.

The following are several of the more common repertoires available; at the GM's determination, additional repertoires might be available.

Adventurer: You gain an insight bonus equal to half your bard level (minimum 1) on all skill checks to identify creatures, and may make all such checks untrained.

Cosmopolitan: You gain a +1 insight bonus on Diplomacy, Culture, and Sense Motive checks, and may make all such checks untrained. This bonus increases by 1 at 3rd level and every 4 levels thereafter.

Free Spirit: You gain a +1 insight bonus on skill checks made with any two skills of your choice, and may make all such checks untrained. This bonus increases by 1 at 3rd level and every 4 levels thereafter.

Scholar: You gain an insight bonus equal to half your bard (minimum 1) on all skill checks to recall information, and may make all such checks untrained.

TABLE 03: BARD BONUS SPELLS

Chr Score	0	1st	2nd	3rd	4th	5th	6th
1–11	—	—	—	—	—	—	—
12–13	—	1	—	—	—	—	—
14–15	—	1	1	—	—	—	—
16–17	—	1	1	1	—	—	—
18–19	—	1	1	1	1	—	—
20–21	—	2	1	1	1	1	—
22–23	—	2	2	1	1	1	1
24–25	—	2	2	2	1	1	1
26–27	—	2	2	2	2	1	1
28–29	—	3	2	2	2	2	1
30–31	—	3	3	2	2	2	2

TABLE 04: BARD SPELLS KNOWN

Level	0	1st	2nd	3rd	4th	5th	6th
1st	4	2	—	—	—	—	—
2nd	5	3	—	—	—	—	—
3rd	5	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	2	—
14th	6	6	6	5	4	3	—
15th	6	6	6	5	4	4	—
16th	6	6	6	5	5	4	2
17th	6	6	6	6	5	4	3
18th	6	6	6	6	5	4	4
19th	6	6	6	6	5	5	4
20th	6	6	6	6	6	5	5

Sham: You gain a +1 insight bonus on Bluff, Sleight of Hand, and Stealth checks, and may make all such checks untrained. This bonus increases by 1 at 3rd level and every 4 levels thereafter.

Wanderer: You gain a +1 insight bonus on Culture, Piloting, and Survival checks, and may make all such checks untrained. This bonus increases by 1 at 3rd level and every 4 levels thereafter.

BARDIC PERFORMANCE (SU)

You can use the keyed Profession skill of your muse (see below) to create magical performances that bolster allies or hamper foes. Starting a bardic performance that you know is a standard action, and once you begin a performance its effects last 1 round. If a performance states that it can be maintained, you can extend the performance’s duration by 1 round as a swift action at the start of each subsequent round after you have begun it. If you don’t maintain

PERFORMANCE COMPONENTS

Bardic performances and related abilities often rely on performance components, which govern how the bard delivers the performance to the audience. Your bardic muse determines which performance components you can supply, and you cannot perform a bardic performance if you are unable to meet its component requirements). Bardic performances have audible components, visual components, both, or either.

Audible (A): If a bardic performance has audible components, its targets must be able to hear you to be affected. It is difficult to make use of performances with audible components if you are deaf. While deafened, you have a 50% chance to fail when attempting to perform a bardic performance with an audible component. If you fail, you still expend daily rounds of bardic performance. Deaf creatures are immune to bardic performances with audible components.

Visual (V): If a bardic Performance has visual components, its intended targets must have line of sight to you to be affected. Likewise, it is difficult to make use of performances with visual components if you are blind. While blinded, you have a 50% chance to fail when attempting to perform a bardic performance with a visual component. If you fail, you still expend daily rounds of bardic performance. Blind creatures are immune to bardic performances with audible components.

such a performance, it ends normally. You can only maintain a given performance once per round, regardless of the number of swift actions you can take. Your performance ends at the beginning of your turn if you do not maintain it as a swift action. If you become paralyzed, stunned, unconscious, dying, or dead, your bardic performance ends immediately. You cannot normally have more than one bardic performance active at a time (although see double accompaniment and triple accompaniment).

COUNTERSONG (A)

Your performance cancels out effects that rely on sound. Whenever you start or maintain a countersong, make a Profession (comedian, musician, orator, or singer) check. For 1 round, any ally within 30 feet of you (including yourself) may use the result of your Profession check in place of its saving throw against a sonic or language-dependent effect if, after the saving

throw is rolled, your Profession check's result is higher than your ally's save result. Additionally, if an ally begins its turn under the effect of a noninstantaneous sonic or language-dependent spell or effect while you are performing a countersong, it gains a new saving throw against the effect but it must use the result of your Profession check as the result of its save. Countersong doesn't work on effects that don't allow saves. Countersong can be maintained.

DISTRACTION (V)

Your performance cancels out effects that rely on sight. Whenever you start or maintain a distraction, make a Profession (actor or dancer) check. For 1 round, any ally within 30 feet of you (including yourself) may use the result of your Profession check in place of its saving throw against an illusion (figment) or an illusion (pattern) effect if, after the saving throw is rolled, your Profession check's result is higher than your ally's save result. Additionally, if an ally begins its turn under the effect of a noninstantaneous illusion (figment) or illusion (pattern) effect while you are performing a distraction, it gains a new saving throw against the effect but it must use the result of your Profession check as the result of its save. Distraction doesn't work on effects that don't allow saves. Inspire distraction can be maintained.

INSPIRE COMPETENCE (A OR V)

Your performance hones an ally's expertise in skillful tasks. Whenever you start an inspire competence performance, choose one ally capable of perceiving your performance (including yourself). For 1 round, the chosen ally gains a +2 insight bonus on skill checks made with any one skill of your choice. This bonus increases by 1 at 4th level and every 3 levels thereafter. This performance immediately ends when your ally completes the action required to make their skill check.

Once an ally has benefited from inspire competence, they cannot do so again until they take a 10-minute rest and spent a Resolve Point to regain all their Stamina Points, or you spend 1 Resolve Point when choosing the ally as the target of your performance. At the GM's determination, some uses of inspire competence may be impossible depending upon the performance's components or the bard's muse. For instance, you likely couldn't use Profession (musician) to inspire an ally to be more stealthy, but you might be able to do so with Profession (actor). Inspire competence can be maintained.

INSPIRE COURAGE (A OR V)

Your performances can inspire courage in an ally, and onlookers are rallied by their bravery. Whenever you start an inspire courage performance, choose one ally capable of perceiving your performance (including yourself). For 1 round, the chosen ally gains a +1 insight bonus on attack rolls and weapon damage rolls with all weapons that they are proficient with. The bonuses on weapon damage rolls increase by 1 at 5th level and every 6 levels thereafter. At 5th level and every 6 levels thereafter, each time you start an inspire courage performance, you may choose one additional ally. If, when you maintain inspire courage, you haven't chosen your maximum number of allies, you may choose any number of additional allies with inspire courage, up to your maximum.

Once an ally has benefited from an inspire courage performance, they cannot benefit from a new performance until they take a 10-minute rest and spent a Resolve Point to regain all their Stamina Points, or you spend 1 Resolve Point when choosing the ally as the target of your performance. Inspire courage can be maintained.

INSPIRE GREATNESS (A OR V)

At 9th level, your performances can inspire greatness in an ally, causing them to strive to newer and greater heights. Whenever you start an inspire courage performance, choose one ally capable of perceiving your performance (including yourself). That ally immediately heals a number of Stamina Points equal to twice your bard level + your Charisma modifier (minimum 1). At 14th level and again at 19th level, each time you start an inspire courage performance, you may choose one additional ally.

Once an ally has healed any number of Stamina Points from inspire greatness, they cannot do so again until they take a 10-minute rest and spent a Resolve Point to regain all their Stamina Points, or you spend 1 Resolve Point when choosing the ally as the target of your performance, even if a different bard starts or maintains an inspire greatness performance.

INSPIRE HEROICS (A OR V)

At 15th level, your performances can inspire heroism in an ally, emboldening them against fear and hardship. Whenever you start an inspire heroics performance, choose one ally capable of perceiving your performance (including yourself). For 1 round, the chosen ally gains a +2 insight bonus to saving throws and has DR 10/— and resist 10 against acid, cold, electricity, fire, and sonic. At 20th level, this increases to DR 15/— and resist energy 15.

Once an ally has benefited from inspire heroics, they cannot do so again until they take a 10-minute rest and spent a Resolve Point to regain all their Stamina Points, or you spend 1 Resolve Point when choosing the ally as the target of your performance, even if a different bard starts or maintains an inspire greatness performance. Inspire heroics can be maintained.

INSPIRE LEGENDS (A OR V)

At 20th level, your performances can inspire legendary deeds in an ally, helping them accomplish otherwise impossible feats. Whenever you start an inspire legends performance, choose one ally capable of perceiving your performance (including yourself). For 1 round, the chosen ally gains the benefits of any two of the following bardic performances of your choice: inspire competence, inspire courage, inspire greatness, or inspire heroics.

Once an ally has benefited from inspire legends, they cannot do so again until they take a 10-minute rest and spent a Resolve Point to regain all their Stamina Points, or you spend 1 Resolve Point when choosing the ally as the target of your performance. Inspire legends can be maintained, though the benefits of inspire greatness occur only once.

MUSE

You are driven by a creative longing that fuels both your performances and the magical powers they create. Although your muse manifests itself in the form of a specific talent, different bards channel that talent into a variety of different interests and pursuits. You must pick one connection upon taking your first level of bard—once made, this choice cannot be changed. Muses you can choose from begin on page 51.

Your muse grants you a free skill rank in your muse's associated skill at each bard level. (This does not allow you to exceed the maximum number of skill ranks in a single skill). Additionally, your key ability score is determined by which ability score you add to skill checks made with your muse's associated skill (Charisma, Intelligence, or Wisdom). For example, if Charisma is the key ability score for your muse's associated Perform skill, your Charisma score determines the highest level of spell you can learn, and your Charisma modifier determines the save DCs of your bard spells and bardic flourishes, the number of bonus bard spells per day you gain, and so on.

Regardless of your muse, you choose whether your keyed Profession skill is based on your Charisma, Intelligence, or Wisdom. If your muse is Charisma-based, you are likely a gifted performer whose muse is your personal flair made manifest. If your muse is Intelligence-based, you are likely a performing genius

capable of learning new performances with lightning speed. If your muse is Wisdom-based, you are likely an inspired performer whose performances are a direct result of your observations and experiences.

BARDIC FLOURISH

At 2nd level and every 2 levels thereafter, you choose a bardic flourish, which modifies how you use your bardic performance ability or adds new types of bardic performance for you to use. The list of bardic flourishes appears on page 53.

WELL-VERSED (EX)

Your performance training has made you skilled at avoiding attacks that rely on audible or visual components. At 2nd level, you gain a +4 insight bonus on saving throws against language-dependent effects, sonic effects, illusion (figment) effects, and illusion (pattern) effects, as well as the bardic performances of other bards.

VERSATILE PERFORMANCE (EX)

At 3rd level, you can use your total ranks in your muse's key Profession skill in place of your ranks in your muse's associated skills. If you already had ranks in either of your muse's associated skills, those ranks are immediately refunded and can be invested in different skills as if you had earned them from gaining a new level. When substituting in this way, you count as having both skills on your list of class skills and can substitute your Profession skill's key ability modifier for the skill's usual key ability modifier. For instance, if you have the acting muse and have chosen to make your Profession (actor) skill Wisdom-based, you can use your ranks in Profession (actor) in place of your ranks in Bluff and Disguise, as well as substitute your Wisdom bonus for your Charisma modifier on these checks.

WEAPON SPECIALIZATION

At 3rd level, you gain the Weapon Specialization feat as a bonus feat for each weapon type with which this class grants you proficiency.

DOUBLE ACCOMPANIMENT (SU)

You can double up on different aspects of your performance to combine two different performances into a seamless whole. Starting at 5th level, whenever you maintain a bardic performance as a swift action, you can begin a second bardic performance as a standard action by spending 1 Resolve Point. This new performance cannot be the same as a performance you are already performing; for instance, you could not double up on inspire courage to effectively double the number of targets you are effecting. Maintaining a

second performance in addition to the first is a move action. You cannot maintain a second performance for more than a number of rounds equal to half your bard level at a time.

At 17th level, you can spend 2 Resolve Points whenever you maintain one bardic performance as a swift action to begin a second performance as a move action.

REPERTOIRE MASTER (EX)

At 5th level, you can always take 10 on all skill checks that you apply your bardic knowledge ability's insight bonus to, even while distracted or in danger. If your bardic knowledge ability's insight bonus only applies to certain skill tasks (such as identifying creatures or recalling knowledge), you can only take 10 in this manner when using those skill tasks.

In addition, you can also choose to spend 1 Resolve Point to take 20 on a skill check (or skill task) that you apply your bardic knowledge ability's insight bonus to as a standard action, even while distracted, in danger, or if you normally can't take 20 on skill checks made with that skill or skill task. You may take 20 in this fashion once per day. This increases to twice per day at 11th level and three times per day at 17th level.

HASTY PERFORMANCE (SU)

You can start bardic performances quickly, although doing so is exhausting. Starting at 7th level, you can spend 1 Resolve Point to start a bardic performance as a move action. At 13th level, you can spend 1 Resolve Point to start a bardic performance as a swift or move action.

VERSATILITY TALENT (EX)

At 7th level and every 4 levels thereafter, you choose a versatility talent, which grants an extra option in applying your keyed Profession skill to different tasks or situations. The list of versatility talents appears on page 57.

TRIPLE ACCOMPANIMENT (SU)

You can triple up on different aspects of your performance, combining three separate bardic performances into a single performance. Starting at 17th level, whenever you maintain two bardic performances during the same turn using double accompaniment, you can begin a third bardic performance as a standard action by spending 2 Resolve Points. This new performance cannot be the same as a performance you are already performing and maintaining a third performance in addition to the first and second is a standard action. You cannot maintain a second performance for more than 1 round per 4 class levels.

MUSES

The following represent the most common bardic connections. Noted in parenthesis next to each muse's name is a list of which performance component(s) the bard can provide using each muse when starting or maintaining a bardic performance. See page 50 for more information on the muse class feature.

ACTING (A OR V)

You are a thespian, called to grace the stage by assuming the role of another for your audience's entertainment. In doing so, you wear manifold roles and personalities like clothing, effortlessly slipping into each for a time before shedding them off at the behest of some other story or stage.

Key Skill: Profession (actor).

Associated Skills: Bluff (Cha), Disguise (Cha).

COMEDY (A)

All performances seek to impart emotion upon their audience, and your medium of choice is the art of comedy. By exposing the drollness of life to those you entertain, you seek to remind others that even the greatest tragedy might one day lead to laughter.

Key Skill: Profession (comedian).

Associated Skills: Bluff (Cha), Intimidate (Cha).

DANCE (V)

Whereas all bards feel the ebb and flow of music and performance throughout their entire bodies, yours is unique in your willingness to express the song within via motion rather than melody. Where musically and oratory arts paint sounds upon silence, the rhythmic movements of your dances paint motion upon otherwise dreary space.

Key Skill: Profession (dancer).

Associated Skills: Acrobatics (Dex), Athletics (Str).

ELECTRONIC (A OR V)

The electric hum of instruments such as the synthesizer or the glow of artistic light displays pulse through your body, your heart pounding to the electronic currents others cannot hear. Through the wonders of technology, you can create any sound and weave any melody as if from nothing, becoming to music as technomancers are to magic.

Key Skill: Profession (musician).

Associated Skill: Computers (Int), Engineering (Int).

KEYBOARD (A)

Your muse lies in the symphonic melodies of keyboard instruments, such as the piano, harpsichord, or organ. Your skill combined with the flexibility of your muse allows you to run the full gambit of musical expression, from delicate, quite ballads to crashing, thunderous canons.

Key Skill: Profession (musician).

Associated Skills: Diplomacy, Intimidate (Cha).

ORATORY (A)

You are a master of oration, an inspiring figure whose words can move mountains and shake entire worlds. Although your performance may not be flashy or entertaining, it lends you a gravity that cannot be ignored.

Key Skill: Profession (orator).

Associated Skills: Diplomacy (Cha), Sense Motive (Wis).

PERCUSSION (A)

From thunderous drums to clanging triangles and more, your muse lies in the ordered cacophony of the manifold types of percussion instruments. Where others musicians limit themselves to mere instruments, in your heart your muse inspires you to make music however you can, be it from a traditional instrument to the simple, rhythmic beat of two spoons slanging together in harmony.

Key Skill: Profession (musician).

Associated Skills: Intimidate (Cha), Survival (Wis).

SINGING (A)

The most primal and universal of muses, your muse calls you to fill the air with sweet song and mesmerizing melodies. In a way, singing is the most universal, natural, and primal of performances, and yours is a voice with such beauty and clarity that it resonates with any who hear it.

Key Skill: Profession (singer).

Associated Skills: Bluff (Cha), Sense Motive (Wis).

STRINGS (A)

Your muse reverberates from stringed instruments, such as the violin, the guitar, the lute, and the harp. Where others see an enigma, you see an opportunity to pluck soulful melodies from the air, filling empty space with vibrant song.

Key Skill: Profession (musician).

Associated Skills: Bluff (Cha), Diplomacy (Cha).

WIND (A)

Your muse is a storm waiting for sweet release upon an eager world, and it is through your very breath that this storm is released. Whether using an instrument like the flute, the trumpet, or the clarinet, your music flies upon wings granted to it by the same breath that gives you life.

Key Skill: Profession (musician).

Associated Skills: Diplomacy (Cha), Survival (Wis).

BARDIC FLOURISHES

You learn your first bardic flourish at 2nd level and an additional flourish at 4th level and every 2 levels thereafter. Many flourishes require you to have a minimum bard level, and they are organized accordingly.

Some flourishes add new performance types to your bardic performance, and are noted with a superscript 'P' next to the flourishes' name. All such performances have either audible or visual components (your choice) unless noted otherwise, and require a standard action to begin (though this can be reduced by the hasty performance ability; see above). If a performance replicates the effects of a spell, use your bard level as your caster level for all level-dependent effects.

Other bardic flourishes modifying existing bardic performances, and are noted with an asterisk (*). You may only apply one such modification to a bardic flourish at a time. You chose whether any such flourish modifies your performance when you start it, and every time you maintain the performance, you may also choose whether to keep, swap, or discontinue any such modifications that you have applied.

The save DC against your flourishes is equal to 10 + 1/2 your bard's level + the your key ability score modifier.

Ameliorating Performance P (Su): You mend the wounds of one ally with a touch. Whenever you start an ameliorating performance, choose one ally capable of perceiving your performance that you can touch. That ally heals Hit Point damage as if you had cast a 1st-level *mystic cure* spell, adding your muse's key ability score modifier to the damage healed instead of your Wisdom modifier. Once an ally has benefited from this performance, it cannot benefit from it again for 24 hours unless you spend 1 Resolve Point when starting this performance.

Comedic Performance P (Su): You cause an opponent to burst out into laughter. Whenever you start a comedic performance, choose one opponent capable

of perceiving you within 30 feet. That opponent must succeed on a Will save or burst out into laughter for 1 round as if you had cast *hideous laughter* on the target. A target that fails its Will save can attempt a new saving throw each round as a move action. If a target succeeds on its saving throw to end this performance, its turn ends. Whether or not the save is successful, a creature cannot be the target of this performance again for 1 day. Comedic performance can be maintained.

Confession P (Su): You force a creature to speak truthfully. Whenever you start a confession performance, choose one opponent capable of perceiving you within 30 feet. That opponent must succeed on a Will save or be forced to speak the truth to you for 1 round, as if it were within a *zone of truth*. Whether or not the save is successful, a creature cannot be the target of this performance again for 1 day. This performance can be maintained.

Fascinate P (Su): You hypnotize a creature with your performance. Whenever you start a fascinate performance, choose one opponent capable of perceiving you within 30 feet. That opponent must succeed on a Will save or become fascinated with you for 1 round. A fascinated creature sits quietly and observes your performance for as long as you continue to maintain it. While fascinated, a target takes a -4 penalty on skill checks made as reactions, such as Perception checks. Any potential threat to the target allows the target to make a new saving throw against the effect. Any obvious threat, such as someone drawing a grenade, casting a spell, or aiming a gun at the target, automatically breaks the effect. Whether or not the save is successful, a creature cannot be the target of this performance again for 1 day. This performance can be maintained.

Inspire Dweomercraft P (Su): You can use your performance to manipulate your allies' magical energies. Whenever you start an inspire dweomercraft performance, you choose one ally capable of perceiving the performance. For 1 round, the chosen ally gains a +1 insight bonus on their caster level for the purpose of determining your bonus on caster level checks to overcome spell resistance and on dispel checks to dispel spells with *dispel magic* and similar effects. Additionally, if the ally provokes an attack of opportunity from casting a spell, they gain a +1 insight bonus to their KAC and EAC against the attack of opportunity. These bonuses increase by 1 at 5th level and every 6 levels thereafter. At 5th level and every 6 levels thereafter, each time you start an inspire dweomercraft performance, you may choose one additional ally. If,

when you maintain inspire dweomercraft, you haven't chosen your maximum number of allies, you may choose any number of additional allies with inspire dweomercraft, up to your maximum.

Once an ally has benefited from inspire dweomercraft's caster level bonus, they cannot do so again until they take a 10-minute rest or you spend 1 Resolve Point when choosing the ally as the target of your performance, even if a different bard starts or maintains an inspire courage performance. Inspire dweomercraft can be maintained.

Mockery P (Su): You can mock your opponents via performance, causing them to act irrationally. Whenever you start a mockery performance, you choose one opponent capable of perceiving the performance. For 1 round, the chosen ally gains a -1 penalty on attack rolls and to their KAC and EAC. These penalties do not apply to attacks you make, or attacks made against you. At 5th level and every 6 levels thereafter, each time you start a mockery performance, you may choose one additional opponent. If, when you maintain mockery, you haven't chosen your maximum number of opponents, you may choose any number of additional opponents with mockery, up to your maximum.

Once you have targeted an opponent with mockery, that opponent cannot be the target of this performance against for 1 day.

Prompting Performance P (Su): You can prompt an opponent to obey your commands. Whenever you start a prompting performance, choose one opponent capable of perceiving your performance within 30 feet. That opponent must succeed on a Will save or be forced to obey one command that you issue for 1 round as if you had cast *command* on the target. Whether or not the save is successful, a creature cannot be the target of this performance again for 1 day. Prompting performance can be maintained. Each round you maintain the performance, you can choose a different command and the opponent makes a new Will save to end the effect.

Rallying Performance * (Su): You use your performance to rally dispirited allies. When you use your countersong or distraction bardic performance, allies who are affected by fear spells or effects may use your Profession check result in place of its saving throw if, after the saving throw is rolled, your Profession check result proves to be higher. If an ally within range of your performance is already under the effect of a noninstantaneous fear spell or effect, it gains another saving throw against the effect each round it

hears the countersong or sees the distraction, but it must use your Profession check result for the save. Finally, if an ally within range of your performance is subject to the demoralize skill task of Intimidate, its DC is equal to the higher between its usual DC (see the Intimidate skill) or 10 + your total Profession bonus.

Revitalizing Performance * (Su): You use your performance to counter sickness and fatigue. When you use your countersong or distraction bardic performance, allies who are affected by spell or effects that cause the exhausted, fatigued, nauseated, or sickened conditions may use your Profession check result in place of its saving throw if, after the saving throw is rolled, your Profession check result proves to be higher. If an ally within range of your performance is already under the effect of a noninstantaneous spell or effect that causes one of these conditions, it gains another saving throw against the effect each round it hears the countersong or sees the distraction, but it must use your Profession check result for the save.

Song of Escape P (Su): You use your performance to help allies wriggle free from grapples. Whenever you start or maintain your distraction bardic performance, allies who are grappled immediately attempt to escape the grapple as if using the escape skill task of the Acrobatics skill, except they use the result of your Profession check as the result of their Acrobatics check to determine if they escape. In addition, when an ally is attacked by a grapple combat maneuver, the result of the attacker's attack roll must equal or exceed 10 + your ally's KAC or 10 + your total Perform skill bonus, whichever is higher. To pin your ally, the result of the attacker's attack roll must equal or exceed 13 + your ally's KAC or 13 + your total Perform skill bonus, whichever is higher.

Throw Voice * (Su): You gain the ability to throw your voice at will, functioning as *ventriloquism*. In addition, whenever you start or maintain a bardic performance with audible components, you can choose any point within 30 feet of you to be the origin point of the performance instead of yourself.

6TH-LEVEL

You must be at least 6th level to choose the following bardic flourishes.

Dirge of Doom * (Su): Your performances terrify your opponents. Whenever you start or maintain a bardic performance, you can attempt an check to demoralize one opponent within 30 feet as a move action instead of a standard action (using your associated Perform

skill, rather than Intimidate). If you spend 1 Resolve Point, you can instead attempt your check as part of the action to start or maintain your performance. Once a creature has been the target of this ability, you cannot target it again for 24 hours.

Expert's Competence (Su): Whenever you start or maintain an inspired competence bardic performance, you can spend 1 Resolve Point to allow all affected allies to roll a skill check with the skill benefiting from inspired competence's insight bonus twice and use the higher result.

Gather Crowd P (Su): When within a settlement, you can use your magical performances to quickly draw a crowd to your current location. Whenever you start a gather crowd performance, you make a Profession check with your muse's keyed Profession skill. Over the next 1d10 rounds, you gather a number of onlookers to you equal to half your bard level times the result of the Profession check. The number of people that you gather cannot exceed the population of the settlement or region that you are currently in. The crowd remains for as long as the you maintain this performance or take some other appropriate action to engage them (such as using a different bardic performance or by making a nonmagical performance, kissing babies, and so on). If you fail to engage the crowd, it disperses after 1d10 rounds. This performance can be maintained.

Incite Agitation (Su): You can sow the seeds of discontent in onlookers. When using fascinate or gather crowd, you can attempt a Profession check as a standard action. The DC for this check is equal to 10 + 1-1/2 times the target's CR (if you are inciting agitation in a fascinated creature) or 15 + 1 per 10 onlookers in the crowd (if you are inciting agitation in a crowd). If you succeed, you can shift the target's attitude towards one creature, organization, object, or structure by 1 step. This creature or organization need not be present, but you must make them known to the audience to rile them. This adjustment in attitude remains for 1d4 x 10 hours after your performance, and circumstances may cause it to last even longer at the GM's determination. Using this performance takes 10 rounds, and if you wish, you may instead take 20 rounds to also make a request of the targets or crowd, as if using the result of your Profession check as a Diplomacy check. This is a language-dependent mind-affecting emotion effect. You must have the fascinate or gather crowd bardic flourish before selecting this flourish.

Lamentable Belaborment P (Su): You scramble an opponent's senses with confusing, hard-to-follow music. Whenever you start a lamentable belaborment performance, choose one opponent capable of perceiving you within 30 feet. That opponent must succeed on a Will save or become confused for 1 round. Whether or not the save is successful, a creature cannot be the target of this performance again for 1 day. Lamentable belaborment can be maintained. Whenever you maintain the performance, the opponent gains a new saving throw to end the effect.

Potent Dweomercraft (Su): Whenever you start or maintain an inspire dweomercraft bardic performance, affected allies add +1 to the save DCs of their spells and spell-like abilities. You must have the inspire dweomercraft bardic flourish before selecting this flourish.

Mass Fascinate * (Su): When you start a fascinate bardic performance, you may target an additional creature. If, when you maintain fascinate, you haven't targeted your maximum number of creatures, you may target any number of additional creatures, up to your maximum. At 10th level and every 4 levels thereafter, the number of creatures that you can target using the fascinate performance increases by 1.

Shining Star * (Su): Whenever you maintain the fascinate bardic performance, you can focus a single fascinated creature's attention on yourself so thoroughly that even the presence of danger does not distract them. Creatures that you have fascinated using the fascinate bardic performance take a -4 penalty on Will saves to end the fascinated condition, and even obvious threats require a successful Will save instead of automatically breaking the fascinated condition. You must have the fascinated bardic flourish before selecting this flourish.

Song of Slumber (Su): You can force any one creature that you have fascinated using the fascinate bardic performance fall asleep as a standard action. Using this ability doesn't disrupt the fascinated condition. This performance functions as *deep slumber*, except it affects creatures whose CR is equal or less than your bard level, only the target is affected, and the effect lasts until you stop maintaining the performance, plus 1 minute per bard level you possess afterwards or until something awakens them (such as an ally using a standard action to shake them away). Once you target a creature with this ability, you cannot target it again for 24 hours. You must have the fascinated bardic flourish before selecting this flourish.

Sound Strike P (Su): You can create energy-laden sounds to attack enemies with. You cannot start or maintain this performance with less than a standard action regardless of your level. Whenever you start a sound strike performance, you spend 1 Resolve Point and can attack up to two targets within 30 feet as a standard action. You can choose the same target twice. This attack resolves against the target's EAC and uses your muse's key ability modifier in place of your Dexterity modifier on the ranged attack roll. If the attack hits, the target takes sonic damage equal to 1d10 + double your bard level. If you target one creature with both sounds, the damage is 2d10 + double your bard level. Sound strike does not use visual opponents and it can be maintained.

Suggestion (Su): You can make a suggestion of any one creature that you have fascinated using the fascinate bardic performance as a standard action. Using this ability doesn't disrupt the fascinated condition. This performance functions as *suggestion*, except only the target is affected and the effect lasts until you stop maintaining the performance, plus 1 hour per bard level you possess afterwards or until the suggestion is completed. A target that succeeds on its Will save cannot be affected by your suggestion again for 24 hours.

Wide Audience * (Su): Whenever you start or maintain a bardic performance that has a range (such as informative performance), you increase the range of that performance by 30 feet. Alternatively, you can shape your performance so it affects a 90-foot cone or a 120-foot line instead of a radius. In both cases, your performance's affected area always begins at your square unless you have an ability that allows otherwise.

14TH-LEVEL

You must be at least 14th level to choose the following bardic flourishes.

Deadly Performance P (Su): Your performance can instantly snuff the life from opponents. Whenever you start this performance, you spend 2 Resolve Points to choose one opponent capable of perceiving you within 30 feet. That opponent is affected as if by *snuff life*, except any Hit Point damage done is sonic damage and only the target is affected. Whether or not the save is successful, a creature cannot be the target of this performance again for 1 day.

Improved Sound Strike (Su): The damage of your sound strike increases to 2d10 + double your level (4d10 + double your bard level if you hit a single target with both attacks).

Mass Comedic Performance (Su): Each time you use the comedic performance bardic flourish, you can affect every creature that you have fascinated using the fascinate bardic performance simultaneously. You must have the comedic performance bardic flourish before selecting this flourish.

Mass Lamentable Belaborment (Su): The number of creatures that you can target using the lamentable belaborment performance increases by 1. If, when you maintain lamentable belaborment, you haven't targeted your maximum number of creatures, you may target any number of additional creatures, up to your maximum. You may select this flourish more than once. Each time it adds one to the maximum number of creatures you can affect with lamentable belaborment. You must have the lamentable belaborment bardic flourish before selecting this flourish.

Mass Prompting Performance (Su): E: The number of creatures that you can target using the prompting performance increases by 1. If, when you maintain prompting performance, you haven't targeted your maximum number of creatures, you may target any number of additional creatures, up to your maximum. You may select this flourish more than once. Each time it adds one to the maximum number of creatures you can affect with prompting performance. You must have the prompting performance bardic flourish before selecting this flourish.

Mass Song of Slumber (Su): Each time you use the song of slumber bardic flourish, you can affect every creature that you have fascinated using the song of slumber performance simultaneously. You must have the song of slumber bardic flourish before selecting this flourish.

Mass Suggestion (Su): Each time you use the suggestion bardic flourish, you can affect every creature that you have fascinated using the fascinate bardic performance simultaneously. When doing so, you must make the same suggestion to each affected creature. You must have the suggestion bardic flourish before selecting this flourish.

Soothing Performance P (Su): Your performance soothes aches and wounds, creating an effect equivalent to a 5th-level *mass mystic cure spell*, using your bard level as the spell's caster level and adding your muse's key ability modifier in place of your Wisdom modifier, if applicable. In addition, this performance removes the fatigued, sickened, and shaken conditions from all those affected. Performing this bardic performance requires

4 rounds; you start the performance on the first round, then maintain it for four consecutive rounds. This bardic performance relies on audible and visual components. You must have the alleviating performance bardic flourish before selecting this performance.

Unbreakable Courage * (Su): Any ally gaining a bonus from one of your performances is immune to fear effects.

VERSATILITY TALENTS

You learn your first versatility talent at 7th level and an additional versatility every 4 levels thereafter.

Additional Muse (Ex): You choose an additional muse from the list of available muses, gaining 1 skill rank per bard level you possess in that muse's keyed Profession skill if you don't already have it, as well as gaining the benefits of the versatile performance class feature with that Profession skill. You can select this versatility talent multiple times. Each time you do so, you must select a different muse.

Additional Repertoire (Ex): You choose an additional repertoire from the list of available repertoires (see the bardic knowledge class feature). You can select this versatility talent multiple times. Each time you do so, you must select a different repertoire.

Expanded Repertoire (Ex): Choose any one of the following skills: Acrobatics, Bluff, Culture, Diplomacy, Disguise, Intimidate, Mysticism, Perception, Piloting, Sense Motive, Sleight of Hand, Stealth. Add the chosen skill to the associated skills of your muse. If you have the additional muse versatility talent, you choose one of your muses to add the chosen skill to. You can select this versatility talent multiple times. Each time you do so, you must select a different skill. You cannot add a skill that is already associated with your muse to your muse's list of associated skills.

Jack-of-All Trades (Ex): You can make skill checks with any skill untrained. At 16th level, you add all skills to your list of class skills. At 19th level, you can take 10 on any skill check, even if you are distracted or doing so is not normally allowed.

Martial Repertoire (Ex): You gain one of the following feats as a bonus feat: Advanced Melee Weapon Proficiency, Antagonize, Greater Feint, Heavy Weapon Proficiency, Improved Feint, Improved Unarmed Strike, Longarm Proficiency, Mystic Strike, Special Weapon Proficiency, Skill Focus, Sniper Weapon Proficiency, Weapon Focus, Weapon Specialization, or any feat that lists 1 or more ranks in a skill as a prerequisite. You must meet the feat's prerequisites. You can select this versatility talent multiple times.

Spell Repertoire (Ex): You select one spell from the wizard spell list or the technomancer spell list for each spell level of bard spells you can cast. Each spell must be the same level as the highest spell level you can cast or lower. Add all selected spells to your bard spell list as bard spells of their wizard or technomancer spell level, whichever is lower (and you may choose to select them as bard spells known using the normal rules for doing so). Each time you gain access to a new level of bard spells, you select an additional spell using the guidelines listed above.

BARD SPELL LIST

The bard casts spells drawn from the bard spell list, presented below. Spells marked with an asterisk are new, and described in Chapter 169: Spells.

0-LEVEL SPELLS

Dancing lights, daze, detect affliction, detect magic, force ward, ghost sound, psychokinetic hand, read magnetic field*, spark*, telepathic message, token spell**

1ST-LEVEL SPELLS

Alarm, anticipate peril*, charm person, chord of shards*, comprehend languages, detect radiation, detect thoughts, disguise self, expeditiousness*, fear, flight, grease, holographic image, identify, keen senses, lesser confusion, magic mouth*, memorize page*, mind link, mystic cure, saving finale*, share language, signal claxon*, timely inspiration*, unseen servant, ventriloquism*, zone of truth*

2ND-LEVEL SPELLS

Animal messenger, apport object*, bestow insight*, blessing of courage and life*, commune with wildlife*, darkness*, darkvision, daylight*, daze monster, detect thoughts, fear, glitterdust*, hold person, holographic*

image, invisibility, knock, lock gaze, mirror image, oneiric horror*, see invisibility, shadow anchor*, silence*, speak with animals*, spider climb*

3RD-LEVEL SPELLS

Arcane sight, charm monster, clairaudience/clairvoyance, crushing despair, deep slumber, dispel magic, displacement, distressing tone, fear, gallant inspiration*, gaseous form*, guiding star*, haste, heroism*, hideous laughter*, hologram memory, holographic image, jester's jaunt*, lesser resistant armor, misdirection*, mystic cure, nightmare *, nondetection, slow, suggestion, tongues*

4TH-LEVEL SPELLS

Confusion, detect observation, dimension door, discern lies, dream*, echolocation*, fear, greater invisibility, heroism*, hold monster, holographic image, mystic cure, purging finale*, resistant armor, scrying, shout*, soothing protocol, telepathic bond, terrible remorse **

5TH-LEVEL SPELLS

Break enchantment, greater dispel magic, dominate person, dream council, freedom of movement*, geas*, holographic image, mislead, modify memory, passwall, prying eyes, resistant aegis, retrocognition, secret text*, serenity*, synapse overload, telepathy, unwilling guardian, wandering star motes*, waves of fatigue*

6TH-LEVEL SPELLS

Analyze dweomer, brilliant inspiration*, cloak of dreams*, geas*, getaway*, greater resistant armor, heroes' feast*, holographic image, irresistible dance*, mass invisibility, mass suggestion, mystic cure, overwhelming presence*, sympathetic vibration, true seeing, veil, vision*



STARFARER CLERIC

Throughout the cosmos, all aspects of life are overseen by deities—divine beings of immense power that oversee all aspects of mortal life. Possessing powers far greater than those possessed by even the most storied of heroes, mortals turn to their deities in times of hardship and trouble, seeking guidance and solace and, in the process, giving rise to the many religions of the world. You are a shepherd of such a religion—a servant of faith dedicated to the service of a single, specific deity. Although some mock and misjudge your devotion, those faithful to your deity rely on your intuition and guidance to help them endure the hardships of everyday life and ultimately earn everlasting life in the house of your deific lord.



Role: You are a faithful shepherd of a specific religion, often one devoted to a powerful entity such as a god or demigod. Although following your faith's codes and tenants can be challenging, your devotion allows you to receive incredible divine powers that enable you to weave miracles of spellcasting that few can comprehend. Whether healing the wounded, cursing nonbelievers, or reigning the wrath of your deity upon your faith's foes, your magical repertoire is vast and limited only by your dedication.

Key Ability Score: Your Wisdom allows you to contemplate the secrets of your chosen domain and channel the divine energies of your deity, so Wisdom is your key ability score. A high Charisma grants you the force of will necessary to control and direct your deity's powers, while a high Dexterity or Strength score assists you in wielding your deity's sacred weapon.

Stamina Points: 6 + Constitution modifier

Hit Points: 6

CLASS SKILLS

Skill Ranks per Level: 4 + Intelligence modifier. Culture (Int), Diplomacy, Medicine (Int), Mysticism (Int), Profession (Cha, Int, or Wis), and Sense Motive (Wis).

ARMOR PROFICIENCY

Light armor, heavy armor

WEAPON PROFICIENCY

Basic melee weapons, small arms, deity's favored weapon*, grenades.

*Including higher-level models of the same weapon, as determined by the GM.

SPELLS

You cast spells drawn from the cleric spell list (see page 89). To learn or cast a spell, you must have a Wisdom score equal to at least 10 + the spell level. The Difficulty class for a saving throw against your spell is 10 + the spell's level + your Wisdom modifier.

TABLE 05: CLERIC

Level	BAB	Fort	Ref	Will	Class Features
1st	+1	+2	+0	+2	Channel divinity 1d8, domain, domain power
2nd	+2	+3	+0	+3	Devotion
3rd	+3	+3	+1	+3	Channel divinity 3d8, weapon specialization
4th	+4	+4	+1	+4	Devotion
5th	+5	+4	+1	+4	Domain power, deacon of the faith
6th	+6	+5	+2	+5	Devotion, channel divinity 5d8
7th	+7	+5	+2	+5	Channel divinity (ray or touch)
8th	+8	+6	+2	+6	Devotion
9th	+9	+6	+3	+6	Channel divinity 7d8, domain power
10th	+10	+7	+3	+7	Devotion
11th	+11	+7	+3	+7	Channel divinity (cone or line)
12th	+12	+8	+4	+8	Devotion, channel divinity 9d8
13th	+13	+8	+4	+8	Domain power, priest of the faith
14th	+14	+9	+4	+9	Devotion
15th	+15	+9	+5	+9	Channel divinity 11d8
16th	+16	+10	+5	+10	Devotion
17th	+17	+10	+5	+10	Domain power
18th	+18	+11	+6	+11	Devotion, channel divinity 13d8
19th	+19	+11	+6	+11	Prophet of the faith
20th	+20	+12	+6	+12	Herald of the faith

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 06: Cleric Spells per Day. In addition, you receive bonus spells if you have a Wisdom modifier of +1 or higher, as shown on Table 07: Cleric 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 to those spells that you prepare in advance. At 1st level, you can prepare four 0-level spells and one 1st-level spells of your choice each day, plus one of your domain spells (see below). At each new cleric level, you can prepare one or more additional spells, as indicated on Table 04: Cleric Spells Prepared. During any level at which you can prepare 0 spells per day, you can only prepare your domain spell (see below). Unlike spells per day, the number of spells you can prepare isn't affected by

your Wisdom. Feats and other effects that modify the number of spells known by a spellcaster instead affect the number of spells you can prepare.

You must get 8 hours of sleep and spend 1 hour praying to your deity or contemplating your deity's teachings in order to choose and prepare your spells. While praying or meditating, you prepare any number of spells on the cleric spell list of your choosing, up to the maximum number of cleric spells that you can prepare. You don't need to prepare all of your spells at once, but preparing spells requires 1 hour of prayer or meditation regardless of the number of spells that you actually prepare. If your campaign uses cleric spells that are added to the cleric list in books other than this one, you must be exposed to and learn such spells prior to being able to prepare them. Normally you are either exposed to such spells from the holy books of other clerics, or by going through the possessions of a cleric you have defeated and examining them for the clues to a single spell you know that cleric can cast. You must

TABLE 06: CLERIC SPELLS PER DAY

1st	2nd	3rd	4th	5th	6th	7th	8th	9th
2	—	—	—	—	—	—	—	—
3	—	—	—	—	—	—	—	—
4	—	—	—	—	—	—	—	—
4	2	—	—	—	—	—	—	—
4	3	—	—	—	—	—	—	—
4	4	2	—	—	—	—	—	—
4	4	3	—	—	—	—	—	—
4	4	4	2	—	—	—	—	—
4	4	4	3	—	—	—	—	—
4	4	4	4	2	—	—	—	—
4	4	4	4	3	—	—	—	—
4	4	4	4	4	1	—	—	—
4	4	4	4	4	1	—	—	—
4	4	4	4	4	1	1	—	—
4	4	4	4	4	2	1	—	—
4	4	4	4	4	2	1	1	—
4	4	4	4	4	2	2	1	—
4	4	4	4	4	3	2	1	1
4	4	4	4	4	3	2	2	1
4	4	4	4	4	3	3	2	2

make a Mysticism check (DC 15+triple spell level) to learn a spell encountered in this way. On a failed check you do not learn the spell, and cannot attempt another such check until you gain another cleric level.

You can cast any cleric spell you prepare 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 of your 1st-level spells for the day, you can use a 2nd-level slot instead if you have one.

You can also decipher magical inscriptions that would otherwise be unintelligible, including identifying the spell inscribed in a spell gem, which is a full action. This does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed or trapped scroll.

Although you can take the Spell Focus feat, it is less effective when combined with your most powerful spells. Your 7th spell level spells gain a maximum of a

+2 bonus from this feat, your 8th level spells gain only a +1 bonus, and your 9th level spells gain no DC bonus.

ALIGNED SPELLS

You cannot cast spells with an alignment descriptor (chaotic, evil, good, or lawful) that is opposed to your alignment or your deity's alignment. For example, if you worship a Lawful Good goddess of paladins, or are yourself lawful good, you could not cast chaotic spells or evil spells.

Domain

Although you may consider all of your deity's teachings sacred, you draw divine power from a specific domain that is strongly associated with the deity that grants you powers. Domains are universal forces or concepts shared by multiple deities, but different faiths interpret the significance of a given domain through the lens of their deity and their religion. You must pick one domain from among those associated with your deity upon taking your first level of cleric, and once made, it cannot be changed. Descriptions of the domains you can choose from appear on page 66.

CHANNEL DIVINITY (SU)

At 1st level, you can spend 1 Resolve Point to channel the power of your faith through a symbol of your deity, releasing your deity's divine power as a shockwave of divine energy. The nature of this energy depends upon your domain, but most domains allow this energy to cause or heal damage depending on the type of energy channeled and the creatures targeted. A holy symbol can take the form of an icon or object associated with the deity, its favored weapon, or a favored prayer or mantra.

Channeling energy causes a burst that affects the targeted creatures in a 30-foot radius centered on you, and you deal 1d8 points of damage or heal 2d8 points of damage to those affected as appropriate. At 3rd level, the amount of damage dealt or healed increases to 3d8 points of damage, plus 2d8 points of damage for every three cleric levels beyond 3rd (5d8 at 6th, 7d8 at 9th, and so on). Creatures that take damage from channeled energy receive a Will save to halve the damage. The DC of this save is equal to 10 + 1/2 your cleric level + your Charisma modifier. Channeling energy is a standard action, and you can choose whether to include yourself in the effect. If your channel divinity ability deals bludgeoning, piercing, or slashing damage, it counts as magic damage for the purpose of overcoming DR and similar defenses.

TABLE 07: CLERIC BONUS SPELLS

Wis Score	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1–11	—	—	—	—	—	—	—	—	—	—
12–13	—	1	—	—	—	—	—	—	—	—
14–15	—	1	1	—	—	—	—	—	—	—
16–17	—	1	1	1	—	—	—	—	—	—
18–19	—	1	1	1	1	—	—	—	—	—
20–21	—	2	1	1	1	1	—	—	—	—
22–23	—	2	2	1	1	1	1	—	—	—
24–25	—	2	2	2	1	1	1	1	—	—
26–27	—	2	2	2	2	1	1	1	1	—
28–29	—	3	2	2	2	2	1	1	1	1
30–31	—	3	3	2	2	2	2	1	1	1

TABLE 08: CLERIC SPELLS PREPARED

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

Beginning at 7th level, you have mastered your control over your deity's divinity that you can direct it with precision, allowing you to target a single creature at a range of up to 30 feet instead of a 30-foot radius centered on you. At 11th level, you can also channel your deity's divinity in a 30-foot cone or a 120-foot line.

DOMAIN SPELL

Your domain grants you additional spells that you can prepare as if they were on the cleric spell list, starting at 1st level and at any level at which you normally gain access to a new spell level. You must prepare these spells as normal to cast them. In addition, you can prepare one more spell than is indicated on Table 08: Cleric Spells Prepared per spell level, but this additional spell must be a domain spell.

DOMAIN POWER

At 5th level and every 4 levels thereafter, you gain a domain power unique to your domain. Your caster level for spell-like abilities is equal to your cleric level. If a domain power allows a saving throw to resist its effects or requires an enemy to attempt a skill check, the DC is equal to 10 + half your cleric level + your Wisdom modifier.

DEVOTION

As you gain experience, your faith in your deity is rewarded with devotions—divine powers that allow you to perform minor miracles for your benefit, as well as the benefit of your party. While some of these are simply skills and tricks you have picked up, others result from the direct will of your deity. You learn your first devotion at 2nd level, and you learn an additional devotion at 4th level and every 2 levels thereafter. If a devotion allows a saving throw to resist its effects, the DC is equal to 10 + half your cleric level + your Wisdom modifier. Unless otherwise specified, you can't take a single devotion more than once. The list of devotions appears on page 65.

WEAPON SPECIALIZATION

At 3rd level, you gain the Weapon Specialization feat as a bonus feat for each weapon group this class grants you proficiency with.

DEACON OF THE FAITH

At 5th level, you're famous enough within the hierarchy of your deity's faith that the majority of those who count themselves as being among your faith's flock have heard of you. Furthermore, anyone can quickly find information about you on the infosphere (Culture or Mysticism DC 10 for others to recognize your name, DC 20 for someone to

recognize you outside of context from your appearance along). Those who follow your religion start as Friendly or Helpful to you, and might give you services (although not goods) for a discount or even for free. You are often invited to religious events and ceremonies whenever you visit a settlement where your faith is prominent.

PRIEST OF THE FAITH

At 12th level, you become even more famous still as your ties to your religion grows. Among those who count themselves as being among your faith's flock, your name is ubiquitous. The Culture or Mysticism DC to recognize you drops to 5 (or 10 out of context from your appearance alone). In addition to the above, those who count themselves as being among your faith's flock give you a 10% discount on purchasing goods. Your arrival in a settlement is a huge event for any worshipers of your faith who live there, and you can always get an invite to any religious event of your faith.

PROPHET OF THE FAITH

At 19th level, you are viewed as being one of the most important members of your religion, to the extent that those who count themselves as being among your faith's flock travel great distances to meet you. The discount you receive on goods from those who count themselves as being among your faith's flock increases to 15%, and they will offer you most mundane services, such as transportation and lodging, for free.

In addition, your deity has rewarded your tireless devotion with the privilege of allowing you passage to your deity's realm. Once per day, you can spend 1 Resolve Point to transport yourself and up to six other willing creatures touched either to your deity's realm or to the Material Plane, as if using *plane shift*. You always arrive precisely where you intend when using this ability, but when traveling to the Material Plane you can only arrive at a major center of your faith's worship, such as a holy city devoted to your faith or the residence of a cleric of your faith of 19th level or higher.

HERALD

At 20th level, you are fully recognized by your deity as a true prophet and become a herald of your deity—a powerful outsider dedicated to spreading your deity's will across the cosmos. Your type changes to outsider. If you were a native outsider prior to your ascension, you lose the native subtype.

You no longer need to breath, eat, or sleep, although you can still be brought back from the dead as if you were a member of your previous creature type.

EX-CLERICS

As a prominent member of your deity's flock, you are expected to uphold the code of conduct and teachings of your deity in exchange for divine power. Grossly violating the spirit of your deity's code of conduct causes you to lose many of your cleric class features until you atone: this includes the ability to cast cleric spells and all spell-like and supernatural abilities granted by the cleric class, as well as all spell-like and supernatural devotions. You can atone for your transgressions by embarking on a lengthy quest at the behest of a higher-ranking member of your deity's faith, by taking some sort of action that, at the GM's discretion, satisfies your deity enough that she resumes granting you divine powers, or by using the *atonement* spell (see page 186). At the GM's decision, particularly heinous violations might be beyond the *atonement* spell's ability to rectify.

DEVOTIONS

You learn your first devotion at 2nd level, and an additional devotion every 2 levels thereafter. Devotions require you to be a minimum level, and are organized accordingly. Some devotions require you to meet other prerequisites, such as having other devotions.

2ND LEVEL

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

Awesome Divinity (Su): Whenever you channel divinity to harm, as a swift action you can make an Intimidate check to demoralize one affected creature.

Bestow Clarity (Su): As a standard action, you can spend 1 Resolve Point as a standard action to allow one creature within 30 feet that is currently affected by one or more charms or compulsions to make a new saving throw against each of those effects. Success ends one such effect as if the target had succeeded on its initial saving throw.

Bestow Hope (Su): As a standard action, you can spend 1 Resolve Point to suppress any fear effects active on one creature within 30 feet for 10 minutes, as *remove condition*.

Command Undead (Su)*: Whenever you channel divinity to heal, you can enslave all affected mindless undead creatures instead of healing hit point damage. Affected undead receive a Will save to negate this

effect. Undead that fail their saves fall under your control, obeying your commands to the best of their abilities, as functioning as if they were under the effects of *control undead*. Intelligent undead are immune to the effects of this ability. This control lasts for one minute per level, and once exposed to this ability an undead is immune to it for 24 hours. You can control any number of undead creatures at once using this ability, so long as their total Hit Dice do not exceed your cleric level. If an undead is under the control of another creature, you must make an opposed Charisma check whenever your orders conflict. You must worship a nongood deity and have the ability to heal undead creatures with your channel divinity ability to learn this devotion.

Divine Barrier (Su): Whenever you are within an area effect that deals acid, cold, electricity, fire, or sonic damage that allows a saving throw for reduced damage, you can spend 1 Resolve Point as a reaction to shield yourself and all creatures within 30 feet. Creatures within your shield gain resistance to the damage equal to your cleric level.

Divine Protection (Su): Whenever an ally within 30 feet rolls a saving throw, you can grant the target ally a +1 divine bonus to the result of their saving throw. You use this ability as reaction after the saving throw is rolled, but before the result is revealed. Once an ally has benefited from your divine protection, that ally can't gain the benefits from your divine protection again until he takes a 10-minute rest to recover Stamina Points.

Improved Channeling (Su): Add +1 to the save DC of your channel divinity ability.

Merciful Divinity (Ex): Whenever you cast a cleric spell that deals damage, attack and hit an opponent with your deity's favored weapon, or channel divinity to harm, you can choose to deal all damage dealt by the attack, spell, or channel as nonlethal damage. You must make this decision before damage is rolled.

Selective Channeling (Su): Whenever you use channel divinity, you can choose a number of affected creatures up to your Wisdom modifier. Those targets are not affected by your channel divinity.

Weapon of the Deity (Su): You can spend a full action to make a single attack with your deity's favored weapon. When making this attack, you roll your attack roll twice and use the higher result, and you add your Wisdom bonus to the damage roll as a divine bonus.

8TH LEVEL

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

Bless Equipment (Su): Select one weapon fusion with a minimum weapon level equal to 1/3 your level or less, and one magic armor upgrade with an item level equal to 1/3 your level or less. As a standard action, you can touch one weapon or suit of armor and grant it the weapon fusion or armor upgrade (as appropriate). The item touched must qualify for the fusion or upgrade. This does not count toward the maximum number of upgrades or fusions the item can have. This benefit lasts for a number of rounds equal to your Wisdom modifier (minimum 1). Once you use this ability, you cannot use it again until you spend a Resolve Point during a 10-minute break to restore your Stamina Points. Each time you gain a cleric level, you may change your selection of fusion and upgrade granted by this ability.

Bolster the Faithful (Su)*: Whenever you use channel divinity to heal, any affected creature gains a +1 divine bonus on saving throws for 1 round. If an affected creature's alignment is exactly the same your deity's alignment, this bonus instead lasts for a number of rounds equal to your Wisdom modifier.

Channel Smite (Su): Before you make a weapon attack roll against a foe, you can spend 1 Resolve Point as a move action. If you hit the target, that target takes an amount of additional damage equal to the amount of damage done when you channel divinity to harm. Your target can make a Will save to halve this additional damage, applying channel resistance to its save if applicable. Creatures that are unaffected by your channel divinity when you channel divinity to harm are likewise unaffected by this damage. If your attack misses, your Resolve Points are spent with no effect. You can apply devotions and domain powers that alter your channel divinity to this attack as if you were using channel divinity, such as the will of the gods devotion or the channel the storm air domain power.

Quicken Channeling (Su)*: Whenever you use channel divinity, you can double the number of Resolve Points that you spend using the ability (including modifications from devotions or domain powers) to use channel divinity as a move action instead of a standard action. You cannot channel divinity more than once per round.

Rebuke the Heretic (Su)*: Whenever you use channel divinity to harm and target a single creature, you may move that target 5 feet in any direction if it fails its Will save.

14TH LEVEL

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

Extended Bless Equipment (Su): You select an additional fusion and an additional upgrade for bless weapon. When using the bless equipment devotion, the duration of any weapon fusion or magic armor upgrade you grant is doubled. Alternatively, you can place two weapon fusions (or one weapon fusion and one magic armor upgrade) onto two different items with a single action, expending Resolve Points as if you had blessed a single item. You must have the bless equipment devotion to learn this devotion.

Greater Weapon of the Deity (Su): Whenever you use the weapon of the deity devotion as a full action, your attack ignores up to 10 points of damage reduction and resistance that your target has. This stacks with similar abilities. You must have the weapon of the deity devotion to learn this devotion.

Tethering Channel (Su)*: Whenever you use channel divinity to harm, you can increase the channel's Resolve Point cost by 1 to prevent any affected creature that fails its Will save from using extradimensional travel for a number of rounds equal to your Wisdom modifier.

Wrath of the Deity (Su): Whenever you channel divinity to harm or use the channel smite devotion, you treat all 1s on the channel divinity damage dice as 2s.

DOMAINS

Each deity possesses five of the following domains listed below, while each demigod possesses four of these domains. Upon gaining her first cleric level, a cleric must choose one of the domains listed above that her deity or faith provides. Once chosen, this cannot be changed.

AIR

Clerics who embody the domain of air are one with the breezes and gales of the natural world, venerating the beauty of the delicate breeze and the destructive might of the cyclone.

Channel Divinity: When you channel divinity to heal, you affect only creatures with the air subtype. When you channel divinity to harm, you affect all creatures without the air subtype and deal bludgeoning damage to those creatures.

Domain Powers: Clerics with the air domain gain the following domain powers at the indicated levels.

Channel the Storm (Su): At 5th, whenever you channel divinity to harm, you can choose to deal all of the damage as electricity damage or sonic damage instead of bludgeoning damage. Alternatively, you can choose to deal half sonic and half bludgeoning, half sonic and half electricity, or half bludgeoning and half electricity. This choice is made each time you use channel divinity to harm.

Resist the Storm (Su): At 9th, you can spend 1 Resolve Point as a move action to gain resistance against electricity or sonic damage (your choice) equal to your cleric level for a number of minutes equal to your Wisdom modifier (minimum 1).

Channel Whirlwind (Su): At 13th level, whenever you channel divinity to harm, you can increase the channel's Resolve Point cost by 2 to create a swirling vortex of air that batters your foes and hinders their movement. The winds channeled by this ability hinder movement for a number of rounds equal to your Wisdom modifier (minimum 1), functioning like *cosmic eddy*. This effect doesn't deal damage or knock foes prone like *cosmic eddy* would, but creatures that leave affected squares and then return are subject to the damage and other effects described by *cosmic eddy*.

Channel Twister (Su): At 17th level, whenever you channel divinity to harm, you can increase the channel's Resolve Point cost by 4 to create a tornado that batters your foes and hinders movement. Creatures damaged by your channel divinity must succeed on a Reflex save or be knocked prone. In addition, the winds channeled by this ability whip into a powerful tornado for a number of rounds equal to your Wisdom modifier, functioning like *cosmic vortex**. You cannot apply channel whirlwind and channel twister domain powers to the same use of channel divinity.

DOMAIN SPELL LIST

- 1st—*flight*
 2nd—*flight*
 3rd—*flight*
 4th—*gust** (as the 3rd-level version)
 5th—*flight* (as the 4th-level version)
 6th—*cosmic eddy*
 7th—*flight* (as the 5th-level version)
 8th—*flight* (as the 6th-level version)
 9th—*gust** (as the 6th-level version)

ANIMAL

You serve a master whose teachings evoke a simple, more primal time where savage might and raw instinct were necessary for survival. Your deity might be a keeper of beasts, embody a specific kind of animal, or represent the unbridled forces of nature itself. You are likely a wanderer or recluse of some kind, but you might also be an animal rights advocate or some other activist that seeks sanctuary for beasts during an ultimately tumultuous age of technology and civilization.



Channel Divinity: When you channel divinity to heal, you affect only animals, magical beasts, and vermin. When you channel divinity to harm, you affect all living creatures and deal bludgeoning, piercing, and slashing damage to those creatures.

Domain Powers: Clerics with the animal domain gain the following domain powers at the indicated levels.

Animal Skills: At 1st level, you add Survival to your list of class skills.

Animal Companion (Ex): At 5th level, you gain the service of a strong and noble beast, an animal companion. Your effective master level for this animal companion is equal to your cleric level -3, and you must choose a companion with the biological type. This animal must be the same kind as your deity's favored animal, if any.

Animal Weaponry (Ex): At 9th level, you can call upon your deity's blessings to manifest powerful natural weapons, such as transforming your hands into savage claws, sprouting rams' horns from your head, or enlarging your teeth into a deadly bite attack. You can deal 2d8 lethal damage with unarmed strikes; the attack doesn't count as archaic. Furthermore, you gain Weapon Specialization with these claws, and the damage of your unarmed strikes increases by 2d8 at 11th level and every 2

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levels thereafter, up to a maximum of 12d8 damage at 19th level. Manifesting or dismissing these claws counts in all ways as drawing or stowing a weapon.

Animal Soul (Su): At 13th level, your animal companion's Intelligence increases by 2, and whenever you use channel divinity to heal, you are healed as if you were a creature of the animal type.

Soul Fusion (Su): At 17th level, whenever you cast a cleric spell or channel divinity to heal and include yourself as a target, your animal companion is automatically gains the effects of that spell or is healed, even if it normally wouldn't be in range of the spell or could not be affected by it.

DOMAIN SPELL LIST

- 1st—*magic fang**
- 2nd—*animal messenger**
- 3rd—*commune with wildlife**
- 4th—*charm monster*
- 5th—*echolocation**
- 6th—*hold monster*
- 7th—*commune with nature*
- 8th—*anti-life shell**
- 9th—*dominate monster**

ARTIFICE

You possess divine inspiration in spades, and a powerful deity of creation and progress is likely your muse. Your deity likely views creation and innovation as paramount, and values the goods and wares created by discovery. You are probably a craftsman of some kind, likely an engineer or programmer who tinkers with all manner of gizmos and gadgetry.

Channel Divinity: When you channel divinity to heal, you affect only constructs. When you channel divinity to harm, you affect all constructs and objects and deal bludgeoning, piercing, and slashing damage or electricity damage to those creatures (your choice).

Domain Powers: Clerics with the artifice domain gain the following domain powers at the indicated levels.

Artificer's Skills: At 1st level, you add Computers and Engineering to your list of class skills.

Technological Savant (Ex): At 5th level, you gain a +2 insight bonus on Computers and Engineering checks. This bonus increases by 1 at 7th level and every 3 levels thereafter. If you have Skill Focus with these skills, at 7th level you may replace it with another feat for which you meet the prerequisites.

Drone (Ex): At 9th level, you construct a robotic companion, functioning as a mechanic's drone. Your effective mechanic level for this drone is equal to your cleric level –3, and mechanic levels stack with your cleric levels when determining your drone's abilities. You do not gain any of the other mechanic class features regarding drones.

Construct Whisperer (Su): At 13th level, you can target constructs with *mystic cure* spells as if they were living creatures. By spending 1 Resolve Point when you cast a spell that targets living or humanoid creatures, you can treat any construct that you target with the spell as if it were a living humanoid creature.

Divine Construct (Ex): At 17th level, divine energy reshapes and optimize your body, transforming you into a living machine. You gain the constructed and upgrade slot android racial traits, except you count as both your original type and constructs for effects targeting creatures by type. If you already have the constructed racial trait, the racial bonus you gain from this trait increases to +4. If you already have the upgrade slot racial trait, you gain a second upgrade slot in your body.

DOMAIN SPELL LIST

- 1st—*detect tech*
- 2nd—*recharge*
- 3rd—*discharge*
- 4th—*handy junkbot*
- 5th—*rewire flesh*
- 6th—*destruction protocol*
- 7th—*control machines*
- 8th—*battle junkbot*
- 9th—*greater discharge*

CHAOS

You embody primordial chaos and serve a whimsical master who has little regard for rules and nuances, instead valuing concepts like freedom or anarchy over such rigid ideals. You aren't necessarily opposed to government or society, but you see civilization as ever-shifting and loathe stagnation, and you are likely a religious freethinker, pilgrim, or revolutionary.

Channel Divinity: When you channel divinity to heal, you affect only chaotic creatures (creatures with a chaotic alignment component or creatures with the chaotic subtype). When you channel divinity to harm, you affect only nonchaotic creatures and deal divine

energy damage to all creatures affected. You deal half damage to affected nonlawful creatures (creatures without a lawful alignment component or creatures without the lawful subtype).

Domain Powers: Clerics with the chaos domain gain the following domain powers at the indicated levels.

Unpredictability (Su): At 5th level, you can spend 1 Resolve Point to touch one creature as a standard action, imbuing it with the fickle powers of chaos. If the target is an ally, once during their next turn they can choose to roll a single d20 twice during the next round and use the better result. If the target is an opponent, they must roll twice and use the worse result on the next attack roll, saving throw, or skill check that they make within the next 10 minutes (your choice). Your target can attempt a Will save to negate this effect.

Chaos Blade (Su): At 9th level, you can spend 1 Resolve Point as a swift action to bless the weapons of one ally within 30 feet with chaos, granting their attacks (including attacks with unarmed strikes) the ability to bypass DR/lawful and ignore the resistances and immunities of lawful outsiders for a number of rounds equal to your Wisdom modifier. By spending 3 Resolve Points, you can instead grant this benefit to all allies within 30 feet (including yourself).

Chaotic Jaunt (Su): At 13th level, as a standard action, you teleport a target to a random location within 30 feet unless it succeeds on a Will save. On a failed save, you choose one square that is on solid ground and not by nature hazardous to the target. Next, you roll 1d10 to determine the misdirection of the teleportation. If you roll a 1, the teleportation falls short, causing the target to appear in the square adjacent from the chosen square that is in a straight line from you. If you roll a 2 through 8, you count a number of squares in a clockwise direction around the chosen square equal to the result of your d10 - 1 to determine which square the target appears in. If you roll a 9, the target appears in the chosen square. If you roll a 10, you can choose which of these 9 squares the target appears in. Using this ability costs 1 Resolve Point.

Channel Discord (Su): Whenever you channel divinity to harm, affected creatures that fail their Will save are confused for 1 round. Any lawful creatures affected are confused for an additional number of rounds equal to your Wisdom modifier if they fail their saving throws by 5 or more.

DOMAIN SPELL LIST

- 1st—*lesser confusion*
- 2nd—*align weapon** (chaotic only)
- 3rd—*smite opposition**
- 4th—*communal align weapon** (chaotic only)
- 5th—*greater smite opposition** (chaotic only)
- 6th—*dispel opposition** (chaotic only)
- 7th—*confusion*
- 8th—*plane shift*
- 9th—*dictum** (chaotic only)

CHARM

Whether your deity is a master of love, loveliness, or pure control, you embody passion and are masterful at manipulating emotions. Armed with the adoration of the masses, you often find yourself with influence to spare, and your flock congregates around you not only because of their faith, but because of their adulation for you and your deity. Whether a peacemaker or manipulator, your ability to sway others is divine.

Channel Divinity: When you channel divinity to heal, you only affect living creatures with an Intelligence of 3 or higher that have an attitude of friendly or helpful toward you. When you channel divinity to harm, you only affect living creatures with an Intelligence of 3 or higher that have an attitude of unfriendly or hostile to you.

Domain Powers: Clerics with the charm domain gain the following domain powers at the indicated levels.

Charming Skills: At 1st level, you add Bluff to your list of class skills.

Empathic (Ex): At 5th level, you gain a +1 insight bonus on Bluff, Diplomacy, and Sense Motive checks. This bonus increases by 1 at 7th level and every 3 levels thereafter. At 10th level, with any of these skills that you have taken Skill Focus with you can make any check that would normally be a standard action as a move action, and longer checks in half the normal time.

Wingman (Su): At 9th level, whenever you channel divinity to heal or harm, you may make a single Bluff, Diplomacy, Perception or Sense Motive check that could normally be made in a standard action or less as a free action regarding one of the creatures affected.

Peacemaker (Su): At 13th level, as a full round action you can make a Diplomacy check (DC 20 + 1-1/2 target's CR) to improve a hostile or unfriendly

creature's attitude to you to indifferent for one minute. Any action by you or your allies that would normally worsen an indifferent creature's attitude toward you works normally. If you use the minute to successfully improve the creature's attitude it does not actually improve from indifferent, but it does remain indifferent when the peacemaker ability's duration ends.

Cult of Personality (Su): At 17th level, whenever you channel divinity, you can increase the channel's Resolve Point cost by 1 to cast one enchantment spell you have prepared on one creature affected by the channel as a free action. The target must be a viable target of the spell cast.

DOMAIN SPELL LIST

- 1st—*charm person*
- 2nd—*hold person*
- 3rd—*lock gaze**
- 4th—*charm monster*
- 5th—*soothing protocol*
- 6th—*calm emotions*
- 7th—*unwilling guardian*
- 8th—*dominate person*
- 9th—*dominate monster**

COMMUNITY

You are a pillar of community for your flock, and your deity a being of harmony and togetherness who promotes the ideals of family and home. Although you are often united with others through blood or faith, you could be an engineer of communities, or a guardian tasked with defending civilization. You are likely an important member of your local community, and actively participate in the livelihood of your flock.

Channel Divinity: When you channel divinity to heal, you affect only yourself and any creature that belongs to your community (see below). When you channel divinity to harm, you affect only creatures that have taken hostile actions against you or a member of your community within the past day.

Domain Powers: Clerics with the Community domain gain the following domain powers at the indicated levels.

Community (Su): At 1st level, you can establish a community between yourself and your allies by spending 10 minutes together, performing only leisurely activities with one another such as sharing a meal or playing a sport together. You can have a total number of allies in your community (not

including yourself) equal to your Wisdom modifier or half your cleric level (whichever is greater). Your community determines the effects of your channel energy, as well as other Community domain powers.

Communal Aid (Ex): At 5th level, any ally that belongs to your community increases any bonus she gains when you use the aid another, covering fire, or harrying fire actions by 1. In addition, you can use aid another, covering fire, or harrying fire regarding a member of your community as a move action instead of a standard action.

Restorative Boost (Su): At 9th level, you can touch one ally that belongs to your community to heal a number of Stamina Points (up to his maximum) equal to twice your cleric level + your Wisdom modifier as a standard action. Once an ally has benefited either from your calming touch, that ally can't gain the benefits from your restorative boost again until he takes a 10-minute rest to recover Stamina Points. This is a language-dependent, mind-affecting, sense-dependent effect. If you have or later gain the inspiring boost envoy improvisation, you instead stack your cleric levels with your envoy level to determine the effects of your inspiring boost.

Unity (Su): At 13th level, whenever you and one or more allies within 30 feet attempt a saving throw against a spell or effect, you can spend 1 or more Resolve Points and choose one ally per Resolve Point spent. If your saving throw is successful, your allies can use the result of your saving throw in place of their own. You must use this ability before rolling your saving throw, and before the results of any character's saving throw is revealed.

Communal Magic (Su): At 17th level, when you cast a cleric spell that targets a single creature with an affect with a duration that is longer than instantaneous, you can spend a number of Resolve Points up to the number of characters that belong to your community to divide the spell's duration among a number of targets equal to the number of Resolve Points spent, treating each target as a subject of the spell. When you divide the duration, you must divide it as evenly as possible among the targets. Furthermore, no target can receive a duration increment smaller than the smallest increment of duration listed in the spell description. For example, if you are 17th level, your communal spell's duration is 10 minutes per level, and you have five targets, each target must receive 40 minutes of duration. The extra 10 minute duration can go to one of the four targets or it is wasted.

DOMAIN SPELL LIST

- 1st—*bless**
 2nd—*status*
 3rd—*allfood**
 4th—*prayer**
 5th—*telepathic bond*
 6th—*dream council*
 7th—*private sanctum*
 8th—*heroes' feast**
 9th—*forbiddance**

DARKNESS

You are one with darkness, a scion of shadow empowered by a deity of nightfall and gloom. You don't necessarily loathe the light—after all, without light darkness has no meaning. However, you are empowered by nightfall, made bolder by the simple knowledge that you can see when others can't, and can learn and skulk about it without fear. You might be a crook or a thief, or you might be a true monster who hunts and preys from behind a divine veil of darkness.

Channel Divinity: When you channel divinity to heal, you affect only creatures in dim or no light. When you channel divinity to harm, you affect all creatures in normal or bright light, and deal cold and negative energy damage to those creatures.

Domain Powers: Clerics with the Darkness domain gain the following domain powers at the indicated levels.

Nightfall (Su): At 5th level, whenever you channel divinity to heal or harm, you can increase the channel's Resolve Point cost by 1 to cause the channeled energy to linger in the affected area, reducing the illumination level in that area by one step (bright light to normal light, normal light to dim light, or dim light to darkness). This ability is a magical darkness effect with an effective spell level equal to half your cleric level for all effects. This effect lasts for a number of rounds equal to your Wisdom modifier.

Eyes of Darkness (Su): At 9th level, you can spend 1 Resolve Point as a swift action to gain darkvision out 120 feet for 1 minute per level. During this time, you ignore all effects with the darkness or light descriptor that would impair your visual senses.

Supernatural Nightfall (Su): At 13th level, whenever you use channel divinity to heal or harm, you can increase the channel's Resolve Point cost by 1 to cause the channeled energy to linger

in the affected area, functioning as the nightfall darkness domain power except that you reduce the illumination level in the area by two steps. If the affected area is dim light or darker, the affected area becomes magically dark instead, preventing creatures with darkvision from seeing unless they have the see in darkness ability.

Steal Sight (Su): At 17th level, whenever you use channel divinity to harm, you can increase the channel's Resolve Point cost by 4 or more to cause all affected creatures that fail their Will save to become permanently blinded unless they succeed at a Fortitude save.

DOMAIN SPELL LIST

- 1st—*shadow weapon**
 2nd—*darkvision*
 3rd—*darkness**
 4th—*deep slumber*
 5th—*nightmare**
 6th—*deeper darkness*
 7th—*waves of fatigue*
 8th—*shadow walk*
 9th—*shadow body**

DEATH

You embody death itself, serving a deific master who acts as a final arbiter with the grim duty of reaping mortal souls. Although your duty is grim and your domain grimmer, you aren't necessarily evil—you may be called upon to preserve the cycle of mortality or protect dead souls in the journey to the afterlife. You might serve as a guardian of the death, a last rights administer, or an executioner.

Channel Divinity: When you channel divinity to heal, you heal all undead creatures. When you channel divinity to harm, you affect all living creatures and deal negative energy damage to those creatures.

Domain Powers: Clerics with the death domain gain the following domain powers at the indicated levels.

Grip of the Grave (Su): At 5th level, whenever you channel divinity to harm, you can increase the channel's Resolve Point cost by 1 in order to deal a number of points of bleeding damage to all living creatures affected equal to half the number of damage dice rolled (minimum 1). This bleeding can be stopped with a DC 15 Heal check or any amount of magical healing. Bleed damage from multiple uses of this ability don't stack.

Death's Embrace (Su): At 9th level, whenever you channel divinity and include yourself as an affected creature, you always heal hit point damage as if you were using channel divinity to heal, regardless of whether you are living or undead and regardless of whether you use channel divinity to heal or harm.

Grim Harvest (Su): At 13th level, whenever you channel divinity to harm, you can increase the channel's Resolve Point cost by 2 in order to cause any living creature that fails its Will save against your channel divinity to be sickened for number of minutes equal to your Wisdom modifier. If this ability affects at least one target, you heal a number of hit points equal to your cleric level.

Reaper of Souls (Su): At 17th level, whenever you deal negative energy damage to a foe using a cleric spell or channel divinity, creatures reduced to 0 hit points count as having been slain by a death effect for the purpose of determining whether or not they can be raised from the dead by spells and effects, including 4th-level version of the *mystic cure* spell.

DOMAIN SPELL LIST

- 1st—*mystic harm**
- 2nd—*mystic harm**
- 3rd—*chill touch**
- 4th—*mystic harm** (as the 3rd-level version)
- 5th—*mystic harm** (as the 4th-level version)
- 6th—*soul feast**
- 7th—*mystic harm** (as the 5th-level version)
- 8th—*mystic harm** (as the 6th-level version)
- 9th—*snuff life*

DESTRUCTION

You are destruction incarnate, the instrument upon which a fickle and destructive deity can enact its delights upon the mortal world. Your deity's destructive goals vary with its areas of concern—your deity might be a patron of natural disasters, mortal catastrophes, or even the end of all things. You are likely a radical, a worshiper whose destructive appetites ostracizes you from society at large.

Channel Divinity: When you channel divinity to heal, you heal only yourself. When you channel divinity to harm, you affect all creatures and deal divine damage to those creatures.

Domain Powers: Clerics with the destruction domain gain the following domain powers at the indicated levels.

Devastation (Su): At 5th level, whenever you deal hit point damage with a cleric spell or channel divinity, you can spend 1 Resolve Point to deal an additional +1 hit point of damage per die rolled.

Lingering Divinity (Su): At 9th level, whenever you channel divinity to harm, affected creatures that fail their Will save take 1d8 points of damage each round for a number of rounds equal to the number of channel divinity dice you possess. (8 rounds at 9th level, 10 rounds at 12th level, and so on). Targets receive a new save each round to end this effect.

Empowered Destruction (Su): At 13th level, whenever you cast a damaging cleric spell or use channel divinity to harm, you can spend 2 Resolve Points in order to increase the amount of damage done by half (+50%). This does not stack with similar effects.

Leave No Trace (Su): At 17th level, whenever your channel divinity reduces an opponent to 0 hit points, that opponent immediately loses 1 Resolve Point, if that opponent had any Resolve Points. If the opponent's Resolve Points are reduced to 0 by this effect (or it had no Resolve Points remaining prior to using this ability), that opponent immediately dies, and its body dissolves into fine ash. An opponent slain in this manner can only be returned to life by *true resurrection* or a similar effect.

DOMAIN SPELL LIST

- 1st—*supercharge weapon*
- 2nd—*force blast*
- 3rd—*spiritual weapon**
- 4th—*divert energy**
- 5th—*cosmic eddy*
- 6th—*shout**
- 7th—*crush skull*
- 8th—*disintegrate*
- 9th—*earthquake**

EARTH

You are the strength of the earth, the pillar upon which great deities of rock and stone build the foundations of their faith and religion. Sturdy and stable, yours is the weather-beaten stone path that guides weary travelers, the endless sands of the sweltering desert, and the fertile soil from which all life grows. You are level-headed and close to the earth, and might work as a professional in the fields of agriculture or masonry.

Channel Divinity: When you channel divinity to heal, you heal all creatures with the earth subtype affected. When you channel to harm, you deal bludgeoning and slashing damage to all creatures without the earth subtype.

Domain Powers: Clerics with the earth domain gain the following domain powers at the indicated levels.

Channel Acidity (Su): At 5th level, whenever you channel divinity to harm, you can choose to deal all of the damage as acid damage instead of bludgeoning and slashing damage. By increasing the channel's Resolve Point cost by 1, any creature affected must succeed on a Reflex save or be drenched in acid, causing it to take an additional 1d8 points of acid damage at the start of its turn for a number of rounds equal to your Wisdom modifier (minimum 1).

Stoneguard (Su): At 9th level, you can spend 1 Resolve Point as a move action to gain DR/adamantine equal to half your cleric level for a number of rounds equal to your Wisdom modifier (minimum 1), or until you prevent an amount of damage equal to 10 x your cleric level.

Earth Glide (Su): At 13th level, you can pass through stone, dirt, or almost any sort of earth except worked stone and metal as easily as a fish swims through water. If protected against fire damage, you can even glide through lava. Your speed while gliding is equal to your land speed, and you can breathe stone as if it were air (you don't need to hold your breath). Your gliding leaves behind no tunnel or hole, nor does it create any ripple or sign of your presence. A *move earth* spell cast on an area where you are flings you back 30 feet, stunning you for 1 round unless you succeed on a DC 15 Fortitude save. You can spend additional Resolve Points to bring along one additional creature per additional Resolve Point spent.

Channeling Quake (Su): At 17th level, whenever you channel divinity to harm, you can increase the channel's Resolve Point cost by 2 in order to unleash a booming earthquake that knocks foes prone and damages structures. All objects within your channel divinity's area take damage as if they were creatures, and the terrain within the affected area is permanently transformed into difficult terrain. Creatures damaged by your channel divinity are knocked prone unless they succeed on a Reflex save.

DOMAIN SPELL LIST

1st—*stone fist**
 2nd—*stumble gap**
 3rd—*glitterdust**
 4th—*stone call**
 5th—*irradiate*
 6th—*corrosive haze*
 7th—*passwall*
 8th—*flesh to stone*
 9th—*earthquake**

EVIL

You are all that is wrong with the universe, a beacon of vileness and villainy bound to a wicked master. You promote selfish, sinful behavior wherever you travel and are first to offer temptation and vice to others, taking special pride whenever your deeds cause the righteous to stumble and fall. You are not particularly drawn to any specific career path, but wherever you find yourself corruption and sin are bound to follow you.



Channel Divinity: When you channel divinity to heal, you affect only evil creatures (creatures with an evil alignment component or creatures with the evil subtype). When you channel divinity to harm, you affect only nonevil creatures and deal divine energy damage to all creatures affected. You deal half damage to affected nongood creatures (creatures without a good alignment component or creatures without the good subtype).

Domain Powers: Clerics with the evil domain gain the following domain powers at the indicated levels.

Touch of Evil (Su): At 5th level, whenever you channel divinity to harm, creatures that fail their Will saves become sickened for one round. A successful Fortitude save negates this condition. By increasing the channel's Resolve Point cost by 1, you can sicken affected creatures for 1 round per level.

Scythe of Evil (Su): At 9th level, you can spend 1 Resolve Point as a swift action to bless the weapons of one ally within 30 feet with evil, granting their attacks (including attacks with unarmed strikes) the ability to bypass DR/good and ignore the resistances and immunities of good dragons, good fey, and good outsiders for a number of rounds equal to your Wisdom modifier. By spending 3 Resolve Points, you can instead grant this benefit to all allies within 30 feet (including yourself).

Wicked Mutations (Su): At 13th level, whenever you channel divinity to heal, affected creatures that are not outsiders with the evil subtype gain one fiendish extremity (as the tiefling racial trait; see page 37). Affected tieflings gain the Extra Fiendish Extremity feat instead. Each affected creature randomly determines which fiendish extremity it gains. This effect lasts for a number of rounds equal to your Wisdom modifier. Multiple uses of this ability don't stack, but they do reset the duration.

Temptation (Su): At 17th level, whenever you channel divinity to heal, you can offer to heal any creatures within the affected area that would not normally be healed by your channel divinity. Alternatively, when you channel divinity to harm, you can offer to spare any creature within the affected area that would normally be harmed by your channel divinity. Any creature that accepts your offer has their alignment permanently shifted to evil, their attitude towards you and your immediate allies immediately shifts to indifferent if they were hostile or unfriendly, and they are affected by your channel divinity accordingly.

DOMAIN SPELL LIST

- 1st—*bane*
- 2nd—*align weapon** (evil only)
- 3rd—*smite opposition** (evil only)
- 4th—*communal align weapon** (evil only)
- 5th—*greater smite opposition** (evil only)
- 6th—*dispel opposition** (evil only)
- 7th—*crush skull*
- 8th—*plane shift*
- 9th—*dictum** (evil only)

FIRE

You embrace the raw elemental energies of fire, bequeathed unto you by your deity. Although you command fire's ability to consume and destroy, you might also embody fire's role as a beacon of civilization, inspiration, construction, light, energy, and protection. Your nature may make you just as willing to smite your foes with your deity's fire as you are to act as an engineer, a technician, a welder or smith, or some other profession that channel's fire's potential into some desired product.

Channel Divinity: When you channel divinity to heal, you heal all creatures with the fire subtype affected. When you channel to harm, you deal fire damage to all creatures without the fire subtype affected.

Domain Powers: Clerics with the fire domain gain the following domain powers at the indicated levels.

Burning Divinity (Su): At 5th level, whenever you cast a cleric spell that deals fire damage or channel divinity to harm, all creatures damaged by your spell or channel take 2d8 burning damage unless they succeed on a Reflex save. When using channel divinity to harm, you can increase the channel's Resolve Point cost by 1 to deal this burning damage without allowing a saving throw to avoid it.

Resist the Flames (Su): At 9th level, you can spend 1 Resolve Point as a swift action to gain resistance against fire equal to your cleric level for a number of minutes equal to your Wisdom modifier (minimum 1).

Focus the Flames (Ex): At 13th level, whenever you are flying (such as with the effects of a *flight* spell or a jetpack), you can create small bursts of flame to improve your maneuverability by one step (such as average to good, or good to perfect). In addition, whenever you use Engineering to craft a technological item, you gain an insight bonus on the check equal to your Wisdom modifier.

Form Aflame (Su): At 17th level, as a standard action, you can spend 4 Stamina Points or one 8th-level spell slot to imbue yourself with fire, transforming into living flame. In this form, you shed light as a bonfire and your unarmed strikes no longer count as archaic, dealing 7d8 points of damage plus 1-1/2 times your cleric level. Half of this damage is fire damage and the rest is bludgeoning. If you critically hit an opponent with an unarmed strike, you deal 4d12 points of burning damage to that opponent. Your natural attacks also count as spells for the purpose of determining if you can apply the benefit of the burning divinity domain power. In addition, you also become immune to critical hits, and bleed damage and gain DR 5/-. This transformation lasts for 1 minute per cleric level you possess.

DOMAIN SPELL LIST

- 1st—*overload*
- 2nd—*energized touch** (fire only)
- 3rd—*scorching ray**
- 4th—*explosive blast*
- 5th—*meteoric trail**
- 6th—*wall of fire*
- 7th—*detonate** (fire only)
- 8th—*call cosmos*
- 9th—*meteor swarm**

GLORY

You are a conduit of glory, a mortal being thoroughly suffused with the magnificence of the divine. Through you, the word of your deity shines through, and your deity's splendor affords you a divine presence that cannot be ignored, even by the unfaithful. You are likely a direct, public advocate for your deity's will, professing your faith and the magnificence of your deity wherever you go.

Channel Divinity: When you channel divinity to heal, you heal all creatures that are active worshipers of your deity. When you channel to harm, you deal divine damage to all creatures that worship any other deity, or have an alignment with no element in common with your deity.

Domain Powers: Clerics with the glory domain gain the following domain powers at the indicated levels.

Banish Heresy: At 1st level, you gain the improved channeling devotion as a bonus devotion.

Divine Splendor (Ex): At 5th level, you gain a +1 insight bonus on Charisma checks and on Charisma-based skill checks. This bonus increases by 1 at 7th level and every 3 levels thereafter.

Divine Presence (Su): At 9th level, you can spend 1 Resolve Point as a standard action in order to emit a 30-foot area of divine presence for a number of rounds equal to your Wisdom modifier. All allies within this area are treated as if under the effects of a *sanctuary* spell. If an ally leaves the area or makes an attack, the effect ends for that ally. If you make an attack, the effect ends for you and your allies.

Glory in the Highest (Su): At 13th level, whenever you channel divinity, you can increase the channel's Resolve Point cost by 1 to choose a number of creatures equal to your Wisdom modifier. Those creatures are affected by your channel divinity regardless of whether or not they would normally be affected. If you have the selective channeling devotion, you can choose any number of creatures with this ability.

Overwhelming Glory (Su): At 17th level, whenever you channel divinity to harm, you can increase the channel's Resolve Point cost by 1 in order to bask all creatures in the affected area in your deity's glory, even those who aren't harmed by the channel. Affected creatures that fail their Will save fall to the ground and prostrate before your deity's presence for 1 round, and are prone and flat-footed.

DOMAIN SPELL LIST

- 1st—*divine favor**
- 2nd—*daze monster*
- 3rd—*smite opposition**
- 4th—*blessing of fervor**
- 5th—*greater smite opposition**
- 6th—*dispel opposition**
- 7th—*unwilling guardian*
- 8th—*frightful aspect**
- 9th—*overwhelming presence**

GOOD

You are a beacon of righteousness in a world often clouded by vileness and despair. Charged by your deity to spread holy gospel and sacred truths across countless worlds, you strive to be a paragon of peace and goodwill wherever you travel. However, righteous does not mean gentle, and you are more than willing to take up arms in the name of your deity, purging the wicked in holy fire.

Channel Divinity: When you channel divinity to heal, you affect only good creatures (creatures with a good alignment component or creatures with the good subtype). When you channel divinity to harm, you affect only evil creatures (creatures with an evil alignment component or creatures with the evil subtype) and deal divine energy damage to all creatures affected.

Domain Powers: Clerics with the good domain gain the following domain powers at the indicated levels.

Touch of Good (Su): At 5th level, whenever you channel divinity to heal, you can choose one affected creature. That creature can choose to gain a +2 divine bonus on a single attack roll, skill check, or saving throw of their choice within a number of rounds equal to your Wisdom bonus. Multiple uses of this ability don't stack, but they do reset the effect's duration. A creature can only benefit from one instance of this domain power at a time.

Holy Lance (Su): At 9th level, you can spend 1 Resolve Point as a swift action to bless the weapons of one ally within 30 feet with good, granting their attacks (including attacks with unarmed strikes) the ability to bypass DR/good and ignore the resistances and immunities of evil dragons, evil outsiders, and evil undead for a number of rounds equal to your Wisdom modifier. By spending 3 Resolve Points, you can instead grant this benefit to all allies within 30 feet (including yourself).

Swells of Righteousness (Su): At 13th level, whenever you channel divinity to heal, you can increase the channel's Resolve Point cost by any amount up to half your cleric level to choose a number of affected creatures equal to 1 + the number of Resolve Points spent. Those creatures gain a +2 divine bonus on a single attack roll, skill check, or saving throw of their choice, functioning in all ways as the touch of good domain power. The swells of righteousness domain power counts as an instance of the touch of good domain power for all purposes.

Redemption (Su): At 17th level, whenever you channel divinity to heal, you can offer to heal any creatures within the affected area that would not normally be healed by your channel divinity. Alternatively, when you channel divinity to harm, you can offer to spare any creature within the affected area that would normally be harmed by your channel divinity. Any creature that accepts your offer has their alignment permanently shifted to good, their attitude towards you and your immediate allies immediately shifts to indifferent if they were hostile or unfriendly, and they are affected by your channel divinity accordingly.

DOMAIN SPELL LIST

- 1st—*bless**
- 2nd—*align weapon** (good only)
- 3rd—*smite opposition** (good only)
- 4th—*communal align weapon** (good only)
- 5th—*greater smite opposition** (good only)
- 6th—*dispel opposition** (good only)
- 7th—*serenity**
- 8th—*plane shift*
- 9th—*dictum** (good only)

HEALING

You are a fount of healing power, an embodiment of life energy, capable of curing the sick and mending even the most fatal of wounds. Deities that preside over healing powers are caring and generous, but few have any remorse for the abominable undead, and eradicating unlife is just as much your charge as is mending the living. You are a healer, but your responsibility to eradicate the undead just as often makes you an exorcist and slayer of all unlife.

Channel Divinity: When you channel divinity to heal, you heal all living creatures. When you channel to harm, you deal positive energy damage to all undead creatures.

Domain Powers: Clerics with the healing domain gain the following domain powers at the indicated levels.

Enhanced Healing (Su): At 5th level, whenever you heal hit point damage with a healing spell or channel divinity, you can spend 1 Resolve Point to heal an additional +1 hit point per die rolled. For instance, you would heal 1d8+1 plus your Wisdom modifier with *mystic cure I*, 5d8+5 plus your Wisdom modifier with *mystic cure II*, and so on.

Spirit Boost (Su): At 9th level, whenever your healing spells or channel divinity heals a target or targets up to their maximum hit points, you can spend 1 Resolve Point to cause all excess points to persist for a number of rounds equal to your Wisdom modifier as temporary hit points (up to a maximum number of temporary hit points equal to your cleric level). You may use this ability after your healing is rolled and applied to its targets.

Empowered Healing (Su): At 13th level, whenever you cast a healing spell or use channel divinity to heal creatures, you can spend 2 Resolve Points in order to increase the amount of healing done by half (+50%). This does not stack with similar effects.

Channel Revival (Su): At 17th level, whenever you use channel divinity to heal, you can spend 4 Resolve Points to apply half the healing done by channel divinity to any dead creature who has been dead for no more than 2 rounds within the affected area. If you use channel divinity to target a single dead creature, you can use this ability by spending 2 resolve instead of the usual 4. Dead creatures affected by this ability return to life and take a temporary negative level for 24 hours; if they are 1st level, they take 2 points of Constitution drain instead. Creatures slain by death effects or turned into undead cannot be resuscitated by this ability, nor can creatures whose bodies were destroyed, significantly mutilated, disintegrated, and so on.

DOMAIN SPELL LIST

- 1st—*mystic cure*
- 2nd—*mystic cure*
- 3rd—*surmount affliction**
- 4th—*mystic cure* (as the 3rd-level version)
- 5th—*mystic cure* (as the 4th-level version)
- 6th—*remove radioactivity*
- 7th—*mystic cure* (as the 5th-level version)
- 8th—*mystic cure* (as the 6th-level version)
- 9th—*true resurrection**

KNOWLEDGE

You embody the ever-expanding pursuit of knowledge, both technological and mystical. Science and faith go hand in hand in your eyes, and you see the ever-advancing march of technological and philosophical learning as the greatest of your god's gifts. You are likely a philosopher, a freethinker, a sage, or a similar person of both faith and thought.

Channel Divinity: When you channel divinity to heal, you choose one type of creature. All creatures of the chosen type are affected. When you channel divinity to harm, you deal no damage but make a skill check to identify all creatures affected using the applicable skill. Roll a single d20 and add the appropriate skill modifiers for each type of creature affected to determine if you identify the creature. You can make skill checks untrained using this ability, and you gain a divine bonus to the result equal to the number of channel divinity dice you possess.

Domain Powers: Clerics with the knowledge domain gain the following domain powers at the indicated levels.

Loremaster's Skills: At 1st level, you add Engineering, Life Science, and Physical Science to your list of class skills.

Knowledgeable (Ex): At 5th level, you can add your Wisdom modifier instead of your Intelligence modifier on all skill checks made to recall information or identify creatures. In addition, you can add your Wisdom modifier instead of your Dexterity modifier on initiative checks.

Know the Enemy (Ex): At 9th level, whenever you successfully identify a creature, you gain a +1 insight bonus on the next attack roll you make against that creature or a +1 insight bonus to the save DC of the next spell you target that creature with before the start of your next turn. By spending 1 Resolve Point when you make this check (but before the results are revealed), you can increase the duration of these bonuses to equal your Wisdom modifier, and they apply to all spells you cast for this duration.

Divine Wisdom (Su): At 13th level, you can always take 10 on skill checks made to recall information or identify creatures, even while distracted. By spending 1 Resolve Point as a standard action, you can attempt a skill check to recall information or identify a creature and take 20 on that check.

Prying Mind (Su): At 17th level, whenever you cast a cleric spell that allows a Will save for a negated or reduced effect or channel divinity to harm and a creature fails its Will save, you immediately learn that creature's surface thoughts, as if you had studied the target for 3 rounds with *detect thoughts*. You discern the target's surface thoughts for a number of rounds equal to your Wisdom modifier. This ability is a mind-affecting divination effect.

DOMAIN SPELL LIST

- 1st—*comprehend languages*
- 2nd—*detect thoughts*
- 3rd—*commune with wildlife**
- 4th—*speak with dead*
- 5th—*arcane eye*
- 6th—*call spirit**
- 7th—*contact other plane*
- 8th—*true seeing*
- 9th—*vision*

LAW

Clerics who embody the domain of law seek to spread their deity's lawful beliefs and teachings across the stars, acting as a beacon of order during tumultuous times.

Channel Divinity: When you channel divinity to heal, you affect only lawful creatures (creatures with a lawful alignment component or creatures with the lawful subtype). When you channel divinity to harm, you affect only nonlawful creatures and deal divine energy damage to all creatures affected. You deal half damage to affected nonchaotic creatures (creatures without a chaotic alignment component or creatures without the chaotic subtype).

Domain Powers: Clerics with the law domain gain the following domain powers at the indicated levels.

Touch of Law (Su): At 5th level, whenever you channel divinity to heal, you can choose one affected creature. Whenever that creature rolls an attack roll, skill check, ability check, or saving throw, it can choose to treat the natural d20 roll as if the creature had rolled an 11 instead of actually rolling the die. This effect lasts for a number of rounds equal to your Wisdom modifier. You must declare that you are using this ability before rolling any rolls or checks

Staff of Order (Su): At 9th level, you can spend 1 Resolve Point as a swift action to bless the weapons of one ally within 30 feet with good, granting their attacks (including attacks with unarmed strikes)

the ability to bypass DR/lawful and ignore the resistances of chaotic dragons, chaotic fey, and chaotic outsiders for a number of rounds equal to your Wisdom modifier. By spending 3 Resolve Points, you can instead grant this benefit to all allies within 30 feet (including yourself).

Order's Consequence (Su): At 13th level, anytime you cast a cleric spell or channel divinity to harm, any creature that has committed an act that violates the tenets of your deity within the past 24 hours counts as being a chaotic creature for the purpose of determining the effects of that cleric spell or channel divinity. Chaotic creatures that have committed such an act within the past 24 hours instead take a –2 penalty on saving throws against such cleric spells, as well as your channel divinity.

Reeducation (Su): At 17th level, whenever you channel divinity to heal, you can offer to heal any creatures within the affected area that would not normally be healed by your channel divinity. Alternatively, when you channel divinity to harm, you can offer to spare any creature within the affected area that would normally be harmed by your channel divinity. Any creature that accepts your offer has their alignment permanently shifted to lawful, their attitude towards you and your immediate allies immediately shifts to indifferent if they were hostile or unfriendly, and they are affected by your channel divinity accordingly.

DOMAIN SPELL LIST

- 1st—*command*
- 2nd—*align weapon** (lawful only)
- 3rd—*smite opposition** (lawful only)
- 4th—*communal align weapon** (lawful only)
- 5th—*greater smite opposition** (lawful only)
- 6th—*dispel opposition** (lawful only)
- 7th—*greater command*
- 8th—*plane shift*
- 9th—*dictum** (lawful only)

LIBERATION

Yours is a beacon of freedom for all those who are oppressed or imprisoned, a radiant beacon of hope. Although your deity likely represents freedom from oppression specifically, you recognize that oppression comes in many shades, from overt tyranny to subtler means of manipulation. You are likely a revolutionary, adopting your message to rebellion and activism alike based upon the form of oppression you find yourself faced with.

Channel Divinity: When you channel divinity to heal, only allies are affected. Instead of healing hit point damage, affected creatures that are entangled, paralyzed, or having their movement impaired by a magical effect can immediately attempt a new saving throw against the effect's DC to end the effect as if they had succeeded on their initial save. Affected creatures that are grappled can immediately attempt a grapple check or an Acrobatics check to escape the grapple. Affected creatures gain a divine bonus on these rolls equal to half your channel divinity dice (minimum +1). When you channel divinity to harm, all creatures that aren't allies are affected. Instead of dealing hit point damage, affected creatures are encumbered for a number of rounds equal to half your channel divinity dice if they fail their save (minimum 1), or 1 round if they succeed on their save.

Domain Powers: Clerics with the liberation domain gain the following domain powers at the indicated levels.

Liberated (Su): At 5th level, you can spend 1 Resolve Point as a swift action to move normally regardless of magical effects that impede movement, as if you were affected by *freedom of movement*. This effect lasts a number of rounds equal to your Wisdom modifier.

Slip the Surly Bonds (Su): At 9th level, you can move with ease in low-gravity environments. Whenever you are in a low-gravity environment, you can jump four times as high (instead of three times as high) and your projectiles have their range quadrupled (instead of tripled). In addition, you move at twice your normal speed. In a no-gravity environment or an environment with subjective gravity, you gain a fly speed of 30 feet with perfect maneuverability.

Freedom's Call (Su): Starting at 13th level, whenever you channel divinity to heal, you can increase the channel's Resolve Point cost by 3 to suppress all of the following conditions that are active on any affected creatures: confused, grappled, frightened, panicked, paralyzed, pinned, or shaken. These conditions are suppressed for a number of rounds equal to your Wisdom modifier, and any suppressed conditions return once the effect ends, if applicable.

Freedom's Ring (Su): At 17th level, whenever you channel divinity to heal and use the freedom's call domain power, you remove all listed conditions

instead of suppress them, and you add the following conditions to the list that can be removed: dazed, entangled, staggered, or stunned.

DOMAIN SPELL LIST

- 1st—*lesser remove condition*
- 2nd—*remove condition*
- 3rd—*surmount affliction**
- 4th—*remove affliction*
- 5th—*remove radioactivity*
- 6th—*burst of speed**
- 7th—*freedom of movement**
- 8th—*getaway**
- 9th—*mind blank**

LUCK

Some might say that lady luck is always on your side, but in truth, you recognize that your deity smiles favorably upon you. Always willing to take chances and make mistakes, yours is a path of risk and reward, and you are the pillar of faith that every good gambler must lean upon before betting big or plunging headfirst into the unknown. You are likely a risk-taker, be it a gambler, a daredevil, or a high-risk mercenary. Of course, your faith is your ace in the hole, as luck is almost always on your side.

Channel Divinity: When you channel divinity to heal, only allies are affected. Instead of healing hit point damage, affected allies gain a pool of luck with a number of points equal to your channel divinity healing dice. By spending 1 point from this pool as a free action when making a d20 roll, an affected creature can grant themselves a +1 luck bonus on that d20 roll. Any luck points that are not spent after a number of rounds equal to your Wisdom modifier are lost. Multiple uses of this ability don't stack; they merely reset the duration and refresh the number of luck points that an affected creature has. You cannot channel divinity to harm.

Domain Powers: Clerics with the luck domain gain the following domain powers at the indicated levels.

Bit of Luck (Sp): Starting at 5th level, creatures affected by your channel divinity can spend 2 luck points as a swift action or a reaction before rolling a d20 to roll twice and use the higher result. You must use this ability before rolling your d20.

Good Fortune (Su): Starting at 9th level, creatures affected by your channel divinity can spend 3 luck points as a reaction whenever a creature attacks

them in order to force that creature to roll its attack roll twice and use the lower result.

Lucky Day (Su): Starting at 13th level, creatures affected by your channel divinity can spend luck points to stave off death. Whenever such a creature is dying, it can spend luck points instead of Resolve Points for the 1 point lost at the end of each turn when dying, and when attempting to stabilize (but not to stay in the fight).

Fortuitous Day (Su): At 17th level, whenever a creature affected by your channel divinity spends luck points to use the benefits of your good fortune domain power, that creature forces all attacker to roll twice and use the lower result on all attack rolls that are made against them until the start of the affected creature's next turn.

DOMAIN SPELL LIST

- 1st—*divine favor**
- 2nd—*augury*
- 3rd—*mirror image*
- 4th—*probability prediction*
- 5th—*divination*
- 6th—*death ward*
- 7th—*freedom of movement**
- 8th—*getaway**
- 9th—*miracle*

MADNESS

Depraved and unsettled, you are an adherent to a being of utter madness and insanity, and worship the unknowable truths that your deity represents. Although you may or may not be insane yourself, you are confident in the knowledge that your deity personifies some absolute aspect of the universe—be it nihilistic decay, existential meaninglessness, or some other terrible truth regarding the nature of the cosmic balance. You are likely a soothsayer and probably operate out of a cult rather than a proper church, but any scorn you face at the hand of the public eye is ultimately meaningless to you in face of the secrets your deity has allowed you to gleam.

Channel Divinity: When you channel divinity to heal, only allies are affected. Instead of healing hit point damage, affected creatures gain a divine bonus on saving throws against confusion and emotion effects equal to half your channel divinity healing dice (minimum +1) for a number of rounds equal to your Wisdom modifier. When you channel divinity

to harm, all creatures that aren't allies are affected. Instead of taking hit point damage, affected creatures are confused for a number of rounds equal to half your channel divinity damage dice (minimum 1). A successful Will save negates this effect.

Domain Powers: Clerics with the madness domain gain the following domain powers at the indicated levels.

Blessings of Madness (Su): At 5th level, whenever you channel divinity to heal, you can increase the channel's Resolve Point cost by 1 in order to roll your channel divinity dice and heal affected creatures for half the result. Likewise, whenever you use channel divinity to harm, you can increase the channel's Resolve Point cost by 1 in order to damage affected creatures for half your channel divinity dice result.

Insanity Guard (Su): At 9th level, you gain a +1 divine bonus on saving throws against confusion and emotion effects, and the DC to demoralize you increases by +1. This bonus increases to +2 at 13th level and +3 at 17th level.

Bestow Madness (Su): At 13th level, you can bestow madness upon one target within 30 feet as a standard action by spending 1 Resolve Point. This is a curse that uses the mental disease track, except it has no latent/carrier state, has a frequency of 1/hour, and comatose is an end-state. A successful Will save negates this effect. A creature that succeeds on its saving throw is immune to any further uses of this domain power (as well as the unspeakable truths domain power) for 24 hours.

Unspeakable Truths (Su): At 17th level, whenever you use the bestow madness domain power, you can spend a number of additional Resolve Points up to your Wisdom modifier. You can simultaneously target a number of creatures with the bestow madness domain power equal to the total number of Resolve Points spent.

DOMAIN SPELL LIST

- 1st—*lesser confusion*
- 2nd—*inject nanobots*
- 3rd—*oneiric horror**
- 4th—*vertiginous clud**
- 5th—*confusion*
- 6th—*hideous laughter**
- 7th—*feeblemind*
- 8th—*brain drain**
- 9th—*maze*

MAGIC

Although lesser minds may disagree, you acknowledge that the gods, especially your deity, is a font from where all magic in the universe springs. As a result, you embody magic in all its forms, and

Channel Divinity: When you channel divinity to heal, only allies are affected. Instead of healing hit point damage, affected creatures gain spell resistance equal to 5 + your cleric level against spells cast by your opponents. If an affected creature already has spell resistance, its spell resistance increases by 2 instead. This effect lasts for a number of rounds equal to your channel divinity dice. Multiple uses of this ability don't stack. When you channel divinity to harm, all creatures that aren't allies are affected. Affected creatures have their spell resistance reduced by 2. If an affected creature doesn't have spell resistance, it instead takes a -1 penalty to its KAC and EAC against attacks made by spells and spell-like abilities, as well as a -1 penalty on saving throws made by spells and spell-like abilities. These penalties last for a number of rounds equal to half your channel divinity dice (minimum 1 round). A successful Will save negates these effects.

Domain Powers: Clerics with the magic domain gain the following domain powers at the indicated levels.

Eldritch Channeling (Su): At 5th level, whenever you channel divinity to heal, you can increase the channel's Resolve Point cost by 1 in order to roll your channel divinity dice and heal affected creatures for half the result. Likewise, whenever you use channel divinity to harm, you can increase the channel's Resolve Point cost by 1 in order to damage affected creatures for half your channel divinity dice result.

Spell Saving (Su): At 9th level, whenever you would lose a spell as a result of taking damage, you can attempt to prevent the spell from being lost by rolling a d20 as a reaction and adding your cleric level + your Wisdom modifier. If the result of this roll equals or exceeds 15 + the caster level or item level or CR of the effect that damaged you, the spell still fails but you don't lose the spell slot. If the result of this roll exceeds 25 + the level or CR of the origin of the damage taken, the spell doesn't fail.

Dispelling Touch (Su): At 13th level, you can disrupt magical effects as a melee touch attack by spending 2 Resolve Points, functioning as a targeted

dispel magic effect. You can make this touch attack as a standard action, or in place of an attack during a full attack.

Dispelling Channel (Su): At 17th level, you can disrupt magical effects within 30 feet of you by spending 3 Resolve Points, functioning as an area *greater dispel magic* effect. Using this ability is a standard action.

DOMAIN SPELL LIST

- 1st—*identify*
- 2nd—*magic mouth**
- 3rd—*shrink item*
- 4th—*dispel magic*
- 5th—*arcane eye*
- 6th—*detect observation*
- 7th—*greater dispel magic*
- 8th—*analyze dweomer**
- 9th—*prismatic spray**

NOBILITY

In ancient times, the right of divine sovereignty, a right to rule bestowed upon them by the gods themselves, was common. Although many fewer remain who can truly boast this claim, some deities still patron the causes of worthy leaders, and you embody the grandeur and nobility of leadership. As a result, you are likely a leader or an advisor to one, be it a king, a corporate leader, or even the mayor of a simple village. No matter their role, you recognize the importance of leadership both in community life and in spiritual life.

Channel Divinity: Each day you select a creature other than yourself to serve as the leader you support. When you channel divinity to heal, you heal only that leader's allies. When you channel to harm, you deal divine damage to all creatures except that leader's allies.

Domain Powers: Clerics with the nobility domain gain the following domain powers at the indicated levels.

Divine Right (Ex): At 5th level, your ability to grant the divine right to lead begins to manifest itself. Whenever your selected leader occupies a position of leadership or authority (such as when acting as a starship captain), she gain a +1 bonus on all skill checks, and saving throws to perform skill that relate to this position (such as Intimidate checks to make demands of her crew or Diplomacy checks to encourage crew members). This bonus increases to +2 at 11th level, and +3 at 18th level.

Inspiring Word (Sp): At 9th level, you can speak an inspiring word to one creature within 30 feet as a standard action. That creature receives a +2 morale bonus on skill checks, ability checks, and saving throws for a number of rounds equal to your Wisdom bonus. An ally can benefit from this ability once per day. You can spend 1 Resolve Point to grant this benefit to an ally that has already benefited from it in the past 24 hours.

Tactical Superiority (Su): At 13th level, you can emanate a 10-foot aura of superior tactics as a standard action. Allies affected by the aura increase the bonuses they gain from flanking, harrying fire, and suppressing fire to +4 (up from +2). You can use this ability for a number of rounds each day equal to your cleric level. These rounds don't need to be consecutive.

Greater Inspiring Word (Su): At 17th level, whenever you use the inspiring word domain power, the bonus you grant increases to +4, and the ability's duration increases to a number of minutes equal to your Wisdom bonus.

DOMAIN SPELL LIST

- 1st—*bless**
- 2nd—*status*
- 3rd—*deathwatch*
- 4th—*heroism* (as the 3rd-level version)
- 5th—*heroism* (as the 4th-level version)
- 6th—*telepathic bond*
- 7th—*unwilling guardian**
- 8th—*heroes' feast**
- 9th—*overwhelming prescence**

PLANT

You are an emissary of the natural world, a champion of flora whose mere presence inspires health and life in plants of all species. Although many see plantlife as nothing more than a decoration or a nuance, you understand the critical role that it plays in nature, and worship your deity's reverence for all plantlife.

Channel Divinity: When you channel divinity to heal, you affect only plants. When you channel divinity to harm, you affect all creatures and deal bludgeoning damage. In addition, affected creatures become entangled by choking vines for a number of rounds equal to you Wisdom bonus. A successful Reflex save negates this effect.

Domain Powers: Clerics with the plant domain gain the following domain powers at the indicated levels.

Wooden Body (Su): At 5th level, once per day you can harden your body to be as sturdy as wood as a standard action. Your unarmed strikes no longer count as anarchic weapons, and you add 1-1/2 times your cleric level on damage rolls made with unarmed strikes. In addition, you gain the benefits of Weapon Specialization with your unarmed strikes. Any time an opponent threatens a critical hit against you, there is a 25% chance that the critical hit is negated (roll the damage for the attack normally). This ability lasts for a number of rounds equal to your cleric level. You may spend 1 Resolve Point to use this ability again if you have already used it for the day.

Bramble Body (Su): At 9th level, whenever you use the wooden body domain power, you also grow supernaturally sharp thorns from your body, causing any foe that strikes you with an unarmed strike or a melee weapon without reach to take 1d6 points of piercing damage per 3 cleric level you possess.

Choking Vines (Su): At 13th level, whenever you channel divinity to harm and one or more creatures fail their Reflex save to avoid being entangled, you can spend 1 Resolve Point as a swift action in order to cause those creatures to take 1d6 points of bludgeoning damage per 3 cleric levels you possess at the start of each of the creature's turns, until it is no longer entangled.

Regrowth (Su): At 17th level, whenever you use the wooden body domain power, you gain fast healing 5 for the ability's duration.

DOMAIN SPELL LIST

- 1st—*life bubble*
- 2nd—*allfood**
- 3rd—*daylight**
- 4th—*plant growth**
- 5th—*poison**
- 6th—*creation* (as the 4th-level version)
- 7th—*commune with nature*
- 8th—*anti-life shell**
- 9th—*horrid wilting**

PROTECTION

Mortals turn to the gods for protection, and few offer as much protection as yours. Because of their emphasis on protection, you are seen as a bastion of defense, a

pillar upon whom nations depend for support. You are likely a member of a local military, and acknowledge that the roles of both warden and striker are equally important in securing a peaceful existence for others.

Channel Divinity: When you channel divinity to heal, only allies are affected. Instead of healing hit point damage, affected creatures gain temporary hit points equal to the result of half your channel divinity healing dice. These temporary hit points last 1 minute and or until expended. A character can only benefit from this use of channel divinity once every minute. You cannot channel divinity to harm.

Domain Powers: Clerics with the protection domain gain the following domain powers at the indicated levels.

Resistance (Su): Beginning at 1st level, each day when you prepare your spells, you may choose one saving throw. You add a +1 resistance bonus on saving throws of the chosen kind. This benefit lasts until the next time you prepare your spells, at which point you choose which saving throw to apply its benefit to again. At 5th level and every 5 levels thereafter, this bonus increases by +1.

Touch of Resistance (Sp): At 5th level, you can spend 1 Resolve Point as a standard action to touch one creature and grant it the bonuses of your resistance domain power for 1 minute. The target may apply this bonus to a different saving throw than you had chosen when you used the ability.

Enhanced Protection (Su): At 9th level, whenever you cast a spell that grants you or an ally a bonus to AC, damage reduction, energy resistances, immunities, or saving throw bonuses, you can spend a number of Resolve Points equal to the spell's level to double the spell's duration. This domain power has no effect on spells with a duration shorter than 1 round.

Aura of Protection (Su): At 13th level, you can spend 2 Resolve Points to emit a 30-foot aura of protection for a number of rounds equal to your Wisdom bonus as a swift action. Allies within this aura gain DR and resistance against all energy types equal to half your cleric level.

Greater Aura of Protection (Su): At 17th level, whenever you use your aura of protection domain power, the DR and resistances that you gain from the ability is equal to your cleric level.

DOMAIN SPELL LIST

- 1st—*alarm**
- 2nd—*reflecting armor*
- 3rd—*security seal*
- 4th—*lesser resistant armor*
- 5th—*resistant armor*
- 6th—*resilient sphere*
- 7th—*resistant aegis*
- 8th—*greater resistant armor*
- 9th—*planar barrier*

REPOSE

Although your deity represents death and departure, they present this final rest as a reward for a life well-spent rather than a dark end to existence. As a result, you see the perversion of death, especially undead, as a perversion of the promises of your deity. You are likely a gravedigger and an administer of last rights, and likely devote much of your time to helping others cope with the mystery and fear that most experience when confronted with the finality of death.

Channel Divinity: When you channel divinity to heal, only allies are affected. Instead of healing hit point damage, affected creatures gain fast healing equal to half the total number of channel divinity dice you possess (minimum 1) for a number of rounds equal to your cleric level. Multiple uses of this ability don't stack; instead, they reset the duration. When you channel to harm, you affect only undead creatures and deal positive energy damage to them.

Domain Powers: Clerics with the repose domain gain the following domain powers at the indicated levels.

Gentle Rest (Sp): At 5th level, you can spend 1 Resolve Point as a standard action to touch a creature, bestowing it with lethargy. If the target is living, it becomes staggered for 1 round. A living creature that is already staggered falls asleep for 1 round instead. If the target is undead, it takes damage equal to your channel divinity damage dice and is staggered for 1 round. A successful Will save reduces the damage by half, but doesn't prevent the staggered condition.

Ward Against Death (Su): At 9th level, you can spend 2 Resolve Points to emit a 30-foot aura that wards against death for a number of rounds equal to your cleric level. Living creatures in this area are immune to death effects, energy drain, and effects that cause negative levels. This ability doesn't

remove any negative levels that a creature has already gained, but their penalties are suppressed while the target remains within the aura.

Enhanced Lethargy (Su): At 13th level, whenever you use the gentle rest domain power, you can increase the ability's Resolve Point cost by 3 in order to increase the duration of any asleep or staggered conditions created by the ability by a number of rounds equal to your cleric level. A successful Will save reduces the duration to 1 round.

Mass Rest (Su): At 17th level, whenever you use channel divinity to harm, you can spend a number of additional Resolve Points up to your Wisdom modifier. For every 2 additional Resolve Points spent, you cause one creature of your choice that failed its Will save to become staggered for a number of rounds equal to your Wisdom bonus.

DOMAIN SPELL LIST

- 1st—*unseen servant*
- 2nd—*cryogenic repose**
- 3rd—*deathwatch*
- 4th—*speak with dead*
- 5th—*rest eternal**
- 6th—*call spirit**
- 7th—*crush skull*
- 8th—*anti-life shell**
- 9th—*wail of the banshee**

RUNE

Runes represent the oldest and most powerful language in the universe—the language of magic. Although largely a lost art, some deities still promote the use of this ancient form of magic, and your deity is one of them. In your ability to understand runes, you are able to weave especially powerful spells.

Channel Divinity: When you channel divinity, instead of healing or harming creatures, you draw a number of magic runes in the air around you equal to half your channel divinity dice (minimum 1). For each rune drawn, choose one of the following: ability checks, caster level checks, damage rolls, saving throws, or skill checks made with a single skill of your choice. All allies within 30 feet of the square in which you drew these runes gain a +1 divine bonus on the chosen rolls or checks, and all enemies within 30 feet of this square take a –1 penalty on these rolls and checks. These bonuses last for a number of rounds equal to your Wisdom bonus. The penalties increase to –2 at

9th level and –3 at 17th level. Each round on their turn, affected opponents can attempt a Will save to ignore these penalties for the ability's duration.

Domain Powers: Clerics with the rune domain gain the following domain powers at the indicated levels.

Blast Rune (Sp): At 5th level, you can create a rune in any square that is adjacent to you that explodes when triggered. Whenever a creature steps into the square that contains your rune, the rune explodes, dealing energy damage to the triggering creature and all creatures in any squares adjacent to the rune. The amount of damage done is equal to an incendiary grenade with an item level no greater than to your cleric level, and the damage dealt is acid, cold, electricity, or fire damage (your choice). A successful Reflex save reduces the damage taken by half. A blast rune is invisible, lasts 1 minute, and costs 1 Resolve Point to create. Blast runes can be discovered using Perception and disarmed using Disable Device (DC 10 + 1-1/2 your cleric level).

Enhance Spell (Su): At 9th level, whenever you cast a cleric spell, you can spend a number of Resolve Points equal to 1/3 the spell's level (minimum 1) to draw the spell out in the air as a magical rune, amplifying its effects. Casting a spell in this manner increases the spell's casting time to a full action (if the spell's casting time is a standard action or less), or by 1 full action if the spell's casting time is a full action or more. When casting a spell in this manner, you increase its caster level and save DC by 2. At 17th level, these benefits increase by 1.

Spell Rune (Sp): At 13th level, whenever you use the blast rune domain power to create a blast rune, you can increase the Resolve Point cost of the ability to imbue the rune with a cleric spell that you have prepared. Doing so increases the ability's Resolve Point cost by an amount equal to 1/3 the spell's level (minimum 1) and requires the expenditure of a spell slot of a level equal to or greater than the spell's level. Any creature that triggers the blast rune is also affected by the imbued spell. This spell must target one or more creatures, and it only affects the creature that triggers the rune.

Permanent Warding (Su): At 17th level, whenever you cast a "symbol" or "rune" domain spell or use the blast rune domain power, you can spend 4 Resolve Points to make that spell or spell-like ability permanent. You may only have one permanent

symbol or rune at a time; making a new effect permanent causes the older effect to immediately end, as if its duration had expired. Once triggered, these spells are dormant for 10 minutes before becoming active again.

DOMAIN SPELL LIST

- 1st—*erase*
- 2nd—*magic mouth**
- 3rd—*security seal*
- 4th—*explosive runes**
- 5th—*planar binding* (as the 4th-level version)
- 6th—*secret text**
- 7th—*rune of imprisonment**
- 8th—*circle of clarity**
- 9th—*symbol of death**

STRENGTH

Your deity is a paragon of physical might, a tenant that you fiercely uphold. Whether your deity believes that "might makes right" or that strength is a blessing that is only truly measured in service to others, you are always looking for opportunities to prove your strength to your peers and onlookers. You are likely an athlete, mercenary or hired muscle, but your relationship with your deity always comes before such material obligations.

Channel Divinity: Whenever you channel divinity to heal, only allies are affected. Instead of healing hit point damage, affected creatures gain a divine bonus on melee damage rolls equal to half your channel divinity dice (minimum +1). This bonus only applies on the next attack that the affected creature makes, which must be made within a number of rounds equal to your Wisdom bonus. Whenever you channel divinity to harm, only foes are affected. Instead of dealing hit point damage, affected creatures take a penalty on the next weapon damage roll they make within a number of rounds equal to your Wisdom bonus. This penalty is equal to your channel divinity dice. A successful Will save negates this penalty.

Domain Powers: Clerics with the strength domain gain the following domain powers at the indicated levels.

Might of the Gods (Ex): At 5th level, you gain a +2 bonus to your Strength score, or a +1 bonus if your Strength score is 17 or higher.

Ballistic Channeling (Su): At 9th level, whenever you channel divinity to harm, each creature that fails its Will save takes damage equal to half your

channel divinity damage dice. You choose the type of damage dealt (bludgeoning, piercing, or slashing).

Strength Surge (Su): At 13th level, whenever you use channel divinity to heal, all affected creature gain a bonus to Strength checks, Strength-based skill checks, and melee damage rolls equal to your number of dice of divine channeling, for a number of rounds equal to your Wisdom bonus.

Strength Drain (Su): At 17th level, whenever you use channel divinity to heal, affected creatures gain the weakness special critical hit effect that they can use rather than their typical critical effect. A target affected by the weakness critical hit must make a Fortitude save (DC calculated as normal for the attacks' critical effects) or do half damage on all attacks for 1d4 rounds. Affected creatures retain this alternative critical hit effect for a number of rounds equal to your Wisdom bonus.

DOMAIN SPELL LIST

- 1st—*divine favor**
- 2nd—*blessing of courage and life**
- 3rd—*surmount affliction**
- 4th—*heroism** (as the 3rd-level version)
- 5th—*heroism** (as the 4th-level version)
- 6th—*burst of speed**
- 7th—*freedom of movement**
- 8th—*heroes' feast**
- 9th—*overwhelming presence**

SUN

As their name implies, the defining feature of every star system is its star, and while this celestial body's name changes from system to system, the term "sun" is generally understood to mean the star or stars around which all other celestial bodies in the system orbit. You worship a deity who embodies the life-giving properties of the sun, be it your system's sun, another system's sun, or all suns across the known universe. At the heart of each of these glorious stars is a hidden portal to a life-giving plane, your stand staunchly opposed to undeath and brandish the sun's fiery might against them.

Channel Divinity: When you channel divinity to heal, you heal all living creatures. When you channel to harm, you deal fire damage to all creatures. Undead creatures instead take half fire damage, half positive energy damage.

Domain Powers: Clerics with the sun domain gain the following domain powers at the indicated levels.

Sun's Wrath (Su): At 1st level, whenever you use channel divinity to harm, undead creatures take additional damage equal to your cleric level. Additionally, undead creatures do not add their channel resistance to saving throws against your channel divinity.

Stellar Attunement (Su): At 5th level, you can attune yourself to the cosmic ebbs and flows of the stars. This functions as the solarion's stellar mode class feature, using your cleric level -4 as your effective solarion level. Your effective solarion level stacks with any solarion levels you possess for the purpose of determining the effects of your stellar mode class feature, as well as any stellar revelations you possess. In addition, you can choose solarion photon stellar revelations in place of devotions any time that you gain a new devotion. Your effective solarion level when determining if you meet a stellar revelation's minimum level, as well as for the purpose of determining those revelation's effects, is equal to your cleric level -4. You take no penalties for having more photon revelations than graviton revelations.

Nimbus of Light (Su): At 9th level, you can spend 1 Resolve Points as a standard action to emit a 30-foot nimbus of light for a number of rounds equal to your cleric level. This acts as a *daylight* spell. In addition, undead creatures that start their turn within this radius take positive damage each round equal to your cleric level. Spells and spell-like abilities with the darkness descriptor are automatically dispelled if brought inside this nimbus. These rounds do not need to be consecutive.

Zenith Revelation: At 13th level, you gain two zenith revelations, functioning as the solarion's zenith revelation class feature. Your effective solarion level when determining if you meet a zenith revelation's minimum level, as well as for the purpose of determining those revelation's effects, is equal to your cleric level -4.

Solar Fire (Su): At 17th level, whenever you use channel divinity to harm, fire damage done by your channel divinity treats all affected creatures as if any fire resistance they possess were 10 less (minimum 0). If an affected creature is immune to fire, it still takes half fire damage from the channel (or no damage on a successful Will save). In addition,



creatures that fail their Will save against your channel divinity are afflicted with radiation (as the poison, see the radiation section of Chapter 11 of the *Starfinder Core Rulebook*). Nonmagical armor or effects provide no resistances or immunities against this radiation, but magical effects reduce or prevent it as normal.

DOMAIN SPELL LIST

- 1st—*wisp ally*
- 2nd—*see invisibility*
- 3rd—*daylight**
- 4th—*irradiate*
- 5th—*gravitonic fluctuation** (as the 3rd-level version)
- 6th—*gravitonic fluctuation** (as the 4th-level version)
- 7th—*call cosmos*
- 8th—*gravitational singularity*
- 9th—*meteor swarm**

TRAVEL

You worship a deity dedicated to the movement of people or ideas, and take those principles to heart. Whether you believe that travel is the lifeblood of society, revere migratory animals and predators, or travel simply to see new sights and build new experiences, travel is likely a crucial part of how you profess your faith to your deity. As a result, you are likely a pilot or driver if your travels keep you tied to society, or a pilgrim or nomad if you travel beyond the fringes of civilization's borders.

Channel Divinity: Whenever you channel divinity to heal, only allies are affected. Instead of healing hit point damage, affected creatures ignore all difficult terrain for a number of rounds equal to half your channel divinity dice (minimum 1). Whenever you channel divinity to harm, only opponents are affected. Instead of dealing hit point damage, affected creatures can't make attacks of opportunity that you or your allies provoke from moving into or within the creature's threatened area for a number of rounds equal to half your channel divinity damage dice (minimum 1). A successful Will save negates this effect.

Domain Powers: Clerics with the travel domain gain the following domain powers at the indicated levels.

Trailblazer (Su): At 5th level, whenever you use channel divinity to heal, you can increase the channel's Resolve Point cost by 1 to grant affected creatures a +10 enhancement bonus to one movement type of their choice (that they already possess) for a number of minutes equal to your Wisdom modifier.

Self Liberation (Su): At 9th level, you can use channel divinity to heal yourself as a swift action instead of a standard action. Other allies aren't affected when you channel in this manner, and you may only use this ability to use the Liberation domain's version of channel divinity (see above).

Freedom of Travel (Su): At 13th level, you gain a climb speed, a fly speed with perfect maneuverability, and a swim speed equal to your base speed. When you use a cleric spell or the trailblazer domain power to grant yourself a bonus to your speed, this bonus applies to all of your movement types.

Enhanced Traveling (Su): At 17th level, whenever you cast a Liberation domain spell, you may apply one of the following modifications to the spell: double the spell's duration (if the base duration is 1 round or longer), target one additional creature (if the spell targets one or more creatures), increase any movement speed granted by the spell's effect by 10 feet, or increase any bonus to one or more movement speeds granted by the spell's effects by 10 feet.

DOMAIN SPELL LIST

- 1st—*expeditiousness**
- 2nd—*surface stride**
- 3rd—*flight*
- 4th—*haste*
- 5th—*dimension door*
- 6th—*burst of speed**
- 7th—*teleport**
- 8th—*plane shift*
- 9th—*interplanetary teleport*

TRICKERY

You are a trickster to the core, drawing upon your god's power to cause divine mayhem and mischief. Whether your deity's specific brand of trickery is good-natured mischief, political misdirection, or lethal assassination matters little—you adhere to the notion that all agendas require a bit of deception to properly manifest. Your profession likely relates to your deity's interests—assassin, clown, or thief are all equally viable professions when one embodies the trickery domain.

Channel Divinity: Whenever you channel divinity to heal, only one ally of your choice is affected. Instead of healing hit point damage, the affected creature become invisible (as the *invisibility* spell) for a number of rounds equal to half your channel divinity healing dice (minimum 1). Whenever you channel divinity to harm,

only opponents are affected. Instead of dealing hit point damage, you may attempt a dirty trick combat maneuver attempt against all affected creatures. Your attack bonus for this attempt is equal to your caster level plus the number of channel divinity damage dice you possess. You roll one attack roll against the KAC +8 of all affected creatures, and you must apply the same condition to all creatures affected. Creatures that succeed on their Will save aren't affected by this dirty trick attempt.

Domain Powers: Clerics with the trickery domain gain the following domain powers at the indicated levels.

Trickster's Skills (Su): At 1st level, you add Bluff, Disguise, and Stealth to your list of class skills. If you already have one or more of these as class skills, you instead gain a +1 bonus to those skills.

Copycat (Sp): At 5th level, you can create an illusory double of yourself by spending 1 Resolve Point as a move action. This double functions as a single *mirror image* and lasts for a number of rounds equal to your cleric level, or until the illusory duplicate is dispelled or destroyed. You cannot have more than one illusory double at a time, and this ability does not stack with the *mirror image* spell.

Improved Trickery (Su): At 9th level, whenever you channel divinity to harm, you add your Wisdom bonus on attack rolls made as part of your dirty trick attempt. If you have Improved Combat Maneuver (dirty trick), you may also apply that bonus to such attack rolls.

Improved Invisibility (Su): At 13th level, whenever you channel divinity to heal, you can increase the channel's Resolve Point cost by 2 in order to grant the affected creature the effects of *greater invisibility* instead of *invisibility*. All other aspects of this effect remain unchanged, such as duration.

Master of Illusions (Sp): At 17th level, you can create an illusion that hides the appearance of yourself and any number of allies within 30 feet for 1 round per cleric level by spending 2 Resolve Points. This ability functions like the spell *veil*.

DOMAIN SPELL LIST

1st—*holographic image*
 2nd—*holographic image*
 3rd—*silence**
 4th—*holographic image* (as the 3rd-level version)
 5th—*holographic image* (as the 4th-level version)
 6th—*deeper darkness**
 7th—*holographic image* (as the 5th-level version)
 8th—*holographic image* (as the 6th-level version)
 9th—*veil*

WAR

Clerics who embody the domain of war fight bitterly in the name of their warmongering deity, eager to revel in war's triumphs and conquests.

Channel Divinity: When you channel divinity to heal, you heal all creatures with 0 Stamina Points remaining. When you channel to harm, you deal piercing and slashing damage to all creatures.

Domain Powers: Clerics with the war domain gain the following domain powers at the indicated levels.

Battle Fury (Su): At 5th level, you can spend 1 Resolve Point to touch a creature as a standard action to grant it a bonus on damage rolls made with all weapons that it has the Weapon Specialization feat with by half your cleric level. If the target attacks with a weapon that it doesn't have Weapon Specialization with, it gains Weapon Specialization with that weapon instead. This effect lasts for a number of rounds equal to your Wisdom modifier.

Warmaster (Su): At 9th level you gain Adaptive Fighting as a bonus feat. You do not need to meet its prerequisites. If you already have Adaptive Fighting, instead you may use it twice per day.

Warsight (Su): At 13th level, whenever you roll for initiative, you can roll twice and use the better result. Alternatively, you can spend 1 Resolve Point in order to act during a surprise round in which you were ambushed (you didn't notice the creatures that surprised you), but when doing so you don't get to roll for initiative and instead act last. (You use your normal initiative result on subsequent rounds after the surprise round.)

Surprising Charge (Ex): At 17th level, you can spend 2 Resolve Points to move up to your speed as a swift action, or as a reaction whenever another creature moves during its turn.

DOMAIN SPELL LIST

1st—*divine favor**
 2nd—*reflecting armor*
 3rd—*spiritual weapon**
 4th—*blessing of fervor*
 5th—*resistant armor*
 6th—*blade barrier**
 7th—*resistant aegis*
 8th—*frightful aspect**
 9th—*snuff life*

WATER

Throughout the cosmos, water is life. In worshipping a deity who represents this crucial element, you embody all that water represents—strength, nourishment, unpredictability, and life. You likely spend most of your time on or near water, and professions such as fisherman or sailor are equally likely.

Channel Divinity: When you channel divinity to heal, you affect only creatures with the water subtype. When you channel divinity to harm, you affect all creatures without the water subtype and deal bludgeoning damage to those creatures.

Domain Powers: Clerics with the water domain gain the following domain powers at the indicated levels.

Channel the Cycle (Su): At 5th level, whenever you channel divinity to harm, you can choose to deal all of the damage as cold damage instead of bludgeoning damage. Alternatively, you can deal half the damage as cold and the rest as bludgeoning, or half the damage as fire (as steam) and the rest as bludgeoning. This choice is made each time you use channel divinity to harm.

Resist the Cold (Su): At 9th level, you can spend 1 Resolve Point as a swift action to gain resistance against cold equal to your cleric level for a number of rounds equal to your Wisdom modifier (minimum 1).

Channeling Surge (Su): At 13th level, when you channel divinity to harm, you may push or pull all creatures that fail their saving throw against your channel divinity a number of squares equal to half the channel divinity damage dice you possess. You can increase the channel's Resolve Point cost by 2 to knock all affected creatures prone in their new spaces unless they succeed on a Reflex save.

Channel Blood (Su): At 17th level, when you channel divinity to harm, you can increase the channel's Resolve Point cost by 4 to affect only a single creature within 30 feet with your channel. If that target fails its Will save, it becomes paralyzed for a number of rounds equal to your Wisdom modifier and takes bleeding damage equal to your cleric level. Multiple uses of this ability don't stack this bleeding damage. A creature that is immune to bleeding damage is immune to this domain power.

DOMAIN SPELL LIST

- 1st—*drench**
- 2nd—*drench**
- 3rd—*freeze** (as the 2nd-level version)
- 4th—*drench** (as the 3rd-level version)
- 5th—*drench** (as a 4th-level version)
- 6th—*freeze** (as the 4th-level version)
- 7th—*drench** (as the 5th-level version)
- 8th—*plane shift*
- 9th—*drench** (as the 6th-level version)

WEATHER

You worship a deity who presides over the myriad of meteorological changes that sweep over your world. Although some view the weather and changing seasons as an enemy, you see them as an old friend, a sure sign that the world is alive, well, and ever changing. You likely study the weather, be it scientifically as a meteorologist or mystically as a reader of leaves or as a soothsayer. Regardless of occupation, your deity's grace grants you the power to command the changing seasons for a time, locally altering the weather as you see fit.

Channel Divinity: You cannot channel divinity to heal. When you channel divinity to harm, all creatures are affected. When you channel divinity, you choose one of the following types of weather: cold, heat, thunderstorms, or wind. If you channel cold, affected creatures take bludgeoning and cold damage. If you channel heat, affected creatures take bludgeoning and fire damage. If you channel thunderstorms, affected creatures take electricity and sonic damage. If you channel wind, affected creatures take bludgeoning damage.

Domain Powers: Clerics with the weather domain gain the following domain powers at the indicated levels.

Intense Weather (Su): At 5th level, whenever you channel divinity to harm, you can increase the channel's Resolve Point cost by 1 to inflict an additional condition upon any affected creature that failed its Will save. These targets also gain a Fortitude save to avoid these additional affects. If you channeled cold, affected creatures are staggered for a number of rounds equal to half your channel divinity damage dice. If you channeled heat, affected creatures are fatigued. If you channeled

thunderstorms, affected creatures are deafened for 1 minute. If you channeled wind, affected creatures are knocked prone.

Lingering Weather (Su): At 9th level, whenever you channel divinity, the channel effect that you create lingers within the affected area as a localized occurrence of intense weather. This adds a hindering condition to your channel divinity based upon the type of weather you channeled. If you channeled cold, the affected area also becomes difficult terrain as snow and ice cover the ground. If you channeled heat, creatures within the affected area at the start of their turn take 1d6 + your cleric level points of nonlethal fire damage from the intense heat. If you channeled thunderstorms, the affected area becomes filled with misty rain, functioning as the *fog cloud* spell. If you channeled wind, within the affected area take a -4 penalty on Perception checks and attack rolls. These effects last for a number of rounds equal to half your channel divinity damage dice (minimum 1).

Rolling Storms (Su): At 13th level, whenever you channel divinity to harm, you can choose any square within 30 feet of you as the origin point for the channel instead of centering the effect on you. When you use this ability, you may still choose to exclude yourself from the channel's effects.

Extended Weather (Su): Starting at 17th level, whenever you cast a Weather domain spell using a cleric spell slot that affects an area, you can spend 1 Resolve Point as a swift action to double the spell's duration or double the size of its affected area (your choice).

DOMAIN SPELL LIST

- 1st—*gust**
- 2nd—*fog cloud*
- 3rd—*gust**
- 4th—*arcing surge*
- 5th—*vertiginous cloud**
- 6th—*gust** (as the 5th-level version)
- 7th—*commune with nature*
- 8th—*chain surge*
- 9th—*storm of vengeance**

CLERIC SPELL LIST

The cleric casts spells drawn from the cleric spell list, presented below. Spells marked with an asterisk are new, and described in Chapter 169: Spells. Spells from the *Starfinder Core Rulebook* that are at a different spell level than their mystic or technomancer versions include that information in a parenthetical note.

0-LEVEL SPELLS

*create water**, *detect affliction*, *detect magic*, *force ward**, *grave words*, *guidance**, *spark**, *stabilize*, *telepathic message*, *virtue**

1ST-LEVEL SPELLS

*bane**, *bless**, *command*, *detect radiation*, *detect thoughts*, *divine favor**, *fear*, *lesser remove condition*, *life bubble*, *mind link*, *mystic cure*, *mystic harm**, *mystic recovery**, *ray of sickening* *, *share language*, *wisp ally*

2ND-LEVEL SPELLS

augury, *bestow insight**, *blessing of courage and life**, *cryogenic repose**, *darkvision*, *fear*, *flight*, *fog cloud*, *hold person*, *inflict pain*, *lesser restoration*, *mystic cure*, *mystic harm**, *mystic recovery**, *reflecting armor*, *remove condition*, *sanctuary**, *see invisibility*, *shield other*, *spider climb*, *status*, *surface stride**

3RD-LEVEL SPELLS

*align weapon**, *command undead*, *consecrate**, *darkness**, *daylight**, *deathwatch**, *desecrate**, *make whole*, *silence**, *smite opposition**, *spiritual weapon**, *surmount affliction* *, *zone of truth*

4TH-LEVEL SPELLS

bestow curse, *blessing of fervor**, *dispel magic*, *fear* (as the 3rd-level version), *guiding star**, *irradiate*, *lesser resistant armor*, *mystic cure* (as the 3rd-level version), *mystic harm** (as the 3rd-level version), *mystic recovery** (as the 3rd-level version), *nondetection*, *pillar of life**, *planeslayer's call**, *prayer* *, *probability prediction*, *remove affliction*, *speak with dead*, *tongues*

5TH-LEVEL SPELLS

animate dead, *death ward*, *dimensional anchor**, *discern lies*, *dismissal* (as the 4th-level spell), *divination*, *greater smite opposition**, *invisibility purge**, *mass align weapon**, *mystic cure* (as the 4th-level spell), *mystic harm* (as the 4th-level spell), *mystic recovery* (as the 4th-level spell), *poison**, *remove radioactivity*, *resistant armor*, *rest eternal**, *restoration*

STARFARER'S COMPANION

6TH-LEVEL SPELLS

*atonement**, *blade barrier**, *call spirit**, *calm emotions**, *death ward*, *deeper darkness**, *discern lies*, *dispel opposition**, *fear* (as the 4th-level version), *flame strike**, *hold monster*, *planar binding*, *reincarnate*, *terrible remorse**

7TH-LEVEL SPELLS

break enchantment, *commune with nature*, *contact other plane*, *dismissal* (as the 5th-level version), *divination*, *freedom of movement**, *geas** (as the 5th-level version), *greater command*, *greater dispel magic*, *greater remove condition*, *mass mystic cure* (as the 5th-level version), *mass mystic harm** (as the 5th-level version), *mystic cure* (as the 5th-level version), *mystic harm** (as the 5th-level version), *mystic recovery** (as the 5th-level version), *raise dead*, *repulsion*, *resistant aegis*, *scrying**, *serenity**

8TH-LEVEL SPELLS

*anti-life shell**, *circle of clarity**, *contact other plane*, *control undead*, *ethereal jaunt*, *frightful aspect**, *greater resistant armor*, *heroes' feast**, *mass inflict pain*, *mass mystic cure* (as the 6th-level version), *mystic cure* (as the 6th-level version), *mass mystic harm** (as the 6th-level version), *mystic harm* (as the 6th-level version), *mystic recovery** (as the 6th-level version), *plane shift*, *psychic surgery*, *regenerate*, *true seeing*, *word of recall**

9TH-LEVEL SPELLS

*dictum**, *dimensional portal**, *earthquake**, *energy drain**, *forbiddance**, *geas** (as the 6th-level version), *miracle*, *overwhelming presence**, *planar barrier*, *sacred aura**, *snuff life*, *soul bind**, *spell resistance**, *storm of vengeance**, *true resurrection**

STARFARER MAGUS

While some practitioners of the magical arts spend their lives poring over ancient texts, tinkering with intricate devices, or quietly meditating on a mystical connection to understand the nature of magic, magi are more interested in magic's practical application. By blending study of magical force with intense martial training, you have developed a unique combat style that allows you to augment your weapon strikes with magical potency. As you advance in power, you unlock techniques known as arcana that allow you to merge your talents further, and at the height of your art, you become a devastating whirl of weapon and spell.

Role: You are an expert at combining magical knowledge and martial ability. Quick to study magical lore and weapon techniques, you might spend time seeking lost knowledge or training in an exclusive dojo. While you appreciate the insight of mystics, technomancers, and wizards, you focus your research on knowledge that will aid you in battle.

Key Ability Score: Your Intelligence governs your control over your devastating magical attacks, so Intelligence is your key ability score. A high Strength or Dexterity enables you to make effective weapon attacks, while a high Constitution score assist you in surviving the assaults of your enemies.

Stamina Points: 6 + Constitution modifier

Hit Points: 6

CLASS SKILLS

Skill Ranks per Level: 4 + Intelligence modifier.
Acrobatics (Dex), Athletics (Str), Intimidate (Cha), Mysticism (Int), Profession (Cha, Int, or Wis), and Piloting (Dex).

ARMOR PROFICIENCY

Light armor

WEAPON PROFICIENCY

Basic melee weapons, advanced melee weapons, small arms, grenades.

SPELLS

You cast spells drawn from the magus spell list (see page 96). To learn or cast a spell, you must have an Intelligence score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against your spell is 10 + the spell's level + your Intelligence modifier.

You can cast only a certain number of spells of each spell level per day. Your number of spells per day is given on Table 10: Magus Spells per Day. In addition, you receive bonus spells per day if you have an Intelligence modifier of +1 or higher, as shown on Table 11: Magus 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.



TABLE 09: MAGUS

Level	BAB	Fort	Ref	Will	Class Features
1st	+0	+2	+0	+2	Arcane weapon, spellstrike
2nd	+1	+3	+0	+3	Spell combat
3rd	+2	+3	+1	+3	Magus arcana, weapon specialization
4th	+3	+4	+1	+4	Spell recall
5th	+3	+4	+1	+4	Bonus feat
6th	+4	+5	+2	+5	Magus arcana
7th	+5	+5	+2	+5	Knowledge pool
8th	+6	+6	+2	+6	Improved spell combat
9th	+6	+6	+3	+6	Magus arcana
10th	+7	+7	+3	+7	Martial training
11th	+8	+7	+3	+7	Bonus feat, improved spell recall
12th	+9	+8	+4	+8	Magus arcana
13th	+9	+8	+4	+8	Heavy armor
14th	+10	+9	+4	+9	Greater spell combat
15th	+11	+9	+5	+9	Magus Arcana
16th	+12	+10	+5	+10	Counterstrike
17th	+12	+10	+5	+10	Bonus Feat
18th	+13	+11	+6	+11	Magus Arcana
19th	+14	+11	+6	+11	Greater spell access
20th	+15	+12	+6	+12	True magus

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 magus level, you learn one or more new spells, as indicated on Table 12: Magus Spells Known. Unlike spells per day, the number of spells you know isn't affected by your Intelligence.

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 can swap only a single spell at any given level, and you must choose whether or not to swap the spell at the same time you gain new spells known for the level.

You can cast any magus spell you know at any time, assuming you have not yet used up your allotment of spells per day for the spell's level. You can also cast a spell using a higher-level spell slot. For instance, if you want to cast a 1st-level spell but have used up all your 1st-level spells for the day, you can use a 2nd-level slot instead if you have one. Casting 0-level

spells using higher-level spell slots consumes those spell slots as normal.

You can also decipher magical inscriptions that would otherwise be unintelligible, including identifying the spell inscribed on a magical scroll, which is a full action. This does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed or trapped scroll.

ARCANE WEAPON (SU)

At 1st level, as long as you have at least 1 Resolve Point in your Resolve Pool, as a move action you can infuse one one-handed melee weapon or small arm you are holding with magical power via sheer force of will. For one minute, the weapon is treated as magic, and you make attacks with your enhanced weapon as if your base attack bonus from your magus levels were equal to your magus level. You can only have one weapon at a time infused in this way. If you infuse a new weapon while a previous weapon is still infused, the older infusion ends.

TABLE 10: MAGUS SPELLS PER DAY

1st	2nd	3rd	4th	5th	6th
2	—	—	—	—	—
2	—	—	—	—	—
3	—	—	—	—	—
3	2	—	—	—	—
4	2	—	—	—	—
4	3	—	—	—	—
4	3	2	—	—	—
4	4	2	—	—	—
5	4	3	—	—	—
5	4	3	2	—	—
5	4	4	2	—	—
5	5	4	3	—	—
5	5	4	3	2	—
5	5	4	4	2	—
5	5	5	4	3	—
5	5	5	4	3	2
5	5	5	5	4	2
5	5	5	5	4	3
5	5	5	5	5	4
5	5	5	5	5	5

At 5th level, when you use this ability to infuse a weapon, you can temporarily grant it weapon fusions. You can grant the weapon the *disruptive*, *durable*, *ethereal*, *flaming*, *frost*, *merciful*, or *shock* fusion. Starting at 7th level, you can grant it the *holy*, *unholy*, or *wounding* fusion. Starting at 9th level, you can grant it the *corrosive* or *wounding* fusion. Starting at 13th level, you can spend an additional 2 Resolve Points when enhancing your weapon to grant it the *vorpal* fusion. You can only grant a single weapon fusion at a time, and if you grant a new weapon fusion any previous fusion ends. These weapon fusions are added to any the weapon already has, but duplicates do not stack. This might cause your weapon to temporarily exceed the typical limitation that your weapon cannot benefit from fusions with a total level greater than its item level. These properties are decided when you use arcane weapon and cannot be changed until the next time you uses this ability. These bonuses do not function if the weapon is wielded by anyone other than you.

SPELLSTRIKE (SU)

At 1st level, you have learned to focus the same vast intellect you use to cast spells to draw upon eldritch powers to increase your effectiveness when wielding weapons. As long as you have at least 1 Resolve Point in your Resolve Pool, whenever you use a 1-handed melee weapon or small arm to make an attack, you may add your Intelligence bonus to the attack roll in place of your Strength or Dexterity bonus (as appropriate). If using a 1-handed melee weapon, you may also add your Intelligence bonus to damage, in place of your Strength bonus.

SPELL COMBAT (EX)

At 2nd level, you learn to cast spells and wield your weapons at the same time. To use this ability, you must have one hand free, while wielding a one-handed melee weapon or small arm in the other hand. As a full action, you can make an attack with your weapon at a -4 penalty and can also cast any spell from the magus spell list with a casting time of 1 standard action or less. Any attack roll made as part of this spell also takes a -4 penalty, and any save DC is reduced by -2. You can choose to cast the spell first or make the weapon attacks first.

MAGUS ARCANA

As you gain levels, you learn arcane secrets tailored to your specific way of blending martial excellence and magical skill. Starting at 3rd level, you gain one magus arcana. You gain an additional magus arcana for every three levels of magus attained after 3rd level. Unless specifically noted in you arcana's description, you cannot select a particular magus arcana more than once. Magus arcana that affect spells can only be used to modify spells from the magus spell list unless otherwise noted. The list of arcana appears on page 95.

WEAPON SPECIALIZATION

At 3rd level, you gain the Weapon Specialization feat as a bonus feat for each weapon group this class grants you proficiency with.

SPELL RECALL (SU)

At 4th level, you can sacrifice some of your Resolve in exchange for arcane power. With a move action, you can regain one magus spell slot that you have expended by spending a number of Resolve Points equal to half the spell slot's level (minimum 1).

TABLE 11: MAGUS BONUS SPELLS

Int Score	0	1st	2nd	3rd	4th	5th	6th
1–11	—	—	—	—	—	—	—
12–13	—	1	—	—	—	—	—
14–15	—	1	1	—	—	—	—
16–17	—	1	1	1	—	—	—
18–19	—	1	1	1	1	—	—
20–21	—	2	1	1	1	1	—
22–23	—	2	2	1	1	1	1
24–25	—	2	2	2	1	1	1
26–27	—	2	2	2	2	1	1
28–29	—	3	2	2	2	2	1
30–31	—	3	3	2	2	2	2

TABLE 12: MAGUS SPELLS KNOWN

Level	0	1st	2nd	3rd	4th	5th	6th
1st	4	2	—	—	—	—	—
2nd	5	3	—	—	—	—	—
3rd	5	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	2	—
14th	6	6	6	5	4	3	—
15th	6	6	6	5	4	4	—
16th	6	6	6	5	5	4	2
17th	6	6	6	6	5	4	3
18th	6	6	6	6	5	4	4
19th	6	6	6	6	5	5	4
20th	6	6	6	6	6	5	5

BONUS FEATS

At 5th level, and every six levels thereafter, you gain a bonus feat in addition to those gained from normal advancement. These bonus feats must be selected from those listed as combat feats. You must meet the prerequisites for these feats as normal.

KNOWLEDGE POOL (SU)

At 7th level, when you prepare your magus spells, you can decide to expend 1 or more Resolve Points, up to an amount equal to your Intelligence bonus. For each point you expend, you can treat any one spell from the magus spell list as if it were one of your spells known for the next 24 hours.

IMPROVED SPELL COMBAT (EX)

At 8th level, your ability to cast spells and make melee attacks improves. When using the spell combat ability, you take only a -2 penalty on your attacks and only -1 to any spell DCs.

MARTIAL TRAINING (EX)

Starting at 10th level, you count your total magus level as your base attack bonus (in addition to base attack bonuses granted by other classes and hit dice) for the purpose of qualifying for feats.

IMPROVED SPELL RECALL (SU)

At 11th level, your ability to recall spell slots using Resolve Points becomes more efficient. Whenever you recall a spell slot with spell recall, you expend a number of Resolve Points 1/3 the spell slot's level (minimum 1).

HEAVY ARMOR (EX)

At 13th level, you gain proficiency with heavy armor.

GREATER SPELL COMBAT (EX)

At 14th level, you improve your ability to seamlessly cast spells and make melee attacks. Whenever you use the spell combat ability, you can make two attacks with your weapon, instead of one, by taking a -4 penalty on all of your attacks, including any attacks required by the spell, and a -2 penalty to the save DC of any spell you cast. You can choose to cast the spell first or make the weapon attacks first, but if you take more than one attack, you cannot cast the spell between weapon attacks.

COUNTERSTRIKE (EX)

At 16th level, once per day as a reaction, when an enemy within 30 feet of you casts a spell, you can move up to your speed and attack that enemy with a one-handed weapon or a small arm. If you attack is successful and damages the target, it loses the spell and spell slot.

TRUE MAGUS (SU)

At 20th level, you become a master of spells and combat. Whenever you use your spell combat ability, your spellcasting does not provoke attacks of opportunity. Whenever you use spell combat and your spell targets the same creature as your attacks, you can choose to either increase the DC to resist the spell by +2, grant yourself a +2 circumstance bonus on any checks made to overcome spell resistance, or grant yourself a +2 circumstance bonus on all attack rolls made against the target during your turn.

MAGUS ARCANA

Broad Study (Ex): Select another spellcasting class you have levels in. You can use the spell combat abilities while casting or using spells from the spell list of that class. You must be at least 6th level and must possess levels in at least one other spellcasting class before selecting this arcana.

Call Weapon (Su): As a full action, you can attune yourself to a number of one-handed weapons in your possession equal to your Intelligence modifier. For the next 24 hours, you can spend 1 Resolve Point as a standard action to instantly teleport any of these weapons to your hand. This ability functions across any distance, as long as you and the weapon are on the same plane. You must be at least 9th level to select this arcana.

Close Range (Ex): When using spell combat you can deliver spells that require you touch a target as close-range spells. You must successfully hit a target with a ranged attack made as part of spell combat, and then can make a second ranged touch attack to affect the same target with your touch-range spell.

Critical Strike (Su): Once per day when you score a critical hit with a melee weapon, you may cast a spell with a range of touch as a swift action against that target as a critical effect. This replaces any other critical effect that weapon has. You can use this ability additional times per day by spending 1 Resolve Point each time after the first. You must be at least 12th level before selecting this arcana.

Distant Spell (Ex): Once per day when you cast a spell with a range of close, medium, or long, you can double its range. Spells whose ranges are not defined by distance, as well as spells whose ranges are not close, medium, or long, do not benefit from this arcana. If the spell affects an area, doubling its range doesn't alter the size of its area. You can use this ability additional times per day by spending 1 Resolve Point each time after the first. You must be at least 6th level before selecting this arcana.

Dispelling Strike (Su): You can spend 1 of Resolve Points as a move action to imbue your weapon with a special power. If the weapon strikes a creature within the next minute, that creature is the subject of a targeted *dispel magic* using your level as the caster level. Once the strike is made, the power dissipates, even if the dispel attempt is unsuccessful. You must be at least 9th level before selecting this arcana.

Extend Spell (Ex): Once per day when you cast a spell, you can double its duration. This has no effect on spells with a duration of concentration, instantaneous, 1 round or less, or permanent, nor can it increase a spell's duration to more than 24 hours. You can use this ability additional times per day by spending 1 Resolve Point each time after the first. You must be at least 6th level before selecting this arcana.

Familiar (Ex): You gains a familiar, using your magus level as your effective wizard level. This familiar follows the rules for familiars presented in the arcane bond wizard class feature (see page 116).

Phase Shot (Su): Once per day as a standard action, you can fire a single shot from a ranged weapon at a target known to you within range. The shot travels to the target in a straight path, passing through any

nonmagical barrier or wall in its way, ignoring hardness and hit points (any magical barrier, such as a *wall of force*, and any force field stops the shot.) This ability negates cover and concealment modifiers, but otherwise the attack is rolled normally. You can use this ability additional times per day by spending 1 Resolve Point each time after the first. You must be at least 15th level to select this arcana.

Reflection (Su): You can spend 1 or more Resolve Points as a reaction when targeted by an opponent's spell to reflect the spell back at its caster. The targeted spell is turned back on its caster if it is of a spell level equal to or lower than 1/3 your caster level. This ability does not affect any spell that requires an attack roll. You must be at least 15th level before selecting this magus arcana.

Selective Targeting (Ex): When you cast an instantaneous spell with an area effect, you can shape it so that it doesn't affect one of your allies. Choose one 5-foot square within the spell's area to be unaffected by the spell. At 5th level, you can spend 1 Resolve Point to exclude any number of squares with this ability.

Spell Blending (Ex): When you select this arcana, you must select one spell from the wizard or technomancer spell list that is of a spell level you can cast. You add this spell to your list of spells known and the list of magus spells as a spell of its wizard or technomancer spell level. If the spell appears on both spell lists at different spell levels, treat it as the higher of the two levels. You can instead select two spells to add in this way, but both must be at least one level lower than the highest-level magus spell you can cast. You can select this magus arcana more than once.

Spell Shield (Su): Once per round, you can expend 1 Resolve Point as a reaction when targeted by an attack to grant yourself a shield bonus to AC equal to your Intelligence bonus against that attack.

MAGUS SPELL LIST

The magus casts spells drawn from the wizard spell list, presented below. Spells marked with an asterisk are new, and described in Chapter 169: Spells.

0-LEVEL SPELLS

dancing lights, detect magic, energy ray, fatigue, force ward, telekinetic projectile, telepathic message, token spell*

1ST-LEVEL SPELLS

anticipate peril, detect radiation, drench, expeditiousness*, flight, floating disk*, freeze*, grease, holographic image, jolting surge, keen senses, lock gaze*, magic missile, overheat, ray of sickening*, reflecting armor, stone fist*, supercharge weapon, unseen servant, web**

2ND-LEVEL SPELLS

bloodhound, caustic conversion, chill touch*, darkness*, darkvision, daylight*, drench*, energized touch*, fire breath*, flaming sphere*, flight, fog cloud, force blast, freeze*, glitterdust*, holographic image, invisibility, mirror image, scorching ray*, see invisibility, shadow weapon*, spider climb, static discharge*, web**

3RD-LEVEL SPELLS

arcane sight, arcing surge, burst of speed, dispel magic, displacement, divert energy*, drench*, energy aura*, euphoric cloud*, explosive blast, flight, force hook charge*, force punch*, freeze*, haste, holographic image, hurl forcedisk, lesser resistant armor, meteoric trail*, ray of exhaustion, slow, stone call*, vampiric touch*, web**

4TH-LEVEL SPELLS

black tentacles, corrosive haze, cosmic eddy, detect observation*, dimension door, dimensional anchor*, drench*, flight, freeze*, greater invisibility, holographic image, resilient sphere, resistant armor, telepathic bond, vertiginous cloud*, wall of fire*

5TH-LEVEL SPELLS

detonate, drench*, flight, freeze*, greater dispel magic, heat leech, holographic image, hostile juxtaposition*, mislead, resistant aegis, synapse overload, telekinesis, teleport, wall of force*

6TH-LEVEL SPELLS

chain surge, deflection, disintegrate, drench*, flesh to stone, flight, freeze*, greater resistant armor, holographic image, hostile juxtaposition*, interplanetary teleport, mass invisibility, shadow walk, true seeing, walk through space*, wall of iron*

STARFARER PALADIN

While technology, culture, magic, and the very structure of the universe may change over time, one conflict is eternal: The battle between good and evil. You have put yourself on the front lines of that battle and dedicated your life to goodness and justice. Whether through teaching virtue, combating evil foes, or simply serving as a quiet example of moral behavior, you strive to advance the agenda of righteousness.

Role: Paladins are leaders on and off the battlefield. Your strong personality and divine blessings bolster your allies. When facing evil foes, you lead the effort to bring justice and retribution to your enemies. Your devotion lends you divine power, which takes the form of spells, beneficial auras, and supernatural virtues. Your martial prowess, bolstered by your faith, makes you a terror for lawless and wicked enemies.

Key Ability Score: Your supernatural powers derive from the strength of your convictions, so Charisma is your key ability score. A high Dexterity also makes your ranged attacks more accurate, while a high Strength makes your melee attacks more accurate.

Stamina Points: 7 + Constitution modifier

Hit Points: 7

CLASS SKILLS

Skill Ranks per Level: 4 + Intelligence modifier.

Athletics (Str), Intimidate (Cha), Medicine (Int), Mysticism (Wis), Perception (Wis), Profession (Cha, Int, or Wis), Sense Motive (Wis),

ARMOR PROFICIENCY

Light armor, heavy armor

WEAPON PROFICIENCY

Basic melee weapons, advanced melee weapons, small arms, longarms, heavy weapons.

Spells: You cast spells drawn from the cleric spell list. To learn or cast a spell, you must have a Charisma score equal to at least 10 + the spell's level. The Difficulty Class for a saving throw against your spell is 10 + the spell's level + your Charisma modifier.

You can cast only a certain number of spells of each spell level per day. Your number of spells per day is given on Table 14: Paladin Spells per Day. In addition, you receive bonus spells per day if you have a Charisma modifier of +1 or higher, as shown on Table 15: Paladin 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 two 0-level spells of your choice. At each new paladin level, you learn one or more new spells, as

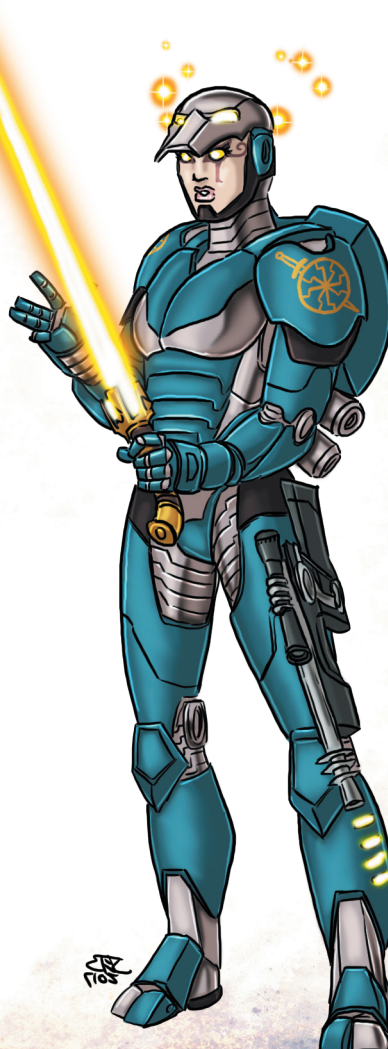


TABLE 13: PALADIN

Level	BAB	Fort	Ref	Will	Class Features
1st	+1	+2	+0	+2	Oath, smite evil 1/day, virtue
2nd	+2	+3	+0	+3	Divine grace, lay on hands
3rd	+3	+3	+1	+3	Aura of courage, divine health, mercy, weapon specialization
4th	+4	+4	+1	+4	Channel energy, smite evil 2/day
5th	+5	+4	+1	+4	Divine bond, virtue
6th	+6	+5	+2	+5	Mercy
7th	+7	+5	+2	+5	Smite evil 3/day
8th	+8	+6	+2	+6	Aura of resolve
9th	+9	+6	+3	+6	Mercy, virtue
10th	+10	+7	+3	+7	Smite evil 4/day
11th	+11	+7	+3	+7	Aura of Justice
12th	+12	+8	+4	+8	Mercy
13th	+13	+8	+4	+8	Smite evil 5/day, virtue
14th	+14	+9	+4	+9	Aura of faith
15th	+15	+9	+5	+9	Mercy
16th	+16	+10	+5	+10	Smite evil 6/day
17th	+17	+10	+5	+10	Aura of righteousness, virtue
18th	+18	+11	+6	+11	Mercy
19th	+19	+11	+6	+11	Smite evil 7/day
20th	+20	+12	+6	+12	Holy champion

indicated on Table 16: Paladin Spells Known. Unlike spells per day, the number of spells you know isn't affected by your Charisma.

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 can swap only a single spell at any given level, and you must choose whether or not to swap the spell at the same time you gain new spells known for the level.

You can cast any paladin spell you know at any time, assuming you have not yet used up your allotment of spells per day for the spell's level. You can also cast a spell using a higher-level spell slot. For instance, if you want to cast a 1st-level spell but have used up all your 1st-level spells for the day, you can use a 2nd-level slot instead if you have one. Casting 0-level spells using higher-level spell slots consumes those spell slots as normal. You may never cast spells with the chaotic or evil descriptors.

You can also decipher magical inscriptions that would otherwise be unintelligible, including identifying the spell inscribed on a magic scroll, which is a full action. This does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed or trapped scroll.

OATH

At 1st level, you choose a binding paladin oath that represents the focus of your determination to serve goodness. Once this oath is sworn, it cannot be changed. Each oath adds a particular dictate to your paladin code. Additionally, at 1st level, 5th level, and every 4 levels thereafter, you gain a power unique to your oath, called a virtue. Your caster level for virtues that grant spell-like abilities is equal to your paladin level. If virtue allows a saving throw to resist its effects or requires an enemy to attempt a skill check, the DC is equal to 10 + half your paladin level + your Charisma modifier. Descriptions of the oaths you can choose from appear on page 102.

TABLE 14: PALADIN SPELLS PER DAY

1st	2nd	3rd	4th
—	—	—	—
—	—	—	—
—	—	—	—
1	—	—	—
1	—	—	—
1	—	—	—
1	1	—	—
1	1	—	—
2	1	—	—
2	1	1	—
2	1	1	—
2	2	1	—
3	2	1	1
3	2	1	1
3	2	2	1
3	3	2	1
4	3	2	1
4	3	2	2
4	3	3	2
4	4	3	2

Smite Evil (Su): Once per day, you can call out to the powers of good to aid you in your struggle against evil. As a move action, you chooses one target within sight to smite. If this target is evil, you add your paladin level to all damage rolls made against the target of your smite. If the target of smite evil is an outsider with the evil subtype, an evil-aligned dragon, or an evil undead creature you also ignore any immunity to damage the target has against your attacks. Regardless of the target, smite evil attacks against an evil target automatically bypass any DR or resistance the creature might possess. If you target a creature that is not evil, the smite is wasted with no effect.

If you smite evil using a weapon with the holy property, each time you strike an evil dragon, evil outsider, or evil undead it takes a -2 penalty to all attacks that do not include you as a target or within its area, and to the save DCs of all abilities it uses that do not include you as a target or within its area, until the beginning of your next round. These penalties increase to -3 at 10th level, and to -4 at 19th level.

TABLE 15: PALADIN BONUS SPELLS

Int Score	0	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
30–31	—	3	3	2	2

The smite evil effect remains until the target of the smite is dead or the next time you rest and regain uses of this ability. At 4th level, and at every three levels thereafter, you may smite evil one additional time per day, as indicated on Table 08: Paladin, to a maximum of seven times per day at 19th level.

Divine Grace (Su): At 2nd level, you gain a +1 divine bonus on all saving throws. This bonus increases to +2 at 10th level and to +3 at 18th level.

Lay On Hands (Su): Beginning at 2nd level, you can bolster yourself and your allies with divine vigor, allowing you to fight on against your foes. Once per day, you can touch a willing target to heal it a number of Hit Points equal to your Charisma modifier plus your paladin level. Using this ability is a standard action, unless you target yourself, in which case it is a move action. You only need one free hand to use this ability. Once a character has benefited from this ability, it cannot benefit from your lay on hands again until it spends 1 Resolve Point to regain Stamina Points after a 10-minute rest.

Alternatively, you can use this holy power to deal damage to undead creatures, dealing damage equal to your Charisma modifier plus triple your paladin level. Using lay on hands in this way requires a successful melee attack versus EAC and doesn't provoke an attack of opportunity. Undead do not receive a saving throw against this damage.

Beginning at 5th level, whenever you have already expended your daily use of lay on hands, you can spend 1 Resolve Point to use it against without having to rest first

TABLE 16: PALADIN SPELLS KNOWN

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

Aura of Courage (Su): At 3rd level, you are immune to fear (magical or otherwise). Each ally within 10 feet of you gains a +2 morale bonus on saving throws against fear effects. This ability functions only while you are conscious, not if you are unconscious or dead.

Divine Health (Ex): At 3rd level, you are immune to all diseases, including supernatural and magical diseases, including mummy rot.

Mercy (Su): At 3rd level, and every three levels thereafter, you can select one mercy. Each mercy adds an effect to your lay on hands ability. Whenever you use lay on hands heal a target, the target also receives the additional effects from all of the mercies you possess. A mercy can remove a condition caused by a curse, disease, or poison without curing the affliction. Such conditions return after 1 hour unless the mercy actually removes the affliction that causes the condition.

At 3rd level, you can select from the following initial mercies.

- *Fatigued:* The target is no longer fatigued.
- *Shaken:* The target is no longer shaken.
- *Sickened:* The target is no longer sickened.

At 6th level, you add the following mercies to the list of those that can be selected.

- *Dazed:* The target is no longer dazed.
- *Diseased:* Your lay on hands ability also acts as *remove affliction*, using your paladin level as the caster level, but only for the purpose of removing diseases.
- *Staggered:* The target is no longer staggered.

At 9th level, you add the following mercies to the list of those that can be selected.

- *Confused:* The target is no longer confused.
- *Cursed:* Your lay on hands ability also acts as *remove affliction*, using your paladin level as the caster level, but only for the purpose of removing curses.
- *Exhausted:* The target is no longer exhausted. You must have the fatigued mercy before selecting this mercy.
- *Frightened:* The target is no longer frightened. You must have the shaken mercy before selecting this mercy.
- *Nauseated:* The target is no longer nauseated. You must have the sickened mercy before selecting this mercy.

- *Poisoned:* Your lay on hands ability also acts as *remove affliction* using your paladin level as the caster level, but only for the purpose of removing poisons.

At 12th level, you add the following mercies to the list of those that can be selected.

- *Blinded:* The target is no longer blinded.
- *Deafened:* The target is no longer deafened.
- *Panicked:* The target is no longer panicked. You must have the frightened mercy before selecting this mercy.
- *Paralyzed:* The target is no longer paralyzed.
- *Stunned:* The target is no longer stunned.

These abilities are cumulative. For example, a 12th-level paladin's lay on hands ability grants temporary hit points and might also cure fatigued and exhausted conditions as well as removing diseases and neutralizing poisons. Once a condition or spell effect is chosen, it can't be changed.

Channel Divinity (Su): When you reach 4th level, choose the Good, Healing, or Law domain. (Once made, this choice is permanent.) You gain the supernatural ability to channel divinity like a cleric of your chosen domain. You must spend 1 Resolve Point as a standard action to activate this ability. You use your paladin level as your effective cleric level when channeling divinity.

Divine Bond (Su): Upon reaching 5th level, you form a bond with the divine forces of goodness. This bond can take one of three forms. Once the form is chosen, it cannot be changed.

The first type of bond allows you to enhance your weapon as a standard action by calling upon the aid of a celestial spirit for 1 minute per paladin level. When called, the spirit causes the weapon to shed light as a beacon portable light. At 5th level, this spirit grants the weapon a single temporary weapon fusion from the following list: *axiomatic*, *bane* (dragon, evil outsider, or undead only), *dispelling*, *disruptive*, *flaming*, *ghost killer*, *holy*, *merciful*, or *vorpal*.

The weapon fusion granted by the spirit must have a level no greater than your paladin level; the weapon fusion is chosen when the spirit is called and cannot be changed until the spirit is called again. The fusions is added to any the weapon already has, but duplicates do not stack. This might cause your weapon to temporarily exceed the typical limitation that your weapon cannot benefit from fusions with a total level greater than its item level. The celestial spirit imparts no bonuses if the weapon is held by anyone other than you but resumes giving bonuses if returned to you. You can use this ability once per day at 5th level, and one additional time per day for every four levels beyond 5th, to a total of four times per day at 17th level. Starting at 13th level, you may use this ability to simultaneously grant two temporary weapon fusions from the list to your weapon. The combined level of the fusions must be less than or equal to your paladin level.

The second type of bond allows you to invoke divine guidance to bolster your defenses. You gain Power Armor Proficiency as a bonus feat. As a standard action, you can call on celestial power to infuse heavy armor or power armor you are wearing, gaining a +1 bonus to AC for 1 minute and restoring a number of charges to its battery (or the battery of any armor upgrade or piece of equipment installed as an armor upgrade) equal to your Charisma modifier + your paladin level, up to the battery's maximum capacity. You can use this ability once per day at 5th level, and one additional time per day for every four levels beyond 5th, to a total of four times per day at 17th level.

The third type of bond allows you to gain the service of an unusually intelligent, strong, and loyal steed to serve you in your crusade against evil. You gain an animal companion (see page 67), using your paladin level as your master level. This mount is usually a heavy horse (for a Medium paladin) or a pony (for a Small paladin), although though some paladins chose more exotic mounts such as stellar tigers or cybermules. Your animal companion must have the quadruped base form.

Once per day, as a full action, you may magically call your mount to your side. The mount immediately appears adjacent to you. You can use this ability once per day at 5th level, and one additional time per day for every 4 levels thereafter, for a total of four times per day at 17th level.

At 11th level, the mount gains a +2 divine bonus against spells and abilities created by evil creatures. At 15th level, your mount gains spell resistance equal to your paladin level + 11.

Aura of Resolve (Su): At 8th level, you are immune to charm spells and spell-like abilities. Each ally within 10 feet of you gains a +2 morale bonus on saving throws against charm effects.

This ability functions only while you are conscious, not if you are unconscious or dead.

Aura of Justice (Su): At 11th level, you can expend two uses of your smite evil ability to grant the ability to smite evil to all allies within 10 feet, using your bonuses. Allies must use this smite evil ability by the start of your next turn and the bonuses last for 1 minute. Using this ability is a move action. Evil creatures gain no benefit from this ability.

Aura of Faith (Su): At 14th level, your weapons are treated as good-aligned for the purposes of overcoming damage reduction. Any attack made against an enemy within 10 feet of you is treated as good-aligned for the purposes of overcoming damage reduction.

This ability functions only while you are conscious, not if you are unconscious or dead.

Aura of Righteousness (Su): At 17th level, you gain DR 5/evil and immunity to compulsion spells and spell-like abilities. Each ally within 10 feet of you gains a +2 morale bonus on saving throws against compulsion effects.

This ability functions only while you are conscious, not if you are unconscious or dead.

Holy Champion (Su): At 20th level, you become a conduit for the power of goodness. Your DR increases to 10/evil. Whenever you use smite evil and successfully strikes an evil outsider, the outsider is also subject to a

dismissal (cast as a 4th-level spell), using your paladin level as the caster level (your weapon and holy symbol automatically count as objects that the subject hates). After the *dismissal* effect and the damage from the attack is resolved, the smite immediately ends. In addition, whenever you use lay on hands, you add twice your paladin level, rather than your paladin level, to the Hit Points granted. When you channel divinity to heal, you gain one additional channel divinity die.

Code of Conduct: A paladin must be of lawful good alignment, and you lose all class features except proficiencies if you ever willingly commit an evil act. You can only regain your powers via sincere repentance and an appropriate casting of the *atonement* spell.

Additionally, your paladin code requires that you respect legitimate authority, act with honor (not lying, not cheating, not using poison, and so forth), help those in need (provided they do not use the help for evil or chaotic ends), and punish those who harm or threaten innocents.

Associates: While you may adventure with good or neutral allies, you avoid working with evil characters or with anyone who consistently offends your moral code. Under exceptional circumstances, you can ally with evil associates, but only to defeat what you believe to be a greater evil. You should seek an *atonement* spell periodically during such an unusual alliance, and should end the alliance immediately should you feel it is doing more harm than good. You may accept only henchmen, followers, or cohorts who comport themselves as good-aligned.

OATHS

OATH OF COMPASSION

You have devoted your life to healing others, body and soul.

Dictate: You must attempt to succor the diseased, sickened, or wounded (provided your help will not lead to evil ends) and forswear the use of disease, poison, and radiation as weapons.

Virtues: Paladins who swear the oath of compassion gain the following virtues at the indicated levels.

Detect Ills (Sp): At 1st level, you can cast *detect affliction* at will as a spell-like ability. You can substitute a Charisma check for the Intelligence check or Wisdom check used to determine the nature of an affliction, and you add your paladin level to any check made to identify afflictions using this ability.

Divine Treatment (Ex): At 5th level, you gain a +2 insight bonus on Life Science and Medicine checks. This bonus increases by 1 at 7th level and every 3 levels thereafter.

Life Link (Ex): At 9th level, you gain life link, as the healer connection mystic ability (see the mystic section of Chapter 4 in *Starfinder Core Rulebook*). Treat your paladin level as your mystic level for the purpose of this ability.

Restoration (Sp): At 13th level, you can cast *restoration* once per day as a spell-like ability.

Bolstering Aura (Su): At 17th level, you suffuse the area around you with healthy divine energy. Creatures benefiting from your aura of righteousness gain a +2 morale bonus on saving throws against diseases, poisons, and effects that cause ability damage or drain.

OATH OF JUSTICE

You have devoted your life to maintaining law and order in service of legitimate authority.

Dictate: You must attempt to bring lawbreakers to justice via fair trial, oppose banditry, and fight against governmental corruption.

Virtues: Paladins who swear the oath of justice gain the following virtues at the indicated levels.

Detect Chaos (Sp): At 1st level, you can detect the presence of unnatural entropic forces. This functions as *detect magic*, save that it only detects creatures with the chaotic subtype and spells and effects with the chaotic descriptor.

Divine Expression (Ex): At 5th level, you gain a +2 insight bonus on Diplomacy and Sense Motive checks. This bonus increases by 1 at 7th level and every 3 levels thereafter.

Retributive Strike (Ex): At 9th level, as a reaction when an enemy scores a critical hit against you, you can spend one Resolve point make a melee attack against the opponent, as long as you are threatening it.

Prevent Escape (Sp): At 13th level, you can cast *dimensional anchor* once per day as a spell-like ability.

Resolute Aura (Su): At 17th level, you suffuse the area around you with ordered divine energy. Creatures benefiting from your aura of righteousness gain a +2 morale bonus on saving throws against spells and abilities created by chaotic creatures and a +1 sacred bonus to their armor class against attacks from outsiders with the chaotic subtype.

OATH OF PROTECTION

You have devoted your life to preventing harm to all, but especially your chosen associates.

Dictate: You must attempt to spare your allies from harm, and swear never to abandon them in dangerous situations.

Virtues: Paladins who swear the oath of protection gain the following virtues at the indicated levels.

Anticipate Peril (Sp): At 1st level, you gain a +1 insight bonus on Reflex saves to avoid traps and a +1 dodge bonus to AC against attacks made by traps. In addition, you gain a +1 insight bonus on Perception and Sense Motive checks to avoid being surprised by a foe. These bonuses increase by 1 every 4 paladin levels thereafter (to a maximum of +6 at 20th level).

Divine Hardiness (Ex): At 5th level, you gain a +2 insight bonus on Athletics and Survival checks. This bonus increases by 1 at 7th level and every 3 levels thereafter.

Divine Guardian (Ex): At 9th level, you gain Bodyguard and In Harm's Way as bonus feats.

Protective Barrier (Sp): At 13th level, you can cast *resilient sphere* once per day as a spell-like ability. When one of your allies is targeted by an enemy attack or spell, you can spend 3 Resolve Points use this ability as a reaction.

Vigilant Aura (Su): At 17th level, prescient energy suffuses the area around you. Creatures benefiting from your aura of righteousness also gain the benefits of your anticipate peril class feature.

OATH OF RIGHTEOUSNESS

You have devoted your life to advancing the cause of goodness and virtue.

Dictate: You must attempt to convince evildoers of the error of their ways. If they refuse to repent their actions, you must work to vanquish them.

Virtues: Paladins who swear the oath of righteousness gain the following virtues at the indicated levels.

Detect Evil (Sp): At 1st level, you can detect the presence of supernatural wickedness. This functions as *detect magic*, save that in only detects creatures with the evil subtype and spells and effects with the evil descriptor.

Divine Presence (Ex): At 5th level, you gain a +2 insight bonus on Diplomacy and Intimidate checks. This bonus increases by 1 at 7th level and every 3 levels thereafter.

Smite Foes (Su): At 9th level, as a part of activating your smite evil ability, you can spend 1 Resolve Point in order to effect two targets, rather than one, with your smite evil ability. This still consumes only one of your daily uses of smite evil.

Purge Wickedness (Sp): At 13th level, you can cast *dispel opposition* once per day as a spell-like ability. You must choose evil as the target alignment.

Incorruptible Aura (Su): At 17th level, you suffuse the area around you with holy divine energy. Creatures benefiting from your aura of righteousness gain a +2 morale bonus on saving throws against spells and abilities created by evil creatures and a +1 sacred bonus to their armor class against attacks from undead and outsiders with the evil subtype.

OATH OF VERITY

You have devoted your life to the pursuit of truth, and you do not sully yourself with even a hint of dissembling.

Dictate: You must never attempt to deceive a sentient creature, whether through overt action or omission. This includes the use of disguises but not use of the Bluff skill to feint in combat. This does not mean you must confront everyone that you believe holds a false notion—the true comes to everyone in time.

Virtues: Paladins who swear the oath of verity gain the following virtues at the indicated levels.

Detect Deception (Sp): At 1st level, you can detect the attempts to magically fool the senses. This functions as *detect magic*, save that in only detects illusion spells and effects.

Divine Discernment (Ex): At 5th level, you gain a +2 insight bonus on Perception and Sense Motive checks. This bonus increases by 1 at 7th level and every 3 levels thereafter.

Penetrating Gaze (Su): At 9th level, whenever you come within 20 feet of an illusion, you receive a saving throw to disbelieve it as if you had studied or interacted with the illusion. Additionally, you are always considered particularly alert to attempts to deceive you via disguise, and may attempt Perception checks to pierce a disguise without taking an action.

Restore Reality (Sp): At 13th level, you can cast *invisibility purge* once per day as a spell-like ability.

Soothing Aura (Su): At 17th level, you lend your allies some of your acute judgement. Creatures benefiting from your aura of righteousness gain a +2 insight bonus on saving throws against illusions and on opposed Perception and Sense Motive checks.

STARFARER RANGER

The stars hum with life, powerful beasts to hunt, men both wicked and righteous to slay, and adversaries to defeat. These marks exist in different environments and go about their lives in different ways, but all are game to an experienced ranger willing to take them down. Thus, all rangers are united by a single purpose; a drive to enter the wilds of the world, be they natural jungles or urban sprawls, and hunt down the most dangerous quarry and end them. You might be a wild soul defending the natural world from being despoiled by man, a ruthless assassin sent to end a rival, or a scout hunting enemies and other dangers for your fighting force. Whatever your purpose, your greatest drive is the thrill of the hunt, the pulse of adrenaline pumping through your veins, and the satisfaction of knowing that yet another mark has fallen before your cunning and skill.



Role: You are a slayer of beasts and men, a warrior honed by adversary and instinct. Where soldiers rely on equipment and trained warrior instinct, yours is sheer instinct honed by a lifetime of fighting to survive. You likely adventure solely for the hunt, though your goal is likely your own. You might desire to prove your mettle against alien beasts, defend a natural ward from invaders, or slay your enemies or those of the highest bidder. Your skills are largely molded by your motivation and history, a product of your unique style at hunting and slaying your enemies. You might know a bit of magic, be quick on your feet, or simply be ace at killing. Whether your specialty, you are likely the best there is at what you do, and have the head count to prove it.

Key Ability Score: The abilities that you must hone to be a successful ranger depend upon which style you employ, so your key ability score is determined by your ranger style (see below). Regardless of ranger style, a high Dexterity also makes your ranged attacks more accurate, while a high Strength makes your melee attacks more accurate.

Stamina Points: 8 + Constitution modifier

Hit Points: 7

CLASS SKILLS

Skill Ranks per Level: 6 + Intelligence modifier.

Athletics (Str), Intimidate (Cha), Life Science (Int), Medicine (Int), Perception (Wis), Physical Science (Int), Profession (Cha, Int, or Wis), Sense Motive (Wis), Stealth (Dex), and Survival (Wis).

ARMOR PROFICIENCY

Light armor

WEAPON PROFICIENCY

Basic melee weapons, advanced melee weapons, small arms, longarms, sniper rifles, grenades.

RANGER STYLE

Rangers come from all walks of life and possess a diverse skill set. You have a preferred style that represents the manner in which you hunt, track, and

TABLE 17: RANGER

Level	BAB	Fort	Ref	Will	Class Features
1st	+1	+2	+2	+0	Ranger style, studied target +1 (1 target), track
2nd	+2	+3	+3	+0	Ranger methodology
3rd	+3	+3	+3	+1	Practical lore, weapon specialization
4th	+4	+4	+4	+1	Ranger methodology, style expertise
5th	+5	+4	+4	+1	Ranger's advance (half move), studied target +1 (2 targets)
6th	+6	+5	+5	+2	Ranger methodology, studied target +2 (2 targets)
7th	+7	+5	+5	+2	Swift study
8th	+8	+6	+6	+2	Ranger methodology, swift tracker
9th	+9	+6	+6	+3	Ranger's advance (move), style expertise
10th	+10	+7	+7	+3	Ranger methodology, studied target +2 (3 targets)
11th	+11	+7	+7	+3	Studied target +3 (3 targets)
12th	+12	+8	+8	+4	Ranger methodology
13th	+13	+8	+8	+4	Ranger's advance (double move)
14th	+14	+9	+9	+4	Ranger methodology, style expertise
15th	+15	+9	+9	+5	Studied target +3 (4 targets)
16th	+16	+10	+10	+5	Ranger methodology, studied target +4 (4 targets)
17th	+17	+10	+10	+5	Ranger's advance (triple move)
18th	+18	+11	+11	+6	Ranger methodology
19th	+19	+11	+11	+6	Style expertise
20th	+20	+12	+12	+6	Ranger methodology, studied target +4 (5 targets), style mastery

battle. You must pick one ranger style upon taking your first ranger level, and once made, this choice cannot be changed. Your ranger style determines your key ability score and adds one or two associated skills to your list of class skills. Descriptions of the ranger styles you can choose from appear on page 110. The save DC for any ability granted by your ranger style is equal to 10 + half your ranger level + your key ability score modifier.

STYLE EXPERTISE

At 1st level, 4th level, and every 5 levels thereafter, you gain a style expertise unique to your ranger style.

STYLE MASTERY

At 20th level, you master your chosen ranger style. This grants you a style mastery ability unique to your ranger style.

STUDIED TARGET (EX)

At 1st level, you can study one opponent within 30 feet that you can see and have line of effect to as

a move action. Against studied targets, you gain a +1 bonus on opposed Bluff, Perception, and Sense Motive checks, as well as Survival checks to track the opponent and all skill checks made to identify the opponent. In addition, you gain a +1 bonus on weapon damage rolls against studied opponents, and the DCs of your ranger spells and class features increases by +1 against studied opponents. You can maintain these bonuses against only one opponent at a time, but the bonuses remain in effect until the studied target is dead, you study a new target as a move action, or you cease studying the target as a free action. At 6th level and every 5 levels thereafter, these bonuses increase by +1, to a maximum of +4 at 16th level.

Starting at 5th level and every 5 levels thereafter, you can maintain your studied target bonuses against an additional studied target at the same time. This doesn't increase the number of targets that you study with a single action, however.

SWIFT STUDY (EX)

At 7th level, you can use studied target to study an opponent as a move action.

TRACK (EX)

You are skilled at tracking creatures. At 1st level, you gain a +1 insight bonus to Survival checks made to follow tracks. At 5th level, every 4 levels thereafter, and 20th level, this bonus increases by +1.

SWIFT TRACKER (EX)

Beginning at 8th level, you can move at your normal speed while following tracks without penalty, or at twice your speed with a -5 penalty on the check.

RANGER METHODOLOGY

As you gain experience, you learn ranger methodologies—special techniques and practices that allow you to specialize your training to help you combat specific foes, better stalk and track foes, and defense against your enemies' attacks. You learn your first ranger methodology at 2nd level, and you learn an additional ranger methodology at 4th level and every 2 levels thereafter. If a ranger methodology allows a saving throw to resist its effects, the DC is equal to 10 + half your ranger level + your key ability modifier. Unless otherwise specified, you can't take a single ranger methodology more than once. The list of ranger methodologies appears on page 106.

PRACTICAL LORE (EX)

You are able to instinctively identify the powers and abilities of your studied opponents. At 3rd level, you can make skill checks to identify any creature that you are actively studying using studied target untrained.

WEAPON SPECIALIZATION

At 3rd level, you gain the Weapon Specialization feat as a bonus feat for each weapon type with which this class grants you proficiency.

RANGER'S ADVANCE (EX)

You can quickly advance across the battlefield, setting yourself up in the perfect location. At 5th level, you can spend 1 Resolve Point to move up to your speed as a swift action. At 9th level, you can spend 2 Resolve Points to move up to double speed as a swift action. At 13th level, you can spend 2 Resolve Points to move up to triple your speed as a move action. At 17th level, you can spend 2 Resolve Points to move up to four times your speed as a move action.

You cannot use this ability while wearing heavy armor or power armor, or while encumbered or overburdened.

RANGER METHODOLOGIES

You learn your first ranger methodology at 2nd level, and an additional methodology every 2 levels thereafter. Ranger methodologies require you to be a minimum level, and are organized accordingly. Some ranger methodologies require you to meet other prerequisites, such as having other methodologies. Ranger methodologies marked with an asterisk (*) modify your attacks. You can only apply one such methodology to a given attack at a time.

2ND LEVEL

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

Animal Companion (Ex): You gain the service of a loyal animal that accompanies you on adventures. This functions as an animal companion (see page 67), using your ranger level -2 as your effective master level (minimum 1st). You can select this ranger methodology twice. The second time you select it, your effective master level increases to use your full ranger level, rather than your ranger level -3.

Chameleon Step (Ex): You can move at your full speed while using Stealth without taking any penalties on your Stealth check. By spending 1 Resolve Point, you can move up to twice your speed as a move action. If you use Stealth while moving in this manner, you don't take any penalties on your Stealth check for this movement.

Counsel (Ex): Whenever you use the aid another action to grant an ally a bonus on skill checks, you provide that bonus to all allies (except yourself) who can see and hear you. By spending 1 Resolve Point when you use the aid another action, allies can also use your skill check total in place of their total on the skill check you were attempting to aid.

Deft Stand (Ex): You gain Kip Up as a bonus feat. If you are at least 3rd level, you can also move 5 feet as part of the swift action when you do so. This movement is not a guarded step.

Distracting Attack (Ex)*: Whenever you make an attack against a studied target and hit, you can cause the opponent to take a -2 penalty on all attack rolls for 1 round. Once you use this ability against an opponent, that opponent cannot be affected by it again for 24 hours.

Evasive Action (Ex): Whenever you attack your studied target with a ranged weapon, you can spend a swift action to avoid provoking an attack of opportunity from the studied target for making a ranged attack.

Favored Enemy (Ex): Choose one creature type from among those listed on Table: Ranger Favored Enemies to be your favored enemy. If you choose construct, humanoid, or outsider, you must also choose a subtype. Alternatively, you may choose a specific organization (such as a corporation, empire, federation, kingdom, or republic). Whenever you study a creature that qualifies as your favored enemy using studied target, you you're your studied target bonuses against all creatures that are the same type of favored enemy that you can see when you use this ability. This allows you to have multiple studied targets at once. If you study a new target, you lose all your previous studied target bonuses.

You can select this ranger methodology once, plus one additional time for every five ranger levels you possess. Each time you select it, choose a different creature type or subtype or organization that you have not already selected as a favored enemy. If a specific creature falls into more than one type of favored enemy, you multiply your bonuses only once.

Favored Terrain (Ex): Choose one type of terrain from among those listed on Table: Ranger Favored Terrains. You gain a +2 circumstance bonus on initiative checks, Perception checks, Stealth checks, and Survival checks, as well as any skill check made to identify a native creature, while in your favored terrain. In addition, whenever you travel through your favored terrain, you leave no trail and cannot be tracked (though you may leave a trail if you so choose). You can select this ranger methodology multiple times. Each time you select it, choose a different terrain that you have not already selected as a favored terrain. If a specific terrain falls into more than one category of favored terrain, your bonuses do not stack.

Hobbling Attack (Ex)*: Whenever you make an attack against an opponent and hit, you can reduce that opponent's movement speed by half for 1d4+1 rounds as a free action, even if it isn't your turn. Once you use this ability against an opponent, that opponent cannot be affected by it again for 24 hours.

Quick Healing (Ex): You can make a Medicine check to administer first aid on an adjacent dying creature as a swift action (or as a reaction, if an adjacent creature is dropped to 0 HP). Whenever an adjacent, dying creature would lose 1 Resolve Point, you can spend 1 Resolve Point to prevent that creature from losing its Resolve Point.

Ranger Combat Style: Choose one of the ranger combat styles listed on the Ranger Combat Styles sidebar. You gain one bonus feat of your choice from your style's 2nd-level list of bonus feats. You can select

this ranger methodology once at 2nd level, plus one additional time for every 4 ranger levels beyond 2nd that you possess. Each time, you gain a bonus feat from among those listed by your chosen combat style.

Skill Sage (Ex): Once per day, whenever you make a skill check using a ranger class skill or one of your ranger style's associated skills, you can roll the check twice and use the better result. You must use this ability before rolling your check, and you must have at least 1 rank in the skill to use this ability.

Stag's Leap (Ex): Whenever you attempt an Athletics check to jump, you are always considered to have a running start. Once per day, you can gain a fly speed equal to your base speed as a swift action. Your fly speed has good maneuverability. When flying in this manner, you must fly in a straight line. If you do not end your movement in a square capable of supporting your weight, you fall at the end of your turn.

Surprise Shift (Ex): Once per day, you can make a guarded step as a swift action instead of a move action. This doesn't count against the total movement that you can make during your turn, and you can use this ability and make a guarded step as a move action during the same turn.

Terrain Traversal (Ex): You gain a climb speed and a swim speed equal to half your base speed.

Toughness: You gain Toughness as a bonus feat.

Tangling Attack (Ex)*: Whenever you make an attack against an opponent and hit, you can grant the weapon used the entangle special property (with a maximum duration of 1d4 rounds). Once you use this ability against an opponent, that opponent cannot be affected by it again for 24 hours.

Trick Strike (Ex)*: Whenever you make an attack against a studied target and hit, you can attempt a dirty trick combat maneuver against that opponent as a free action, even if it isn't your turn. This combat maneuver attempt provokes an attack of opportunity normally unless you have Improved Maneuver (dirty trick). Once you use this ability against an opponent, that opponent cannot be affected by it again for 24 hours.

Upending Strike (Ex)*: Whenever you make an attack against a studied target and hit, you can attempt a trip combat maneuver against that opponent as a free action, even if it isn't your turn. This combat maneuver attempt provokes an attack of opportunity normally unless you have Improved Maneuver (trip).

Once you use this ability against an opponent, that opponent cannot be affected by it again for 24 hours.

Wild Empathy (Ex): You gain improve the attitude of an animal or magical beast as if you were using the Diplomacy skill. You make a Diplomacy check and substitute your ranger level for your ranks in the Diplomacy skill. If Diplomacy is a class skill for you, you add your class skill bonus to this check as normal. If you use this ability to influence a magical beast, you take a -4 penalty on this check because of the creature's magical nature and (often) inherent intelligence.

8TH LEVEL

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

Bolster Ally (Ex): Whenever an ally (excluding yourself) is hit by an attack, you can spend 1 Resolve Point as a reaction to grant your ally a +2 bonus to its KAC and EAC against the attack, as if you had successfully used the covering fire action to assist that ally. This ability can retroactively make the opponent's attack miss your ally. If the attack still hits, reduce the damage dealt by the attack by an amount equal to your ranger level before applying damage reduction and resistances.

Enhanced Covering Fire (Ex): Whenever you use the covering fire action to grant an ally a bonus to AC, if it moves before the end of its next turn, the square it starts out in is not considered threatened by any opponent it can see, and therefore visible enemies do not get attacks of opportunity against it when it moves from that square. The ally must be able to see and hear you in order to benefit from this ability, and if you are unconscious or unable to communicate with your ally when it makes this movement, it does not gain this benefit.

Evasion (Ex): You can avoid unusual attacks with great agility. If you succeed at a Reflex save against an effect that normally has a partial effect on a successful save, you suffer no effect instead. You gain this benefit only when unencumbered and when wearing light armor or no armor, and you lose the benefit when you are helpless or otherwise unable to move.

Greater Combat Style (Ex): You gain one bonus feat of your choice from your style's 2nd- or 8th-level list of bonus feats. You must have the ranger combat style ranger methodology to learn this methodology. Selecting this ranger methodology counts as selecting the ranger combat style methodology for the purpose of determining the total number of times that you can select the ranger combat style methodology.

Greater Terrain Traversal (Ex): The climb and swim speeds that you gain from the terrain traversal ranger methodology equal your full base speed instead of half your base speed. You must have the terrain traversal ranger methodology before selecting this methodology.

Harrying Attack (Ex): Whenever you hit an opponent with an attack, you can spend 1 Resolve Point as a free action, even if it isn't your turn, to grant the next ally that makes an attack against that opponent a +2 bonus on its attack roll, as if you had successfully used the harrying fire action to assist that ally.

Hateful Attack (Ex): Whenever you attack a studied target that is your favored enemy, you can spend 1 Resolve Point to apply any critical effect your attack has to the target, even if the attack is not a critical hit. You do not also do double damage.

Hunter's Bond (Ex): As a standard action, you grant all allies within 30 feet your studied target bonus on damage rolls against one studied target within 30 feet. This doesn't grant your allies the benefits of other ranger methodologies you possess, such as favored enemy. If you spend 1 Resolve Point when using this ability, the benefit instead lasts for a number of rounds equal to 1 + your key ability modifier (minimum 1).

Quarry (Ex): By spending 1 Resolve Point, you can denote one target within your line of sight to be your quarry as a standard action. You can study your quarry with the studied target ability as a free action, and your quarry doesn't count against the total number of creatures you can study simultaneously. You can follow your quarry's tracks while moving at twice your speed without penalty, and whenever you confirm a critical hit against your quarry, you can forgo your weapon's normal critical hit effect to hinder them, granting them the nauseated condition for 2d4 rounds. You can only have one quarry at a time. You can dismiss your quarry as a free action, but you cannot select a new quarry for 24 hours. If you see proof that your quarry is dead or helpless, you can select a new quarry after waiting 1 hour.

Ranger's Resolve (Ex): After using any ranger methodology that can only be used once per day, you can spend 1 Resolve Point in order to use that ranger methodology again without having to rest first.

Woodland Stride (Ex): You may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at your normal speed and without taking damage or suffering

any other impairment. Terrain that is enchanted or magically manipulated to impede motion still affects you as normal.

14TH LEVEL

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

Hide in Plain Sight (Ex): While in any of your favored terrains, you can use the Stealth skill even while being observed. You must have the favored terrain ranger methodologies to learn this methodology.

Improved Evasion (Ex): When you fail a Reflex save against an effect that has a partial effect on a successful save you take the partial effect instead of the full effect. You must have evasion ranger methodology to learn this methodology.

Improved Hunter's Bond (Ex): When you use your hunter's bond ability, your allies gain your studied target bonus on damage rolls against all of your studied targets for the ability's duration.

Improved Quarry (Ex): Your ability to hunt your quarry improves. You can select a quarry as a swift action instead of a standard action, and you can take 20 to track your quarry while moving at your normal speed without penalty. If your quarry is dead, dismissed, or helpless, you can select a new quarry after waiting 10 minutes.

Mystic Stride (Su): You can move at full speed even through thorns, briars, and overgrown areas that are enchanted or magically manipulated to impede motion, even if those areas confer the entangled condition.

Rapid Study (Ex): Whenever you use study target to study an opponent, you can study up to two opponents with a single move action. You may maintain one more studied target than usual.

Second Chance (Ex): Once per round when you roll an attack roll and miss, you can spend 1 Resolve Point to reroll the attack using the same attack bonus. Using this ability is a reaction.

Second Combat Style (Ex): Choose a combat style other than the combat style that you chose with the ranger combat style ranger methodology. You gain a bonus feat from this second combat style's list of bonus feats from either the 2nd level list or the 8th level list. Whenever you select the ranger combat style ranger methodology, you may choose your bonus feat from either combat style. You must have the greater combat style and ranger combat style ranger methodologies to learn this methodology.

RANGER COMBAT STYLES

Upon gaining the ranger combat style methodology, you must choose one of the following combat styles. Once chosen, this style cannot be changed. Whenever you gain this ranger methodology or the second combat style ranger methodology, you choose one of the feats listed for your style to gain as a bonus feat. You must meet each feat's prerequisites. Your ranger level determines which of your combat style's feats are available to you. Feats marked with an asterisk (*) can be found in the feats section of this book, on page 138.

Cunning: The cunning combat style focuses on deft maneuvers to secure an advantage over the enemy. If you choose this ranger combat style, you may select Antagonize, Fast Talk, Improved Combat Maneuver, or Improved Feint as a bonus feat. At 8th level, Greater Feint, Pull the Pin, and Unfriendly Fire are added to this list.

Hand-to-Hand: The hand-to-hand combat style focuses on enhancing one's ability to fight in hand-to-hand combat with melee weapons. If you choose this ranger combat style, you may select Deadly Aim, Improved Unarmed Strike, Step Up, or Weapon Focus (melee weapons only). At 8th level, Lunge, Step Up and Strike, and Strike Back are added to this list.

Gunner: The gunner combat style focuses on optimizing one's firing potential with ranged weapons, allowing for maximum damage. If you choose this ranger combat style, you may select Deadly Aim, Deflect Projectiles, Far Shot, and Weapon Focus (ranged weapons only). At 8th level, Improved Critical, Reflect Projectiles, and Shot on the Run are added to this list.

HARRIER: The runner combat style focuses on optimizing one's mobility, allowing unfettered access of the battlefield. If you choose this ranger combat style, you may select Fleet, Jet Dash, Nimble Moves, or Sidestep. At 8th level, Improved Sidestep, Shot on the Run, and Spring Attack are added to this list.

Tactical: The tactical combat style emphasizes creating opportunities for allies to excel and overcome enemies. If you choose this ranger combat style, you may select Bodyguard, Coordinated Shot, Diversion, or Suppressive Fire as a bonus feat. At 8th level, Bodyguard*, Combat Aid*, and In Harm's Way are added to this list.

RANGER STYLES

The following represent the most common ranger styles.

MYSTIC RANGER

You possess an innate connection to the natural world, and possess the ability to draw forth magic from this connection. Where all rangers possess some amount of knowledge of the natural world, you are attuned to it in ways that others cannot understand.

Key Ability Score: Wisdom.

Associated Skills: Mysticism.

Style Expertise: You gain the following style expertise abilities at the indicated levels.

Spells: You cast spells drawn from the mystic spell list (see the spells section of the mystic class in Chapter 4 of *Starfinder Core Rulebook*). 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.

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 18: Ranger Spells Per Day. In addition, you receive bonus spells per day if you have a Wisdom modifier of +1 or higher, as shown on the Mystic Bonus Spells table (see the mystic section of Chapter 4 in *Starfinder Core Rulebook*)—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 at 4th level you gain two 1st-level spells of your choice. At each new ranger level, you learn one or more new spells, as indicated on Table 19: Ranger Spells Known. Unlike spells per day, the number of spells you know isn't affected by your Wisdom.

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 can swap only a single spell at any given level, and you must choose whether or not to swap the spell at the same time you gain new spells known for the level.

You can cast any ranger spell you know at any time, assuming you have not yet used up your

allotment of spells per day for the spell's level. You can also cast a spell using a higher-level spell slot. For instance, if you want to cast a 1st-level spell but have used up all your 1st-level spells for the day, you can use a 2nd-level slot instead if you have one. Casting 0-level spells using higher-level spell slots consumes those spell slots as normal.

You can also decipher magical inscriptions that would otherwise be unintelligible, including identifying the spell inscribed on a magic scroll, which is a full action. This does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed or trapped scroll.

This ability counts as your 4th-level style expertise ability, but you gain the ability to cast 0-level spells at 1st level.

Natural Empathy (Sp): At 9th level, you can communicate empathically with any living creature, allowing you to share general emotions with those creatures and allowing you to understand those emotions in return. Creatures with an Intelligence of 3 or higher can use Bluff to fool your natural empathy, in which case the opponent's Bluff check is opposed by your Sense Motive.

Nature's Tongue (Su): At 14th level, you can communicate verbally with all animals, fey, magical beasts, outsiders with the elemental subtype, and vermin as if you possessed a shared language. This enables you to make Bluff, Diplomacy, and Intimidate checks against any living creature without taking any applicable penalties for using those skills against creatures of a different type or an Intelligence of 1 or 2. This ability doesn't function against mind-affecting creatures, and it doesn't circumvent any immunity to mind-affecting effects that a creature might possess in the case of Intimidate checks made to demoralize an opponent.

True Nature's Tongue (Su): At 19th level, your nature's tongue ability allows you to communicate with all living creatures as if you possessed a shared language, instead of just animals, magical beasts, outsiders with the elemental subtype, and vermin.

Style Mastery (Su): At 20th level, you become a living incarnation of the natural world. You no longer age, nor do you die of old age. You gain DR 5/cold iron and magic and you count as both a native outsider and your original type for all effects. Animals, fey, magical beasts, outsiders with the elemental subtype,

and vermin intrinsically see you as a friend and ally, and as a result the starting attitudes of these creatures towards you is always friendly unless provoked or ordered to attack by another creature. Finally, you gain one additional ranger spell per day for each spell level that you can cast.

SKIRMISHER

You are an expert at wilderness warfare, a warrior who knows exactly how to make the most of whatever natural terrain you find yourself in. You excel at mobile fighting, quickly moving from one location before slipping back

Key Ability Score: Strength or Dexterity (Choose one).

Associated Skills: Engineering

Style Expertise: You gain the following style expertise abilities at the indicated levels.

Guerilla Tactics (Ex): At 4th level, you can snipe using both melee and ranged attacks, provided you have cover or concealment with which to hide in (see the Stealth rules in Chapter 5 in *Starfinder Core Rulebook*). Whenever you make a sniping attack, you reduce the penalty on your Stealth check to hide again to -10.

Flanking Savant (Ex): At 9th level, whenever you use ranger's advance, you can choose 1 square that you move through. You provide flanking from that square until the start of your next turn, even if you don't end your movement in that square. You can effectively flank with yourself and with multiple allies when using this feat. You do not provide flanking in this manner if you are hit by an attack of opportunity at any point during your movement.

Guerilla Expertise (Ex): At 14th level, whenever you make a sniping attack, you take no penalty on Stealth checks to hide again. In addition, whenever you hit a flat-footed opponent with a sniping attack, you roll your weapon damage dice twice and use the higher result.

Mobile Flanking Mastery (Ex): At 19th level, whenever you use ranger's advance, you provide flanking from all squares that you move through until the start of your next turn, even if you don't end your movement in that square. You do not provide flanking in this manner if you are hit by an attack of opportunity at any point during your movement.

Style Mastery (Ex): At 20th level, you can make up to two attacks while sniping instead of just one, following

TABLE 18: RANGER SPELLS PER DAY

1st	2nd	3rd	4th
—	—	—	—
—	—	—	—
—	—	—	—
1	—	—	—
1	—	—	—
1	—	—	—
1	1	—	—
1	1	—	—
2	1	—	—
2	1	1	—
2	1	1	—
2	2	1	—
3	2	1	1
3	2	1	1
3	2	2	1
3	3	2	1
4	3	2	1
4	3	2	2
4	3	3	2
4	4	3	2

the normal rules for a full-attack. In addition, whenever you hit an opponent with a sniping attack and confirm a critical hit, you can forgo your weapon's normal critical effect to instead apply your attack's damage to target's stamina points and hit points simultaneously. If your target's stamina is 0, you instead deal full damage to your target's hit points. Finally, you reduce the Resolve Point cost to use your ranger's advance ability by 1 point for each type of use (minimum 0).

SLAYER

You are a master slayer, a bringer of death to those whom have earned your ire, or the ire of your employer. Whether men, monsters, or worse, you are a capable warrior who

Key Ability Score: Strength or Dexterity (Choose one).

Associated Skills: Acrobatics, Bluff.

Style Expertise: You gain the following style expertise abilities at the indicated levels.

TABLE 19: RANGERS SPELLS KNOWN

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

Slaying Attack (Ex): You can analyze a foe's mannerisms and abilities, and then take a shot when your opponent drops her guard. As a full action, you can move up to your speed. Whether or not you moved, you can then make an attack with a basic melee weapon, an advanced melee weapon, a small arm, a longarm, or a sniper rifle against an opponent that you have studied using studied target. Just before making your attack, attempt a skill check with a DC equal to 25 + your target's CR with any of the following skills: Bluff, Intimidate, Perception, Sense Motive, or Survival, or any skill that can be used to identify the target (such as Life Science for humans

or Mysticism for undead). If you are attacking with a melee weapon with the operative special feature or a small arm, reduce this DC by 5. If you succeed at the check, you deal an additional 1d8 damage to your studied target. This damage increases to +2d8 at 7th level and every to +3d8 at 14th level. You can't use this ability with a weapon that has the unwieldy special feature or otherwise requires a full action to fire once. If you hit multiple targets, only the studied target takes this additional damage.

Stalker (Ex): At 9th level, you gain your studied target bonus on Acrobatics, Disguise, Intimidate, and Stealth checks against your studied opponent, and you can use any of those skills to make a slaying attack against your studied target.

Slayer's Advance (Ex): At 14th level, whenever you make a slaying attack, you can spend 1 Resolve Points to move double your speed during the trick attack. At 20th level, you can spend 2 Resolve Points to move four times your speed during the trick attack.

Death Attack (Ex): At 19th level, whenever you critically hit during a slaying attack, you can forgo the extra damage and any critical effect your weapon normally possesses in order to attempt to slay your foe outright. You must make this decision before rolling damage. If you use this ability, the target must succeed on a Fortitude save or die. This is a death effect.

Style Mastery (Ex): At 20th level, you become a master at capturing or killing your studied targets. Before you make an attack against a foe using slaying attack, you can spend 1 Resolve Point to choose one of the following effects: kill, knock unconscious for 1d4 hours, or paralyze for 2d6 rounds. If you succeed on your skill check to deal additional damage to your studied target and your attack hits, the target takes damage normally and must succeed at a Fortitude save or suffer the additional effect. Whether or not the target succeeds, it cannot be targeted by this ability again for 24 hours. This is a death effect.

STARFARER Wizard

Magic is a force that transcends the bounds of the merely physical world. Eons of study have codified the rules that govern this force and its manifestations. You have become adept at channeling and manipulating magic through years of study. While others may scoff at your traditional ways or view your spellcasting as archaic and quaint, you have confidence that studying the established practices of magic will unlock the true wonders of the universe. Some assume wizards spend all of their time studying dusty tomes, but you might cross the cosmos to investigate a piece of ancient lore or rediscover an arcane ritual.

Role: You are an expert at applying the knowledge of the ages to the problems of the present day. Your command of arcane technique allows you to influence the weak minded, glimpse the future, or warp reality itself. Unlike improvisational technomancers and intuitive mystics, you collect and study precise magical principals that dictate the form and function of your magic.

Key Ability Score: Your Intelligence determines your spellcasting ability, the saving throw DCs of your spells, and the number of bonus spells you can cast per day, so Intelligence is your key ability score. A high Dexterity can also help you strike creatures with your spells more accurately and dodge incoming attacks.

Stamina Points: 4 + Constitution modifier

Hit Points: 4

CLASS SKILLS

Skill Ranks per Level: 4 + Intelligence modifier
Culture (Int), Life Science (Int), Mysticism (Wis), Physical Science (Int), Profession (Cha, Int, or Wis).

ARMOR PROFICIENCY

Light armor

WEAPON PROFICIENCY

Basic melee weapons, small arms, grenades.

SPELLS

You cast spells drawn from the wizard spell list (see page 127). To learn or cast a spell, you must have an Intelligence score equal to at least 10 + the spell level. The Difficulty class for a saving throw against your spell is 10 + the spell's level + your Intelligence modifier.

Unlike mystics and technomancers, there is no limit to the number of spells you may know. Over time, you can study and experiment with spells, noting down your insights into your spellpad. While mystics and technomancers permanently infuse their essence with



TABLE 20: WIZARD

Level	BAB	Fort	Ref	Will	Class Features
1st	+0	+0	+0	+2	Arcane bond, tradition
2nd	+1	+0	+0	+3	Focused Power (1d4)
3rd	+1	+1	+1	+3	Spell focus, spell specialization
4th	+2	+1	+1	+4	Focused Power (2d4)
5th	+2	+1	+1	+4	Bond Power
6th	+3	+2	+2	+5	Focused Power (3d4)
7th	+3	+2	+2	+5	Tradition Power
8th	+4	+2	+2	+6	Focused Power (4d4)
9th	+4	+3	+3	+6	Arcane Secret
10th	+5	+3	+3	+7	Focused Power (5d4), bond power
11th	+5	+3	+3	+7	Tradition Power
12th	+6	+4	+4	+8	Focused Power (6d4)
13th	+6	+4	+4	+8	Arcane Secret
14th	+7	+4	+4	+9	Focused Power (7d4)
15th	+7	+5	+5	+9	Bond Power
16th	+8	+5	+5	+10	Focused Power (8d4)
17th	+8	+5	+5	+10	Tradition Power
18th	+9	+6	+6	+11	Focused Power (9d4)
19th	+9	+6	+6	+11	Arcane Secret
20th	+10	+6	+6	+12	Bond Mastery

the matrix of the spells they learn, this limits them to only ever being able to learn a limited number of spells. You have learned to instead imbue your essence with a spell matrix temporarily, preparing it for casting without making it a near-permanent part of yourself. Once a spell is prepared, you can cast it with a spell slot in the same way mystics and technomancers do. However, at a later time when you are well rested and able to concentrate, you can prepare new spells, allowing you to change what magic you have ready much more quickly and easily than mystics or technomancers.

You can still cast only a certain number of spells of each spell level per day. Your number of spells per day is given on Table 21: Spell Slots Per Day. In addition, you receive bonus spell slots if you have an Intelligence modifier of +1 or higher, as shown on Table 22: Wizard Bonus Spells—note that you only receive these bonus spell slots once you can cast spells of that level normally. You can also cast 0-level spells. These spells are prepared and 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 to cast is limited to those spells that you prepare in advance. At 1st level, you can prepare four 0-level spells and one 1st-level spells of your choice each day, plus one spell from either of the favored schools of your tradition (see below). At each new wizard level, you can prepare one or more additional spells, as indicated on Table 23: Wizard Spells Prepared. During any level at which you can prepare 0 spells per day, you can only prepare a spell determined by your tradition (see below). Unlike spells per day, the number of spells you can prepare isn't affected by your Intelligence. Feats and other effects that modify the number of spells known by a standard spellcaster instead affect the number of spells you can prepare.

You must get 8 hours of sleep and spend 1 hour studying your spellpad to choose and prepare your spells. While studying, you prepare any number of spells from your spellpad of your choosing, up

TABLE 21: WIZARD SPELL SLOTS PER DAY

1st	2nd	3rd	4th	5th	6th	7th	8th	9th
2	—	—	—	—	—	—	—	—
3	—	—	—	—	—	—	—	—
4	—	—	—	—	—	—	—	—
4	2	—	—	—	—	—	—	—
4	3	—	—	—	—	—	—	—
4	4	2	—	—	—	—	—	—
4	4	3	—	—	—	—	—	—
4	4	4	2	—	—	—	—	—
4	4	4	3	—	—	—	—	—
4	4	4	4	2	—	—	—	—
4	4	4	4	3	—	—	—	—
4	4	4	4	4	1	—	—	—
4	4	4	4	4	1	—	—	—
4	4	4	4	4	1	1	—	—
4	4	4	4	4	2	1	—	—
4	4	4	4	4	2	1	1	—
4	4	4	4	4	2	2	1	—
4	4	4	4	4	3	2	1	1
4	4	4	4	4	3	2	2	1
4	4	4	4	4	3	3	2	2

to the maximum number of wizard spells that you can prepare. You don't need to prepare all of your spells at once, but preparing spells requires 1 hour or study regardless of the number of spells that you actually prepare.

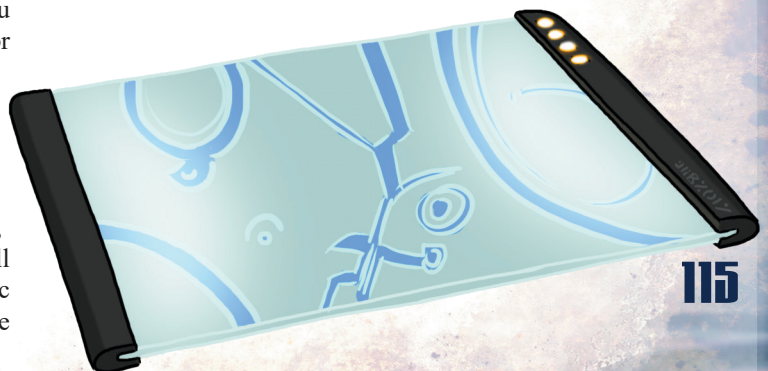
You can cast any wizard spell you have prepared at any time, assuming you have not yet used up your allotment of spells per day for the spell's level. You can also cast a spell using a higher-level spell slot. For instance, if you want to cast a 1st-level spell but have used up all of your 1st-level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

You can also decipher magical inscriptions that would otherwise be unintelligible, including identifying the spell inscribed in a scroll, spell gem, or similar stored magic spell source (which is a full action). This does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed or trapped scroll.

SPELLPAD

As you learn spells and determine the methods and techniques of preparing them, you record your insights in a secure data storage device known as a spellpad. A spellpad counts a computer of light bulk with a tier equal to half your caster level that has only a single data module (which stores your spells) and you begin play with one at no cost. The specialized nature of a spellpad prevent it from having any resale value (not to mention most resellers will assume you stole it from an angry wizard who will come looking for it). The necessary steps are far too complex for you to perform them from memory, even after years of familiarity. You must study your spellpad each day to prepare your spells. You can't prepare any spell not recorded in your spellpad.

You begin play with a spellpad containing six 0-level wizard spells and three 1st-level spells of your choice. You also select a number of additional 1st-level spells equal to your Intelligence modifier to add to the spellpad. At each new wizard level, you gain two new spells of any spell level or levels that you can cast (based on your new arcanist level) for your spellpad. At any time, you can also add spells found in other wizards' spellpads or in *spell gems* (or other stored forms of spells) to your own, a process that takes one hour per spell. At the end of the hour, you must make a Mysticism check (DC 15 + spell's level). If the spell is from one of the schools favored by your arcane traditions, you gain a +2 bonus on the Mysticism check. If the check succeeds, you can copy the spell into your spellpad. If the check fails, you do not know and cannot prepare the spell. Normally you take enough notes to allow you to attempt to learn the spell again later. You cannot attempt to learn or copy that spell again until one week has passed, and can only learn one spell you previously failed to learn each week.



If you lose your spellpad, you can recreate it and all its notes, but it takes a considerable amount of time (much like rewriting a textbook for a subject you understand). You can recreate your spellpad with 24 hours of uninterrupted work (which allows for a single 8-hour break for sleep). However, this spellpad still does not include your highest level spells known, which you must add at a rate of 1 per day during the time you spend preparing spells each day (as you slowly recreate the notes on the most advanced level of magic you have mastered).

ARCANE BOND

At 1st level, wizards form a powerful bond with an object or a creature. This bond can take one of two forms: a familiar or a bonded object. A familiar is a magical pet that can aid you in magic, while a bonded object is an item a wizard can use to cast additional spells or manipulate magical energy. Once you make this choice, it is permanent and cannot be changed.

BONDED OBJECTS

Wizards may select any weapon or any item of light or negligible bulk as a bonded object. A bonded object must be worn or held in hand to order for you to use its powers. If a bonded object is damaged, it is restored to full Hit Points the next time you prepare your spells. If the object of an arcane bond is lost or destroyed, you can replace it after 1 week in a special ritual that takes 8 hours to complete.

You can designate an existing magic, hybrid, or technological item as a bonded item. This functions in the same way as replacing a lost or destroyed item except that the new magic item retains its abilities while gaining the benefits of becoming a bonded item. A bonded object that is not already a magic or hybrid item does not count against your total maximum limit of two worn magic items.

At 1st level, you can use your bonded item once per day to cast any one spell that is in your spellpad and that you are capable of casting, even if the spell is not prepared and you have expended all your spell slots of that spell's level. This spell is treated like any other spell cast you cast, including casting time, duration, and other effects dependent on the your level.

At 5th level, as a standard action you can cause your bonded item to shed light, raising the light level to normal light in a 20 ft. radius for a number of minutes equal to your wizard level. You can extinguish this light as a move action. You can expend unused spell

slots as you activate this ability to add additional effects to this illumination. If you expend a 1st-level spell slot, enemies within the area of the illumination are dazzled. If you expend a 3rd-level spell slot, any invisible creatures within the illumination are revealed, as *invisibility purge*. If you expend a 6th-level spell slot, you know if anyone within the illumination lies, as *discern lies*; a Will save (DC = 10 + 1/2 your wizard level + your Intelligence modifier) negates this ability. If you expend a 9th-level spell slot, all details within the illumination are revealed to you, as *true seeing*.

At 10th level, you can magically shape your bonded item to your will. By spending as a full action, you can change your bonded item to appear to be any non-consumable item of its item level or lower that is of light or negligible bulk. This has no effect on the item's function. Its true nature is revealed with a Perception check (DC 15 + 1-1/2 your Wizard level) or any close examination. The item reverts to its true form the next time you prepare your spells.

At 15th level, your bonded item serves as a life link between you and magical energy. As long as you are under the effect of a spell, when your Hit Points reach 0, you automatically stabilize.

FAMILIARS

A familiar is an animal chosen by a spellcaster to aid in the study of magic. Rules for familiars are presented at the end of this section. If a familiar is dismissed, lost or dies, it can be replaced 1 week later through a specialized ritual that takes 8 hours to complete.

At 1st level, you gain an empathic link with your familiar to a 1 mile distance. You can communicate empathically with the familiar, but cannot see through its eyes. Because of the link's limited nature, only general emotions can be shared. You have the same connection to an item or place that your familiar does. Additionally, your familiar gains the improved evasion special ability.

At 5th level, your familiar can deliver touch spells for you. If you and your familiar are in contact at the time you cast a spell with the range of touch, you can designate your familiar as the "toucher." The familiar can then deliver the touch spell just as you would. As usual, if you cast another spell before the touch is delivered, the touch spell dissipates.

At 10th level, you and your familiar can communicate verbally as if you were using a common language. Other creatures do not understand the communication without magical help. Additionally, your familiar can

TABLE 22: WIZARD BONUS SPELLS

Int Score	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1–11	—	—	—	—	—	—	—	—	—	—
12–13	—	1	—	—	—	—	—	—	—	—
14–15	—	1	1	—	—	—	—	—	—	—
16–17	—	1	1	1	—	—	—	—	—	—
18–19	—	1	1	1	1	—	—	—	—	—
20–21	—	2	1	1	1	1	—	—	—	—
22–23	—	2	2	1	1	1	1	—	—	—
24–25	—	2	2	2	1	1	1	1	—	—
26–27	—	2	2	2	2	1	1	1	1	—
28–29	—	3	2	2	2	2	1	1	1	1
30–31	—	3	3	2	2	2	2	1	1	1

TABLE 23: WIZARD SPELLS PREPARED

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

communicate with animals of approximately the same kind as itself (see table 25). Such communication is limited by the Intelligence of the conversing creatures.

Beginning at 15th level, you can see through your familiar's eyes as a standard action, maintaining this connection as long as you like (as long as your familiar is within 1 mile) and ending it as a swift action. You are blinded while maintaining this connection.

TRADITION

Wizards choose to specialize in one tradition of magic, gaining additional spells and powers based on that tradition. These traditions represent the accumulated knowledge of generations of skilled wizards, and your study of these techniques is what grants your mastery of magical energy. You must make this choice at 1st level, and once made, it cannot be changed. In addition to the powers granted by your chosen tradition, your intense study of magical laws has granted you an analytic understanding of magic and esoteric phenomena; you substitute your Intelligence modifier for your Wisdom modifier when making Mysticism checks.

Each tradition has passed down a number of powers to the wizards that follow it. Unless otherwise noted, activating a tradition power is a standard action and the DC for any saving throw against a tradition power equals $10 + 1/2$ your wizard level + your Intelligence modifier. In addition, each tradition grants an additional spell slot of each spell level you can cast, from 1st on up. Each day, you can prepare a spell from one of the schools favored by your tradition in that slot. This spell must be in your spellpad. Descriptions of the traditions you can choose from appear on page 113.

FOCUSED POWER

At 2nd level, you gain a bonus equal to half of your wizard level on attacks made with wizard spells. This affects only attacks for the spell itself, not attack rolls made while under the effects of a spell or while using a weapon augmented or created by a spell. Additionally, beginning at 4th level, whenever you cast a 0-level wizard spell that deals 1d4 damage on a successful attack, the spell's damage is increased by 1d4 damage, plus an additional 1d4 damage for every 2 wizard levels beyond 4th.

SPELL FOCUS

At 3rd level, you gain Spell Focus as a bonus feat. However, your 7th spell level spells gain a maximum of a +2 bonus from this feat, your 8th level spells gain only a +1 bonus, and your 9th level spells gain no DC bonus.

SPELL SPECIALIZATION

At 3rd level, you add your wizard level to the damage dealt by your wizard spells that target a single creature. This ability only affects spells that deal Hit Point damage.

ARCANE SECRET

Through extensive study of esoteric magical techniques, you are able to rediscover an ability most thought lost to the ages. At 9th, 13th, and 19th level, you learn an arcane secret from the following list. Unless otherwise stated, an arcane secret can be selected only once. Once an arcane secret has been selected, it cannot be changed.

Archaic Technique (Ex): Your method of casting spells is like nothing the contemporary world has seen. When you cast spells, increase the DC to identify them with the Mysticism skill by 2. If a creature fails its Mysticism check to identify one of your spells, there is a 50% chance that it falsely identifies the spell as another spell of the same spell level.

Artifact Lore (Ex): Your cataloging of countless magical items and relics has given you insight into the underlying properties of magical item construction. You gain a +2 bonus on Mysticism checks to identify magical and hybrid items. You can attempt to identify a magic or hybrid item as a standard action without the need to cast *detect magic*.

Close to Hand (Su): You mark your spellpad, or any one other item of light or negligible bulk, with a potent rune of ownership by using a ritual that takes 10 minutes to perform. Once per day as a standard action, you may summon the item to your hand. This ability functions from any distance, even across planes, but cannot penetrate any barrier that prevents *teleportation*. If the marked item is currently held by another creature, the creature may attempt a Will save to retain the item (DC = $10 + 1/2$ your wizard level + your Intelligence modifier).

Encyclopedic Knowledge (Ex): You are so widely read that you can attempt skill checks to recall knowledge even if not trained in the appropriate skill. Once per day, you can take 20 on a skill check to recall knowledge, even if you do not have access to a computer terminal or other means of research.

Homeostasis (Su): You are able to tap currents of magical energy to regulate your internal temperature. You gain the ability to exist comfortably in temperature conditions between 0°F and 110°F without attempting saving throws. Additionally, you treat conditions of heat and cold beyond those ranges as one step less severe.

Longevity (Su): You have learned how to draw on the magical energy of the universe to expand your own lifespan. You live for 100% longer than is typical for your race before dying of old age. This arcane secret can be selected more than once, to a maximum of 3 times. The second time you select it, you live five times as long as is typical for your race. The third time you select this secret, you cease aging, becoming effectively immortal unless slain through violence or hazard.

Purposeful Locomotion (Su): You have honed the powers of your mind through intense study and concentration. In zero-gravity conditions you can take move actions to move, crawl, or take a guarded step in any direction, as usual, controlling your momentum through force of will.

Spell Mastery (Ex): You become practiced at casting your favorite spells, so preparing them is second nature to you. Choose a number of wizard spells equal to your Intelligence score when you learn this arcane secret; you may prepare these spells without needing to access your spellpad. You may take this arcane secret more than once. Each time, you select an additional number of spells equal to your Intelligence score.

Universal Language (Su): Your understanding of the cosmic language of magic allows you decipher the communications of natural creatures. You gain the ability to speak with and understand any creature of the animal type, though this ability gives you no special influence over the animal. An animal's ability to communicate is also affected by its Intelligence, and most animals are only capable of answering simple questions or communicating basic information.

Vibrant Display (Su): You have uncovered a flashy and ostentatious style of spellcasting. When casting a spell, you can choose to surround yourself with glowing runes and shimmering arcane symbols, granting you concealment until the casting is complete.

BOND MASTERY

At 20th level, you achieve complete union with magical forces, as embodied by your arcane bond. This ability takes different forms depending on the nature of your arcane bond.

Bonded Item (Su): In a ritual that takes 10 minutes, you imbue one spell into your bonded item to take effect on you when conditions are right. The spell

must be one that affects your person, and it must be of a spell level no higher than 6th level. If the spell has a costly component, you must provide it at the time of the ritual. When you complete the ritual, you must set a condition needed for the spell to come into effect. The condition must be clear, but it may be general, and as soon as the conditions occur, the spell immediately takes effect on you.

Familiar (Su): As a standard action, you can unerringly teleport yourself to the location of your familiar, as *interplanetary teleport*. You may take other willing creatures with you when you use this ability, but you must expend 1 Resolve Point per creature.

TRADITIONS

While magic is a universal force, the means of shaping and directing that force are widely varied. As groups across the universe have studied magic through the ages, they have codified the laws, methods, and forms of arcane practice into specific traditions. Many followers of these traditions not only view their understanding and control of magic as superior to all others, they see it as a duty to preserve the secrets of their traditions unbroken across generations. Some traditions represent how a nation or even an entire planet understands and controls magic; some traditions are only preserved in isolated towers hidden on wandering asteroids. While many arcane traditions are common only in a single area, it is common to encounter practitioners of similar traditions in locations separated by surprising distances, either because of past magical colonization, or through simultaneous invention of the principles of the tradition.

ANNIHILATOR

Followers of the annihilator tradition revel in the destructive potential of magic, wreaking havoc on their enemies.

Favored Spell Schools: evocation and necromancy

Tradition Powers: Wizards with the annihilator tradition gain the following tradition powers at the indicated levels.

Wounding Spells (Su): At 1st level, as a part of casting a wizard spell that deals Hit Point damage, you can empower it to cause lingering injury. Any creature damaged by that spell takes bleed damage equal to the spell's level. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

Necromancer's Tenacity (Ex): At 7th level, you gain Diehard as a bonus feat.

Elemental Manipulation (Su): At 11th level, you can spend 1 Resolve Point to emit a 30-foot aura that transforms magical energy. Choose an energy type from acid, cold, electricity, and fire, and a second type to transform it into. Any magical source of energy of this type is altered to the chosen energy type. This includes supernatural effects. If an effect lies only partially within your aura, only the portions within the aura are transformed. This aura lasts for a number of rounds equal to your wizard level.

Baleful Energies: At 17th level, you can spend 2 Resolve Points as a part of casting a wizard spell that deals Hit Point damage to change the type of the damage dealt by the spell to negative energy.

BINDER

Followers of the binder tradition employ forceful magic to bend outsiders to their will.

Favored Spell Schools: conjuration and enchantment

Tradition Powers: Wizards with the binder tradition gain the following tradition powers at the indicated levels.

Compel Service (Su): At 1st level, you can summon a minor outsider and compel it to do your bidding. This functions as *unseen servant*, save that the servant gains a fly speed of 20 feet, can travel up to 100 feet from you per wizard level, and can speak one language that you know. You can only have one such servant conjured at a time. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

Enchanter's Discipline (Ex): At 7th level, you gain Iron Will as a bonus feat.

Dimensional Steps (Su): At 11th level, you can spend 1 Resolve Point as a swift action to teleport yourself to any location that you can see within 30 feet.

Demand Assistance (Sp): At 17th level, you can spend 2 Resolve Points to call and command an outsider of up to CR 15, as *planar binding*. Unlike the spell, a bound outsider may not attempt to escape you through dimensional travel, and you add your Intelligence modifier to the DC of Charisma checks made to escape you.

BLOOD MAGE

Followers of the blood mage tradition devote years of study to the connection between magical force and the vital essence of living creatures. By drawing on that essence, they can empower their spellcasting.

Favored Spell Schools: necromancy and transmutation

Tradition Powers: Wizards with the blood mage tradition gain the following tradition powers at the indicated levels.

Sanguine Power (Su): At 1st level, you can sacrifice your own vitality to power your spellcasting. As a part of casting a 1st level or higher spell, you can choose to sacrifice a number of your Hit Points equal to double the spell's level in order to increase the caster level of the spell by 1. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

Sanguimancer's Tenacity (Ex): At 7th level, you gain Diehard as a bonus feat.

Adaptive Form (Su): At 11th level, you can spend 1 Resolve Point to gain any two of the following abilities for a number of minutes equal to your wizard level: blindsense (vibration) out to 30 feet, a climb speed equal to your base speed, darkvision out to 60 feet, low-light vision, resistance 10 to acid, cold, electricity, or fire, a swim speed equal to your base speed, the ability to breath water as if it were air.

Sacrificial Fuel (Su): At 17th level, you can use the blood of others to fuel your spellcasting. As a part of performing a coup de grace, you can spend 2 Resolve Points. As long as your target took damage from this attack, before the end of your next turn you can cast one spell without consuming the spell's slot, as long as the spell's level is no greater than one third of the coup de grace target's CR.

CYPHER

Followers of the cypher tradition seek out the most esoteric of forgotten magical secrets.

Favored Spell Schools: divination and illusion

Tradition Powers: Wizards with the cypher tradition gain the following tradition powers at the indicated levels.

Object Reading (Su): At 1st level, you can identify an object's properties by touching it. You gain information about the object's properties, uses, and command words as if you had succeed on an Engineering or Mysticism check (as appropriate for the item). This ability has no effect on items whose item level exceeds your wizard level + your Intelligence modifier. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

Illusionist's Guile (Ex): At 7th level, you gain Fast Talk as a bonus feat.

Send Senses (Su): At 11th level, you can spend 1 Resolve Point to create a magical sensor, as *clairaudience/clairvoyance* at your location. You can direct this sensor to move up to 100 feet per round as a move action. The sensor may move through solid objects, though it cannot pass through force effects.

Hidden Library (Su): At 17th level, you can spend 2 Resolve Points to create and travel to a quasi-real library within the Shadow Plane that represents your accumulated knowledge. You can determine the layout of your hidden library when using this ability, but it is limited in size to a number of 10-foot cubes equal to your wizard level. The hidden library is furnished with comfortable desks and chairs, but its main feature is an extensive collection of bookshelves. These shelves hold books that are shadowy replicas of your memories, and while within your hidden library you can consult a book to recall any of your experiences, conversations, or studies with perfect clarity. Additionally, while within the hidden library you can take 20 on checks to identify creatures or recall knowledge as if you had access to an information network. You can remain in your hidden library for a number of minutes equal to your wizard level, after which time you return to the spot from which you departed when you activated this ability. You can return before the duration of this ability expires by spending a standard action.

DOMINATOR

Followers of the dominator tradition use magical force to bend the weak-minded to their wills.

Favored Spell Schools: enchantment and transmutation

Tradition Powers: Wizards with the dominator tradition gain the following tradition powers at the indicated levels.

Forceful Command (Sp): At 1st level, you can *command* a creature to do your bidding, as the spell, except that you may instruct the target not to attack, not to cast a spell, not to communicate, or not to draw a weapon in addition to the usual available options if it fails its Will save. Once a creature has been the target of this ability, it is immune to it for 24 hours. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

Transmuter's Mettle (Ex): At 7th level, you gain Great Fortitude as a bonus feat.

Fundamental Expression (Su): At 11th level, you can spend 1 Resolve Point as a part of casting a language-dependent spell to allow the spell to affect the target or targets even if you do not share a language.

Total Control (Su): At 17th level, you can spend 2 Resolve Points to attempt to gain control of a creature if it fails a Will save, as *dominate person*, except that you may target any type of non-mindless creature with this ability.

ELEMENTALIST

Followers of the elementalist tradition believe that elemental forces are the purest expression of magical power.

Favored Spell Schools: any (air, earth, fire, and water spells only)

Tradition Powers: Wizards with the elementalist tradition gain the following tradition powers at the indicated levels.

Elemental Orb (Su): At 1st level, you can summon an orb of power directly from an elemental plane of your choice. This manifests as a floating, fist-sized sphere of acid, fire, electricity, or ice that appears in your space and orbits you while it is active. The orb sheds light of a color appropriate to its element in a 30-foot radius. While the orb is active, wizard spells you cast that deal damage matching the orb's type deal additional damage equal to your Intelligence modifier (to a maximum additional damage equal to your caster level). The summoned orb lasts for one minute. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

Conjurer's Dodge (Ex): At 7th level, you gain Mobility as a bonus feat.

Elemental Manipulation (Su): At 11th level, you gain elemental manipulation, as the annihilator tradition ability.

Elemental Aura (Su): At 17th level, you can spend 1 Resolve Point to surround your body with elemental power for a number of rounds equal to your wizard level. Choose acid, cold, electricity, or fire; your body is surrounded in a corona of the chosen energy type. Any creature that begin its turn adjacent to you or hits you with a melee attack takes 6d6 points of damage matching the chosen energy type. A successful Reflex save halves this damage.

STARFARER'S COMPANION

ENIGMA

Followers of the enigma tradition blend in easily with society and have maintained their rituals undetected for generations.

Favored Spell Schools: illusion and transmutation

Tradition Powers: Wizards with the enigma tradition gain the following tradition powers at the indicated levels.

Many Faces (Sp): At 1st level, you can change your form, as *disguise self*, save that the change lasts 1 hour per wizard level. While changes to your gear are illusionary, changes to your body are physical, and characters who interact only with your body, such as by touching your face or hand, do not receive a Will save to disbelieve your disguise. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

Illusionist's Guile (Ex): At 7th level, you gain Fast Talk as a bonus feat.

Adaptive Form (Su): At 11th level, you gain adaptive form, as the blood mage tradition ability.

Hidden Self (Su): At 17th level, you can spend 2 Resolve Points to simultaneously gain the effects of *greater invisibility* and *nondetection* for a number of rounds equal to your wizard level. Additionally, while this invisibility lasts, you are undetectable by other senses, such as scent, blindsense, and blindsight.

ILLUMINATOR

Followers of the illuminator tradition are the masters of light, using magic to bend and sculpt this cosmic force.

Favored Spell Schools: evocation and illusion

Tradition Powers: Wizards with the illuminator tradition gain the following tradition powers at the indicated levels.

Arcane Lens (Su): At 1st level, you can use magic to bend light into a laser-like beam. Make a ranged attack against the EAC of a target within 90 feet. On a hit, you deal 1d6 fire damage, and the target must succeed on a Reflex save or take 1d6 burn damage. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

Evoker's Agility (Ex): At 7th level, you gain Lightning Reflexes as a bonus feat.

Invisibility Field (Sp): At 11th level, you can make yourself invisible as a swift action for a number of rounds per day equal to your wizard level. These rounds do not need to be consecutive. This otherwise functions as *greater invisibility*.

Purge Darkness (Su): At 17th level, you can spend 2 Resolve Points to cause your body to glow with intense light. This causes the area within 60 feet of you to become illuminated with bright light, automatically dispels any magical darkness effects within 60 feet, and causes all undead and creatures sensitive to light within this area to take 17d6 fire damage. A successful Reflex save halves this damage.

NAMER

Followers of the namer tradition dedicate their study to learning the true names of creatures, allowing daring wizards to bind dangerous entities to their will.

Favored Spell Schools: divination and enchantment

Tradition Powers: Wizards with the namer tradition gain the following tradition powers at the indicated levels.

Discern Nature (Su): At 1st level, you can attempt to wrest insight into a creature's essential nature from its mind. Choose a target within 30 feet. Unless it succeeds on a Will save, you gain information as if you had succeeded on a skill check to identify it, gaining one piece of useful information, plus one piece for every 5 by which the target failed its saving throw. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

Diviner's Awareness (Ex): At 7th level, you gain Blind-Fight as a bonus feat.

Fundamental Expression (Su): At 11th level, you gain fundamental expression, as the dominator tradition ability.

True Name (Sp): At 17th level, you can spend 2 Resolve Points to contact an outsider whose true name you have learned. This functions as *contact other plane*, save that you receive a bonus equal to your Intelligence modifier on the caster level check to determine the effect of the spell and you are never in danger of decreasing your Intelligence on a roll of 1 or 2. Alternatively, instead of asking the outsider questions, you can command it to deliver a message of no more than 50 words to a creature that you name. Delivery of the message typically takes one hour, and can occur at any range and on any plane.

NEMESIS

Followers of the nemesis tradition harness magical energy to strike back at those who dare to attack them.

Favored Spell Schools: abjuration and evocation

Tradition Powers: Wizards with the nemesis tradition gain the following tradition powers at the indicated levels.

Vengeance Strike (Su): At 1st level, you convert the pain of injury into a retributive burst of magical force. As a reaction after suffering Hit Point damage from an attack, you can batter the creature who damaged you with a blast of acid, cold, electricity, fire, or sonic damage (your choice), dealing 1d4 damage of a type matching the triggering attack. A successful Reflex save halves this damage. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

Abjurer's Defiance (Ex): At 7th level, you gain Toughness as a bonus feat.

Elemental Manipulation (Su): At 11th level, you gain elemental manipulation, as the annihilator tradition ability.

Retributive Attacks (Su): At 17th level, you can spend 2 Resolve Points to target a number of allies equal to your Intelligence modifier. For 1 minute, melee attacks against these targets provoke attacks of opportunity.

SHADOWCASTER

Followers of the shadowcaster tradition infuse their illusionary magic with matter from the Shadow Plane to give it a semblance of reality.

Favored Spell Schools: all (darkness and shadow spells only)

Tradition Powers: Wizards with the shadowcaster tradition gain the following tradition powers at the indicated levels.

Grasping Shadows (Su): At 1st level, you can cause a creature's shadow to animate and hinder its movement. Choose a target creature within 30 feet. Unless it succeeds on a Reflex save, the target is entangled for a 1d4+1 rounds. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

Illusionist's Guile (Ex): At 7th level, you gain Fast Talk as a bonus feat.

Dimensional Steps (Su): At 11th level, you gain dimensional steps, as the binder tradition ability.

Shadow Spell (Su): At 17th level, you can spend 2 Resolve Points to infuse illusion with material conjured from the Shadow Plane to simulate the effect of another spell. Choose one evocation or conjuration spell from the wizard spell list. You cast an illusory

version of that spell by expending a spell slot of the spell's level. In addition to the typical saving throw allowed by the chosen spell, any unwilling creatures affected spell receive may attempt an additional Will save to disbelieve the spell. On a success, the spell does half damage or, for spells with non-damaging effects, have only a 50% change of affecting the target. Objects automatically succeed on this saving throw.

SPELLSLINGER

Followers of the spellslinger tradition combine their magic with a specialization in ranged combat to deal devastation from afar.

Favored Spell Schools: evocation and transmutation

Tradition Powers: Wizards with the spellslinger tradition gain the following tradition powers at the indicated levels.

Spellsling (Su): At 1st level, you can use a ranged weapon to deliver a ranged touch spell. As a part of casting a wizard spell that typically requires a ranged attack, make a ranged attack against the target's EAC using your weapon. On a successful hit, the target takes damage equal to the weapon's item level (of the weapon's normal damage type) and takes the normal effect of the spell (including being allowed to use any saving throws or defenses against the spell, as normal). If the spell can normally affect multiple targets, it instead affects only the target you attack. If the attack misses, the spell has no effect. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

Evoker's Agility (Ex): At 7th level, you gain Lightning Reflexes as a bonus feat.

Adaptive Form (Su): At 11th level, you gain adaptive form, as the blood mage tradition ability.

Spell Bombarb (Su): At 17th level, you can spend 2 Resolve points as a part of casting an area of effect spell to infuse the spell into a weapon or piece of ammunition with the explode ability. As long as that weapon is thrown or fired before the end of your next turn, creatures affected by the spell also take damage equal to the explosion weapon's item level (Reflex half).

SPATIALIST

Followers of the spatialist tradition use their magic to bend and warp reality, disregarding many of the typical laws of the universe.

Favored Spell Schools: conjuration and transmutation

Tradition Powers: Wizards with the spatialist tradition gain the following tradition powers at the indicated levels.

Apport (Su): At 1st level, with a touch, you can whisk an unattended object of light or negligible bulk to another location you can see within 50 feet. You may attempt to teleport an attended object by succeeding on a melee attack against the EAC+8 of the creature holding the object. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

Transmuter's Mettle (Ex): At 7th level, you gain Great Fortitude as a bonus feat.

Dimensional Steps (Su): At 11th level, you gain dimensional steps, as the binder tradition ability.

Fold Space (Su): At 17th level, you can spend 2 Resolve Points to create an interplanar corridor to a desired location. This creates a 10 foot by 10 foot shimmering portal hanging in the air that lasts for 1 minute or until you pass through it. Creatures who pass through the portal find themselves in a featureless corridor 10 feet high and 10 feet wide that stretches into the distance. By traversing the corridor, you reach your desired destination. The amount of time required to pass through the corridor is dependent on your familiarity with the destination (as described in the *teleport* spell): 1 hour for a very familiar location, 1d4 hours for a location you have studied carefully, 1d4 x 5 hours for an area with which you are somewhat familiar, 1d4 x 10 hours for a destination you have seen casually, and 1d4 days for a destination that you have seen once. You can attempt to travel to a destination that you have only heard described, but doing so takes 1 week, and there is a 10% chance that you arrive at a visually or thematically similar location.

SWORDESWORN

Followers of the swordsworn tradition are descended from martial orders of wizards that were eldritch smiths or led fearsome battalions. While they typically employed bladed archaic weapons, many of today's wizards have adapted their powers to modern weaponry.

Favored Spell Schools: abjuration and transmutation

Tradition Powers: Wizards with the swordsworn tradition gain the following tradition powers at the indicated levels.

Spellblade (Su): At 1st level, you can cause your melee weapon to fly from your grasp and strike a foe before instantly returning to you. As a standard action, you can make a single ranged attack against KAC or EAC (as appropriate for your weapon) against a foe within 30 feet. For this attack, substitute your Intelligence modifier for your Dexterity modifier to the attack roll. You gain all of your weapon's bonuses to attack on the attack roll, and a successful hit deals your weapon's base damage. Whether or not you hit, the weapon immediately returns to your hand. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

Diviner's Awareness (Ex): At 7th level, you gain Blind-Fight as a bonus feat.

Dispelling Touch (Su): At 11th level, you can disrupt a spell with a touch by spending 1 Resolve Point as a standard action. Treat this as a targeted *dispel magic* with a range of touch. At 17th level, this instead functions as *greater dispel magic*.

Imbue Weapons (Su): At 17th level, you select a number of weapon fusions equal to your Intelligence modifier. You can spend 2 Resolve Points to grant a number of weapons equal to your Intelligence modifier within 30 feet of you a single weapon fusion from this list for 1 minute. This might cause the weapons to temporarily exceed the typical limitation that weapons cannot benefit from fusions with a total level greater than their item levels. Fusions that require a specific type of weapon, such as *disruptive*, have no effect on weapons of an inappropriate type, nor do fusions that duplicate a fusion the weapon already possesses.

TACTICIAN

Followers of the tactician tradition combine a supernatural awareness of combat conditions with magical defenses.

Favored Spell Schools: abjuration and divination

Tradition Powers: Wizards with the tactician tradition gain the following tradition powers at the indicated levels.

Uncanny Alertness (Su): At 1st level, you can magically augment your awareness of combat positioning. For a number of rounds equal to your Intelligence bonus level, you become immune to the flat-footed and off-target conditions and your opponent doesn't gain any bonuses to attack rolls

against you from attacking you when you're prone. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

Diviner's Awareness (Ex): At 7th level, you gain Blind-Fight as a bonus feat.

Dispelling Touch: At 11th level, you gain dispelling touch, as the swordsworn tradition ability.

Rouse Allies (Su): At 17th level, you can spend 2 Resolve Points to remove the flat-footed, off-target, and shaken conditions from all allies within 30 ft. Additionally, each of your allies gains a transparent shield of force that grants them a number of temporary Hit Points equal to your wizard level. These Hit Points last for 1 minute or until discharged.

VEILED

Followers of the veiled tradition are elusive, and the uninitiated believe that the tradition's hidden sanctums are simply legends.

Favored Spell Schools: abjuration and illusion

Tradition Powers: Wizards with the veiled tradition gain the following tradition powers at the indicated levels.

Mirror Self (Su): At 1st level, you can create an illusionary double of yourself as a move action. This double functions as a single *mirror image* and lasts for a number of rounds equal to your wizard level, or until the illusory duplicate is dispelled or destroyed. You can have no more than one mirror self at a time. This ability does not stack with the *mirror image* spell. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

Abjurer's Defiance (Ex): At 7th level, you gain Toughness as a bonus feat.

Invisibility Field (Sp): At 11th level, you gain invisibility field, as the illuminator tradition ability.

Protect Identity (Sp): At 17th level, you can spend 2 Resolve Points to cast *veil* as a spell-like ability with a caster level equal to your wizard level. You can spend 1 additional Resolve Point when activating this ability to add the effects of *nondetection* to all targets affected by the *veil*.

WARDEN

Followers of the warden tradition use magical force to protect themselves and their allies from attacks both magical and conventional.

Favored Spell Schools: Abjuration and conjuration

Tradition Powers: Wizards with the warden tradition gain the following tradition powers at the indicated levels.

Summon Armor (Su): At 1st level, you can gird yourself in a summoned glowing suit of armor made entirely of force that encases you head to toe. The armor increases any armor bonus to EAC or KAC you have by 1. The armor also provides protection from environmental effects as armor with an item level equal to your wizard level. Once summoned, the armor persists for a number of minutes equal to your wizard level, though you may dismiss it early as a standard action. Beginning at 5th level, you can use this ability as a reaction when targeted by an attack by spending 1 Resolve Point. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

Conjurer's Dodge (Ex): At 7th level, you gain Mobility as a bonus feat.

Dispelling Touch: At 11th level, you gain dispelling touch, as the swordsworn tradition ability.

Force Barrier: At 17th level, you can spend 2 Resolve Point to create a stationary globe of force between 5 and 20 feet in diameter centered within 30 feet of you. This globe otherwise functions as *wall of force* and it lasts for a number of rounds equal to your wizard level.

WRAITH

Followers of the wraith tradition idolize the power of incorporeal creatures such as ghosts and specters, and they harness magical forces to mimic the abilities of these creatures.

Favored Spell Schools: illusion and necromancy

Tradition Powers: Wizards with the wraith tradition gain the following tradition powers at the indicated levels.

Fade (Su): At 1st level, as a swift action you cause your form to shift, becoming hazy and insubstantial. You gain concealment for a number of rounds equal to your Intelligence bonus. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

Necromancer's Tenacity (Ex): At 7th level, you gain Diehard as a bonus feat.

Invisibility Field (Su): At 11th level, you gain invisibility field, as the illuminator tradition ability.

Spectral Touch (Su): At 17th level, you can spend 2 Resolve Points to drain the vitality from a living

creature. Make a melee attack against the target's EAC. You may substitute your Intelligence modifier instead of your strength modifier for this attack roll if it is higher. On a successful hit, you deal 15d6 damage to the target and you regain a number of Hit Points equal to your wizard level. This damage is caused by supernatural aging and bypasses any form of damage resistance, but has no effect on creatures immune to aging.

FAMILIARS

Your familiar's abilities are determined by your level and its type (as described in Table 25). Table 24 determines many of the statistics of the familiar, regardless of the creature's typical statistics. For effects not related to the table below, treat the familiar's ability scores as follows: Strength: 6, Dexterity: 14, Constitution: 10, Intelligence: 6, Wisdom: 10, Charisma: 6. A familiar can understand—though not speak, read, or write—any language that you do. Familiars may not activate items or use weapons. The terms used in Table 24 are explained below.

Class Level: This is your level in the class that grants a familiar. If you have levels in more than one class that grants a familiar, you do not gain a second familiar, but your levels in those classes stack to determine the statistics of your familiar.

Hit Points: This is the familiar's total Hit Points. For the purposes of spells or other effects that rely on Hit Dice or level, your familiar's equivalent HD or level is equal to your wizard level. Familiars do not have Stamina Points.

Attack Bonus: This is the familiar's attack bonus.

Damage: This is the damage dealt by the familiar's natural attack. A familiar's attacks are not considered archaic weapons.

KAC: This is your familiar's kinetic armor class.

EAC: This is your familiar's energy armor class.

Good Save/Poor Save: These are the familiar's saving throw bonuses. Each familiar type designates which saving throw uses the good save value and which ones use the poor save value.

Master Skills/Good Skills: The familiar is adept at a number of skills determined by its familiar type. Use the first modifier on skills listed as master skills and the second for skills listed as good skills. For other skill checks, the familiar uses a modifier based on its base statistics.

FAMILIAR TYPES

Many different types of creatures serve wizards as familiars. In addition to having differences in appearance and personality, these creatures differ slightly in their abilities, as described in Table 25. The terms used in Table 25 are explained below.

Optionally, you may choose to have a construct familiar. It may be of the magical or technological subtype. Such a construct does not heal naturally and gains construct immunities. However, such a construct can only take either a move action or a standard action each round unless you either take a move action to direct it (allowing it to act normally), or expend a spell slot as a move action to imbue it with technomagic programming (which allows it to act normally for a number of rounds equal to the spell slot's spell level + your Intelligence bonus).

Type: This describes the general physiology of the familiar. Familiars are always tiny in size, even if their species typically grows bigger or smaller than this. All familiars are magical beasts, regardless of their typical type.

Example Species: This gives an example of a creature of this familiar type. The list is not exhaustive, and similar creatures can serve as familiars just as well. Use the examples as a guideline when deciding with your GM which type best fits your familiar.

Good Save: This save uses the good save progression from Table 24.

Poor Saves: These saves use the poor save progression from Table 24.

Master Skill: These skills use the master skill progression from Table 24.

Good Skills: These skills use the good skills progression from Table 24.

Movement Types: These are the movement types possessed by the familiar.

WIZARD SPELL LIST

The wizard casts spells drawn from the wizard spell list, presented below. Spells marked with an asterisk are new, and described in Chapter 169: Spells. Spells from the *Starfinder Core Rulebook* that are at a different spell level than their mystic or technomancer versions include that information in a parenthetical note.

TABLE 24: FAMILIAR BASE STATISTICS

Class Level	Hit Points	Attack Bonus	Damage	KAC	EAC	Good Save	Poor Saves	Master Skills	Good Skills
1	5	+0	1d4	11	10	+2	+0	+7	+3
2	10	+1	1d4	12	11	+3	+0	+9	+4
3	15	+1	1d4	13	12	+3	+1	+10	+5
4	20	+2	2d4	14	13	+4	+1	+12	+7
5	25	+2	2d4	15	14	+4	+1	+13	+8
6	30	+3	2d4	16	15	+5	+2	+15	+10
7	35	+3	3d4	17	16	+5	+2	+16	+11
8	40	+4	3d4	18	17	+6	+2	+18	+13
9	45	+4	3d4	19	18	+6	+3	+19	+14
10	50	+5	4d4	20	19	+7	+3	+21	+16
11	55	+5	4d4	21	20	+7	+3	+22	+17
12	60	+6	4d4	22	21	+8	+4	+24	+19
13	65	+6	5d4	23	22	+8	+4	+25	+20
14	70	+7	6d4	24	23	+9	+4	+27	+22
15	75	+7	6d4	25	24	+9	+5	+28	+23
16	80	+8	6d6	26	25	+10	+5	+30	+25
17	85	+8	6d6	27	26	+10	+5	+31	+26
18	90	+9	7d6	28	27	+11	+6	+33	+28
19	95	+9	7d6	29	28	+11	+6	+34	+29
20	100	+10	8d6	30	29	+12	+6	+36	+31

0-LEVEL SPELLS

Abjuration: *force ward**

Conjuration: *energy ray*

Divination: *detect affliction, detect magic, telepathic message*

Enchantment: *daze*

Evocation: *dancing lights, spark*, telekinetic projectile*

Illusion: *ghost sound*

Necromancy: *fatigue*

Transmutation: *mending, psychokinetic hand, token spell*

Enchantment: *charm person, fear, lesser confusion, memorize page**

Evocation: *floating disk*, gust*, jolting surge, magic missile, overheat*

Illusion: *disguise self, holographic image, shadow weapon*, ventriloquism**

Necromancy: *ray of sickening**

Transmutation: *erase, expeditiousness*, flight, keen senses, peacebond*, stone fist**

1ST-LEVEL SPELLS (1ST)

Abjuration: *alarm*, anticipate peril*, hold portal, life bubble*

Conjuration: *drench*, freeze*, grease*, unseen servant, web*, wisp ally*

Divination: *comprehend languages, detect radiation, detect thoughts, identify, mind link, share language*

2ND-LEVEL SPELLS (2ND)

Abjuration: *reflecting armor*

Conjuration: *drench*, fog cloud, freeze*, stumble gap*, web**

Divination: *see invisibility*

Enchantment: *bestow insight*, daze monster, fear*

Evocation: *caustic conversion, energized touch*, force blast, gust**

Illusion: *holographic image, magic mouth*, mirror image*

Necromancy: *command undead, cryogenic repose**

Transmutation: *darkvision, flight, knock, spider climb*

3RD-LEVEL SPELLS

Abjuration: *security seal*

Conjuration: *apport object*, create pit*, glitterdust*, stone call**

Divination: *commune with wildlife**

Enchantment: *hold person, inflict pain, lock gaze**

Evocation: *darkness*, daylight*, fire breath*, flaming sphere*, scorching ray**

Illusion: *oneiric horror*, shadow anchor**

Necromancy: *chill touch**

Transmutation: *bloodhound*, flight, reflective hideaway*, rope trick*, shrink item**

4TH-LEVEL SPELLS (3RD)

Abjuration: *dispel magic, explosive runes*, lesser resistant armor, nondetection*

Conjuration: *ash cloud*, create pit*, drench* (as the 3rd-level version), freeze* (as the 3rd-level version), vertiginous cloud*, web* (as the 3rd-level version)*

Divination: *arcane sight, clairaudience/clairvoyance, hologram memory, probability prediction, tongues*

Enchantment: *charm monster, deep slumber, fear (as the 3rd-level version), heroism* (as the 3rd-level version), suggestion*

Evocation: *arcing surge, divert energy*, energy aura*, explosive blast, force punch*, gust* (as the 3rd-level version), meteoric trail**

Illusion: *displacement, holographic image (as the 3rd-level version), misdirection**

Necromancy: *ray of exhaustion, toxic gift*, vampiric touch**

Transmutation: *haste, psychokinetic strangulation, slow*

5TH-LEVEL SPELLS (4TH)

Abjuration: *dimensional anchor*, dismissal (as the 4th-level version), resistant armor*

Conjuration: *create pit*, creation (as the 4th-level version), dimension door, drench* (as the 3rd-level version), euphoric cloud*, freeze* (as the 3rd-level*

version), gravitonic fluctuation (as the 3rd-level version), planar binding (as the 4th-level version), reflective hideaway**

Divination: *arcane eye, mind probe, thoughtsense**

Enchantment: *confusion, heroism* (as the 4th-level version)*

Evocation: *corrosive haze, gust* (as the 3rd-level version)*

Illusion: *dream*, greater invisibility, holographic image (as the 4th-level version), nightmare**

Necromancy: *animate dead, enervation*

Transmutation: *flight (as the 4th-level version)*

6TH-LEVEL SPELLS

Abjuration: *resilient sphere*

Conjuration: *black tentacles, gravitonic fluctuation* (as the 4th-level version), invisible sentry, reflective transport*

Divination: *detect scrying*, discern lies, telepathic bond*

Enchantment: *hideous laughter*, hold monster, terrible remorse**

Evocation: *sending*, shout*, wall of fire*

Illusion: *dream council**

Necromancy: *call spirit*, death ward, halt undead*, soul feast**

Transmutation: *burst of speed*, echolocation*, secret text**

7TH-LEVEL SPELLS (5TH)

Abjuration: *break enchantment, dismissal (as the 5th-level version), greater dispel magic, private sanctum, repulsion*, resistant aegis*

Conjuration: *creation (as the 5th-level version), drench* (as the 5th-level version), freeze* (as the 5th-level version), hostile juxtaposition* (as the 5th-level version), planar binding (as the 5th-level version), rune of imprisonment*, teleport*

Divination: *contact other plane, prying eyes, retrocognition, synapse overload, telepathy*

Enchantment: *confusion, dominate person, feeblemind, geas* (as the 5th-level version), hold monster*, serenity*, unwilling guardian*

Evocation: *call cosmos, detonate*, gust* (as the 5th-level version), heat leech, wall of force*

Illusion: *holographic image (as the 5th-level version), holographic terrain, mislead, wandering star motes**

Necromancy: *crush skull, waves of fatigue*

Transmutation: *flight (as the 5th-level version), passwall, telekinesis*

TABLE 25: FAMILIAR TYPES

Type	Example Species	Good Save	Poor Saves	Movement Types	Master Skill	Good Skills
Avian	falcon	Reflex	Fortitude Will	Base: 30 Fly: 30	Acrobatics	Perception Sense Motive
Biped (claws/paws)	wallaby	Reflex	Fortitude Will	Base: 30	Athletics	Acrobatics Perception
Biped (hands)	monkey	Will	Reflex Will	Base: 30	Athletics	Acrobatics Perception
Piscine	seal	Fortitude	Fortitude Will	Base: 10 Base: 30	Athletics	Perception Stealth
Quadruped (claws/paws)	cat	Reflex	Reflex Will	Base: 40	Athletics	Stealth Survival
Quadruped/Hexapod (feet)	dog	Fortitude	Reflex Will	Base: 40	Athletics	Perception Sense Motive
Quadruped (hooves)	pig	Fortitude	Reflex Will	Base: 40	Athletics	Perception Survival
Quadruped (squat body)	tortoise	Fortitude	Reflex Will	Base: 30	Athletics	Stealth Survival
Saurian	iguana	Will	Fortitude Reflex	Base: 30 Climb: 20	Athletics	Acrobatics Survival
Serpentine	viper	Will	Fortitude Reflex	Base: 20 Climb: 20	Athletics	Sense Motive Survival
Verminous	spider	Will	Fortitude Reflex	Base: 20 Climb: 20	Athletics	Acrobatics Stealth

8TH-LEVEL SPELLS (6TH)

Abjuration: *circle of clarity**, *deflection**, *greater resistant armor*, *mind blank**, *planar barrier*

Conjuration: *getaway**, *gravitational singularity*, *hostile juxtaposition* (as the 6th-level version), *interplanetary teleport*, *planar binding* (as the 6th-level version), *plane shift*, *wall of steel*

Divination: *analyze dweomer**, *true seeing*

Enchantment: *cloak of dreams**, *mass hold person**, *irresistible dance**, *mass suggestion**

Evocation: *banshee blast**, *chain surge*, *cosmic twister**, *force blade**, *forcecage**, *ride the lightning**, *sympathetic vibration*

Illusion: *holographic image* (as the 6th-level version), *mass invisibility*, *shadow walk*, *veil*

Necromancy: *brain drain**, *control undead*, *familiar melding**, *possession** (as the 5th-level version)

Transmutation: *control gravity*, *disintegrate*, *ethereal*

jaunt, *flesh to stone*, *flight* (as the 6th-level version), *frightful aspect**, *terraform*

9TH-LEVEL SPELLS

Abjuration: *planar barrier*, *spell turning**

Conjuration: *dimensional portal**, *drench** (as the 6th-level version), *freeze** (as the 6th-level version), *maze**

Divination: *vision**

Enchantment: *dominate monster**, *geas** (as the 6th-level version), *mass hold monster**, *overwhelming presence**

Evocation: *gust** (as the 6th-level version), *meteor swarm**, *prismatic spray**

Illusion: *shadowy fleet*

Necromancy: *energy drain**, *horrid wilting**, *possession** (as the 6th-level version), *soul bind**, *suffocate**, *wail of the banshee**

Transmutation: *shadow body**

Universal: *wish*

COMPANIONS AND MOUNTS

Some classes, such as the ranger and paladin, can grant a loyal companion that you choose and train. All companions have a neutral alignment and the same senses as an ordinary human. Your companion understands all of the languages that you speak. See *Selecting and Customizing Your Companion* below for instructions on creating your companion.

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

You can instead choose to spend a move action on your turn to give your companion detailed commands. If you do so, your companion can take both a move action and any standard action this turn. If you also spend a swift action, your companion can take a swift action as well, or it can combine its actions into a full action.

To receive these commands, your companion must be able to see or hear you. If you become unconscious or otherwise unresponsive, or otherwise unable to communicate with your companion, your companion cannot take any actions until you are again able to command it.

Starting at 7th level, your bond with your companion has advanced to the point where it can more independently interpret your wishes. Each round on your turn, the companion can take a move action, take a standard action to attack, or make a full attack, even if you don't spend any actions to give it detailed commands. The companion takes a -6 penalty to full attacks made without your detailed commands instead of the normal -4 penalty. You must still be conscious and able to communicate with your companion for it to take these actions.

At 20th level, your companion instinctively anticipates your wishes and may act completely independently. Each round on your turn, your companion can take a full suite of actions (either a full action or else a move action, a standard action, and a swift action) without requiring your direct control, and it makes full attacks without your direct control with the normal -4 penalty. You don't need to issue commands to your companion for it to take actions.

SELECTING AND CUSTOMIZING YOUR COMPANION

Selecting and customizing a companion is a multistep process. First, choose the companion's creature type: biological or technological. Companions can be traditional clever beasts and brave steeds or technological creations similar to a mechanic's drone. This choice effects some of the companion's base statistics and the evolutions that the companion can select. Next, you select your companion's base form, which, along with your class level, determines its base statistics. Next, choose your companion's special abilities and feats. Finally, select your companion's evolutions, which grant your companion additional abilities and allow you to fully customize it.

Other than those aspects determined by your companion's type, base form, and evolutions, the exact details of your companion's appearance and personality are up to you.

COMPANION TYPE

BIOLOGICAL COMPANION

A biological companion is considered magical beast for the purposes of spells and effects targeting it. Your biological companion gains natural attack as a bonus evolution at 1st level.

Like most magical beasts, a biological companion recovers from damage naturally through rest, and it may be healed like any other living creature. If a biological companion is reduced to 0 Hit Points, it begins dying. The biological companion immediately falls unconscious and can take no actions. On your turn, as long as you are within 60 feet of your biological companion, you can use a standard action and spend one Resolve Point to stabilize it. If the biological companion is not stabilized or healed to more than 0 hit points within one round of being reduced to 0 hit points, it dies. Additionally, if a biological companion takes damage from a single attack equal to or greater than its maximum Hit Points while it has 0 current

HP, the biological companion dies. If a biological companion is unconscious but stable at 0 hit points and takes additional damage, it again begins dying.

If your biological companion is ever killed or lost, you can find and train a replacement companion for free after 24 hours of uninterrupted searching. You can take a single 8-hour rest during each 24 hours spent searching, but any other interruption greater than a moment of conversation requires you to add 12 hours to the time required to find a replacement companion. In addition, every time you gain a class level in the class that grants your companion, you find and train a new biological companion, discarding your bond with your old companion, with the same amount of work. This allows you to change any or all of the choices you made for your biological companion (including ability scores, base form, feats, evolutions, and skills).

TECHNOLOGICAL COMPANION

Technological companions are considered constructs with the technological subtype for the purposes of spells and effects targeting it. Your technological companion is proficient in your choice of small arms or basic melee weapons, and it gains specialization in that weapon type once you reach 3rd level. Technological companions gain your choice of melee weapon mount or ranged weapon mount as a bonus evolution at 1st level.

Like most constructs, a technological companion cannot recover from damage on its own. If a technological companion is reduced to 0 Hit Points, it becomes inactive until it is restored to 1 Hit Point or more. If a technological companion takes damage from a single attack equal to or greater than its maximum Hit Points while it has 0 current HP, the technological companion is destroyed.

If your technological companion is ever destroyed or lost, you can replace its body for free after 24 hours of uninterrupted work. You can take a single 8-hour rest during each 24 hours spent working, but any other interruption greater than a moment of conversation requires you to add 12 hours to the time required to rebuild your companion. In addition, every time you gain a class level in the class that grants your companion, you can rebuild your technological companion from scratch with the same amount of work, allowing you to change any or all of the choices you made for your companion (including ability scores, base form, feats, evolutions, and skills).

COMPANION BASE FORMS

Each companion has one of three base forms that determines its size, starting statistics, and initial evolutions, as well as the companion's overall look and theme. These base forms should cover most creatures that are suitable for companions; when choosing your companion, you should work with your GM to decide which of the base forms most closely approximates your companion. These base forms are aquatic, avian, biped, quadruped, and serpentine, and they are presented on page 25. Each is organized as follows, using the terms below.

Size: This is the base size options for your companion. Regardless of the size you choose, it does not change the companion's other statistics.

Speed: This shows the companion's land speed and its speeds for any additional movement types.

AC: This is the base Energy Armor Class (EAC) and Kinetic Armor Class (KAC) for this base form. Add the bonus to its AC from Table 26 and your companion's Dexterity modifier to these numbers to determine the companion's EAC and KAC.

Good Save: This type of saving throw is your companion's best saving throw. This saving throw uses the Good Save bonus progression on Table 24.

Poor Saves: These types of saving throws are your companion's worse saving throws. These saving throws use the Poor Save bonus progression on Table 24.

Ability Scores: This shows the companion's base ability scores. The listed Constitution score applies to biological companions. Technological companions have no Constitution score. Any DCs or other statistics that rely on a Constitution score treat a technological companion as having a Constitution score of 10 (no bonus or penalty). Companions can't use items that grant additional ability score increases.

Ability Increases: These are the companion's ability scores that increase as you gain levels, as determined by the Ability Increase progression on Table 24.

Skills: Each base form determines which skills your companion is trained in. The listed skills are class skills for your companion, and it gains a number of ranks in the skill equal to your class level. Your companion can use these skills without the need for you to command it.

STARFARER'S COMPANION

Initial Evolutions: Each base form begins with initial evolutions that are a part of the base form itself. These are in addition to the evolutions a companion gains by level. You can't change these evolutions when you gain levels, rebuild your companion, or find a new companion unless you choose a new base form. The list of evolutions appears on page 134.

AQUATIC

At home in watery or other fluid environments, aquatic companions are effective choices for undersea adventures or exploring ocean-filled worlds. Examples of aquatic base form companions include dolphins, mecha-sharks, and sea wolves.

STARTING STATISTICS

Size Medium or Small
Speed 20 feet, swim 30 feet
AC EAC 10, KAC 10
Good Save Fortitude
Poor Saves Reflex, Will
Ability Scores Str 14, Dex 12, Con 10, Int 6, Wis 10, Cha 6
Ability Increases Strength, Dexterity
Skills Athletics, Stealth
Initial Evolutions amphibious, swim speed, enhanced speed (swim)

AVIAN

Swooping through the skies above battle as scouts or distractions, avian companions are effective in all but the most confined environments. Examples of avian base form companions include eagles, empyrean wasps, and raptor drones.

STARTING STATISTICS

Size Small or Tiny
Speed 30 feet, fly 30 feet
AC EAC 10, KAC 10
Good Save Reflex
Poor Saves Fortitude, Will
Ability Scores Str 8, Dex 16, Con 10, Int 6, Wis 10, Cha 6
Ability Increases Dexterity, Wisdom
Skills Acrobatics, Perception
Initial Evolutions atmospheric adaptation, distraction, fly speed

BIPED

Highly adaptable, biped companions thrive in most environments. Examples of biped base form companions include cyberapes, deinonychus, and kangaroos.

STARTING STATISTICS

Size Medium or Small
Speed 30 feet
AC EAC 11, KAC 11
Good Save Will
Poor Saves Fortitude, Reflex
Ability Scores Str 12, Dex 14, Con 10, Int 6, Wis 10, Cha 6
Ability Increases Strength, Dexterity
Skills Acrobatics, Stealth
Initial Evolutions enhanced ligaments, enhanced senses, share senses

QUADRUPED

Fierce protectors and steadfast mounts, quadruped companions often stand on the frontlines in battle. Examples of quadruped base form companions include camels, robosteeds, and xenobears.

STARTING STATISTICS

Size Large or Medium
Speed 40 feet
AC EAC 10, KAC 13
Good Save Fortitude
Poor Saves Reflex, Will
Ability Scores Str 14, Dex 12, Con 10, Int 6, Wis 10, Cha 6
Ability Increases Strength, Dexterity
Skills Athletics, Perception
Initial Evolutions enhanced armor, enhanced speed, mount

SERPENTINE

Ambush predators and unobtrusive observers, serpentine companions can serve as scouts or as part of a strike force. Examples of serpentine base form companions include constrictor snakes, nanovipers, and sand wyrms.

STARTING STATISTICS

Size Medium or Small
Speed 20 feet, climb 20 feet
AC EAC 10, KAC 13
Good Save Reflex
Poor Saves Fortitude, Will
Ability Scores Str 12, Dex 14, Con 10, Int 6, Wis 10, Cha 6
Ability Increases Strength, Dexterity
Skills Athletics, Stealth
Initial Evolutions camouflage, enhanced armor, climb speed

TABLE 26: COMPANION BASE STATISTICS

Master Level	Hit Points	BAB	Armor Class	Good Save Bonus	Poor Save Bonus	Ability Increase	Feats	Evolutions	Special Abilities
1st	10	+1	+0	+2	+0	—	1	1	Link, share spells
2nd	20	+2	+1	+3	+0	—	1	1	—
3rd	30	+3	+2	+3	+1	—	2	2	Evasion
4th	40	+3	+3	+3	+1	+1	2	2	—
5th	50	+4	+4	+4	+1	—	2	3	—
6th	60	+5	+5	+4	+1	—	3	3	Devotion
7th	70	+6	+6	+5	+2	+1	3	4	—
8th	80	+6	+7	+5	+2	—	3	4	—
9th	90	+7	+8	+5	+2	—	4	5	—
10th	100	+8	+9	+6	+2	+1	4	5	—
11th	110	+9	+9	+6	+3	—	5	6	Advanced evolutions
12th	120	+9	+10	+6	+3	—	5	6	—
13th	130	+10	+11	+7	+3	+1	5	7	—
14th	140	+11	+12	+7	+3	—	6	7	—
15th	150	+12	+13	+8	+4	—	6	8	Improved evasion
16th	160	+12	+14	+8	+4	+1	6	8	—
17th	170	+13	+15	+8	+4	—	7	9	—
18th	190	+14	+16	+9	+4	—	7	9	—
19th	210	+15	+17	+9	+5	+1	8	10	—
20th	230	+15	+18	+9	+5	—	8	10	—

COMPANION BASE STATISTICS

Your companion's abilities are determined by your class level in the class that grants you the companion and the evolutions you select for your companion. Table 26 on page 133 determines many of the base statistics for your companion. These base statistics modify the starting statistics determined by the companion's base form. The terms used in Table 26 are as follows.

Master Level: This is equal to your class level in the class that grants your companion. If you have levels in more than one class that grants a companion, your levels in those classes stack to determine the abilities of your companion—you do not gain additional companions

Hit Points: This is the companion's maximum number of Hit Points. For the purposes of spells and other effects that rely on Hit Dice or level, your companion's equivalent Hit Dice or level is equal to your class level in the class that grants your companion. Companions do not have Stamina Points.

Base Attack Bonus: This is the companion's base attack bonus.

Armor Class: Add the listed bonus and the companion's Dexterity modifier to base Armor Class values listed for its base form to determine the companion's total EAC and KAC. Your companion cannot wear armor of any kind, and you cannot increase your companion's AC further without selecting the appropriate evolutions.

Good Save Bonus, Poor Save Bonus: These are the companion's base saving throw bonuses. Each base

form designates which saving throw uses the good save value and which ones use the poor save value.

Ability Increase: Increase two of your companion's ability scores, as designated by its base form, by this amount.

Feats: This is the companion's total number of feats. You can select a companion's feats from those listed in Companion Feats on page 134. A companion cannot select a feat that requires a base attack bonus of +1 until it gains its second feat at 3rd level.

Evolutions: This is the number of custom evolutions you can add to your companion.

Special: Your companion gains these abilities when you reach the appropriate level, as noted on the table. These abilities are described in the section below.

Link (Su): You have an empathic link with your companion to a 1-mile distance. You can communicate empathically with your companion, but cannot see through its eyes. Because of the link's limited nature, only general emotions can be shared.

Share Spells (Ex): If you can cast spells, you may cast a spell with a range of personal on your companion (as a spell with a range of touch) instead of on yourself. You may cast spells on your companion even if the spells normally do not affect creatures of the companion's type (magical beast). Spells cast in this way must come from a class that grants a companion. This ability does not allow the companion to share abilities that are not spells, even if they function like spells.

Evasion (Ex): If a companion is subjected to an attack that normally allows a Reflex save for half damage, it takes no damage if it makes a successful saving throw.

Devotion (Ex): A companion gains a +4 morale bonus on Will saves against enchantment spells and effects.

Advanced Evolutions (Ex or Su): Beginning at 11th level, you can choose from the list of advanced evolutions whenever your companion gains a new evolution.

Improved Evasion (Ex): When subjected to an attack that allows a Reflex saving throw for half damage, a companion takes no damage if it makes a successful saving throw and only half damage if the saving throw fails.

COMPANION FEATS

When choosing feats for your companion, you can choose from the following: Blind-Fight, Cleave, Deadly Aim, Far Shot, Great Cleave, Great Fortitude, Improved Combat Maneuver, Improved Critical, Iron Will, Jet Dash, Kip Up, Lightning Reflexes, Lunge, Mobility, Multi-Weapon Fighting, Nimble Moves, Opening Volley, Penetrating Attack, Shot on the Run, Skill Focus, Skill Synergy, Slippery Shooter, Spring Attack, Strike Back, Suppressive Fire, Versatile Focus, Versatile Specialization, Weapon Focus, and Weapon Specialization. GMs can expand this list to include feats from other sources.

COMPANION EVOLUTIONS

Evolutions are modifications that you can add to your companion. The form of these modifications can change based on the type of your companion—for instance, the amphibious evolution might be a rebreather module or a gill implant—but their function is the same regardless of their type. If an evolution requires a saving throw, the difficulty class is equal to $10 + \frac{1}{2}$ your class level in the class that grants the companion (minimum 1). Evolutions are set once chosen, unless you rebuild your companion or find a new companion. Some evolutions have prerequisites for selection based on possession of other evolutions. You must be at least 11th level to select advanced evolutions. Unless otherwise stated, you may only choose an evolution once.

BASIC EVOLUTIONS

Amphibious (Ex): Your companion can breathe easily in air or under water.

Atmospheric Adaptation (Ex): Your companion is acclimated to high altitudes, allowing it to function normally in thin atmospheres and granting it a +4 insight bonus on Fortitude saves to resist the effects of severely thin atmospheres.

Camouflage (Ex): Your companion's skin or hide subtly changes color to match its surroundings. Whenever your companion stays stationary for 1 round, it gains a +5 bonus to Stealth checks (this bonus doesn't stack with the *invisibility* spell or similar effects). If your companion takes any action, it loses this bonus until it once again spends 1 round remaining still. At 11th level, you can choose this evolution again to increase the bonus on Stealth checks to +10.

COMPANIONS AND MOUNTS

Climb Speed (Ex): Your companion gains sharp claws, sticky pads, or suction cups on its extremities, granting it a climb speed equal to its base speed.

Distraction (Ex): As a standard action, your companion is able to let out a frightening roar or make an intimidating display directed against one enemy within 30 feet that can see or hear it. The enemy must succeed on a Will save or be shaken until the end of your next turn. This is a mind-affecting, sense-dependent effect.

Enhanced Armor (Ex): Your companion gains a +2 bonus to its AC. At 11th level, you can choose this evolution a second time as an advanced evolution.

Enhanced Senses (Ex): Your companion gains low-light vision, darkvision to 60 feet, and a +2 insight bonus to Perception skill checks.

Enhanced Speed (Ex): Your companion increases one form of its movement speed by 10 feet. You can select this evolution multiple times. Its effects do not stack; each time you select this evolution, it must apply to a different movement type.

Extra Ammo (Ex): One of your companion's weapon mounts can hold two additional batteries, magazines, or other type of ammunition in addition to its usual weapon and ammunition capacity. Your companion must have the ranged weapon mount mod before selecting this mod. You can select this mod more than once, up to the number of weapon mounts the companion has.

Enhanced Ligaments (Ex): Your companion is equipped with powerfully reinforced limbs. It can jump up to 30 feet as a move action (either vertically, horizontally, or in any combination that does not exceed 30 feet). Once used this ability is used, your companion must wait 1 minute before it can use this ability again.

Melee Weapon Mount (Ex): Your companion is equipped with a harness or robotic arm to which you can affix a one-handed melee weapon, allowing your companion to wield that weapon and attack with it. This weapon cannot be disarmed. Wielding a two-handed melee weapon requires two melee weapon mounts. If you do not already have a weapon to equip, you must purchase it separately. Swapping out a weapon in a melee weapon arm requires 1 hour of work. You can select this evolution multiple times, each time adding an additional melee weapon mount to the companion.

Mount (Ex): Your companion is able to carry a rider as a combat-trained mount. If you ride your companion, it must be at least your size or larger. To carry another rider, the companion must be at least one size larger than the rider. You can direct your companion mount in battle without attempting Survival checks.

Natural Attack: Your companion's unarmed strikes deal 1d6 slashing damage. This attack doesn't count as archaic. Your companion gains a unique weapon specialization with their unarmed strikes at 3rd level, allowing it to add $1\frac{1}{2} \times$ your character level to its damage rolls for its unarmed strikes (instead of just adding your character level, as usual).

Resistance (Ex): Your companion gains resistance to an energy type of your choice— acid, cold, electricity, fire, or sonic—equal to your class level, to a maximum of 10. You can select this evolution multiple times. Its effects do not stack; each time you select this evolution, it must apply to a different energy type from the list above.

Scent (Ex): Your companion gain blindsense (scent) with a 10-foot range. At 11th level, you can select this evolution again as an advanced evolution to extend the range of your companion's blindsense to 30 feet.

Shared Senses (Su or Ex): Either through an ocular implant or a mystical connection, you can see through your companion's eyes as a move action, maintaining this connection as long as you like (as long as your companion is within 1 mile). You can end this connection as a swift action. While you are sharing your companion's senses, you are blinded.

Strong Back (Ex): Your companion's Strength score counts as 4 higher for the purpose of how determining much bulk it can carry, but all of this extra bulk must be stored gear and cargo, not mounted weapons or the like. This does not affect the companion's actual Strength score in any way, merely how much it can carry. Due to its size, a companion might still be unable to carry awkward or unwieldy items.

Tracking (Ex): Your companion can make Perception checks to find and follow tracks as if it were using the Survival skill.

Squeeze (Ex): Your companion can move at full speed and is not considered entangled while it is squeezing.

Swim Speed (Ex): Your companion gains a swim speed equal to its base speed.

Ranged Weapon Mount (Ex): You can affix a small arm or another one-handed ranged weapon on your companion, either via a harness, implant, or modification, allowing it to wield that weapon and attack with it. This weapon cannot be disarmed. Mounting a longarm, a heavy weapon, or another two-handed ranged weapon requires two ranged weapon mounts. A ranged weapon mount can hold up to two batteries, two magazines, or two of another type of ammunition for the affixed weapon, provided this ammunition is of light bulk or less. Multiple ranged weapon mounts used to affix a single two-handed weapon count as a single ranged weapon mount for the purpose of how much ammunition it can hold. The weapon mount reloads these batteries or magazines automatically, which takes the usual amount of time for the weapon. Spent batteries or magazines are stored within the ranged weapon mount. You can replace all of a ranged weapon mount's batteries or magazines as a move action. You must purchase separately or already have the weapon and ammunition for use with a ranged weapon mount. You can replace the weapon with any other weapon that meets the criteria for your ranged weapon mount (for example, if you have two ranged weapon mounts, you could replace a longarm with a heavy weapon). Swapping out a weapon in a ranged weapon mount requires 1 hour of work. You can select this evolution multiple times, each time adding an additional ranged weapon mount to the companion.

ADVANCED EVOLUTIONS

Burrow (Ex): Tough claws or drill attachments grant your companion a burrow speed equal to its land speed.

Fly Speed (Ex or Su): Your companion gains a fly speed equal to its land speed, by gaining either wings or mystical anti-gravity power. It can use its flight for 10 minutes per day. These minutes do not need to be consecutive, but they must be spent in 1-minute increments. You can select this evolution a second time to remove the limit on the amount of time your companion can fly.

Greater Camouflage (Ex): Once per day as a standard action, your companion can turn invisible for 10 minutes, as per the *invisibility* spell. If it makes an attack during this time, the invisibility ends. Your companion must have the camouflage evolution to select this ability.

Greater Resistance (Ex): Choose one type of energy for which your companion already has the resistance evolution. Increase your companion's resistance to that energy type by 5. You can select this evolution multiple times. Its effects do not stack. Each time you select this evolution, it applies to a different energy type for which your companion has the resistance evolution.

Improved Natural Attack (Ex): The base damage from your companion's unarmed attacks increases to 3d6. Additionally, when making a full attack with its unarmed strikes, your companion can make a third attack, suffering the same penalties as usual. Your companion must have the natural attack evolution to select this ability.

Reach (Ex): You extend your companion's limbs or neck, increase its reach with its natural attack by 5 feet. Your companion must have the natural attack evolution to select this ability.

Thick Skin (Ex): Your companion's hide or outer coating toughens, granting it damage reduction 2/—. This increases to DR 3/— at 14th level and increases by 1 again at 17th level and 20th level.

Tympanic Membranes (Ex): Your companion uses basic echolocation to notice unseen foes. The companion gains the blindsense (sound) ability with a range of 30 feet.

Venom (Ex): Your companion gains venom glands or a toxin pump that grants it a poison attack. As a standard action, your companion can make a ranged attack versus EAC against an enemy within 30 feet. If the attack is successful, the enemy must succeed on a Fortitude save or be afflicted by Companion's Venom. Your companion cannot use this ability again until you take a 10-minute rest to regain stamina.

Companion's Venom

Type poison (injury); **Save** Fortitude (special)

Track Constitution; **Frequency** 1/round for 3 rounds

Cure 1 save

Vacuum Resistance (Ex): Due to physiological modification and development of internal air bladders, your companion no longer suffers the hazardous environmental effects of being in a vacuum. Additionally, it can go without breathing for a number of hours equal to your class level. You must have the atmospheric adaptation evolution to select this ability.

ARCHETYPES FOR STARFARER CLASSES

In addition to the standard class features available to all members of a certain class, you can further customize your character to represent a specific concept by taking an archetype. An archetype grants alternate class features that replace or alter class features normally granted by your class at one or more levels. The possible levels at which an archetype might grant an alternate class feature are 2nd, 4th, 6th, 9th, 12th, and 18th. An archetype might grant alternate class features at a few of these levels or at all of them.

The following lists which class features are altered or replaced when you take an archetype using one of the Starfarer classes detailed in the *Starfarer's Companion*. For more information about archetypes, reference Chapter 4 of the *Starfinder Core Rulebook*.

ALTERED OR REPLACED BARD CLASS FEATURES

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

Multilevel 2nd, 4th, 6th, 12th, and 18th Levels: You don't gain a bardic flourish.

9th Level: You don't gain the inspire greatness class feature at 9th level. Instead, you gain it at 10th level, and you don't gain the bardic flourish gained at 10th level.

ALTERED OR REPLACED CLERIC CLASS FEATURES

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

Multilevel 2nd, 4th, 6th, 12th, and 18th Levels: You don't gain a devotion.

9th Level: You don't gain the domain power at 9th level. Instead, you gain it at 10th level and you don't gain the devotion gained at 10th level.

ALTERED OR REPLACED MAGUS CLASS FEATURES

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

2nd Level: You don't gain the spellstrike class feature at 2nd level. Instead, you gain it at 3rd level and you don't gain the magus arcana gained at 3rd level.

4th Level: You don't gain the spell recall class feature at 2nd level. Instead, you gain it at 11th level and you don't gain improved spell recall.

Multilevel 6th, 9th, 12th, and 18th Levels: You don't gain a magus arcana.

ALTERED OR REPLACED PALADIN CLASS FEATURES

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

2nd Level: You don't gain divine grace.

4th Level: You don't gain an additional use of smite evil at 4th level. Instead, you gain your second use of smite evil at 7th level, your third use of smite evil at 10th level, your fourth use of smite evil at 13th level, your fifth use of smite evil at 16th level, and your sixth use of smite evil at 19th level. (You don't gain a seventh use of smite evil.)

Multilevel 6th, 9th, 12th, and 18th Levels: You don't gain a mercy.

ALTERED OR REPLACED RANGER CLASS FEATURES

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

Multilevel 2nd, 4th, 6th, 12th, and 18th Levels: You don't gain a ranger methodology.

9th Level: You don't gain your ranger style's 9th-level style expertise. Instead, you gain it at 10th level and you don't gain the ranger methodology normally gained at 10th level.

ALTERED OR REPLACED WIZARD CLASS FEATURES

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

Multilevel 2nd, 4th, 6th, 12th, and 18th Levels: You don't gain the focus power damage increase normally gained at that level. Later improvements to your focus power are reduced by 1d4 for each instance of focus power that you alter or replace using an archetype.

9th Level: You don't gain an arcane secret.

FEATS

All characters possess potent abilities that don't steam from their race, classes, or skills called feats. Your feats can represent virtually any circumstance or quirk that your GM agrees to, including advanced training, an arcane ability gained under peculiar circumstances, a knack picked up in your youth, your heritage, and so on. As long as your GM deems your chosen method of acquisition for a feat reasonable, it's fair game for your campaign.

PREREQUISITES

Some feats have prerequisites. A character must have each indicated ability score, feat, base attack bonus, skill class feature, and any other listed quality in order to select or use that feat. She can gain a feat at the same level at which she gains its prerequisites. A character can't use a feat if she loses a prerequisite, but she doesn't lose the feat itself. If at a later time she regains the lost prerequisite, she immediately regains full use of the feat that prerequisite enables.

COMBAT FEATS

Most feats are general, meaning that no special rules govern them as a group. Others are combat feats, which are feats that can be selected as a bonus feat by a soldier. This designation doesn't restrict characters of other classes from selecting these feats, assuming that they meet the prerequisites.

FEAT DESCRIPTIONS

The feats presented here are summarized on Table 27. In this table, the prerequisites and benefits of the feats are abbreviated for ease of reference. See the specific feat for its full details.

The following format is used for all feat descriptions.

Feat Name: The feat's name is followed by a basic description of what the feat does. This description is only an explanation of the feat, not the game rules defining how it works.

Prerequisites: A minimum ability score, another feat or feats, a minimum base attack bonus, a minimum number of ranks in one or more skills, or anything else required in order to take the feat. A feat may have

more than one prerequisite. This entry is absent if a feat has no prerequisites.

Benefit: What the feat enables the character ("you" in the feat description) to do. A character cannot select a feat more than once unless it specifically says so. If a character somehow has the same feat more than once, the benefits of these feats do not stack unless indicated otherwise. Unless otherwise noted, the term "level" refers to character level.

Normal: This entry lists the normal rules that apply to a character who does not have the feat. A character with the feat, on the other hand, can overcome these limitations. This information can help players understand why the feat is useful. If not having the feat causes no particular drawback, this entry is absent.

Special: Additional unusual facts about the feat.

FEATS

ACROBATIC TUMBLE (COMBAT)

Your graceful acrobatic moves leaves opponents off-balance.

Prerequisites: Acrobatics 1 rank.

Benefit: When you use Acrobatics to tumble through an opponent's space or threatened area and succeed on your check by 5 or more, that opponent is flat-footed against the next attack that you make against it before the end of your turn.

If you have the trick attack class feature, if you move through an opponent's space or threatened area without provoking an attack of opportunity while using the trick attack class feature, your opponent takes a -3 penalty to its AC for being flat-footed instead of the usual -2 if you succeed on your trick attack's associated skill check.

ADDITIONAL MECHANOI MOD

You have upgraded your body to allow the inclusion of additional modifications.

Prerequisites: Mechanoi mods racial trait, technological subtype.

Benefit: You gain one additional major mod or two additional minor mods, chosen from among those listed by the mechanoi mod racial trait.

Special: You may select this feat multiple times.

TABLE 27: FEATS

Feat	Prerequisites	Benefit
Acrobatic Tumble	Acrobatics 1 rank	Gain an advantage from outmaneuvering a foe.
Additional Mechanoi Mod	Mechanoi mods racial trait, technological subtype	Gain additional mechanoi mods.
Armor Cutter*	Grenade Proficiency	Use a weapon to clear an opening for a grenade attack.
Auspicious Blessing	–	Can reroll a single d20 roll or check once per day.
Resolute Auspicious Blessing	Auspicious Blessing, character level 3 rd	Can spend Resolve Points to use Auspicious Blessing again.
Befuddling Glitch	Computers 12 ranks, Amplified Glitch, Overwhelming Glitch	Use Computers to confuse a glitched opponent.
Biting Banter*	Diplomacy 1 rank.	Use banter to distract foes.
Bountiful Healing	Lay on hands class feature	Extraneous healing from lay on hands persists as temporary hit points
Cautious Hacker	Computers 3 ranks	Take twice as long when hacking to reduce change of triggering countermeasures
Celebrity Influence	–	Gain a bonus on Diplomacy and Intimidate checks in areas where you're famous.
Cerebral Stimulant	Life Science 5 ranks	Can create a medicinal that assists Intelligence-based checks.
Classically Trained	Mysticism 1 rank, ability to cast spells, no levels in wizard	Use a 1 st -level tradition power once per day.
Combat Aid*	Base attack bonus +6.	Can assist allies as a swift action.
Deadly Tracker	Survival 7 ranks, studied target class feature	Can quickly study an opponent you've tracked for a mile.
Elaborate Performance	Bardic performance class feature	Use multiple performance components for a +2 on Perform checks
Electrostatic Disabling	Engineering 3 ranks	Can quickly disable machines by dealing electricity damage to them.
Equipment Trick*	–	Can use equipment tricks with one type of equipment.
Expanded Deoxyomorphism	Deoxyomorph being racial trait, deoxyomorph subtype	Gain additional racial traits.
Exploit Opening*	Dex 13, base attack bonus +8	Can attack a foe when an ally critically hits them.
Explosive Delivery*	Sleight of Hand 5 ranks or base attack bonus +5	Can attach a grenade to an opponent's body.

STARFARER'S COMPANION

Fearsome Blow*	Intimidate 3 ranks	Can Intimidate a significant enemy when you critically hit them
Fearsome Spectacle*	Intimidate 10 ranks, Fearsome Blow	Intimidate all opponents in 30 feet with Fearsome Blow.
Focused Traditionalist	Mysticism 1 rank, tradition class feature	You can prepare multiple lower elvel spells into a single higher level spell preparation slot
Fortunate Turn	–	Add a +2 luck bonus to your saving throw as a reaction.
Fox Shape	Change shape racial trait, character level 3 rd , kitsune subtype.	Use change shape to assume the form of a common fox.
Hardy Junkbots	Ability to cast 3 rd -level spells	Junkbots created by your spells gain additional hardness.
Hyperspace Expert	Piloting 12 ranks or need for speed theme ability	Reduce the time it takes you to pilot through hyperspace.
Improved Suppressive Fire	Suppressive Fire, base attack bonus +4, proficiency with heavy weapons	Use Suppressive Fire with fewer rounds or with greater accuracy
Jet Rush*	Improved Combat Maneuver (bull rush)	Activate a jump jet to add 5 feet to the distance you bull rush foes.
Magical Tail	Kitsune magic racial trait, kitsune subtype	Grow magical tails that enable kitsune spellcasting.
Memorable Performance	Bardic performance class feature	Effects of your performance continue when you are incapacitated.
Merciful Revival	Lay on hands class feature, 15 th -level paladin	Use lay on hands to revive a recently dead creature.
Minor Miracles	Wis 13, character level 5 th , no levels in cleric, worship a deity	Gain the ability to cast several cleric spells.
Munitions Expert	Engineering 5 ranks or custom rig class feature	Can modify grenades to change how they explode.
Mystic Spell Hack	Spell hack class feature, technomancer 4 th level	Add mystic spells to your technomancer spell list.
Natural Empath	Cha 13, Minor Psychic Power or limited telepathy racial trait	Telepathically study a creature for a bonus on Diplomacy, Intimidate, and Sense Motive checks against it
Overwhelming Glitch	Computers 6 ranks, Intimidate 3 ranks, Amplify Glitch	Blind or deafen opponents with Amplified Glitch.
Planetary Explorer	Life Science 5 ranks	Use Life Science to predict local flora and fauna.
Practiced Translator	Culture 5 ranks	Gain additional languages and can use Culture to convey simple requests to others
Psychic Reading	Cha 13, Minor Psychic Power, character level 3 rd	Can handle an object to discern its previous users.

Psychokinetic Power	Cha 13, Minor Psychic Power, character level 4 th	Gain additional psychic spell-like abilities.
Major Psychokinetic Power	Cha 15, Minor Psychic Power, Psychokinetic Power, character level 7 th	Gain additional psychic spell-like abilities.
Mind Over Matter	Cha 17, Major Psychokinetic Power, Minor Psychic Power, Psychokinetic Power, character level 9 th	Gain additional psychic spell-like abilities
Resolute Elemental Assault	Elemental assault racial trait, character level 3 rd , native subtype	Spend Resolve Points to use elemental assault more often.
Resolute Firestarter	Firestarter racial trait, character level 3 rd , native subtype	Spend Resolve Points to use firestarter more often.
Resolute Hydraulic Control	Hydraulic control racial trait, character level 3 rd , native subtype	Spend Resolve Points to use hydraulic control more often.
Resolute Light and Dark	Light and dark racial trait, character level 3 rd , wayang subtype	Spend Resolve Points to use light and dark more often.
Resolute Spit Venom	Spit venom racial trait, character level 3 rd , nagaji subtype	Spend Resolve Points to use spit venom more often.
Resolute Traditionalist	Tradition class feature, character level 5 th	Spend Resolve Points to use tradition powers more often.
Resolute Toxic Ichor	Toxic ichor racial trait, character level 3 rd , vishkanya subtype	Spend Resolve Points to use toxic ichor more often.
Resolute Toxic Skin	Toxic skin racial trait, character level 3 rd , grippli subtype	Spend Resolve Points to use toxic skin more often.
Ricochet Shooter*	–	Bounce ranged attacks off objects to deny an opponent's cover.
Riving Critical*	Improved Critical, ability to cast spells, base attack bonus +8	Significant enemies take a penalty on saves against your spells from your critical hits.
Spell Volley*	–	Dealing spell damage to an opponent grants you a bonus to attack them in melee.
Storied Background	Must be taken at 1 st level, cannot be themeless	Gain a second theme, up to 6 th level.
Storied Continuation	Storied Background, character level 13 th	Gain the 12 th and 18 th level benefits of your second theme.
Strong Link	Animal companion, drone, or familiar class feature, character level 7 th	You and your animal companion are aware of each other's location.
Studied Husbandry	Life Science 3 ranks	Use Life Science to gain a bonus on certain Survival checks.
Telepathic Coordination	Small Arms Proficiency	Increase bonus granted by aid another, covering fire, and harrying fire to mentally-linked allies.
Trigger Happy*	Small Arms Proficiency	Unleash a spray of bullets when you attack, making you more likely to hit.
Unorthodox Theology	Domain class feature, ability to cast 2 nd -level spells	Replace your domain spells with spells from another domain.

ARMOR CUTTER (COMBAT)

You can slice through the armor of a vehicle or starship, leaving an opening for you to attack.

Prerequisites: Grenade Proficiency.

Benefit: As a full action, you can move up to your speed and make an attack with a melee weapon or a small arms weapon against a vehicle, starship, or object. You take a -4 penalty on this attack. If the attack hits, you roll damage for the attack normally, but subtract the damage from the vehicle, starship, or object's hardness (minimum 0) instead of its hit points until the end of your turn. If this attack was a success, you may then make a grenade attack against the vehicle, starship, or object. When doing so, you toss the grenade inside of the vehicle, starship, or object; as a result, the grenade's explosion radius is centered in the centermost point within the target's space and cannot affect squares outside of the vehicle, starship, or object's space. If the target's hardness was reduced to 0, the grenade does triple damage to the object, starship, or vehicle. If the target is a vehicle, all creatures piloting or riding within that vehicle count as being within the grenade's explosion radius, and take a -2 penalty to their Reflex save against the grenade's effects (though they take only normal damage). If the target is a starship, all creatures and objects within one randomly determined expansion bay count as being within the grenade's explosion radius, and take a -2 penalty to their Reflex save against the grenade's effects (taking normal grenade damage).

AUSPICIOUS BLESSING

You are blessed by a higher power, and you can invoke this blessing to fuel your victories.

Benefit: Once per day, whenever you roll a d20 roll or check and fail, you can reroll the roll or check. When doing so, you must accept the new result, even if it is worse.

BEFUDDLING GLITCH

The effects of your technological distractions bewilder your foes.

Prerequisites: Computers 12 ranks, Amplified Glitch, Overwhelming Glitch.

Benefit: When you use Amplified Glitch, choose one opponent affected by the distraction. Unless that opponent succeeds on a Will saving throw (DC = 10 + ½ your ranks in Computers + your Intelligence bonus), it is confused for 1d4 rounds.

BITING BANTER (COMBAT)

Your chatter during combat distracts your adversaries long enough to give you a combat advantage.

Prerequisite: Diplomacy 1 rank.

Benefit: As a move action, you can banter with one opponent within 30 feet with the expressed intent to hinder their combat prowess in some capacity. When doing so, you attempt a Diplomacy check with a DC equal to 15 + 1-1/2 times the opponent's CR. If you succeed, your opponent takes a -1 penalty on all d20 rolls and checks made to attack you, save against your spells and abilities, and make opposed skill checks against you. This effect lasts for 1 round, plus 1 additional round for every 5 by which the result of your Diplomacy check beat this DC. This is a language-dependent effect, and once a creature is affected by this ability, you cannot affect it again with it for 24 hours.

If you have the envoy skill expertise class feature with diplomacy, the penalty from successfully using this feat increases by 1.

Normal: Combat banter doesn't normally require an action, but your speech is at the GM's discretion and carries no bonuses or penalties associated with it.

BOUNTIFUL HEALING

Your excess healing is not wasted.

Prerequisite: Lay on hands class feature.

Benefit: When you heal a target (including yourself) up to its maximum Hit Points with your lay on hands class feature, all excess healing persists for 1 hour as temporary Hit Points. Temporary Hit Points granted by this ability do not stack, instead leaving the target with the most recent amount of temporary Hit Points.

CAUTIOUS HACKER

Slow and steady bypasses the countermeasure.

Prerequisite: Computers 3 ranks.

Benefit: The first time you attempt to hack a computer system, you can choose to take twice as long as normal to attempt the hack (typically, this increases the time to 2 full actions per tier of the computer system). If you do so, you only trigger the computer's countermeasures if you fail your check by 5 or more.

Normal: Hacking a computer requires 1 full action per tier of the computer system and failing the Computers check triggers any countermeasures.

CELEBRITY INFLUENCE

Your reputation precedes you, and you aren't afraid to leverage your status to get what you want.

Benefit: Whenever you are in an area in which you are famous, whether from the celebrity theme ability, the deacon of the faith class ability, or similar circumstances, you gain a +4 circumstance bonus on all Diplomacy and Intimidate checks. At the GM's discretion, this ability might also apply in areas where you have performed a significant service or accomplished a heroic deed.

CEREBRAL STIMULANT

You have learned to synthesize a substance that enhances your mental capabilities and speeds your processing time, though using it takes its toll on you.

Prerequisite: Life Science 5 ranks.

Benefit: You can spend 10 minutes and a negligible amount of materials to create a medicinal that speeds your mental performance. After consuming the medicinal as a standard action, you gain a +2 circumstance bonus on the next Intelligence-based skill check you attempt, and the check takes half as long as normal to perform, to a minimum of one round, for checks that typically take longer than 1 round to perform. The mental boost lasts for as long as it takes you to complete the check, and afterward you are sickened for a number of rounds equal to the amount of time it took you to complete the skill check. The medicinal must be consumed within 1 hour or it loses its potency and it is uniquely crafted to your physiology; if another creature consumes your cerebral stimulant, it must succeed on a DC 20 Fortitude save or be nauseated for 1 round. You can safely consume one cerebral stimulant per day. You can consume additional cerebral stimulants beyond this limit, but you must spend 1 Resolve Point when you consume the medicinal or become nauseated for 1 round and gain no positive benefit.

CLASSICALLY TRAINED

While you have since expanded your understanding of magic and the universe, you began your study of spellcasting at a wizard's academy or had a wizard serve as your mentor.

Prerequisites: Mysticism 1 rank, ability to cast spells, no levels in wizard.

Benefit: Choose a 1st-level wizard tradition power. You may use that ability once per day. Substitute your character level for your wizard level and your key ability modifier for your Intelligence modifier when determining the effect of the ability.

COMBAT AID (COMBAT)

You come to your allies' aid during times of need.

Prerequisites: Base attack bonus +6.

Benefit: Whenever you make a full attack, you can use covering fire or harrying fire in place of one or both of your attacks. If you possess an ability that allows you to make additional attacks during a full attack (such as soldier's onslaught), you may also use covering fire or harrying fire in place of those attacks. You take the usual penalties associated with making a full attack on your attack rolls (for example, the usual -4 penalty when making two attacks or the -6 penalty associated with making three attacks as part of the soldier's onslaught ability).

When using this ability, all uses of covering fire or harrying fire that you make during a full attack are considered a single source. As a result, bonuses from using the same type of action (covering fire or harrying fire) do not stack. For instance, using harrying fire twice during a full attack to grant the same ally a +2 circumstance bonus on attack rolls doesn't stack the bonus to +4.

DEADLY TRACKER

By interpreting signs of your opponent's passage, you are able to easily target its weak points.

Prerequisites: Survival 7 ranks, studied target class feature.

Benefit: If you have successfully used the Survival skill to track an opponent for at least 1 mile in the last 24 hours, you can study it as a free action.

Normal: Studying a target is a move action.

ELABORATE PERFORMANCE

Your performances are a multi-sensory experience: dances punctuated with syncopated clapping, songs with evocative body motions, or instrumentals full of extravagant gestures.

Prerequisite: Bardic performance class feature.

Benefit: When you start a bardic performance that requires you to make a Profession check (such as countersong, fascinate, or rallying performance) and normally requires only an audible or visual component, you can choose to add the other type of component as an additional requirement in order to increase the performance's effect. For instance, if you typically use Profession (dance), a bardic connection with visual components, for your bardic performances, you could add audible stomps and impressive heel clicks. Your performance gains all of the restriction for having both

audible and visual components, and any Profession check that you attempt as part of the performance receives a +2 bonus. Your performance still uses your muse's keyed Profession skill.

ELECTROSTATIC DISABLING

Your study of mechanical devices allows you to zap them in just the right spot to disable them quickly, but it is a risky endeavor.

Prerequisite: Engineering 3 ranks.

Benefit: If you deal at least 1 point of electricity damage (via a spell, weapon, or similar effect) to a mechanical device that is subject to Disable Device, you can attempt an Engineering check to disable it as a standard action, regardless of the device's complexity. However, should you fail the check, something immediately goes wrong, as if you had failed the Engineering check by 5 or more. At the GM's discretion, some tasks may be too complex to accomplish with this method (for instance, rigging an explosive to detonate in 3 rounds). This technique is generally ineffective against armor upgrades, power armor, and weapons.

Normal: An Engineering check to disable a device take an amount of time based on the complexity of the device, and something goes wrong only if you fail the Engineering check by 5 or more.

EQUIPMENT TRICK (COMBAT)

Choose a type of equipment. You can perform useful tricks with equipment of that type.

Benefit: Choose one type of equipment. You gain an equipment trick relating to the type of equipment you chose, and gain all other equipment tricks relating to that type of equipment as long as you meet the trick's prerequisites. If the equipment would normally be treated as an archaic weapon, you can choose to ignore that weapon special quality when making attacks with the equipment.

Special: You can gain this feat multiple times. Each time you take the feat, choose a different type of equipment.

EXPANDED DEOXYMORPHISM

You genetically enhance your body with traits from additional creatures.

Prerequisites: Deoxyomorphic being racial trait, deoxyomorphic subtype.

Benefit: You may choose an additional player race with your deoxyomorphic being racial trait. You count as both the chosen race and your original race for effects targeting creatures by race if you didn't already,

and you gain one additional racial trait from the race you choose, developing physical features and limbs to accommodate the new racial trait as appropriate. You may choose a movement speed that your chosen race possesses instead of a new racial trait.

Alternatively, you may choose a race that you have already chosen with the deoxyomorphic being racial trait or the Expanded Deoxyomorphism feat. If you do, you count as having that race's subtypes for the purpose of meeting feat prerequisites, and you gain one additional racial trait from the race you choose as detailed above.

Special: You may select this feat multiple times.

EXPLOIT OPENING (COMBAT)

Your religious devotion has granted you powers not usually available to lay followers of the faith.

Prerequisites: Dex 13, base attack bonus +8.

Benefit: When you are threatening a foe with a melee weapon and an ally scores a critical hit against it with a ranged attack, you may make a melee attack against that foe as a reaction.

EXPLOSIVE DELIVERY (COMBAT)

You clip an armed grenade onto an opponent's armor, or slip it into the opponents gear, and shift away to avoid the ensuing explosion.

Prerequisite: Sleight of Hand 5 ranks or base attack bonus +5.

Benefit: As a standard action, you can attempt a melee attack roll against an adjacent opponent's KAC + 8 or a Sleight of Hand check with a DC of 15 + 1-1/2 the opponent's CR. If you succeed, you can temporarily attach a drawn grenade to the opponent. (If you have the Quick Draw feat, you can draw the grenade as a part of this action.) The grenade explodes at the end of your current turn, unless it has a delayed fuse that causes it to go off 1 round or more after it is activated. The foe takes a -2 penalty to the saving throw against this grenade, and the grenade's explosion has half its normal area. If the grenade doesn't explode at the end of your turn, the opponent can remove it as a move action.

Normal: You cannot typically use Sleight of Hand against an opponent during combat.

FEARSOME BLOW (COMBAT)

With a lucky blow from your weapon, you are able to unnerve your opponent.

Prerequisite: Intimidate 3 ranks.

Benefit: Any time you score a critical hit against a significant enemy (see Chapter 8 of the *Starfinder Core Rulebook*), you can attempt an Intimidate check to demoralize that opponent as a reaction action.

FEARSOME SPECTACLE (COMBAT)

Your powerful strikes sap the morale from your enemies.

Prerequisite: Intimidate 10 ranks, Fearsome Blow.

Benefit: Any time you score a critical hit against a significant enemy (see Chapter 8 of the *Starfinder Core Rulebook*), you can attempt an Intimidate check as a reaction action to demoralize all opponents within 30 feet who saw the attack.

FOCUSED TRADITIONALIST

Your habitual study of spells favored by your arcane tradition has left you more flexible than other wizards.

Prerequisites: Mysticism 1 rank, tradition class feature.

Benefit: Choose one school of magic. You may prepare two spells of that school using a single preparation slot of at least 1 level higher. For example, you can prepare two 3rd level spells of this school in a single 4th level preparation slot. You still cast these spells using a 3rd level of higher spell slot.

FORTUNATE TURN

You are inexplicably lucky at crucial moments.

Benefit: Whenever you are targeted by an attack or are forced to make a saving throw, you can add a +2 luck bonus to your KAC or EAC, or on your Fortitude, Reflex, or Will save (your choice). Using this ability is a reaction, and you must declare that you are using this ability before the result of your opponent's attack roll or the result of your saving throw is revealed. Once you have used this ability, you cannot use it again until you have made a 10-minute rest to regain stamina points.

FOX SHAPE

You can change your appearance into that of an ordinary fox.

Prerequisites: Change shape racial trait, kitsune subtype.

Benefit: You can use your change shape racial ability to assume the form of a specific single fox of the same age and sex in addition to your human form. You gain a +10 racial bonus on Disguise checks made to appear vulpine. You do not take any penalty for disguising yourself as a creature of a different size or type, and you can become Small when you disguise yourself in this way. While in this disguise, you gain a +10 ft. bonus to your land speed and a +2 bonus to all Dexterity checks and Dexterity-based skill checks, and cannot use tools or weapons that require hands.

HARDY JUNKBOTS

Your technomantic creations are more resilient than most.

Prerequisite: Ability to cast 3rd-level spells.

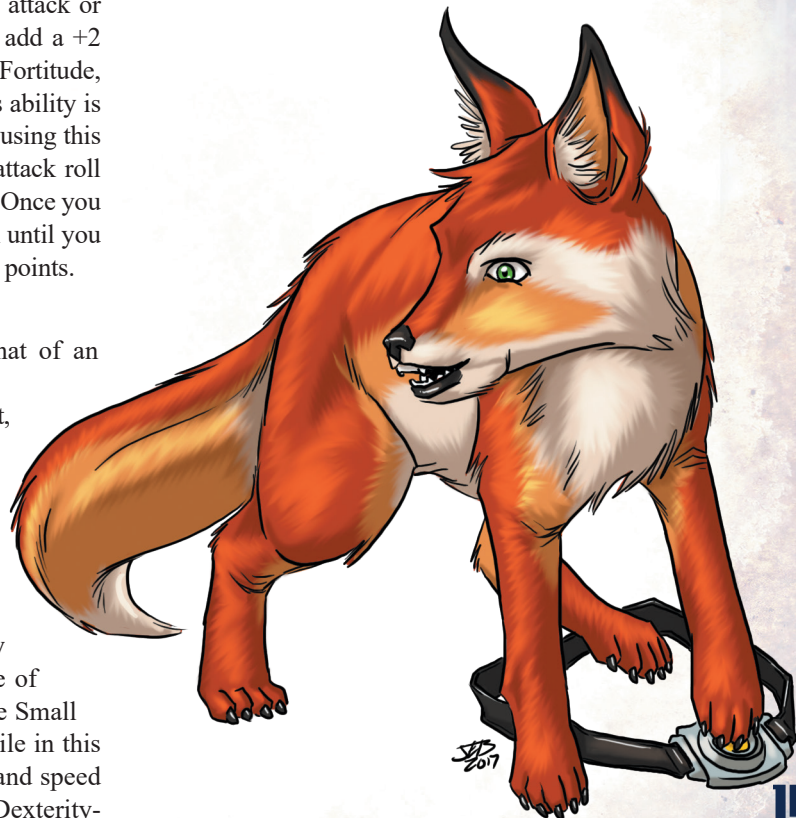
Benefit: Any time you magically create a robot out of scrap (via *battle junkbot* or a similar spell), its hardness increases by 3 (granting it hardness 3 if it does not already have hardness) and it gains resist 5 against one energy type of your choice.

HYPERSPACE EXPERT

You are a practiced hand at traveling through hyperspace, and you know how to squeeze the most efficient—and least dangerous—trip out of your starship.

Prerequisites: Piloting 12 ranks or need for speed theme ability.

Benefit: When you are serving as the pilot of a starship, reduce the travel time of any trip you take through hyperspace by 1 day, to a minimum of half a day, and reduce the chance of a random encounter occurring while you are in hyperspace by 10%, to a minimum of 1%.



EQUIPMENT TRICKS

When you gain the Equipment Trick feat, choose one type of equipment that has equipment tricks associated with it, such as cable line or detonators. You gain the base trick associated with that type of equipment immediately, as well as any of the advanced tricks whose prerequisites you meet. Each advanced trick's additional prerequisites is noted in parenthesis next to the trick's name.

CABLE LINE TRICKS

The following equipment tricks are associated with cable lines.

Base Trick: You can attack with any cable line as if you were wielding a taclash with an item level equal to your base attack bonus (minimum 1). If the cable line is made from any special material, it counts as a weapon made of the same material for the purpose of overcoming damage reduction and other defenses.

Advanced Tricks: In addition to the Equipment Trick (cable line) feat, you must meet the additional prerequisites noted in the trick's description to use that trick.

Cable Fusion (Mysticism 1 rank): You can attach a weapon fusion seal to any cable wire that you wield, as if it were a taclash with a level equal to your ranks in Mysticism.

Cable Line Shimmy (Athletics 3 ranks): You can climb cable lines and rope with ease. Reduce the Athletics DC to climb cable line or any type of rope by 5 (minimum DC 0).

Entangling Taclash (Sleight of Hand 3 ranks): You can whip your cable line or taclash around an opponent, entangling them within it. When doing so, you attempt a grapple combat maneuver using the cable line or taclash. If you hit, the target becomes entangled until it escapes using Acrobatics (DC equals your combat maneuver's result) or destroys the cable line or taclash.

Grappling Taclash (Improved Maneuver [Grapple]): You can attempt a grapple combat maneuver using a cable line or taclash. When doing so, you use the weapon's reach when determining which creatures you can grapple, and you gain a +2 bonus on your attack roll.

Tightrope Walker (Acrobatics 3 ranks): You can balance across cable lines and rope with ease. Reduce the Acrobatics DC to balance across any type of cable line or rope by 5.

DETONATOR TRICKS

The following equipment tricks are associated with detonators.

Base Trick: You can use Engineering to arm a package of explosives using a detonator as move action if the item level of the explosives is equal to

or less than your ranks in Engineering. In addition, failing an Engineering check to arm explosives by 5 or more doesn't trigger the explosives prematurely if the package's item level is equal to or less than your ranks in Engineering.

Advanced Tricks: In addition to the Equipment Trick (detonator) feat, you must meet the additional prerequisites noted in the trick's description to use that trick.

Delay Explosion (Engineering 3 ranks): Whenever you attack with a grenade as an attack or full attack action or successfully use Engineering to arm explosives, you can rig the grenade or package to explode after up to 1 round per rank in Engineering you possess instead of having the item explode immediately. You choose the number of rounds that the explosion is delayed when you attack with the grenade or arm the explosives.

Explosive Force (Engineering 3 ranks): Whenever you successfully use Engineering to arm explosives on a stationary object, the explosion ignores all the object's hardness if the result of your Engineering check exceeds $15 + 1\frac{1}{2}$ times the object's hardness instead of just half the object's hardness.

Hot Potato (Bluff 3 ranks or Sleight of Hand 3 ranks): Whenever you successfully feint a creature, that creature takes a -2 penalty on the next Reflex saving throw that it makes against a grenade that you throw at it or the next package of explosives that you detonate.

Intelligent Detonation (Computers 3 ranks, Engineering 3 ranks): When you use Engineering to arm an explosive, you can attach your detonator to a computer of Tier 1 or higher with the artificial personality upgrade. If you do, you can attempt a DC 10 Computers check. If you succeed, you can describe one contingency under which the artificial personality should trigger the explosives, plus one additional contingency for every 5 by which your Computers result exceeds this DC. So long as the computer has a means of monitoring for this condition (such as a camera or a wireless uplink with a drone), it detonates the explosives when one or more of the contingencies you specify occur. A single computer can simultaneously manage a number of detonators in this manner equal to its Tier. If you have the expert rig class feature, you can use your custom rig for this purpose.

Parting Detonation (Engineering 3 ranks, Medicine 3 ranks): When you use Engineering to arm an explosive, you can attempt a DC 20 Medicine check. If you succeed, the package immediately detonate upon your death. This package must be within range of your detonator when you die, and your detonator must be attached to your body to monitor your vitals. A detonator counts as an augmentation (see the augmentations section of Chapter 7 in the Starfinder

Roleplaying Game: Core Rulebook), which limits the number of explosives that you can simultaneously arm in this manner. You cannot implant a detonator into a body part that isn't large enough to contain a detonator, and removing the augmentation prior to your death doesn't trigger any packages of explosives. Implanting a detonator into your body as an augmentation takes 1 minute; this is not modified by the basic detonator equipment trick.

FIRE EXTINGUISHER TRICKS

The following equipment tricks are associated with fire extinguishers.

Base Trick: You can attack with any fire extinguisher as if you were wielding a tactical baton. Your fire extinguisher or tactical baton damage increases to 1d6 at 4th level, 2d6 at 8th level, 3d6 at 12th level, 5d6 at 15th level, and 7d6 at 20th level.

Advanced Tricks: In addition to the Equipment Trick (fire extinguisher) feat, you must meet the additional prerequisites noted in the trick's description to use that trick.

Extinguishing Burst (Engineering 3 ranks): You can modify your fire extinguisher so it extinguishes all creatures and objects in a 15-foot cone-shaped spread. Doing so is a full action that expends 6 rounds from your fire extinguisher.

Extinguishing Critical (Weapon Focus [basic melee weapons]): Whenever you attack with a fire extinguisher, you gain a special critical hit effect that you can use rather than the typical critical hit effect of a tactical baton. When you confirm a critical hit with a fire extinguisher, you can expend 1 round from your fire extinguisher to deploy the fire extinguisher onto your opponent. This counts as a dirty trick combat maneuver attempt that provokes attacks of opportunity. (If you have the Improved Maneuver [dirty trick] feat, this combat maneuver attempt doesn't provoke an attack of opportunity.)

Extinguish Fiery Foe (Improved Maneuver [dirty trick], Life Science or Mysticism 3 ranks): Whenever you successfully identify the abilities of a creature with the fire subtype (such as using the Life Science or Mysticism skills), if you succeed on a dirty trick combat maneuver against the creature while wielding a fire extinguisher, the creature also takes cold damage equal to your fire extinguisher's weapon damage. This counts as an area effect for the purpose of dealing damage to swarms and troops.

Extinguishing Spray (Improved Maneuver [dirty trick]): Whenever you attempt a dirty trick combat maneuver while wielding a fire extinguisher, you can resolve your dirty trick attempt against the target's EAC + 10 instead of its KAC + 10. If you succeed

and you choose to blind your target, the blind condition lasts for 1 additional round. Using this ability takes 1 round from your fire extinguisher.

Fast Fire-Fighting (Athletics 3 ranks): You can deploy a fire extinguisher as a move action or a standard action. This allows you to deploy a fire extinguisher twice in a single round, but each time you do so expends 1 round from the fire extinguisher.

GRAPPLER TRICKS

The following equipment tricks are associated with grapplers.

Base Trick: When you target a creature with a grappler, you can resolve the attack as either a grapple combat maneuver or a reposition combat maneuver (your choice). If you resolve the attack as a reposition combat maneuver, you can move the target into any square that is within the grappler's reach, but you can only move the creature in a straight line towards you.

Advanced Tricks: In addition to the Equipment Trick (grappler) feat, you must meet the additional prerequisites noted in the trick's description to use that trick.

Entangling Grappler (Sleight of Hand 3 ranks): You can resolve any attack that you make with a grappler as a dirty tricks attempt instead of a grapple or a reposition attempt. If you do, you may only inflict the entangled condition on your target.

Grapple the Pin (Pull the Pin): You can resolve any attack that you make with a grappler as a disarm attempt instead of a grapple or a reposition attempt. If you do so, you may also use the Pull the Pin feat against the target if you know has grenades.

Grappler Hook Charge (Armor Cutter, Engineering 7 ranks): When you use a grappler hook to grapple a creature and successfully maintain the grapple, you can spend 1 Resolve Point to drag yourself into a straight line to the grappled creature while dealing 3d6 points of bludgeoning and piercing damage to the target. In all other ways, this functions as if you had cast *force hook charge* (see page 202), except this is an extraordinary ability.

Quick Affix (Equipment Trick [cable line] or Quick Draw): You can affix a cable line to a grappler as a swift or a move action. Alternatively, you can thread a cable line through a grappler as a full action.

Sturdy Grappler (Engineering 3 ranks): You can reinforce any grappler in your possession so it has hardness equal to your Engineering ranks and 10 hit points per rank in Engineering you possess. This takes 1 minute and lasts for 1 hour per rank in Engineering you possess. The bonus hit points (but not the bonus hardness) stack with those gained from threading a cable line through the grappler.

MAGICAL TAIL SPELLS

The second time you select the Magical Tail feat and each time thereafter, you add additional spells from the following list to the list of spells that you can cast using your Magical Tail feat. These spells are organized by the number of Magical Tail feats that you need to possess before you can select them—1 feat, 4 feats, and 7 feats, respectively. Spells that require that you possess one Magical Tail feat are known as Two-Tail Spells, spells that require that you possess four Magical Tail feats are known as Five-Tail Spells, and spells that require that you possess seven Magical Tail feats are known as Eight-Tail Spells. Magical Tail spells are also organized by the minimum character level you need in order to cast the spell; if you do not meet this minimum requirement, you cannot add the spell to your Magical Tail spells known, regardless of the number of Magical Tail feats you have. Spells marked with an asterisk (*) are new spells described on page 169.

At each new character level, you can choose to learn a new Magical Tail spell in place of one you already know. In effect, you lose the old spell in exchange for the new one. The new spell must have the same AE cost as that of the spell being exchanged. You may only swap a single spell at any given level, and must choose whether to swap the spell before making any other decisions regarding any feats or class options you gain from your new level. You cannot replace charm person, disguise self, or token spell in this manner.

If you add a spell to your list of Magical Tail spells that is a higher-level version of a Magical Tail spell you already know, you must immediately lose the lower-level version and learn a different Magical Tail spell that has the same AE cost as that spell. For instance, if you already have the 1st-level flight spell as a Magical Tail spell and later learn the 3rd-level flight spell, you must immediately exchange your 1st-level flight spell for a different Magical Tail spell with the same AE cost. This doesn't count as your one free Magical Tail spell swap that you gain at each character level.

IMPROVED SUPPRESSIVE FIRE

You are more sufficient with your suppressive fire.

Prerequisites: Suppressive Fire, base attack bonus +4, proficiency with heavy weapons.

Benefit: Whenever you use Suppressive Fire, reduce the number of charges or rounds of ammunition that you must expend to use Suppressive Fire to 5. Alternatively, you may choose to spend 10 charges or rounds of ammunition. If you do, you make a single

TWO-TAIL SPELLS

Minimum 1st Level: detect magic (0 AE), command (1 AE), ghost sound (0 AE), lesser confusion (1 AE), life bubble (1 AE), psychokinetic hand (0 AE), unseen servant (1 AE).

Minimum 4th Level: *darkvision* (2 AE), *flight* (2 AE; 2nd level), *hold person* (2 AE), *holographic image* (2 AE; 2nd level), *invisibility* (2 AE), *knock* (2 AE), *mirror image* (2 AE), *see invisibility* (2 AE).

FIVE-TAIL SPELLS

Minimum 7th Level: *arcane sight* (3 AE), *charm monster* (3 AE), *deep slumber* (3 AE), *dispel magic* (3 AE), *flight* (3 AE; 3rd level), *holographic image* (3 AE; 3rd level), *hologram memory* (3 AE), *nondetection* (3 AE), *suggestion* (3 AE), *tongues* (3 AE)

Minimum 10th Level: *dimension door* (4 AE), *confusion* (4 AE), *discern lies* (4 AE), *flight* (4 AE; 4th level), *greater invisibility* (4 AE), *hold monster* (4 AE), *holographic image* (4 AE; 4th level), *possession** (4 AE), *reincarnate* (4 AE; target always returns to life as a kitsune)

EIGHT-TAIL SPELLS

Minimum 13th Level: break enchantment (5 AE), commune with nature (5 AE), feeblemind (5 AE), flight (5 AE; 5th level), greater command (5 AE), greater dispel magic (5 AE), holographic image (5 AE; 5th level), mislead (5 AE), modify memory (5 AE), passwall (5 AE), telekinesis (5 AE), unwilling guardian (5 AE)

Minimum 16th Level: *control gravity* (6 AE), *flight* (6 AE; 6th level), *greater possession** (6 AE), *holographic image* (6 AE; 6th level), *mass invisibility* (6 AE), *true seeing* (6 AE), *veil* (6 AE)

ranged attack roll and add your full ranged attack bonus with whatever weapon you're using to use Suppressive Fire and compare the result to the AC of all creatures in the area to determine whether or not your Suppressive Fire affects those creatures.

Normal: When using Suppressive Fire, you must spend 10 charges or rounds of ammunition from your weapon, and you roll a ranged attack roll with a +4 bonus to determine whether Suppressive Fire affects those creatures.

JET RUSH (COMBAT)

You boost your attempts to shove opponents around the battlefield using your armor enhancement.

Prerequisite: Improved Combat Maneuver (bull rush).

Benefit: You can activate a jump jet or a jetpack armor upgrade as a part of a successful bull rush combat maneuver in order to add 5 feet to the distance that you push your opponent. If you succeed on a bull rush combat maneuver while your jump jets or jetpack are already active, you move the target an additional 5 feet.

MAGICAL TAIL

You grow an additional tail, representing your growing magical prowess.

Prerequisites: Kitsune magic racial trait, kitsune subtype.

Benefit: You can use your innate chakra to cast certain spells. Each spell cast using the Magical Tail feat consumes an amount of arcane energy (AE). You have a maximum of 2 AE per day that refreshes after a long rest, and can cast any of the following spells as long as you have enough AE remaining to pay the spell's cost: *charm person* (1 AE), *disguise self* (1 AE), or *token spell* (0 AE). The DC for these spells is equal to 10 + the spell's AE cost + your Charisma modifier. If you gain access to a spell that can be undercast through this feat, you can cast the undercast version of the spell by spending 1 AE fewer for each level lower than the spell is cast. A magical tail spell with an AE cost of 0 can be cast any number of times, and can be cast even if you have 0 AE remaining. Because this ability grants spellcasting, you qualify for feats and requirements that require the ability to cast spells, such as Mystic Strike.

Special: You can select this feat up to eight times, growing an additional magical tail each time that represents your growing magical prowess. Each time after the first that you select it, your maximum AE increases by 2 and you choose two spells from among those listed on the Magical Tail Spells sidebar and add them to the list of spells that you can cast using the Magical Tail feat.

MAJOR PSYCHOKINETIC POWER

Your mental power over the physical world increases.

Prerequisites: Cha 15, Minor Psychic Power, Psychokinetic Power, character level 7th.

Benefit: Select one of the following 2nd-level spells: *apport object**, *force blast*, *hurl forcedisk**. You can cast this spell once per

day as a spell-like ability, using your character level as your caster level.

Special: You can select this feat more than once. Each time you do, you must choose a different spell from the list.

MEMORABLE PERFORMANCE

Your virtuosity makes such an impression on the audience that they continue to be affected even after you cease performing.

Prerequisite: Bardic performance class feature.

Benefit: Whenever you do not maintain a bardic performance as a swift action for any reason or become paralyzed, stunned, unconscious, dying, or dead, the effects of your performance continue for 1 round afterwards. If you begin a new performance, the effects of the previous performance end immediately.

MERCIFUL REVIVAL

You can extend the grace granted to you to pull someone back from the brink of dead.

Prerequisites: Lay on hands class feature, 15th-level paladin.

Benefit: Once per day, you can use your lay on hands on a creature that has been dead for less than 2 rounds to bring it back to life as per the 5th-level version of *mystic cure*.



MIND OVER MATTER

Your willpower allows you to temporarily ignore physical laws.

Prerequisites: Cha 17, Major Psychokinetic Power, Minor Psychic Power, Psychokinetic Power, character level 9th.

Benefit: Once per day, you can cast *flight* (as the 3rd-level version) as a spell-like ability, using your character level as your caster level. Additionally, when in zero gravity conditions (see Chapter 11 of the *Starfinder Core Rulebook*), you move at your full land speed when you push off an object, and you gain a +5 bonus on any skill checks you attempt to avoid the off-kilter condition, move along a wall at full speed, or stop your movement.

MINOR MIRACLES

Your religious devotion has granted you powers not usually available to lay followers of the faith.

Prerequisites: Wis 13, character level 5th, no levels in cleric, worship a deity.

Benefit: Choose two 0-level cleric spells and one 1st-level spell granted by one of your deity's domains. You can cast the 0-level spells at will and the 1st-level spell once per day for every 3 character levels you have. Your caster level is equal to your character level, and the key ability score for these spells is Wisdom. These spells are granted to you by your deity and you lose access to the benefits of this feat if you grossly violate the tenants of your faith (at the GM's discretion). You may regain access to these powers through sincere repentance and a casting of the *atonement* spell (see page 186).

If you later gain levels in cleric, you lose the benefits of this feat and can replace it with either Spell Focus or Spell Penetration.

MUNITIONS EXPERT

Your facility with explosives lets you modify grenades on the fly to have customized effects.

Prerequisites: Engineering 5 ranks or custom rig class feature.

Benefit: As a full action, you can attempt an Engineering check (DC = 15 + the grenade's item level) to modify a grenade. If you succeed, you can choose one of the following modifications for the grenade: It explodes 1 round after being thrown, its blast radius is increased or decreased by 5 feet, or its blast excludes one square of your choice, selected when you throw it. These abilities only function if you successfully attack with the grenade within 1 round. If you miss,

the grenade explodes as normal. Whether you succeed or fail on your check, the grenade cannot be used with this ability again.

If you have the custom rig class feature, you can also use your Intelligence modifier, rather than your Dexterity modifier, to determine the save DC of any grenade or explosive you use.

MYSTIC SPELL HACK

You hack access to a spell that is not on your class's list of spells known.

Prerequisite: Spell hack class feature, technomancer 4th level.

Benefit: Choose one spell on the mystic spell list that is not on the technomancer spell list. This spell must be at least one spell level lower than the highest spell level that you can cast. Add the chosen spell to your technomancer spell list and to your list of technomancer spells known as a technomancer spell of the spell's mystic spell level. If you choose a spell with a variable spell level with this feat, whenever you gain the ability to cast a new level of technomancer spells, you may immediately trade the chosen spell for a higher-level version of the spell, provided the higher-level version's mystic spell level is at least one spell level lower than the highest level of technomancer spell that you can cast.

For instance, if you choose the 1st-level *mind thrust* spell with this feat as a 4th-level technomancer, upon reaching 7th-level technomancer and gaining access to 3rd-level technomancer spells, you can immediately exchange the 1st-level *mind thrust* spell for the 2nd-level *mind thrust* spell.

Special: This feat can be selected once, plus one additional time for every 3 technomancer levels beyond 4th that you possess.

NATURAL EMPATH

Your mental sensitivities give you insight into the emotions and motivations of those around you.

Prerequisites: Cha 13, Minor Psychic Power or limited telepathy racial trait.

Benefit: You can study one creature within 30 feet of you in an attempt to detect emotional energy it is projecting. Unless the creature succeeds on a Will save (DC = 10 + ½ your character level + your Charisma modifier), you gain a +4 insight bonus on Bluff, Diplomacy, Intimidate, and Sense Motive checks against the creature, and you may always act in surprise rounds that the creature triggers.

OVERWHELMING GLITCH

Your technological distractions briefly overload an opponent's senses.

Prerequisites: Computers 6 ranks, Intimidate 3 ranks, Amplify Glitch.

Benefit: When you use Amplified Glitch, chose one opponent affected by the distraction. Unless that opponent succeeds on a Fortitude save (DC = 10 + ½ your ranks in Computers + your Intelligence modifier), it is blinded or deafened (your choice) for 1d4 rounds.

PLANETARY EXPLORER

You eagerly visit new planets throughout the universe and can intuit information about most natural worlds you visit.

Prerequisite: Life Science 5 ranks.

Benefit: When in a natural setting on a planet that is not your homeworld, you can spend 10 minutes to study signs in the local flora and fauna to discover information about the environment. At the end of this time, attempt a Life Science check. Generally, the DC of such a check is 20, but the GM may adjust it if you are on a familiar or exceptionally unfamiliar world. If you succeed, you accurately predict the general animal and plant population within a 10-mile radius. Additionally, you receive a +2 circumstance bonus on initiative, Perception, Stealth, and Survival checks while you are within 10 miles of the area you studied.

If you fail your Life Science check by less than 5, you gain no useful information about the area nor any bonuses. If you fail the check by more than 5, you draw inaccurate conclusions about the local plant and animal life, and you take a -2 penalty on the next initiative check you make within 10 miles of the studied area, as you are caught off-guard based on your incorrect assumptions.

You cannot take 20 on your Life Science check, nor can you gain any benefit from studying the same area more than once, or studying any area within 10 miles of the original area you studied.

PSYCHIC READING

Your sensitive mind can read the impressions left on objects by their users.

Prerequisites: Cha 13, Minor Psychic Power, character level 3rd.

Benefit: Once per day, by spending 1 minute handling an item, you pick up latent psychic impressions left on it. As long as the object was handled in the last 24 hours, you may make a special Charisma level check (1d20

+ Charisma modifier + character level against a DC of 10 + target CR + target's Wisdom bonus) to receive a brief vision of the last creature to have touched it and an impression of that creature's general emotional state at the time (worried, frightened, happy, etc.). Beginning at 5th level, if you have already expended your daily use of this ability, you can spend 1 Resolve Point to use it again without having to rest first.

PSYCHOKINETIC POWER

You've trained your mind to exert tangible influence over the material world.

Prerequisites: Cha 13, Minor Psychic Power, character level 4th.

Benefit: Select one of the following 1st-level spells: *floating disk**, *gust**, *unseen servant*. You can cast this spell once per day as a spell-like ability, using your character level as your caster level.

Special: You can select this feat more than once. Each time you do, you must choose a different spell from the list.

RESOLUTE AUSPICIOUS BLESSING

You bring about your own blessings using your unwavering resolve.

Prerequisites: Auspicious Blessing, character level 3rd.

Benefit: Whenever you have already used your daily use of your Auspicious Blessing feat, you can spend Resolve Points to use it again without having to rest first. The first time you do so, you must spend 1 Resolve Point. Each subsequent time you use the Auspicious Blessing feat in a single day, the Resolve Point cost increases by 1 (2 for the second use, 3 for the third use, and so on). This increase resets back to 1 Resolve Point after you take a long rest to regain your daily use of the Auspicious Blessing feat.

RESOLUTE ELEMENTAL ASSAULT

You can call upon your elemental powers more often than most sulis.

Prerequisite: Elemental assault racial trait, character level 3rd, native subtype.

Benefit: Whenever you have already used your daily use of your elemental assault racial trait, you can spend 1 Resolve Point to use it against without having to rest first.

RESOLUTE FIRESTARTER

You can call upon your fiery powers more often than most ifrits.

Prerequisite: Firestarter racial trait, character level 3rd, native subtype.

Benefit: Whenever you have already used your daily use of your firestarter racial trait, you can spend 1 Resolve Point to use it against without having to rest first.

RESOLUTE HYDRAULIC CONTROL

You can call upon your watery powers more often than most undines.

Prerequisite: Hydraulic control racial trait, character level 3rd, native subtype.

Benefit: Whenever you have already used your daily use of your hydraulic control racial trait, you can spend 1 Resolve Point to use it against without having to rest first.

RESOLUTE LIGHT AND DARK

You can manipulate your physiology more often than most wayangs.

Prerequisite: Light and dark racial trait, character level 3rd, wayang subtype.

Benefit: Whenever you have already used your daily use of your light and dark racial trait, you can spend 1 Resolve Point to use it against without having to rest first.

RESOLUTE SPIT VENOM

You can spit venom at your foes more often than most nagaji.

Prerequisite: Spit venom racial trait, character level 3rd, nagaji subtype.

Benefit: Whenever you have already used your daily use of your spit venom racial trait, you can spend 1 Resolve Point to use it against without having to rest first.

RESOLUTE TRADITIONALIST

You can push yourself to tap your tradition's power more frequently than most.

Prerequisites: Tradition class feature, character level 5th.

Benefit: Whenever you have already expended your daily uses of the 1st-level power granted by your tradition, you can spend 1 Resolve Point to use it again without having to rest first.

RESOLUTE TOXIC ICHOR

You can squeeze extra toxicity from your poisonous blood.

Prerequisite: Toxic ichor racial trait, character level 3rd, vishkanya subtype.

Benefit: Whenever you have already used your daily use of your toxic ichor racial trait, you can spend 1 Resolve Point to use it against without having to rest first.

RESOLUTE TOXIC SKIN

You can squeeze extra toxicity from your poisonous skin.

Prerequisite: Toxic skin racial trait, character level 3rd, grippli subtype.

Benefit: Whenever you have already used your daily use of your toxic skin racial trait, you can spend 1 Resolve Point to use it against without having to rest first.

RICOCHET SHOOTER (COMBAT)

You can bounce your shots off of objects and terrain features so they hit their mark.

Benefit: Whenever you take the attack or full attack action and attack with a ranged weapon that uses charges or rounds of ammunition, you can take a -2 penalty to your attack roll to ricochet your attack off of an unattended object or structure onto the target of your attack. When doing so, you count the square that you are ricocheting off as the point of origin for your attack for determining cover bonuses to KAC or EAC, and the object or structure used to ricochet takes damage as if you had attacked it. Both the target of your attack and the object or structure that you ricochet off of must be within your weapon's first range increment in order for you to use this ability.

Normal: You determine cover bonuses based on your square in relation to your target's square.

RIVING CRITICAL (COMBAT)

Your powerful strikes sap the morale from your enemies.

Prerequisite: Improved Critical, ability to cast spells, base attack bonus +8.

Benefit: Any time you score a critical hit against a significant enemy (see Chapter 8 of the *Starfinder Core Rulebook*), that opponent takes a -2 penalty on all saving throws against spells you cast until the end of your next turn.

SPELL VOLLEY (COMBAT)

You disorient foes with your magical attacks, leveling them vulnerable to your melee assault.

Benefit: Whenever you deal damage to an opponent with a spell on your first turn in a combat, you gain a +2 circumstance bonus to your next melee attack roll against that opponent. This melee attack must occur before the end of your next turn.

STORIED BACKGROUND

You have a particularly storied past that has shaped and defined the person you now are.

Prerequisite: Must be taken at 1st level, cannot be themeless.

Benefit: Choose a second theme. You immediately gain the 1st level benefits of your second theme, and gain the 6th level benefits of your second theme at 6th level.

Special: No effect can allow you to ignore the prerequisites of this feat.

STORIED CONTINUATION

You cultivate both halves of your background equally.

Prerequisite: Storied Background, character level 13th.

Benefit: You immediately gain the 12th level benefits of your second theme, and gain the 18th level benefits of your second theme at 18th level.

Special: No effect can allow you to ignore the prerequisites of this feat.

STRONG LINK

Whether mystical or mechanical, your bond with your familiar or companion is stronger than most, enabling you to closely monitor each other.

Prerequisites: Animal companion, drone, or familiar class feature, character level 7th.

Benefit: You and your companion are constantly aware of each other's exact position and condition, as if you had cast *status* on each other.

STUDIED HUSBANDRY

Your extensive study of many different life forms has given you insight into the best ways to manage animals from across the universe.

Prerequisite: Life Science 3 ranks.

Benefit: Any time you attempt a Survival check to handle or ride an animal, you may attempt a Life Science check at the same DC as a part of the same action. If you succeed on the Life Science check, you gain a +4 insight bonus on the Survival check.

TELEPATHIC COORDINATION

Your mental connection with your teammates allows you to synchronize your efforts.

Benefit: Any time you use the aid another, covering fire, or harrying fire action to assist an ally with whom you are telepathically linked (via the limited telepathy racial trait, telepathic bond class feature, *telepathy*

spell, or a similar ability), increase the bonus that you grant on a successful attempt by 1. This increase does not stack with other abilities that increase the benefit of these actions.

TRIGGER HAPPY (COMBAT)

You can lose a spray of bullets or charges from your firearms, making it difficult to dodge your attacks.

Prerequisite: Small Arms Proficiency.

Benefit: When you take the attack or full attack action and attack with a small arms weapon, you can triple the normal number of charges or rounds of ammunition spent on each attack you make by your result. If you do, you gain a +1 bonus on your attack rolls made as part of the attack or full attack action. If this causes the amount of ammunition you spend to exceed the amount of charges or rounds that your weapon has remaining, those charges or rounds are expended normally, but you do not gain any benefit from this feat.

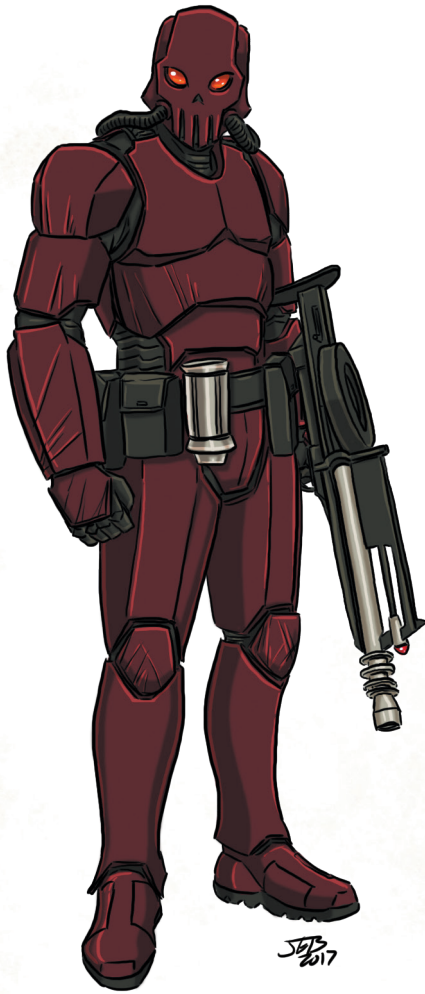
UNORTHODOX THEOLOGY

While your devotion to your deity does focus on one aspect of the divine, you incorporate some techniques from other branches of worship and gain access to unusual powers.

Prerequisites: Domain class feature, ability to cast 2nd-level spells.

Benefit: Choose one domain, other than your primary domain, associated with your deity. You may replace a number of your domain spells equal to your Wisdom modifier (minimum 1) with spells of the same levels from the chosen domain. For instance, if you possessed the Good domain and chose the Liberation domain, you could replace *bles*s* with *lesser remove condition*. Once these substitutions are made, they are permanent.

EQUIPMENT



In every part of the galaxy there are local variations on what is common equipment. Lasers are ubiquitous in the Digital Combine, but rarities in the Nebula Guild Zone. Spell ampoules are legal in most Trade Worlds, but nearly contraband in the Drakenne Protectorate. None of the items presented below are unique to Blood Space, but they are more common in that system than in many more stable regions.

SHIELDS

While shields are not as common as they were in ancient times, with modern materials a shield can still be a useful defensive aid. Any character proficient with both light armor and advanced melee weapons is proficient with shields. Using a shield while not proficient has the same penalty as wearing armor while not proficient. A shield has a percent change of negating the effect of a critical hit effect. Negating a critical hit effect does not negate the critical—such attacks still deal double damage—but no critical hit effect is applied to you. Additionally when you take a total defense action with a shield, you gain a circumstance bonus to AC based on the shield's effectiveness. When using a shield, the hand you use it with cannot be used for anything else.

COMPUTERS

Computers can be presented in adventures as aids or obstacles to the players. While these devices can be abstracted or function as simple skill checks, presenting them in a manner similar to traps allows for increased complexity in campaigns that focus on or more extensively feature hacking.

TABLE 28: SHIELDS

Name	Level	Cost	Bulk	Critical Effect Negation	Total Defense Bonus
Riot shield	1	50 credits	L	15%	+1
Tactical combat shield	5	1,500 credits	1	25%	+1
Justifier shield	10	8,250 credits	2	35%	+2
Breaching shield	15	45,000 credits	2	50%	+3
Bulkhead shield	20	410,000 credits	3	75%	+4

GAINING EXPERIENCE

Characters can gain experience points (XP) for hacking a computer as if they were disabling a trap or defeating a monster. The XP for hacking a computer is equal to the XP for defeating a monster of the same CR (See Chapter 11 of the *Starfinder Core Rulebook*). To determine a computer's CR, compare its hacking DC to the disable DC of a trap (as presented in Chapter 11 of the *Starfinder Core Rulebook*) and adjust for appropriate circumstances.

ELEMENTS OF A COMPUTER

Computers are presented in stat blocks with the following information. For more information about these categories, see Chapter 11 of the *Starfinder Core Rulebook*.

Name and CR: This shows the computer's name and CR.

Tier: This shows the computer's tier, which determines many of its other attributes, such as its hacking DC, size, and base price.

Size: The computer's size, listed in terms of bulk.

Hack: The DC of the Computers check necessary to hack the computer.

Price: How much it costs to create the computer. Some computers are listed with variable costs, as their price is dependent on the price of components controlled by the computer.

User Interface: Designates how a user interacts with the computer. This may be as simple as a keyboard and a monitor or as complex as a holographic AI that responds to voice commands.

Connectivity: The elements connected to the computer and the manner of the connection, typically physical or wireless. Computers must be connected, either physically or wirelessly, to all devices that they control. Many computers are also connected to local infospheres. A computer that controls a comm unit may be connected to a wider network, depending on the comm unit's quality.

Authorization: The means by which users prove that they are authorized to use the computer. Generally, authorization is provided through a combination of physical credentials and password authentication. Example keys and passwords are provided in parenthesis.

Unsecured Access: The access users have to the computer without the need for authorized access. Generally, this is confined to the computer's most basic functions.

Secured Access: The functions, modules, and countermeasures available to authorized users. If a module is behind additional layers of security, such as a firewall, that is also noted here.

Basic Functions: The simplest functions of the computer, such as turning a device off or on, operating a video recorder, or performing basic computations.

Modules: The modules that make up the computer system and the important details about their function. In parenthesis following the module type, control modules list the device they control, dispenser modules list their capacity and current stock, secure data modules list the type of data they contain, skill modules list their designated skill and its bonus, and spell chip modules list their designated spell. If a spell chip module is armed for use with a spell chip trigger (see below), it also lists the spell's caster level, save DC, and any choice made when the spell was cast.

Upgrades The upgrades that have been added to a computer to improve its function.

Countermeasures The measures taken to prevent unauthorized access to the computer. Countermeasures are listed with their effect, for instance an alarm (guard station) countermeasure alerts the guard station when triggered. If a countermeasure is tied to a particular module, such as a spell chip trigger or a firewall that protects a secure data module, those modules are listed after the countermeasure. Countermeasures typically trigger after one unsuccessful attempt to gain unauthorized access to the system. Countermeasures that only trigger after multiple unsuccessful attempts, such as lockdown or wipe countermeasures, list the number of attempts. Countermeasures also list their associated DCs and durations if applicable.

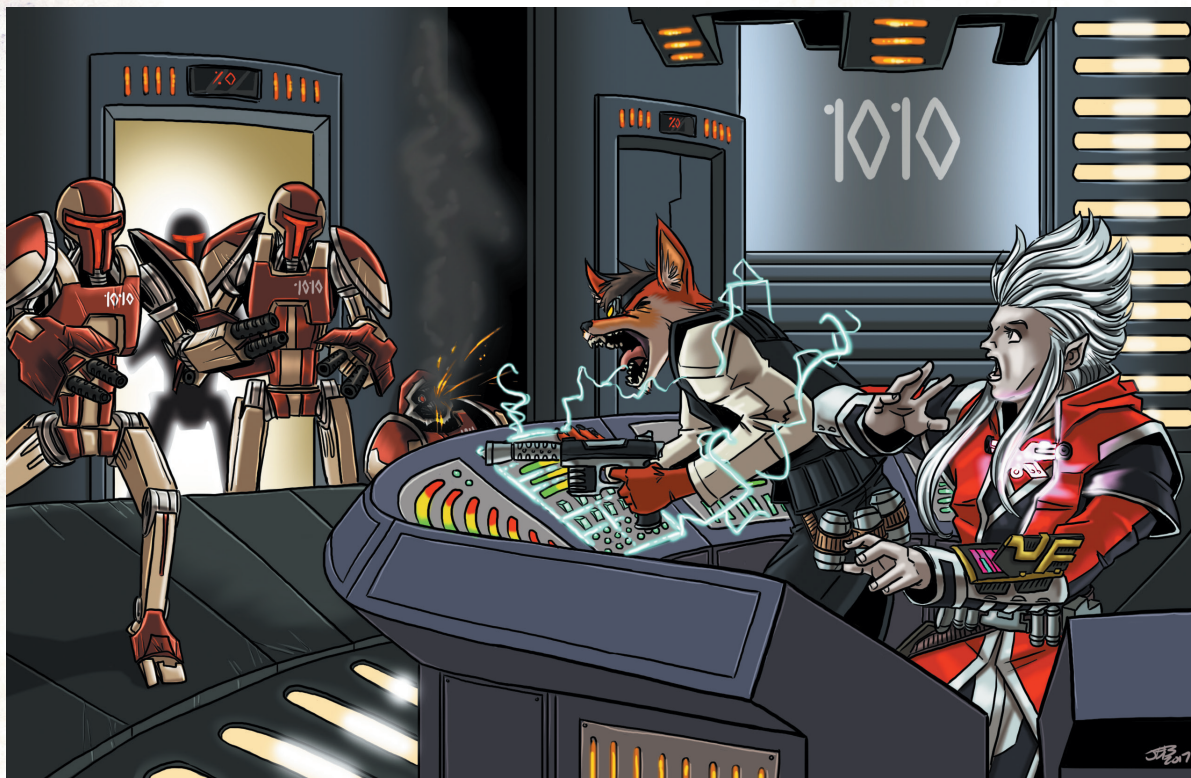
NEW ELEMENTS

The following elements may be added to a computer system in addition to the elements listed in Chapter 11 of the *Starfinder Core Rulebook*.

MODULES

DISPENSER MODULE

This module stores and distributes items from a pre-loaded hopper. By default, a dispenser module can



hold 1 bulk worth of items with light or negligible bulk. This type of dispenser module costs 10 credits and increases the weight of the computer by 1 bulk, plus the weight of the items within its hopper. (You must purchase separately or already have the items to be dispensed from the hopper.) Larger dispenser units are possible, with each increase in capacity proportionally increasing the module's weight and price. For instance, a dispenser module that could hold 4 bulk of items would cost 40 credits and weigh 4 bulk. Dispenser modules can be fitted with a credstick interface that accepts payments in exchange for stored items, as long as the computer is connected to an infosphere or a banking system. Users with root access to the computer system can set parameters for distribution of the items in the dispenser module and open the hopper for loading or unloading.

SKILL MODULE

Skill modules allow computers to attempt checks with a specific skill, determined at the time a module is created. Skill modules of the appropriate type may only attempt to accomplish tasks as listed in Table 21—a Computers skill module cannot be used to Construct a Computer or Detect a False Shell, for instance.

TABLE 29: MODULES

Module Type	Enabled Tasks
Computers	Detect Forgeries
Culture	Decipher Writing, Recall Knowledge
Engineering	Identify Creature, Recall Knowledge
Life Science	Identify Creature, Recall Knowledge
Mysticism	Identify Creature, Identify Magic Item*, Recall Knowledge
Physical Science	Recall Knowledge

*A Mysticism skill module must also have a connected spell chip module with *detect magic*, *identify*, or a similar spell encoded in it to attempt to identify a magic item. Attempting such a check expends the spell chip.

After a user inputs information or a query as a standard action, a skill module attempts the appropriate skill check, taking the same amount of time to complete the check that a character would. The user can instruct the computer to Take 10 or Take 20 on this skill check. A skill module's bonus on a skill check is determined by the module's quality, see Table 29. Skill

modules created to detect forgeries or decipher writing typically contain integrated visual scanners. User input could influence the effectiveness of the module's skill checks, at the GM's discretion. For instance, a thorough spoken description of a creature might grant the skill module a +1 circumstance bonus on a check identify the creature, while an uploaded video recording might grant a +2 bonus. For the skill module to function, it must have access to an appropriate secure data module or an infosphere (typically via a controlled comm unit or a range upgrade).

TABLE 30: SKILL MODULES

Rank	Skill Bonus	Price
Skill I	+2	500 credits
Skill II	+4	2,000 credits
Skill III	+6	5,000 credits
Skill IV	+8	20,000 credits
Skill V	+10	50,000 credits

UPGRADES

ADAPTIVE PORTS

Computers with the adaptive ports upgrade are designed to physically interface with a wide variety of technology, be it alien or ancient. Nano particles within the upgraded computer's input ports rearrange themselves to successfully connect with any device's output. Useful for those without hacking kits or a way to wirelessly access a computer system, adaptive ports are common on public computers like those at libraries or archives. Installing adaptive ports in a computer system costs 5 credits.

HIDDEN

Some computers store such sensitive information or control such powerful systems that you might wish to hide their existence from unauthorized users. Computers with the hidden upgrade are generally disguised as innocuous furniture or built inconspicuously into a wall panel. You must succeed on a Perception check with a DC equal to 20 + the computer's tier in order to locate a computer with the hidden upgrade. Additionally, computers with a hidden upgrade are constantly under the effect of *nondetection* with a caster level equal to 7 + the computer's tier. A hidden upgrade costs 10% of the computer's base price.

HOLOGRAM

While most computers have some type of monitor to show graphical output, computers with the hologram upgrade can produce detailed three-dimensional displays. Useful in navigational computers or repositories for complex schematics, these specialized displays function as *holographic image* cast as a 1st-level spell, save that the image occurs adjacent to the computer and cannot extend more than one 10-foot cube in size. The Will save to disbelieve a hologram created by a computer has a DC of 10 + the computer's tier. A hologram upgrade costs 50 credits.

MOBILITY

Computers with the mobility upgrade are mounted on a motorized transport chassis rather than being stationary. A mobility I upgrade equips the computer with 4 to 6 wheels that grant a land speed of 15 feet. Mobility II equips the computer with an anti-gravity lift that increases the computer's speed to 30 feet and allows it to ignore difficult terrain. Mobility III equips the computer with a jet propulsion system, giving it a fly speed of 30 feet. The mobility upgrade may only be added to a computer with a bulk of less than 25. A mobility I upgrade costs 20% of the computer's base price, a mobility II upgrade costs 30% of the computer's base price, a mobility III upgrade costs 40% of the computer's base price.

COUNTERMEASURES

PORT LOCK

A port lock is meant to detain those seeking unauthorized access to a computer system. When unauthorized access is detected, the countermeasure snaps shut access panels on all input ports, trapping any devices physically connected to the computer. A successful Computers or Engineering check with a DC equal to that needed to hack the computer system frees the input device. You can attempt to disconnect the input using brute force with a DC 15 Strength check, but doing so has a 50% chance of giving the attached device the broken condition. The port lock countermeasure is typically installed only on computers without wireless access. A port lock costs 20 credits.

SPELL CHIP TRIGGER

This countermeasure triggers a spell chip when unauthorized access is detected. The countermeasure can be set to target either the unauthorized user or a device being used to access the system, as decided when the countermeasure is armed. A user with access to the computer who is capable of using the spell chip must arm this countermeasure. The user who arms the countermeasure determines the spell's caster level, effect, and save DC as if they had cast the spell. This expends a spell slot of the appropriate level. A computer must have a spell chip module to install this countermeasure. A spell chip trigger costs 50 credits.

TRACER

When a tracer countermeasure is triggered, it creates a scrying sensor, as *clairaudience/clairvoyance*, save that it automatically moves to follow the unauthorized user. The sensor has an effective caster level of 7 + the computer's tier. Authorized users of the computer can use it to see or hear through the sensor from the computer console or any connected computer. The sensor lasts for 7 minutes plus 1 minute per tier of the computer. A tracer costs 1,500 credits.

TABLE 31: MODULE, UPGRADE ... and Countermeasure Pricing

Feature Modules	Price
Dispenser	10 credits per bulk of capacity
Skill I	500 credits
Skill II	2,000 credits
Skill III	5,000 credits
Skill IV	20,000 credits
Skill V	50,000 credits
UPGRADES	
Adaptive Ports	5 credits
Hidden	10% of computer's base price
Hologram	50 credits
Mobility I	20% of computer's base price
Mobility II	30% of computer's base price
Mobility III	40% of computer's base price
COUNTERMEASURES	
Port Lock	20 credits
Spell Chip Trigger	50 credits
Tracer	1,500 credits

EXAMPLE COMPUTER SYSTEMS

The following example computers are listed by CR.

FIELD TERMINAL CR 1

Used by researchers at dig sites, reporters on assignment, and explorers in the wild, this small but rugged computer often stores notes or schematics.

Tier 1; Size L bulk; Hack Computers DC 17; Price 173 credits

User Interface keyboard and monitor

Connectivity personal comm unit

Authorization biometric (fingerprint); password (keyboard code: "1011")

Unsecured Access none

Secured Access basic functions, control, secure data, root (DC 37)

Basic Functions None

Modules control (personal comm unit), secure data (field notes)

Upgrades miniaturization

Countermeasures lockout (3 attempts, 1 hour)

SECURITY ACCESS TERMINAL CR 1

This basic security computer controls the main entrance to a base, along with the perimeter trap and security drones that protect it.

Tier 1; Size 1 bulk; Hack Computers DC 17; Price 65 credits + 10% cost of security trap and drones

User Interface keyboard and monitor

Connectivity main door (physical), perimeter defense (physical), security drones (wireless)

Authorization key (security fob); password (keyboard code: "empress")

Unsecured Access none

Secured Access basic functions, control I, control II (firewall DC 19), root (DC 37)

Basic Functions main door controls

Modules control I (perimeter defense trap), control II (security drone controls)

Upgrades range I

Countermeasures firewall (control II, DC 19)

MOBILE VENDING UNIT CR 4

These utilitarian devices often occupy busy street corners or wend their way through commercial centers distributing consumer goods.

Tier 2; Size 6 bulk; Hack Computers DC 21; Price 355 credits

User Interface touchscreen, credstick interface

Connectivity infosphere (wireless)
Authorization key (security fob); password (keyboard code: “cinder”)
Unsecured Access dispenser module vending (2 credits)
Secured Access basic functions, dispenser module (capacity: 2 bulk, current: empty), root (DC 41)
Basic Functions mobility controls
Modules dispenser
Upgrades mobility I, range I
Countermeasures alarm (guard station), port lock (DC 21)

PUBLIC INFOSPHERE TERMINAL CR 5

This device allows open access to the local infosphere. Authorized users may also send messages through the integrated comm unit. The terminal logs all usage data in a secure module.

Tier 2; Size 4 bulk; Hack Computers DC 22; **Price** 373 credits
User Interface keyboard and monitor
Connectivity infosphere (physical)
Authorization key (fingerprint); password (keyboard code: “infosec”)
Unsecured Access basic functions
Secured Access control, secure data, root (DC 42)
Basic Functions local infosphere access
Modules control (integrated personal comm unit), secure data (usage log)
Upgrades adaptive ports
Countermeasures lockout (2 attempts, 10 minutes)

ARCANE ARCHIVE CR 7

Universities and other centers of mystical study use devices such as this to assist in research and store important historical data. Mischievous programmers often give the AI interface a gruff or cryptic personality to confound novices and visitors.

Tier 3; Size 9 bulk; Hack Computers DC 25; **Price** 6,437 credits
User Interface AI
Connectivity library infosphere (physical)
Authorization key (runestone); password (keyboard code: “vortex”)
Unsecured Access none
Secured Access basic functions, secure data I, secure data II, secure data III, secure data IV, skill module I, skill module II, spell chip I, spell chip II, spell chip III, spell chip IV (firewall DC 19), root (DC 45)
Basic Functions video recorder
Modules secure data I (astronomical charts), secure

data II (evolution of magic), secure data III (hybrid items), secure data IV (Azan Prime), skill module I (Culture +2), skill module II (Mysticism +4), spell chip I (*identify*), spell chip II (*unseen servant*), spell chip III (*holographic image*) spell chip IV (*resilient sphere*) spell chip trigger: CL 10 DC 18)

Upgrades AI

Countermeasures alarm (archive main desk), firewall (spell chip IV, DC 27), spell chip trigger (spell chip IV)

CUSTOMER SERVICE ASSOCIATE SYSTEM CR 7

Often tasked to act as receptionists, these computers can provide visitors with information about a company and usher them to computer-controlled elevators on their way to appointments. Authorized employees can access more specialized information, such as visitor logs.

Tier 3; Size 9 bulk; Hack Computers DC 25; **Price** 1,905 credits

User Interface AI hologram

Connectivity main door (physical), elevators (physical)

Authorization pass phrase (“AshaletH third-quarter profits”)

Unsecured Access secure data I

Secured Access basic functions, control, secure data II, secure data III (firewall DC 27), root (DC 45)

Basic Functions main door controls

Modules control (elevator), secure data I (company directory), secure data II (visitor logs), secure data III (sales records)

Upgrades AI, hologram

Countermeasures alarm (security center), firewall (secure data III, DC 27), lockout (3 attempts, 1 hour)

HALL OF RECORDS DIGITAL REPOSITORY CR 9

This archive run by the planetary government holds a wealth of information in its extensive data modules.

Tier 4; Size 16 bulk; Hack Computers DC 29; **Price** 10,292 credits

User Interface keyboard and monitor, hologram

Connectivity infosphere (physical)

Authorization biometric (DNA scan); password (spoken: “emergent phenomena”)

Unsecured Access none

Secured Access basic functions, secure data I, secure data II, secure data III (firewall DC 19), secure data IV (firewall DC 31) root (DC 49)

Basic Functions hologram projector

Modules secure data I (capital city directory), secure data II (planetary map atlas), secure data

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III (government worker contacts), secure data IV (planetary genealogical records)

Upgrades hologram

Countermeasures false shell (secure data modules contain inaccurate records), feedback (DC 29), firewall (secure data III, DC 31), firewall (secure data IV, DC 31)

MANUFACTORY CONTROL SYSTEM CR 9

This specialized computer oversees mass production on a factory floor. It contains troubleshooting and schematic information in case manual intervention is required.

Tier 4; Size 24 bulk; Hack Computers DC 29; **Price** 8,080 credits + 10% cost of assembly arms

User Interface keyboard and monitor

Connectivity assembly line (physical), assembly arms (physical)

Authorization key (milled key); password (keyboard code: "modification5")

Unsecured Access none

Secured Access basic functions, control (assembly arms), dispenser (firewall DC 31), secure data I, secure data II, root (DC 49)

Basic Functions assembly line control

Modules control (assembly arms), dispenser (capacity: 5 bulk, current: 3 bulk UPB), secure data I (production schematics), secure data II (troubleshooting information)

Upgrades none

Countermeasures alarm (security room), firewall (dispenser, DC 31), shock grid (Rank 2)

CORPORATE CYBER BACKBONE CR 12

In addition to providing secure housing for trade secrets, this central computer system can also authenticate contracts and control the company security system.

Tier 5; Size 25 bulk; Hack Computers DC 33; **Price** 126,360 credits + 10% cost of security robots

User Interface keyboard and monitor

Connectivity corporate network (physical), security robots (wireless)

Authorization handprint; password (keyboard code: "transmuterXtransceiver")

Unsecured Access none

Secured Access basic functions, control I, control II (firewall DC 19), root (DC 53)

Basic Functions none

Modules control (security robots), secure data I (contracts and contacts), secure data II (industrial processes), secure data III (research and development archive), skill module I (Computers +10), skill module II (Culture +10)

Upgrades hardened, range II

Countermeasures firewall (secure data I DC 35), firewall (secure data II DC 35), firewall (secure data III DC 35), lockout (3 attempts, 24 hours), shock grid (Rank 3)

RESEARCH INSTITUTE MAINFRAME CR 14

A powerful computer that assists scientists with sensitive research, this device is accessed via portable data terminals.

Tier 5; Size 25 bulk; Hack Computers DC 36; **Price** 60,754 credits + 10% cost of data terminal

User Interface handheld computer (institute data terminal)

Connectivity infosphere (physical), institute data terminals (wireless)

Authorization handheld computer (institute data terminal); password (keyboard code: "13648028fw")

Unsecured Access none

Secured Access basic functions, control, secure data I, secure data II, secure data III, secure data IV (firewall DC 38), skill module I, skill module II, skill module III, skill module IV, spell chip I, spell chip II, spell chip III (firewall DC 38), root (DC 56)

Basic Functions video recorder

Modules control (institute data terminal), secure data I (institute directory), secure data II (published proceedings of past experiments), secure data III (registry of active projects), secure data IV (Project Ulo), skill module I (Engineering +4), skill module II (Mysticism +4), skill module IV (Life Science +6), skill module V (Physical Science +6), spell chip I (*identify*), spell chip II (*contact other plane*), spell chip III (*synapse overload* spell chip trigger: CL 13 DC 20)

Upgrades security III

Countermeasures alarm (security office), firewall (secure data IV, DC 38), firewall (spell chip III, DC 38), spell chip trigger (spell chip III), trace

DOOMSDAY DEVICE CR 15

This dangerous computer could allow an unscrupulous user to reshape the surrounding area. Hackers bent on countering the device should be careful, lest they be trapped in an explosive situation.

Tier 6; Size 36 bulk; Hack Computers DC 37; Price 195,125 credits

User Interface AI hologram

Connectivity none

Authorization key (signet ring); password (sung: Two measures of “In Extra Ulo”)

Unsecured Access none

Secured Access basic functions, control I (firewall DC 39), spell chip I, spell chip II, spell chip III, root (DC 57)

Basic Functions main door controls

Modules control I (self-destruct explosives), spell chip I (*interplanetary teleport*), spell chip II (*terraform*), spell chip III (*control gravity*), spell chip trigger: CL 16 DC 23, reverse gravity)

Upgrades

Countermeasures alarm (basewide, audible), firewall (control I DC 39), lockout (2 attempts, 2 minutes), port lock (DC 37), shock grid (rank 5, 2 attempts), spell chip trigger (*control gravity*)

BLACK SITE INTEGRITY CONTROL SYSTEM CR 17

Designed to be the heart of a covert operation, this system ensures the privacy of operatives and prevents egress in the event of a data breach.

Tier 6; Size 36 bulk; Hack Computers DC 41; Price 192,655 credits

User Interface keyboard and monitor

Connectivity door controls (physical)

Authorization biometric (retinal scan); password (telepathic: “fortunate coincidence favors few”)

Unsecured Access none

Secured Access basic functions, secure data I (firewall DC 43), secure data II (firewall DC 43), skill module, spell chip I, spell chip II, spell chip III, root (DC 61)

Basic Functions door controls

Modules secure data I (Atalus Project findings), secure data II (agent personnel records), skill module (Computers +10), spell chip I (*mass rewire flesh*), spell chip trigger: CL 16 DC 23), spell chip II (*planar barrier*), spell chip trigger: CL 16), spell chip III (*wall of force* spell chip trigger: CL 16)

Upgrades range I, hidden (DC 26), security IV

Countermeasures firewall (secure data I, DC 43), firewall (secure data II DC 43), spell chip trigger I (*mass rewire flesh*), spell chip trigger II (*planar barrier*), spell chip trigger III (*wall of force*), wipe (3 attempts)

STARSHIPS

Whether they are used to travel to unexplored planets, fend off an attack of crazed imperialists on the home colony, or serve as settings for adventure in themselves, starships are a vital part of life for characters in the Starfinder Roleplaying Game. The following elements expand on the options presented in Chapter 9 of the *Starfinder Core Rulebook*. The new options are followed by several examples of starships that could be used by characters or by their adversaries.

NEW STARSHIP SCALE

While many large starships roam the galaxy, some creatures, such as the deoxyians (see page 10) have completely abandoned their homeworlds and built stupendous planet-ships that are not well-modeled by the traditional starship sizes. These ships exist on the planetoid scale. The values on the chart below are a lower bound and serve as a guideline for building starships that are comparable in size to large asteroids or small moons. Planetary scale ships can use elements (such as thrusters and power cores) designed for Colossal ships, but the price of the element is increased by 25% to represent the cost of adapting the equipment.

Size	Length	Weight	AC and TL Modifier
Planetoid	30,000 ft.+	16,000+ tons	-16

NEW FRAME

GLOBOSE

These gigantic vessels are roughly spherical, though they still have designated forward, aft, port, and starboard sides, usually determined by the position of their control bridge.

Size Planetoid

Maneuverability clumsy (–2 Piloting, turn 4)

HP 700 (increment 80); **DT** 20; **CT** 140

Mounds forward arc (4 capital, 3 heavy), aft arc (4 capital, 3 heavy), port arc (1 capital, 5 heavy), starboard arc (1 capital, 5 heavy), turret (4 light)

Expansion Bays 35

Minimum Crew 500; **Maximum Crew** 2,000+
Cost 350

STARFRACER'S COMPANION

NEW EXPANSION BAYS

SHRINE

This expansion bay serves as a place of worship, but it is also more than that on many vessels. The shrine can house a spiritual entity, such as a ghost, kami, demigod, or similar being, that serves a role on the vessel. These roles vary widely based on the nature and personality of the resident, but generally the presence of such an entity grants a +1 to +5 bonus on specific checks made during starship combat. For instance, a kami living in the shrine that wants to protect the vessel might grant a +3 bonus on checks during the Engineering phase. A shrine generally consumes 2 PCU and costs 4 BP, though more elaborate shrines might have higher costs, at the GMs discretion.

SOLAR SAILS

Solar sails are attachments to a starship that can be deployed to supplement the energy provided by the ship's power core. When deployed in a system with at least one active star, solar sails increase the base amount of power provided by the ship's power core by 10%. Solar sails can also be used in interstellar space, but they only grant a 5% increase in power for the ship's power core. Solar sails must be furled before hyperspace travel, a process that takes 1 minute. The expansion bay houses power system of the apparatus and allows space for the solar sails to be furled when not in use. Solar sails do not consumer PCU and they cost 4 build points.

STARSHIP EXAMPLES

VAGABOND TIER 1

This sturdy work-horse of a vessel looks to have been cobbled together over the course of many years. While its blocky design wouldn't win an aesthetics contests, it is easy to operate and simple to find spare parts for if repairs are necessary. Well-armed enough to venture into dangerous territory, the Vagabond often serves small groups of explorers, adventurers, or smugglers.

Medium explorer

Speed 6; **Maneuverability** good (turn 1); **Hyperdrive** 1
AC 15; **TL** 14

HP 55; **DT** —; **CT** 11

Shields light 10 (forward 3, port 2, starboard 2, aft 3)

Attack (Forward) light torpedo launcher (2d8)

Attack (Port) light laser cannon (2d4)

Attack (Starboard) light laser cannon (2d4)

Attack (Turret) flak thrower (3d4)

Power Core Pulse Grey (100 PCU); **Hyperdrive**
Engine Signal Basic; **Systems** basic computer, budget
short-range sensors, crew quarters (common), mk 3
armor, mk 2 defenses; **Expansion Bays** cargo holds
(3), smuggler compartment

Modifiers +2 Piloting; **Complement** 6

CREW

Captain Bluff +5 (1 rank), Computers +5 (1 rank),
Diplomacy +5 (1 rank), gunnery +5, Intimidate +5 (1
rank), Piloting +7 (1 rank)

Engineer Engineering +5 (1 rank)

Gunners (2) gunnery +5

Pilot Piloting +7 (1 rank)

Science Officer Computers +10 (1 rank)

PIRATE WAYLAYER TIER 1

Rogue ships that answer to no government are the scourge of shipping within the system. Whether on the hunt for hematonium or less exotic materials, these opportunists descend on slow or undefended ships. Pirate crews may think of themselves as privateers or free agents, and some might occasionally run supplies through a blockade, but most are motivated solely by profit. Waylayers vary widely in structure, with the design reflecting the personality of the pirate crew.

Small light freighter

Speed 8; **Maneuverability** good (turn 1); **Hyperdrive** 0
AC 13; **TL** 12

HP 40; **DT** —; **CT** 8

Shields light 10 (forward 3, port 2, starboard 2, aft 3)

Attack (Forward) high explosive missile launcher
(4d8), light plasma torpedo launcher (3d8)

Attack (Port) gyrolaser (1d8)

Attack (Starboard) gyrolaser (1d8)

Power Core Pulse Brown (90 PCU); **Hyperdrive**
Engine none; **Systems** basic computer, budget short-
range sensors, crew quarters (common), mk 1 armor,
mk 1 mononode computer; **Expansion Bays** cargo
holds (3)

Modifiers +1 any one check per round, +1 Piloting;
Complement 4

CREW

Captain Bluff +5 (1 rank), Computers +5 (1 rank),
Diplomacy +5 (1 rank), gunnery +3, Intimidate +5 (1
rank), Piloting +6 (1 rank)

Gunners (2) gunnery +5

Pilot Piloting +11 (1 rank)

TEN-TEN CONSTRUCTOR TIER 2

Built by 1010 Robotics to facilitate development of the SuperRing, the many-armed Constructor is the unusual in its lack of crew quarters. Controlled by robots and artificial intelligences, the Constructor can spend months, or even years, on the job without interruption.

Small light freighter

Speed 6; **Maneuverability** good (turn 1); **Hyperdrive** 1
AC 16; **TL** 16

HP 40; **DT** —; **CT** 8

Shields light 20 (forward 5, port 5, starboard 5, aft 5)

Attack (Forward) light EMP cannon, light plasma torpedo (3d8)

Attack (Port) gyrolaser (1d8)

Attack (Starboard) gyrolaser (1d8)

Power Core Pulse Black (120 PCU); **Hyperdrive Engine** Signal Basic; **Systems** mk 2 duonode computer, basic short-range sensors, mk 3 armor, mk 3 defenses, security (anti-hacking system); **Expansion Bays** cargo holds (3)

Modifiers +2 any two checks per round, +2 Computers, +1 Piloting; **Complement** 4

CREW

Captain Computers +11 (2 ranks), Intimidate +7 (2 ranks), Engineering +9 (2 ranks), gunnery +4, Piloting +7 (2 ranks)

Engineer Engineering +10 (2 ranks)

Gunner gunnery +7

Pilot Piloting +12 (2 ranks)

XLG PILOT TIER 3

The sleek, pebbled finish on streamlined hulls of these merchantmen unmistakably marks them as property of the XianLong Galactic Corporation. Well-defended against piracy and hijacking, these shipping vessels are the most reliable mode of interplanetary commerce in the Azan-Ra system.

Medium transport

Speed 6; **Maneuverability** average (turn 2); **Hyperdrive** 1

AC 17; **TL** 16

HP 70; **DT** —; **CT** 14

Shields light 30 (forward 10, port 5, starboard 5, aft 10)

Attack (Forward) high explosive missile launcher (4d8), heavy laser array (6d4)

Attack (Aft) coilgun (4d4)

Attack (Turret) gyrolaser (1d8), gyrolaser (1d8)

Power Core Arcus Ultra (150 PCU); **Hyperdrive Engine** Signal Basic; **Systems** mk 1 tetranode computer, basic short-range sensors, crew quarters (good), mk 4 armor, mk 3 defenses; **Expansion Bays** cargo holds (3), escape pods, guest quarters

Modifiers Computers +2, +1 Piloting; **Complement** 6

CREW

Captain Bluff +14 (3 ranks), Computers +9 (3 ranks), Diplomacy +14 (3 ranks), Engineering +9 (3 ranks), gunnery +9, Piloting +10 (3 ranks)

Engineer Engineering +9 (3 ranks)

Gunners (2) gunnery +9

Pilot Piloting +15 (3 ranks)

Science Officers Computers +9 (3 ranks)

DRAGONHEIR HOARDER TIER 3

Notable for its capacious cargo holds and bulky armor plating, the Dragonheir Concordance's Hoarder is often stuffed with raw ore and quarried stone which it transports within the system. While it lumbers through space more than it glides, the Hoarder's solid structure and crew of fanatical, irritable kobolds keeps it from being an easy target for pirates.

Large heavy freighter

Speed 6; **Maneuverability** average (turn 2); **Hyperdrive** None

AC 13; **TL** 13

HP 120; **DT** —; **CT** 24

Shields basic 10 (forward 3, port 2, starboard 2, aft 3)

Attack (Forward) heavy laser cannon (4d8), light laser cannon (4d8), light laser cannon (4d8)

Attack (Port) heavy laser cannon (4d8)

Attack (Starboard) heavy laser cannon (4d8)

Power Core Arcus Ultra (150 PCU); **Hyperdrive Engine** None; **Systems** basic computer, budget short-range sensors, crew quarters (common), mk 1 armor; **Expansion Bays** cargo holds (8)

Modifiers +2 Piloting; **Complement** 13

CREW

Captain Bluff +14 (3 ranks), Computers +9 (3 ranks), Diplomacy +14 (3 ranks), Engineering +9 (3 ranks), gunnery +9, Piloting +9 (3 ranks)

Engineers (5) Engineering +9 (3 ranks)

Gunners (5) gunnery +9

Pilot Piloting +15 (3 ranks)

Science Officer Computers +9 (3 ranks)

STARFRACER'S COMPANION

AZAN PHOTON CLIPPER TIER 4

For hundreds of years, before the Nova Age, Photon Clippers plied the space lanes of the Azan Empire. Unmistakable with their golden solar sails that gathered the energy of the twin suns, these vessels ferried imperial officials and goods throughout the empire. While much of the imperial navy was lost in the dissolution of the empire, the sleek-hulls and starburst insignias of Photon Clippers are still a familiar sight.

Medium transport

Speed 8; **Maneuverability** average (turn 2); **Hyperdrive** 1

AC 18; **TL** 18

HP 85; **DT** —; **CT** 16

Shields light 50 (forward 15, port 10, starboard 10, aft 15)

Attack (Forward) heavy laser array (6d4), laser net (2d6)

Attack (Aft) gyrolaser (1d8)

Attack (Turret) light laser cannon (2d4), light laser cannon (2d4)

Power Core Arcus Heavy (130 PCU); **Hyperdrive Engine** Signal Basic; **Systems** mk 1 duonode computer, basic medium-range sensors, crew quarters (common), mk 4 armor, mk 4 defenses; **Expansion Bays** cargo holds (2), guest quarters (4 passenger), escape pods, solar sails (13/6 PCU)

Modifiers +1 any two checks per round; **Complement** 6

CREW

Captain Bluff +15 (4 ranks), Computers +10 (4 ranks), Diplomacy +15 (4 ranks), Engineering +10 (4 ranks), gunnery +10, Piloting +11 (4 ranks)

Engineer Engineering +10 (4 ranks)

Gunners (2) gunnery +10

Pilot Piloting +16 (4 ranks)

Science Officer Computers +10 (4 ranks)

TEN-TEN AUTOMA TRAMP TIER 5

The 1010 Robotics Corporation builds for efficiency, and this philosophy is prominently on display in their Automa Tramp. Primarily used as a cargo transport, this no-frills starship sports a bulky utilitarian design and automated control systems.

Large heavy freighter

Speed 4; **Maneuverability** average (turn 2); **Hyperdrive** 1

AC 18; **TL** 18

HP 140; **DT** —; **CT** 28

Shields light 50 (forward 10, port 10, starboard 10, aft 20)

Attack (Forward) heavy torpedo launcher (5d8), gyrolaser (1d8), gyrolaser (1d8)

Attack (Port) heavy laser cannon (4d8)

Attack (Starboard) heavy laser cannon (1d8)

Power Core Arcus Ultra (150 PCU); **Hyperdrive Engine** Signal Basic; **Systems** mk 1 tetranode computer, basic medium-range sensors, crew quarters (common), mk 4 armor, mk 4 defenses; **Expansion Bays** cargo holds (7), tech workshop

Modifiers + 2 Computers, +2 Piloting, +1 any four checks per round; **Complement** 6

CREW

Captain Bluff +15 (4 ranks), Computers +12 (4 ranks), Diplomacy +15 (4 ranks), Engineering +10 (4 ranks), gunnery +10, Piloting +12 (4 ranks)

Engineer Engineering +10 (4 ranks)

Gunners (2) gunnery +10

Pilot Piloting +17 (4 ranks)

Science Officer Computers +12 (4 ranks)

PIRATE DREKAR TIER 6

The speed of this heavily-armed vessel is often a surprise to inexperienced captains who try to outrun this intimidating pirate starship. With its powerful batteries, it is easily able to cow most of the shipping vessels that it hunts, though it is apt to flee from confrontations with military or peace-keeping vessels.

Large destroyer

Speed 8; **Maneuverability** average (turn 2); **Hyperdrive** 1
AC 19; **TL** 19

HP 170; **DT** —; **CT** 35

Shields light 50 (forward 15, port 10, starboard 10, aft 15)

Attack (Forward) heavy laser array (6d4), heavy laser array (6d4), flak thrower (3d4)

Attack (Port) gyrolaser (1d8)

Attack (Starboard) gyrolaser (1d8)

Attack (Aft) light laser cannon (2d4)

Attack (Turret) light laser cannon (2d4)

Power Core Arcus Maximum (200 PCU); **Hyperdrive Engine** Signal Basic; **Systems** basic computer, budget long-range sensors, crew quarters (common), mk 5 armor, mk 6 defenses; **Expansion Bays** cargo holds (4)
Complement 10

CREW

Captain Bluff +16 (5 ranks), Computers +11 (5 ranks), Diplomacy +16 (5 ranks), Engineering +11 (5 ranks), gunnery +11, Piloting +9 (5 ranks)

Engineer Engineering +11 (5 ranks)

Gunners (6) gunnery +12

Pilot Piloting +16 (5 ranks)

Science Officers (2) Computers +11 (5 ranks)

HELIX DIFFUSER TIER 7

Primarily used on missions to gather genetic material from unexplored worlds, this Deoxyian vessel focuses on exploration and research. It is equipped with several bays to safely return specimens to larger facilities and enough firepower to subdue unwilling specimens.

Medium explorer

Speed 10; **Maneuverability** good (turn 1); **Hyperdrive** 2

AC 23; **TL** 22

HP 65; **DT** —; **CT** 13

Shields medium 140 (forward 35, port 30, starboard 30, aft 35)

Attack (Forward) chain cannon (6d4)

Attack (Port) light plasma cannon (2d12)

Attack (Starboard) light plasma cannon (2d12)

Attack (Turret) high explosive missile launcher (4d8)

Power Core Pulse Blue (200 PCU); **Hyperdrive Engine** Signal Booster; **Systems** mk 2 trinode computer, advanced long-range sensors, crew quarters (common), mk 6 armor, mk 6 defenses; **Expansion Bays** cargo hold, life science lab, sealed environment chamber (2)

Modifiers Computers +4, +1 Piloting, +2 any three checks per round; **Complement** 6

CREW

Captain Bluff +18 (7 ranks), Computers +17 (7 ranks), Diplomacy +18 (7 ranks), Engineering +13 (7 ranks), gunnery +13, Piloting +13 (7 ranks)

Engineer Engineering +13 (7 ranks)

Gunner gunnery +13

Pilot Piloting +19 (7 ranks)

Science Officers (2) Computers +17 (7 ranks)

AZAN DAWN GALLEON TIER 8

This powerful military vessel was designed to deal with unruly pirate forces or the occasional rebellious colony. In the current era, Dawn Galleons generally stay close to the remaining territories of the Azan Empire, though some aggressive commanders contend that the impressive solar-sailed vessels should be leveraged to expand Azan territory.

Large destroyer

Speed 8; **Maneuverability** average (turn 2); **Hyperdrive** 1

AC 23; **TL** 23

HP 190; **DT** —; **CT** 38

Shields light 50 (forward 15, port 10, starboard 10, aft 15)

Attack (Forward) heavy laser array (6d4)

Attack (Forward) heavy laser cannon (4d8)

Attack (Forward) laser net (2d6)

Attack (Port) light particle beam (3d6)

Attack (Starboard) light particle beam (3d6)

Attack (Aft) light particle beam (3d6)

Attack (Turret) light plasma torpedo launcher (3d8)

Power Core Arcus Maximum (200 PCU); **Hyperdrive Engine** Signal Basic; **Systems** mk 2 tetranode computer, basic medium-range sensors, crew quarters (common), mk 6 armor, mk 7 defenses; **Expansion Bays** cargo holds (3), solar sails

Modifiers +3 any four checks per round; **Complement** 20

CREW

Captain Bluff +15 (8 ranks), Computers +15 (8 ranks), Diplomacy +15 (8 ranks), Engineering +13 (8 ranks), gunnery +15, Intimidate +15 (8 ranks) Piloting +15 (8 ranks)

Engineers (1 officer, 4 crew) Engineering +20 (8 ranks)

Gunners (2 officers, 5 crew each) gunnery +15

Pilot Piloting +17 (8 ranks)

Science Officers Computers +17 (8 ranks)

PIRATE CORSAIR TIER 9

Commanded by the most successful and charismatic pirate captains, corsairs operate with impunity in the lawless reaches of the system. Many an unwary vessel has had the feeling of being swallowed by the corsair as it was pulled into a hanger bay by the ship's powerful tractor beam.

Huge cruiser

Speed 6; **Maneuverability** average (turn 2); **Hyperdrive** 1

AC 20; **TL** 20

HP 230; **DT** 5; **CT** 46

Shields medium 100 (forward 35, port 20, starboard 20, aft 25)

Attack (Forward) gravity cannon (2d6x10)

Attack (Port) light particle beam (3d6)

Attack (Starboard) light particle beam (3d6)

Attack (Turret) heavy plasma torpedo launcher (5d10)

Power Core Nova Ultra (300 PCU); **Hyperdrive Engine** Signal Basic; **Systems** basic computer, budget long-range sensors, crew quarters (common), mk 3 armor, mk 3 defenses; **Expansion Bays** cargo holds (5), smuggler compartment

Complement 35

CREW

Captain Bluff +18 (9 ranks), Computers +17 (9 ranks), Diplomacy +18 (9 ranks), Engineering +17 (9 ranks), gunnery +18, Intimidate +18 (9 ranks)

Engineers (1 officer, 10 crew) Engineering +18 (9 ranks)

Gunners (3 officers, 5 crew each) gunnery +20

Pilot (1 officer, 3 crew) Piloting +19 (9 ranks)

Science Officer Computers +18 (9 ranks)

STARFRACER'S COMPANION

TEN-TEN CYBER HULK TIER 11

The Cyber Hulk is perhaps best known for its advanced computer systems—likely, the most sophisticated in any starship within the system. While these large, versatile craft can be put to many uses, most are deployed as a support or coordination on the SuperRing project.

Huge bulk freighter

Speed 6; **Maneuverability** average (turn 2);

Hyperdrive 1

AC 16; **TL** 15

HP 200; **DT** —; **CT** 40

Shields medium 140 (forward 40, port 30, starboard 30, aft 40)

Attack (Forward) maser (6d10)

Attack (Aft) heavy laser net (5d6)

Attack (Turret) light plasma torpedo (3d8), light plasma torpedo (3d8)

Power Core Nova Ultra (300 PCU); **Hyperdrive Engine** Signal Basic; **Systems** mk 5 trinode, advanced long-range sensors, crew quarters (common), mk 6 armor, mk 7 defenses; **Expansion Bays** cargo holds (9), tech workshop

Modifiers +4 Computers, -1 Piloting, +5 any three checks per round; **Complement** 20

CREW

Captain Computers +25 (11 ranks), Diplomacy +17 (11 ranks), Engineering +21 (11 ranks), gunnery +19, Piloting +19 (11 ranks)

Engineers (3) Engineering +21 (11 ranks)

Gunners (3) gunnery +19

Pilot Piloting +24 (11 ranks)

Science Officers (2) Computers +25 (11 ranks)

XLG PISCIX V TIER 14

The XLG Corporation's main capital ship, the Piscex V is the height of comfort and technology. The substantial martial and technological capabilities do not detract from the clean lines and mottled finish that define the XLG aesthetic. XLG employees compete to crew the Piscex V, and long-haul missions on the vessel are plum assignments.

Gargantuan battleship

Speed 6; **Maneuverability** average (turn 2);

Hyperdrive 1

AC 16; **TL** 16

HP 400; **DT** 10; **CT** 80

Shields medium 200 (forward 50, port 50, starboard 50, aft 50)

Attack (Forward) heavy laser cannon (4d8), persistent particle beam cannon (2d10x10)

Attack (Port) heavy laser array (6d4)

Attack (Starboard) heavy laser array (6d4)

Attack (Aft) heavy laser net (5d6)

Attack (Turret) heavy torpedo launcher (5d8), heavy torpedo launcher (5d8)

Power Core Gateway Heavy (400 PCU); **Hyperdrive Engine** Signal Basic; **Systems** mk 2 trinode computer, advanced mid-range sensors, crew quarters (luxurious), mk 6 armor, mk 7 defenses; **Expansion Bays** escape pods, guest quarters, medical bay, recreation suite (HAC), synthesis bay

Modifiers +4 Computers, -2 Piloting, +2 any three checks per round; **Complement** 300

CREW

Captain Computers +22 (14 ranks), Diplomacy +25 (14 ranks), Intimidate +25 (14 ranks), gunnery +25, Piloting +25 (14 ranks)

Engineers (5 officers, 30 crew each) Engineering +25 (14 ranks)

Gunners (5 officers, 20 crew each) gunnery +25

Pilot (1 officer, 10 crew) Piloting +30 (14 ranks)

Science Officers (3 officers, 8 crew each) Computers +30 (14 ranks)

XLG MYSTICETI TIER 16

While XianLong Galactic takes many of its design inspirations from the elegance of the natural world, the Mysticeti takes this principle one step further. The frame of each of these immense starships is actually an astronomic whale that begins life in XLG's captive breeding pens. When fully grown and cybernetically enhanced, these Mysticeti trawl through the system, straining and refining hematonium from blood space.

Colossal dreadnought

Speed 4; **Maneuverability** clumsy (turn 2);

Hyperdrive 1

AC 19; **TL** 19

HP 600; **DT** 15; **CT** 120

Shields heavy 200 (forward 50, port 50, starboard 50, aft 50)

Attack (Forward) heavy laser cannon (4d8), vortex cannon (2d12x10)

Attack (Port) heavy laser cannon (4d8), solar torpedo launcher (2d6x10)

Attack (Starboard) heavy laser cannon (4d8), solar torpedo launcher (2d6x10)

Attack (Turret) linked persistent particle beam (20d6)

Power Core Gateway Ultra (500 PCU); **Hyperdrive**



STARFARER'S COMPANION

Engine Signal Basic; **Systems** mk 1 tetranode computer, basic long-range sensors, crew quarters (good), mk 7 armor, mk 8 defenses; **Expansion Bays** arcane laboratory, cargo holds, escape pods (2), synthesis bay, shuttle bay, recreation suite (trivid den) **Modifiers** +2 Computers, +2 Piloting; **Complement** 200

CREW

Captain Bluff +28 (16 ranks), Computers +28 (16 ranks), Engineering +28 (16 ranks), gunnery +28, Intimidate +28 (16 ranks), Piloting +28 (4 ranks)

Engineers (3 officers, 40 crew each) Engineering +28 (16 ranks)

Gunners (5 officers, 25 crew each) gunnery +33

Pilot (1 officer, 15 crew) Piloting +28 (16 ranks)

Science Officers (5 officers, 5 crew each) Computers +30 (16 ranks)

HELIX NUCLEIC TIER 18

Just as Deoxyians have altered their genome to their liking, the Helix Corporation has customized artificial homeworlds for the species. Equipped with all of the amenities expected from a permanent home, the Nucleic is combination of living quarters, research station, and transport.

Planetoid globose

Speed 6; **Maneuverability** average (turn 2); **Hyperdrive** 1
AC 18; **TL** 18

HP 1020; **DT** 20; **CT** 204

Shields heavy 240 (forward 60, port 60, starboard 60, aft 60)

Attack (Forward) mass driver (2d6x10)

Attack (Port) particle beam (8d6)

Attack (Starboard) particle beam (8d6)

Attack (Aft) mass driver (2d6x10)

Attack (Turret) high explosive missile launcher (4d8), high explosive missile launcher (4d8), high explosive missile launcher (4d8), high explosive missile launcher (4d8),

Power Core Gateway Ultra (500 PCU); **Hyperdrive Engine** Signal Basic; **Systems** mk 3 trinode computer, basic long-range sensors, crew quarters (luxurious), mk 6 armor, mk 7 defenses; **Expansion Bays** cargo holds (14), hanger bay, medical bay, recreation suite (HAC), science lab, sealed environment chamber (10), shuttle bay, synthesis bay, tech workshop

Modifiers +2 Computers, +2 Piloting, +3 any three checks per turn; **Complement** 755

CREW

Captain Bluff +30 (18 ranks), Diplomacy +30 (18 ranks), Engineering +26 (18 ranks), gunnery +30,

Piloting +26 (18 ranks)

Engineers (5 officers, 40 crew each) Engineering +33 (18 ranks)

Gunners (9 officers, 25 crew each) gunnery +35

Pilot (2 officers, 15 crew each) Piloting +32 (18 ranks)

Science Officers (8 officers, 40 crew each) Computers +32 (18 ranks)

GRAND PALANQUIN TIER 20

The size of an asteroid or small moon, each Grand Palanquin is built around a chunk of what was once Azan-Ra Prime. With the help of a guardian kami that treats the vessel as its ward, the crew of the Grand Palanquin seeks to gather more remnants of the shattered planet and return them to habitability.

Planetoid globose

Speed 4; **Maneuverability** clumsy (turn 4);

Hyperdrive 1

AC 15; **TL** 14

HP 1,100; **DT** 20; **CT** 220

Shields superior 600 (forward 150, port 150, starboard 150, aft 150)

Attack (Forward) mass driver (2d6x10), particle beam (8d6)

Attack (Port) mass driver (2d6x10), particle beam (8d6)

Attack (Starboard) mass driver (2d6x10), particle beam (8d6)

Attack (Aft) mass driver (2d6x10), particle beam (8d6)

Attack (Turret) high explosive missile launcher (4d8), high explosive missile launcher (4d8), high explosive missile launcher (4d8), high explosive missile launcher (4d8)

Power Core Gateway Ultra x2 (1000 PCU);

Hyperdrive Engine Signal Basic; **Systems** mk 1 tetranode, budget short-range sensors, crew quarters (luxurious), mk 11 armor, mk 10 defenses; **Expansion Bays** arcane laboratory, cargo holds (15), hanger bay, life boats (10), medical bay, power core housing, recreation suite (HAC), shrine, shuttle bay

Modifiers +3 Engineering, +2 Piloting, +1 any four checks per round; **Complement** 580

CREW

Captain Bluff +32 (20 ranks), Diplomacy +30 (20 ranks), Engineering +28 (20 ranks), gunnery +32, Piloting +28 (20 ranks)

Engineers (5 officers, 40 crew each) Engineering +35 (20 ranks)

Gunners (6 officers, 25 crew each) gunnery +37

Pilot (2 officers, 15 crew each) Piloting +32 (20 ranks)

Science Officers (5 officers, 40 crew each) Computers +32 (20 ranks)

NEW SPELLS

While the mystic and technomancer (see Chapter 3 of the *Starfinder Core Rulebook*) are masters of magic in the era of the *Starfinder Roleplaying Game*, they don't have a monopoly on magic. Powerful spellcasters such as the cleric and the wizard depend on their 9th-level casting to shape the battlefield and aid their allies. The magus strikes down his foes with magic, in combination with his martial abilities, and bards weave arcane effects into their performances. Paladins and some rangers augment their formidable combat abilities with spellcasting. None of this is possible without a wide variety of spells for characters to choose.

VARIABLE-LEVEL SPELLS

A variable-level spell is a spell that has different effects depending on the level of the spell slot you use to cast it. The spell description of a variable-level spell lists the spell level as a range ("1–6" for example) and notes how the spell's effects change when cast at different spell levels.

Prepared Casters and Variable-Level Spells: When a prepared spellcaster such as a wizard or cleric selects a variable level spell as one of his spells prepared for the day, the caster must choose which version of the spell is prepared. (For instance, a wizard could choose to prepare the 2nd-level version of *web**.) Unlike spontaneous spell casters, the prepared spellcaster cannot choose to cast a lower level version of the spell, unless the caster also chooses to prepare that version of the spell.

9th-Level Spellcasters and Variable-Level Spells: Due to the difference in spell progression between 6th-level and 9th-level spellcasters in the *Starfinder Roleplaying Game*, 9th-level spellcasters gain access to some variable-level spells at different levels than their 6th-level casting counterparts. The new variable-level spells presented here, and the class spell lists of 9th-level casters, state the adjusted level of variable-level spells for 9th-level casters. For instance, a cleric prepares the 4th-level version of *mystic cure* as a 5th-level spell, and must expend a 5th-level spell slot to cast it.

SPELL LISTS

The following chapter presents many spells created or adopted for use in the *Starfinder Roleplaying Game*. A superscript "R" (^R) appearing at the end of spell's name in the spell lists denotes a spell that requires an expenditure of Resolve Points to cast.

Order of Presentation: In the spell lists and the short descriptions that follow them, the spells are presented in alphabetical order by name except for those belonging to certain groupings. When a spell's name begins with "lesser," "greater," or "mass," the spell is alphabetized under the second word of the spell name instead.

Caster Level: A spell's power often depends on caster level, which is defined as the caster's class level for the purpose of casting a particular spell. A creature usually has a caster level equal to its CR (1st if a creature has a CR less than 1). The word "level" in the short descriptions that follow usually refers to caster level.

BARD SPELL LIST

0-LEVEL SPELLS

Force Ward: Protective layer of energy grants you 2 temporary hit points for 1 round.

Read Magnetic Field: Sense the presence of strong magnetic fields and locate their source.

Spark: Make an unattended flammable object catch on fire.

1ST-LEVEL SPELLS

Alarm: Create a ward that alerts you to intruders.

Anticipate Peril: Grant a +2 insight bonus on the first initiative check target makes.

Chord of Shards: Cone deals 2d8 sonic damage and deafens those in area.

Expeditiousness: Increase your land speed by 20 feet.

Magic Mouth: Create an enchanted mouth that appears and speaks its message when a specified event occurs.

Memorize Page: Grant perfect memory of a page you touch.

Saving Finale: End your bardic performance to allow a target to immediately reroll a failed saving throw.

Signal Claxon: Create an alarm that can be heard up to 2 miles away in typical outdoor conditions.

Timely Inspiration: Grant a +1 morale bonus on an attack roll or skill check retroactively when ally misses and attack or fails a skill check.

Ventriloquism: Make your voice seem to issue from somewhere else within range.

2ND-LEVEL SPELLS

Animal Messenger: Compel an animal to go to deliver a message to a spot you designate.

Apport Object: Instantaneously transport a nonliving object of up to light bulk from one location to another.

Bestow Insight: Grant a target a +2 insight bonus on one check for a skill you are trained in or allow it to roll twice on the check and take the better result.

Blessing of Courage and Life: Grant target +2 morale bonus on saving throws against fear and death effects. Target can end to heal 2d8 + your key ability modifier.

Commune with Wildlife: Animals in an area attempt to answer one of your questions.

Darkness: Lower light level one step within 20-foot radius of target object.

Daylight: Object sheds bright light in a 60-foot radius and negate magical darkness.

Glitterdust: Cloud of dust negates invisibility, imposes a -10 penalty on Stealth checks, and makes targets flat-footed and off-target.

Lock Gaze: Compel target to look at you granting other creatures concealment.

Oneiric Horror: Target full attacks phantom creature out of its nightmares and is fatigued.

Shadow Anchor: Tether a creature's shadow to its current square, requiring the creature to make Strength checks to move away.

Silence: Stop all sound within an affected area.

Speak With Animals: Ask questions of and receive answers from creatures with the animal.

3RD-LEVEL SPELLS

Crushing Despair: Creatures within cone take -2 penalty on saving throws, ability checks, skill checks, and weapon damage rolls due to unbearable sadness.

Distressing Tone: Targets must save or gain the sickened condition due to uncomfortable vibrations in their flesh.

Gallant Inspiration: Spend a reaction to add a +2d4 morale bonus to a failed saving throw or skill check retroactively.

Gaseous Form: Become insubstantial gaining DR 10/magic, immune to certain effects, and a fly speed of 20 ft.

Heroism: Grant +2 morale bonus on damage rolls and saves against fear effects, and the DC to demoralize the target using the Intimidate skill increases by 2.

Hideous Laughter: Manic laughter causes target to fall prone.

Jester's Jaunt: Teleport target to a space you can see within 30 feet of the target.

Misdirection: Fool divination spells as if target were a touched object.

Nightmare: Send sleeping creature unsettling vision that fatigues and deals 5d10 damage.

4TH-LEVEL SPELLS

Detect Observation: Detect magical and technological attempts to observe you.

Dream: A messenger delivers a message to a sleeping recipient.

Echolocation: Gain blindsight (sound) with a range of 40 feet.

Heroism: Grant +4 morale bonus on damage rolls and saves against fear effects, and the DC to demoralize the target using the Intimidate skill increases by 4.

Purging Finale: End your bardic performance to affect a target as *remove affliction*.

Secret Text: Alter the contents of a book or data module so that it appears to be something entirely different.

Shout: Emit a sonic pulse that deafens creatures and deals 10d6 sonic damage or 15d6 sonic damage to crystalline creatures or objects.

Terrible Remorse: Cause a target to deal 4d8 points of damage to itself per round or become staggered and take a -2 penalty to its AC.

5TH-LEVEL SPELLS

Dream Council: You, or a messenger, can enter a person's dreams and converse with them.

Freedom of Movement: Move and attack normally, ignoring mundane and magical impediment to your movement.

Geas: Place a magical command on a creature who takes a -1 penalty on ability checks, attack rolls, and skill checks, and the saving throw DCs of all of its spells and whose abilities decrease by 1 for every day it doesn't obey.

Scrying^R: Create an invisible sensor that observes a creature at any distance.

Serenity: Fill the targets' minds with tranquility, causing 6d6 points of nonlethal damage each round they attempt to harm another creature.

Wandering Star Motes: Motes of bright light negate concealment of target and dazes it, jumping to another target if the creature makes it save.

6TH-LEVEL SPELLS

Analyze Dweomer^R: Reveal the secrets of magical and hybrid items, including any curses they may harbor.

Brilliant Inspiration: Grant target ability to roll two d20s for ability checks and skill checks, until it rolls a natural 20.

Cloak of Dreams: Creatures that begin their turn or end their movement within 5 feet of you to fall asleep.

Geas: Place a magical command on a creature who takes a -2 penalty on ability checks, attack rolls, and skill checks, and the saving throw DCs of all of its spells and whose abilities decrease by 2 for every day it doesn't obey.

Getaway: Teleport you and allies you designate at the time of casting to a predetermined location.

Heroes' Feast: Feast cures sickness and nausea, removes afflictions, and grants 10 temporary Hit Points. Feasters gain +1 morale bonus on damage rolls and Will saves and a +4 morale bonus on saving throws against poison and fear effects.

Irresistible Dance: Target dances in place, becoming flat-footed, taking a -10 penalty on Reflex saves, and provoking attacks of opportunity.

Overwhelming Presence: Creatures fall prone and helpless at your might, and are staggered after they recover.

CLERIC SPELL LIST

0-LEVEL SPELLS

Force Ward: Protective layer of energy grants you 2 temporary hit points for 1 round.

Guidance: Grant a +1 divine bonus on one d20 roll.

Spark: Make an unattended flammable object of catch on fire.

Create Water: Create up to 2 gallons of drinkable water per level.

Virtue: Grant a target 1 temporary Hit Point.

1ST-LEVEL SPELLS

Bane: Enemy creatures take a -1 penalty on damage rolls and a -1 penalty on saving throws against fear effects.

Bless: Grant a +1 morale bonus on damage rolls and on saving throws against fear effects in the area.

Divine Favor: Gain a +2 divine bonus on weapon damage rolls and can end the effect to roll damage twice and take the better result.

Mystic Harm: Touch deals 1d8 + your key ability modifier damage.

Mystic Recovery: Grant target fast healing 1.

Ray of Sickening: Ray sickens target.

2ND-LEVEL SPELLS

Bestow Insight: Grant a target a +2 insight bonus on one check for a skill you are trained in or allow it to roll twice on the check and take the better result.

Blessing of Courage and Life: Grant target +2 morale bonus on saving throws against fear and death effects. Target can end to heal 2d8 + your key ability modifier.

Cryogenic Repose: Preserve a corpse, making it easier to return to life.

Mystic Harm: Touch deals 2d8 + your key ability modifier damage and 1 bleed damage.

Mystic Recovery: Grant target fast healing 2.

Sanctuary: Opponents attempting to attack warded creature must succeed on a Will save or have their attacks prevented.

Surface Stride: Walk on liquid surfaces as if they were solid ground.

3RD-LEVEL SPELLS

Align Weapon: Allow a weapon to bypass alignment-based damage reduction.

Consecrate^R: Bless an area with holy energy, hindering undead and making channel divinity more effective for good creatures.

Darkness: Lower light level one step within 20-foot radius of target object.

Daylight: Object sheds bright light in a 60-foot radius and negate magical darkness.

Deathwatch: Know the condition of creatures near death within the spell's range.

Desecrate[®]: Infuse an area with unholy energy, aiding undead and making channel divinity more effective for evil creatures.

Silence: Stop all sound within an affected area.

Smite Opposition: Fire a ray of divine energy that damages and hampers a creature with an alignment that opposes yours, dealing 3d8 damage. Outsiders take 6d8 damage and are dazed for 1 round.

Spiritual Weapon: Create a weapon made of force that attacks foes as you direct, dealing 2d4 force damage per hit to the target.

Surmount Affliction: Temporarily overcome blinded, confused, dazzled, deafened, exhausted, fatigued, shaken, or sickened conditions.

4TH-LEVEL SPELLS

Blessing of Fervor: Grant allies a choice of several effects that quicken or aid them.

Guiding Star: Determine your approximate distance from a chosen area as well as the direction you must travel in order to reach it.

Mystic Harm: Touch deals 5d8 + your key ability modifier damage and 2 bleed damage.

Mystic Recovery: Grant target fast healing 3.

Planeslayer's Call: Allies in the area gain a +2 bonus on caster level checks to overcome spell resistance, and their spells ignore the first 10 points of energy resistance (but not energy immunity) of outsiders with a chosen subtype.

Prayer: Grants a +1 insight bonus on weapon damage rolls, saves, and skill checks, while foes takes a -1 penalty on such rolls.

5TH-LEVEL SPELLS

Align Weapon, Mass: Allow up to one weapon/caster level to bypass alignment-based damage reduction.

Dimensional Anchor: Fire a ray that can prevent those it strikes from using interdimensional travel.

Invisibility Purge: Sphere of power suppresses all invisibility within its area.

Mystic Harm: Touch deals 7d8 + your key ability modifier damage and 3 bleed damage.

Mystic Recovery: Grant target fast healing 4.

Poison: Target is exposed to shadow essence poison (see Chapter 11 of the *Starfinder Core Rulebook*).

Rest Eternal: Prevent a dead creature from returning to life or being raised as undead.

Smite Opposition, Greater: As *smite opposition*, but affects all opposed creatures in the area. Damage increases to 5d8, or 10d8 for affected outsiders, and the duration of the daze effect increases to 2 rounds.

6TH-LEVEL SPELLS

Atonement[®]: Remove the burden of misdeeds from the subject, restoring divinely-granted spells or class features.

Blade Barrier: Wall or ring of whirling blades deals 8d6 points of force damage and provides cover.

Call Spirit: Cause the spirit of a specific individual to manifest and answer your questions.

Calm Emotions: Calm agitated creatures, negating morale bonuses, ending fear effects, and preventing violent or celebratory actions.

Deeper Darkness: As *darkness*, except that objects radiate darkness in a 60-foot radius and the light level is lowered by two steps.

Dispel Opposition: Protect yourself from creatures that oppose your alignment and dispel their magic.

Flame Strike: Column of flame deals 12d6 points of damage, split between fire and divine damage.

Pillar of Life: Pillar of positive energy radiates light and heals 3d8 damage to living creatures that touch it. Undead creatures take 3d8 or 6d8 points of damage.

Sending: Send a short message of 25 words or fewer to a subject with whom you are familiar and receive a short answer.

Terrible Remorse: Cause a target to deal 4d8 points of damage to itself per round or become staggered and take a -2 penalty to its AC.

7TH-LEVEL SPELLS

Freedom of Movement: Move and attack normally, ignoring mundane and magical impediment to your movement.

Geas: Place a magical command on a creature who takes a -1 penalty on ability checks, attack rolls, and skill checks, and the saving throw DCs of all of its spells and whose abilities decrease by 1 for every day it doesn't obey.

Mystic Harm: Touch deals 9d8 + your key ability modifier damage, 4 bleed damage, and stunned for 1 round.

Mystic Harm, Mass: Deal 3d8 + your key ability modifier damage and 1 bleed damage to one creature/level.

Mystic Recovery: Grant target fast healing 5.

Repulsion^R: Mobile field prevents creatures from approaching you.

Scrying^R: Create an invisible sensor that observes a creature at any distance.

Serenity: Fill the targets' minds with tranquility, causing 6d6 points of nonlethal damage each round they attempt to harm another creature.

8TH-LEVEL SPELLS

Anti-life Shell: Create a mobile, hemispherical energy field that prevents the entrance of most types of living creatures.

Circle of Clarity^R: Emanation grants +4 insight bonus versus illusions, negates concealment, and grants +10 insight bonus to Perception checks.

Frightful Aspect: Grow to size Large, gain DR 10/— and spell resistance equal to 11 + half your caster level, and emit that frightens creatures near you.

Heroes' Feast: Feast cures sickness and nausea, removes afflictions, and grants 10 temporary Hit Points. Feasters gain +1 morale bonus on damage rolls and Will saves and a +4 morale bonus on saving throws against poison and fear effects.

Mystic Harm: Touch deals 11d8 + your key ability modifier damage, 5 bleed damage, and paralyzed for 1 round.

Mystic Harm, Mass: Deal 5d8 + your key ability modifier damage and 2 bleed damage to one creature/level.

Mystic Recovery: Grant target fast healing 6.

Word of Recall: Teleport yourself and your allies to a designated sanctuary.

9TH-LEVEL SPELLS

Dictum: Sacred pronouncement hinders or even kills those who oppose your alignment.

Dimensional Portal^R: Open a gateway between planes that creatures can travel through.

Earthquake: A powerful shockwave knocks creatures down, collapses structures, and opens cracks in the ground.

Energy Drain: As *enervation*, except that the creature struck gains 2d4 temporary negative levels. Undead creature instead gain 20 temporary hit points for 1 hour.

Forbiddance^R: Area is warded against interdimensional travel and harms those with opposing alignments who enter it.

Geas: Place a magical command on a creature who takes a -2 penalty on ability checks, attack rolls, and skill checks, and the saving throw DCs of all of its spells and whose abilities decrease by 2 for every day it doesn't obey.

Overwhelming Presence: Creatures fall prone and helpless at your might, and are staggered after they recover.

Sacred Aura^R: Divine power surrounds the target, protecting from attacks, granting resistance to spells cast by opponent creatures, and causing opponent creatures to become blinded when they strike the subjects.

Soul Bind^R: Draw the soul from a newly dead body and imprison it in a chosen object. Target cannot be returned to life through mystic cure, raise dead, reincarnation, true resurrection, or even a miracle or a wish.

Spell Resistance^R: Gain spell resistance equal to 11 + your caster level.

Storm of Vengeance^R: Create a storm cloud that deafens creatures, deals acid, electricity, and bludgeoning damage, and obscures vision as *fog cloud*.

True Resurrection: As *raise dead*, save that you can bring back a creature that has been dead for as long as 10 years per caster level and creatures whose bodies have been destroyed. Restores target to full Hit Points, Stamina Points, and Resolve Point, with all of the spell slots, no negative levels, and no damage or drain to its ability scores.

MAGUS SPELL LIST

0-LEVEL SPELLS

Force Ward: Protective layer of energy grants you 2 temporary hit points for 1 round.

1ST-LEVEL SPELLS

Anticipate Peril: Grant a +2 insight bonus on the first initiative check target makes.

Drench: A blast of water bull rushes and soaks one creature.

Expeditiousness: Increase your land speed by 20 feet.

Floating Disk: Circular plane of force that follows you about and carries loads for you.

Freeze: Chunk of ice deals 2d6 cold damage and staggers target.

Lock Gaze: Compel target to look at you granting other creatures concealment.

Ray of Sickening: Ray sickens target.

Stone Fist: Transform your hands into living stone, causing your unarmed strikes to deal 2d8 lethal damage, not count as archaic, and ignore the hardness less than 15.

Web: Ball of cobwebs entangles target and anchored to its current space.

2ND-LEVEL SPELLS

Bloodhound: Grant blindsense (scent) out to 60 feet.

Chill Touch: A number of melee attacks equal to your level deal 2d6 negative energy damage apiece and stagger the target or cause undead to flee.

Darkness: Lower light level one step within 20-foot radius of target object.

Daylight: Object sheds bright light in a 60-foot radius and negate magical darkness.

Drench: A wave propels you while moving or swimming.

Energized Touch: Melee attack deals 6d6 energy damage and an additional effect based on energy type.

Fire Breath: Up to three times, expel a cone that deals 4d6 fire damage.

Flaming Sphere: Moveable sphere of flame flies as you direct, dealing 2d6 fire damage per round to those it strikes.

Freeze: 30-foot cone of ice deals 4d6 cold damage.

Glitterdust: Cloud of dust negates invisibility, imposes a -10 penalty on Stealth checks, and makes targets flat-footed and off-target.

Scorching Ray: Launch three rays of fire, each dealing 4d6 fire damage.

Shadow Weapon: Shape a one-handed melee weapon that deals 1d8 cold damage out of shadow essence.

Static Discharge: Spherical orb of static flies as you direct, dealing 4d6 points electricity damage per turn to creatures it strikes.

Web: Create a 20-ft.-radius burst of cobwebs that creates difficult terrain, provides cover, and entangles creatures within.

3RD-LEVEL SPELLS

Burst of Speed: Grant you a +20-foot bonus to speed, your movement does not provoke attacks of opportunity, and you can move through the space of creatures that are larger than you are.

Divert Energy: Absorb energy from attacks and imbue your own attacks with 1d6 points of energy damage that matches the absorbed energy type.

Drench: A sheath of water grants you DR 10/piercing and resist fire.

Energy Aura: Form an aura of energy around yourself, dealing 4d6 damage and conveying an additional effect against those that approach you.

Euphoric Cloud: As *fog cloud*, except creatures within become fascinated.

Freeze: 10-foot radius sheet of ice creates difficult terrain, deals 6d6 cold damage, and entangles creatures.

Force Hook Charge: Hook of force strikes a target, dealing 3d6 force damage, and dragging you to a space adjacent to it.

Force Punch: Melee attack deals 6d6 force damage and pushes target away from you.

Meteoric Trail: Leave a *wall of fire* behind you as you move.

Stone Call: Stones drop from sky and fill an area, dealing 6d6 points of bludgeoning damage and making the area difficult terrain.

Vampiric Touch: Deal 5d6 negative energy damage to your target and gain temporary Hit Points equal to the damage dealt.

Web: Creates a mobile cloud of webbing with a 20-ft. radius that creates difficult terrain, provides cover, and entangles creatures within.

4TH-LEVEL SPELLS

Black Tentacles: Field of rubbery black tentacles creates difficult terrain and attempts to grapple creatures in the area.

Detect Observation: Detect magical and technological attempts to observe you.

Dimensional Anchor: Fire a ray that can prevent those it strikes from using interdimensional travel.

Drench: A stream of water bull rushes all creatures in 60-ft. line.

Echolocation: Gain blindsight (sound) with a range of 40 feet.

Freeze: 30-ft.-radius sheet of ice creates difficult terrain, deals 12d6 cold damage, entangles, and fatigues creatures.

Vertiginous Cloud: As *fog cloud*, except living creatures in the cloud become nauseated.

5TH-LEVEL SPELLS

Detonate[®]: Energy explodes out from you, dealing 15d6 damage to yourself and those in the area.

Drench: A sphere of water you control attempts to engulf creatures.

Freeze: 60-ft. line of ice deals 12d6 cold damage.

Hostile Juxtaposition: Swap places with one creature your size when targeted by an attack or spell.

6TH-LEVEL SPELLS

Deflection: Physical attacks that miss you hurl back toward their source, possibly striking the attacker.

Drench: Torrents of driving rain fall, blinding creatures, creating difficult terrain, hindering flying creatures, and dealing 4d6 bludgeoning damage per round.

Freeze: Thick ice surrounds and imprisons the target, rendering it helpless.

Hostile Juxtaposition: Swap places with multiple creatures your size, or one creature larger than you, when you are targeted by an attack or spell.

Walk through Space: Teleport up to 30 feet as a move action for the duration of the spell or spend a move action to teleport to a standing position from lying prone.

Mystic Spell List

0-LEVEL SPELLS

Create Water: Create up to 2 gallons of drinkable water per level.

Force Ward: Protective layer of energy grants you 2 temporary hit points for 1 round.

1ST-LEVEL SPELLS

Anticipate Peril: Grant a +2 insight bonus on the first initiative check target makes.

Commune with Wildlife: Animals in an area attempt to answer one of your questions.

Drench: A blast of water bull rushes and soaks one creature.

Expeditiousness: Increase your land speed by 20 feet.

Freeze: Chunk of ice deals 2d6 cold damage and staggers target.

Magic Fang: Creature's natural attacks count as magic and receive +1 enhancement bonus to damage.

Mystic Harm: Touch deals 1d8 + your key ability modifier damage.

Mystic Recovery: Grant target fast healing 1.

Ray of Sickening: Ray sickens target.

Shadow Weapon: Shape a one-handed melee weapon that deals 1d8 cold damage out of shadow essence.

Signal Claxon: Create an alarm that can be heard up to 2 miles away in typical outdoor conditions.

Stone Fist: Transform your hands into living stone, causing your unarmed strikes to deal 2d8 lethal damage, not count as archaic, and ignore the hardness less than 15.

Web: Ball of cobwebs entangles target and anchored to its current space.

2ND-LEVEL SPELLS

Allfood: Transform an object into nutritious food.

Animal Messenger: Compel an animal to go to deliver a message to a spot you designate.

Apport Object: Instantaneously transport a nonliving object of up to light bulk from one location to another.

Blessing of Courage and Life: Grant target +2 morale bonus on saving throws against fear and death effects. Target can end to heal 2d8 + your key ability modifier.

Bloodhound: Grant blindsense (scent) out to 60 feet.

Darkness: Lower light level one step within 20-foot radius of target object.

Daylight: Object sheds bright light in a 60-foot radius and negate magical darkness.

Deathwatch: Know the condition of creatures near death within the spell's range.

Drench: A wave propels you while moving or swimming.

Freeze: 30-foot cone of ice deals 4d6 cold damage.

Lock Gaze: Compel target to look at you granting other creatures concealment.

Magic Mouth: Create an enchanted mouth that appears and speaks its message when a specified event occurs.

Mystic Harm: Touch deals 2d8 + your key ability modifier damage and 1 bleed damage.

Mystic Recovery: Grant target fast healing 2.

Oneiric Horror: Target full attacks phantom creature out of its nightmares and is fatigued.

Sanctuary: Opponents attempting to attack warded creature must succeed on a Will save or have their attacks prevented.

Speak With Animals: Ask questions of and receive answers from creatures with the animal.

Surface Stride: Walk on liquid surfaces as if they were solid ground.

Web: Create a 20-ft.-radius burst of cobwebs that creates difficult terrain, provides cover, and entangles creatures within.

3RD-LEVEL SPELLS

Ash Cloud: As *fog cloud*, but also creates difficult terrain, hinders flying creatures, and exposes creatures in area to extreme heat.

Crushing Despair: Creatures within cone take –2 penalty on saving throws, ability checks, skill checks, and weapon damage rolls due to unbearable sadness.

Drench: A sheath of water grants you DR 10/piercing and resist fire.

Euphoric Cloud: As *fog cloud*, except creatures within become fascinated.

Freeze: 10-foot radius sheet of ice creates difficult terrain, deals 6d6 cold damage, and entangles creatures.

Gravitonic Fluctuation: Lift one creature slightly, imposing the off-kilter condition.

Guiding Star: Determine your approximate distance from a chosen area as well as the direction you must travel in order to reach it.

Invisibility Purge: Sphere of power suppresses all invisibility within its area.

Mystic Harm: Touch deals 5d8 + your key ability modifier damage and 2 bleed damage.

Mystic Recovery: Grant target fast healing 3.

Nightmare: Send sleeping creature unsettling vision that fatigues and deals 5d10 damage.

Pillar of Life: Pillar of positive energy radiates light and heals 3d8 damage to living creatures that touch it. Undead creatures take 3d8 or 6d8 points of damage.

Planeslayer's Call: Allies in the area gain a +2 bonus on caster level checks to overcome spell resistance, and their spells ignore the first 10 points of energy resistance (but not energy immunity) of outsiders with a chosen subtype.

Plant Growth: Cause plants to grow, creating thick brush or enriching an area.

Poison: Target is exposed to shadow essence poison (see Chapter 11 of the *Starfinder Core Rulebook*).

Stone Call: Stones drop from sky and fill an area, dealing 6d6 points of bludgeoning damage and making the area difficult terrain.

Thoughtsense: Detect and locate conscious creatures within 60 feet, as if you possessed the blindsight (thoughts).

Web: Creates a mobile cloud of webbing with a 20-ft. radius that creates difficult terrain, provides cover, and entangles creatures within.

4TH-LEVEL SPELLS

Black Tentacles: Field of rubbery black tentacles creates difficult terrain and attempts to grapple creatures in the area.

Call Spirit: Cause the spirit of a specific individual to manifest and answer your questions.

Calm Emotions: Calm agitated creatures, negating morale bonuses, ending fear effects, and preventing violent or celebratory actions.

Deeper Darkness: As *darkness*, except that objects radiate darkness in a 60-foot radius and the light level is lowered by two steps.

Dimensional Anchor: Fire a ray that can prevent those it strikes from using interdimensional travel.

Dream: A messenger delivers a message to a sleeping recipient.

Drench: A stream of water bull rushes all creatures in 60-ft. line.

Echolocation: Gain blindsight (sound) with a range of 40 feet.

Freeze: 30-ft.-radius sheet of ice creates difficult terrain, deals 12d6 cold damage, entangles, and fatigues creatures.

Gravitonic Fluctuation: Lift one creature per level, imposing the off-kilter condition.

Meld into Surface: Meld your body and possessions into a solid wall, floor, or other solid surface.

Mystic Harm: Touch deals 7d8 + your key ability modifier damage and 3 bleed damage.

Mystic Recovery: Grant target fast healing 4.

Rest Eternal: Prevent a dead creature from returning to life or being raised as undead.

Terrible Remorse: Cause a target to deal 4d8 points of damage to itself per round or become staggered and take a -2 penalty to its AC.

Vertiginous Cloud: As *fog cloud*, except living creatures in the cloud become nauseated.

5TH-LEVEL SPELLS

Dream Council: You, or a messenger, can enter a person's dreams and converse with them.

Drench: A sphere of water you control attempts to engulf creatures.

Freedom of Movement: Move and attack normally, ignoring mundane and magical impediment to your movement.

Freeze: 60-ft. line of ice deals 12d6 cold damage.

Mystic Harm: Touch deals 9d8 + your key ability modifier damage, 4 bleed damage, and stunned for 1 round.

Mystic Harm, Mass: Deal 3d8 + your key ability modifier damage and 1 bleed damage to one creature/level.

Mystic Recovery: Grant target fast healing 5.

Possession: Possess a creature by projecting your soul into its body while your body appears to be dead.

Repulsion^R: Mobile field prevents creatures from approaching you.

Rune of Imprisonment: Symbol in text or data traps creature who reads it in a stasis field.

Scrying^R: Create an invisible sensor that observes a creature at any distance.

Serenity: Fill the targets' minds with tranquility, causing 6d6 points of nonlethal damage each round they attempt to harm another creature.

Wandering Star Motes: Motes of bright light negate concealment of target and dazes it, jumping to another target if the creature makes it save.

6TH-LEVEL SPELLS

Anti-life Shell: Create a mobile, hemispherical energy field that prevents the entrance of most types of living creatures.

Circle of Clarity^R: Emanation grants +4 insight bonus versus illusions, negates concealment, and grants +10 insight bonus to Perception checks.

Cloak of Dreams: Creatures that begin their turn or end their movement within 5 feet of you to fall asleep.

Cosmic Vortex: As cosmic eddy, except creates a movable conical vortex 60 feet tall that can also blow flying creatures out of the air.

Drench: Torrents of driving rain fall, blinding creatures, creating difficult terrain, hindering flying creatures, and dealing 4d6 bludgeoning damage per round.

Earthquake: A powerful shockwave knocks creatures down, collapses structures, and opens cracks in the ground.

Energy Drain: As enervation, except that the creature struck gains 2d4 temporary negative levels. Undead creature instead gain 20 temporary hit points for 1 hour.

Freeze: Thick ice surrounds and imprisons the target, rendering it helpless.

Frightful Aspect: Grow to size Large, gain DR 10/— and spell resistance equal to 11 + half your caster level, and emit that frightens creatures near you.

Hold Person, Mass: As hold person, except that it affects multiple humanoid creatures.

Mind Blank: Protect against all devices and spells that gather information about the target through divination and grants a +8 insight bonus on saving throws against all mind-affecting spells and effects.

Mystic Harm: Touch deals 11d8 + your key ability modifier damage, 5 bleed damage, and paralyzed for 1 round.

Mystic Harm, Mass: Deal 5d8 + your key ability modifier damage and 2 bleed damage to one creature/level.

Mystic Recovery: Grant target fast healing 6.

Overwhelming Presence: Creatures fall prone and helpless at your might, and are staggered after they recover.

Possession: Possess a creature by projecting your soul into its body and your physical body vanishes.

Shadow Body: Become a living shadow, gaining concealment and becoming partially incorporeal.

Suffocate: Extract the air from the target's lungs, causing swift suffocation and death.

TECHNOMANCER SPELL LIST

0-LEVEL SPELLS

Force Ward: Protective layer of energy grants you 2 temporary hit points for 1 round.

Read Magnetic Field: Sense the presence of strong magnetic fields and locate their source.

Spark: Make an unattended flammable object of catch on fire.

1ST-LEVEL SPELLS

Alarm: Create a ward that alerts you to intruders.

Anticipate Peril: Grant a +2 insight bonus on the first initiative check target makes.

Expeditiousness: Increase your land speed by 20 feet.

Floating Disk: Circular plane of force that follows you about and carries loads for you.

Gust: A breeze carries a message one mile/level for you.

Memorize Page: Grant perfect memory of a page you touch.

Peacebond: Lock a weapon in place on its owner's body, or within the weapon's sheath or holster.

Signal Claxon: Create an alarm that can be heard up to 2 miles away in typical outdoor conditions.

Ventriloquism: Make your voice seem to issue from somewhere else within range.

Web: Ball of cobwebs entangles target and anchored to its current space.

2ND-LEVEL SPELLS

Apport Object: Instantaneously transport a nonliving object of up to light bulk from one location to another.

Cryogenic Repose: Preserve a corpse, making it easier to return to life.

Flaming Sphere: Moveable sphere of flame flies as you direct, dealing 2d6 fire damage per round to those it strikes.

Gust: A 60-foot-line of windstorm force blows away small objects and flying creatures.

Scorching Ray: Launch three rays of fire, each dealing 4d6 fire damage.

Shrink Item: Shrink one nonmagical item to 1/16 of its normal size.

Static Discharge: Spherical orb of static flies as you direct, dealing 4d6 points electricity damage per turn to creatures it strikes.

Web: Create a 20-ft.-radius burst of cobwebs that creates difficult terrain, provides cover, and entangles creatures within.

3RD-LEVEL SPELLS

Divert Energy: Absorb energy from attacks and imbue your own attacks with 1d6 points of energy damage that matches the absorbed energy type.

Energy Aura: Form an aura of energy around yourself, dealing 4d6 damage and conveying an additional effect against those that approach you.

Euphoric Cloud: As *fog cloud*, except creatures within become fascinated.

Explosive Runes: Place runic trap within writing or data that deals 8d6 points of force damage.

Gravitonic Fluctuation: Lift one creature slightly, imposing the off-kilter condition.

Gust: Curtain of wind protects against ranged attacks and gasses.

Jester's Jaunt: Teleport target to a space you can see within 30 feet of the target.

Reflective Hideaway: Transform a reflective surface into a portal to an extradimensional space you can shelter in.

Toxic Gift: Duplicate effects of poison in your body in the body of a target.

Web: Creates a mobile cloud of webbing with a 20-ft. radius that that creates difficult terrain, provides cover, and entangles creatures within.

4TH-LEVEL SPELLS

Detect Observation: Detect magical and technological attempts to observe you.

Dimensional Anchor: Fire a ray that can prevent those it strikes from using interdimensional travel.

Gravitonic Fluctuation: Lift one creature per level, imposing the off-kilter condition.

Gust: Powerful blast of air flings an opponent upward.

Invisible Sentry: Conjure phantom guardian creature with blindsense that detects and stuns intruders.

Reflective Transport: As *reflective hideaway*, except you can exit the extradimensional space from any reflective surface within 500 feet.

Secret Text: Alter the contents of a book or data module so that it appears to be something entirely different.

Sending: Send a short message of 25 words or fewer to a subject with whom you are familiar and receive a short answer.

Vertiginous Cloud: As *fog cloud*, except living creatures in the cloud become nauseated.

5TH-LEVEL SPELLS

Cranial Countermeasures: Deal 16d6 electricity damage and stuns target who attempts to affect you with a mind-affecting spell.

Detonate^R: Energy explodes out from you, dealing 15d6 damage to yourself and those in the area.

Freedom of Movement: Move and attack normally, ignoring mundane and magical impediment to your movement.

Gust: Downdraft of windstorm-force winds clear a path ahead of you in a 100-foot line.

Hostile Juxtaposition: Swap places with one creature your size when targeted by an attack or spell.

Rune of Imprisonment: Symbol in text or data traps creature who reads it in a stasis field.

Scrying^R: Create an invisible sensor that observes a creature at any distance.

Wandering Star Motes: Motes of bright light negate concealment of target and dazes it, jumping to another target if the creature makes it save.

6TH-LEVEL SPELLS

Force Blade: Conjure a sword that attacks as you direct, dealing 8d8 points of force damage on a successful attack against EAC.

Forcecage^R: Form an immobile, invisible cubical prison composed of either bars of force or solid walls of force.

Getaway: Teleport you and allies you designate at the time of casting to a predetermined location.

Gust: Shroud of tornado-force winds surrounds you, granting a fly speed, providing breathable air, protecting from ranged attacks, and damaging creatures that attack you.

Hostile Juxtaposition: Swap places with multiple creatures your size, or one creature larger than you, when you are targeted by an attack or spell.

Ride the Lightning: Transform into electricity, travel in a line up to 120 feet. Creatures in your path take 13d12 electrical damage and are staggered for 1 round.

Walk through Space: Teleport up to 30 feet as a move action for the duration of the spell or spend a move action to teleport to a standing position from lying prone.

WIZARD SPELL LIST

0-LEVEL SPELLS

Force Ward: Protective layer of energy grants you 2 temporary hit points for 1 round.

Spark: Make an unattended flammable object of catch on fire.

1ST-LEVEL SPELLS

Alarm: Create a ward that alerts you to intruders.

Anticipate Peril: Grant a +2 insight bonus on the first initiative check target makes.

Drench: A blast of water bull rushes and soaks one creature.

Expeditionousness: Increase your land speed by 20 feet.

Floating Disk: Circular plane of force that follows you about and carries loads for you.

Freeze: Chunk of ice deals 2d6 cold damage and staggers target.

Gust: A breeze carries a message one mile/level for you.

Memorize Page: Grant perfect memory of a page you touch.

Peacebond: Lock a weapon in place on its owner's body, or within the weapon's sheath or holster.

Ray of Sickening: Ray sickens target.

Shadow Weapon: Shape a one-handed melee weapon that deals 1d8 cold damage out of shadow essence.

Stone Fist: Transform your hands into living stone, causing your unarmed strike to deal 2d8 lethal damage, not count as archaic, and ignore the hardness less than 15.

Ventriloquism: Make your voice seem to issue from somewhere else within range.

Web: Ball of cobwebs entangles target and anchored to its current space.

2ND-LEVEL SPELLS

Bestow Insight: Grant a target a +2 insight bonus on one check for a skill you are trained in or allow it to roll twice on the check and take the better result.

Cryogenic Repose: Preserve a corpse, making it easier to return to life.

Drench: A wave propels you while moving or swimming.

Energized Touch: Melee attack deals 6d6 energy damage and an additional effect based on energy type.

Freeze: 30-foot cone of ice deals 4d6 cold damage.

Gust: A 60-foot-line of windstorm force blows away small objects and flying creatures.

Magic Mouth: Create an enchanted mouth that appears and speaks its message when a specified event occurs.

Stumble Gap: Create a shallow extradimensional hole that trips anyone who steps within it, causing 3d6 bludgeoning damage to creatures that fall.

Web: Create a 20-ft.-radius burst of cobwebs that creates difficult terrain, provides cover, and entangles creatures within.

3RD-LEVEL SPELLS

Apport Object: Instantaneously transport a nonliving object of up to light bulk from one location to another.

Bloodhound: Grant blindsense (scent) out to 60 feet.

Chill Touch: A number of melee attacks equal to your level deal 2d6 negative energy damage apiece and stagger the target or cause undead to flee.

Commune with Wildlife: Animals in an area attempt to answer one of your questions.

Create Pit: Create an extradimensional pit 20 feet deep.

Darkness: Lower light level one step within 20-foot radius of target object.

Daylight: Object sheds bright light in a 60-foot radius and negate magical darkness.

Fire Breath: Up to three times, expel a cone that deals 4d6 fire damage.

Flaming Sphere: Moveable sphere of flame flies as you direct, dealing 2d6 fire damage per round to those it strikes.

Glitterdust: Cloud of dust negates invisibility, imposes a -10 penalty on Stealth checks, and makes targets flat-footed and off-target.

Lock Gaze: Compel target to look at you granting other creatures concealment.

Oneiric Horror: Target full attacks phantom creature out of its nightmares and is fatigued.

Rope Trick: Enchant a rope or line to lead to an extradimensional space that you can use as a refuge.

Scorching Ray: Launch three rays of fire, each dealing 4d6 fire damage.

Shadow Anchor: Tether a creature's shadow to its current square, requiring the creature to make Strength checks to move away.

Shrink Item: Shrink one nonmagical item to 1/16 of its normal size.

Soul Feast: Necrotic aura that grants you temporary hit points and raises your caster level by 1 when significant enemy dies within it.

Stone Call: Stones drop from sky and fill an area, dealing 6d6 points of bludgeoning damage and making the area difficult terrain.

4TH-LEVEL SPELLS

Ash Cloud: As *fog cloud*, but also creates difficult terrain, hinders flying creatures, and exposes creatures in area to extreme heat.

Create Pit: Create an extradimensional pit 40 feet deep and lined with spikes that deal 2d6 piercing damage.

Divert Energy: Absorb energy from attacks and imbue your own attacks with 1d6 points of energy damage that matches the absorbed energy type.

Drench: A sheath of water grants you DR 10/piercing and resist fire.

Energy Aura: Form an aura of energy around yourself, dealing 4d6 damage and conveying an additional effect against those that approach you.

Explosive Runes: Place runic trap within writing or data that deals 8d6 points of force damage.

Force Punch: Melee attack deals 6d6 force damage and pushes target away from you.

Freeze: 10-foot radius sheet of ice creates difficult terrain, deals 6d6 cold damage, and entangles creatures.

Gust: Curtain of wind protects against ranged attacks and gasses.

Heroism: Grant +2 morale bonus on damage rolls and saves against fear effects, and the DC to demoralize the target using the Intimidate skill increases by 2.

Meteoritic Trail: Leave a *wall of fire* behind you as you move.

Misdirection: Fool divination spells as if target were a touched object.

Toxic Gift: Duplicate effects of poison in your body in the body of a target.

Vampiric Touch: Deal 5d6 negative energy damage to your target and gain temporary Hit Points equal to the damage dealt.

Vertiginous Cloud: As *fog cloud*, except living creatures in the cloud become nauseated.

Web: Creates a mobile cloud of webbing with a 20-ft. radius that creates difficult terrain, provides cover, and entangles creatures within.

5TH-LEVEL SPELLS

Dimensional Anchor: Fire a ray that can prevent those it strikes from using interdimensional travel.

Create Pit: Create an extradimensional pit 50 feet deep and containing acid that deals 2d6 damage per round.

Dream: A messenger delivers a message to a sleeping recipient.

Drench: A stream of water bull rushes all creatures in 60-ft. line.

Euphoric Cloud: As *fog cloud*, except creatures within become fascinated.

Freeze: 30-ft.-radius sheet of ice creates difficult terrain, deals 12d6 cold damage, entangles, and fatigues creatures.

Gravitonic Fluctuation: Lift one creature slightly, imposing the off-kilter condition.

Gust: Powerful blast of air flings an opponent upward.

Heroism: Grant +4 morale bonus on damage rolls and saves against fear effects, and the DC to demoralize the target using the Intimidate skill increases by 4.

Nightmare: Send sleeping creature unsettling vision that fatigues and deals 5d10 damage.

Reflective Hideaway: Transform a reflective surface into a portal to an extradimensional space you can shelter in.

Thoughtsense: Detect and locate conscious creatures within 60 feet, as if you possessed blindsight (thoughts).

6TH-LEVEL SPELLS

Black Tentacles: Field of rubbery black tentacles creates difficult terrain and attempts to grapple creatures in the area.

Burst of Speed: Grant you a +20-foot bonus to speed, your movement does not provoke attacks of opportunity, and you can move through the space of creatures that are larger than you are.

Call Spirit: Cause the spirit of a specific individual to manifest and answer your questions.

Detect Observation: Detect magical and technological attempts to observe you.

Dream Council: You, or a messenger, can enter a person's dreams and converse with them.

Echolocation: Gain blindsight (sound) with a range of 40 feet.

Gravitonic Fluctuation: Lift one creature per level, imposing the off-kilter condition.

Halt Undead: Render as many as three undead creatures immobile.

Hideous Laughter: Manic laughter causes target to fall prone.

Invisible Sentry: Conjure phantom guardian creature with blindsense that detects and stuns intruders.

Reflective Transport: As *reflective hideaway*, except you can exit the extradimensional space from any reflective surface within 500 feet.

Secret Text: Alter the contents of a book or data module so that it appears to be something entirely different.

Sending: Send a short message of 25 words or fewer to a subject with whom you are familiar and receive a short answer.

Shout: Emit a sonic pulse that deafens creatures and deals 10d6 sonic damage or 15d6 sonic damage to crystalline creatures or objects.



Terrible Remorse: Cause a target to deal 4d8 points of damage to itself per round or become staggered and take a -2 penalty to its AC.

7TH-LEVEL SPELLS

Detonate^R: Energy explodes out from you, dealing 15d6 damage to yourself and those in the area.

Drench: A sphere of water you control attempts to engulf creatures.

Freeze: 60-ft. line of ice deals 12d6 cold damage.

Geas: Place a magical command on a creature who takes a -1 penalty on ability checks, attack rolls, and skill checks, and the saving throw DCs of all of its spells and whose abilities decrease by 1 for every day it doesn't obey.

Gust: Downdraft of windstorm-force winds clear a path ahead of you in a 100-foot line.

Hostile Juxtaposition: Swap places with one creature your size when targeted by an attack or spell.

Repulsion^R: Mobile field prevents creatures from approaching you.

Rune of Imprisonment: Symbol in text or data traps creature who reads it in a stasis field.

Scrying^R: Create an invisible sensor that observes a creature at any distance.

Serenity: Fill the targets' minds with tranquility, causing 6d6 points of nonlethal damage each round they attempt to harm another creature.

Wandering Star Motes: Motes of bright light negate concealment of target and dazes it, jumping to another target if the creature makes it save.

8TH-LEVEL SPELLS

Analyze Dweomer^R: Reveal the secrets of magical and hybrid items, including any curses they may harbor.

Banshee Blast: Cone of energy deals 15d6 points of negative energy damage and possibly panics creatures.

Brain Drain: As *feeblemind*, save that you can access the target's skills and memories.

Circle of Clarity^R: Emanation grants +4 insight bonus versus illusions, negates concealment, and grants +10 insight bonus to Perception checks.

Cloak of Dreams: Creatures that begin their turn or end their movement within 5 feet of you to fall asleep.

Cosmic Vortex: As *cosmic eddy*, except creates a movable conical vortex 60 feet tall that can also blow flying creatures out of the air.

Deflection: Physical attacks that miss you hurl back toward their source, possibly striking the attacker.

Familiar Melding: Project your soul into your familiar and ride along as an observer.

Force Blade: Conjure a sword that attacks as you direct, dealing 8d8 points of force damage on a successful attack against EAC.

Forcecage^R: Form an immobile, invisible cubical prison composed of either bars of force or solid walls of force.

Frightful Aspect: Grow to size Large, gain DR 10/— and spell resistance equal to 11 + half your caster level, and emit that frightens creatures near you.

Getaway: Teleport you and allies you designate at the time of casting to a predetermined location.

Hold Person, Mass: As hold person, except that it affects multiple humanoid creatures.

Hostile Juxtaposition: Swap places with multiple creatures your size, or one creature larger than you, when you are targeted by an attack or spell.

Irresistible Dance: Target dances in place, becoming flat-footed, taking a -10 penalty on Reflex saves, and provoking attacks of opportunity.

Mind Blank: Protect against all devices and spells that gather information about the target through divination and grants a +8 insight bonus on saving throws against all mind-affecting spells and effects.

Possession: Possess a creature by projecting your soul into its body while your body appears to be dead.

Ride the Lightning: Transform into electricity, travel in a line up to 120 feet. Creatures in your path take 13d12 electrical damage and are staggered for 1 round.

9TH-LEVEL SPELLS

Dimensional Portal^R: Open a gateway between planes that creatures can travel through.

Dominate Monster^R: As *dominate person*, except that the spell is not restricted by creature type.

Drench: Torrents of driving rain fall, blinding creatures, creating difficult terrain, hindering flying creatures, and dealing 4d6 bludgeoning damage per round.

Energy Drain: As *enervation*, except that the creature struck gains 2d4 temporary negative levels. Undead creature instead gain 20 temporary hit points for 1 hour.

Freeze: Thick ice surrounds and imprisons the target, rendering it helpless.

Geas: Place a magical command on a creature who takes a -2 penalty on ability checks, attack rolls, and skill checks, and the saving throw DCs of all of its spells and whose abilities decrease by 2 for every day it doesn't obey.

Gust: Shroud of tornado-force winds surrounds you, granting a fly speed, providing breathable air, protecting from ranged attacks, and damaging creatures that attack you.

Hold Monster, Mass: As *hold person*, except that it affects multiple creatures, regardless of their type.

Horrid Wilting: Evaporate moisture from living creature, causing 20d6 damage, or 20d12 damage to plant and water creatures.

Maze: Banish the subject into an extradimensional labyrinth.

Meteor Swarm: Four spheres strike targets, dealing 10d6 points of bludgeoning damage and exploding to deal 10d6 fire damage in a 40-foot-radius spread.

Overwhelming Presence: Creatures fall prone and helpless at your might, and are staggered after they recover.

Possession: Possess a creature by projecting your soul into its body and your physical body vanishes.

Prismatic Spray: Seven beams of light to spray from your hand, blinding creatures and exposing them to an additional effect based on the color of the beam.

Shadow Body: Become a living shadow, gaining concealment and becoming partially incorporeal.

Soul Bind^R: Draw the soul from a newly dead body and imprison it in a chosen object. Target cannot be returned to life through *mystic cure*, *raise dead*, *reincarnation*, *true resurrection*, or even a *miracle* or a *wish*.

Spell Turning^R: Create a field that turns spells and spell-like effects targeted on you back upon the original caster.

Suffocate: Extract the air from the target's lungs, causing swift suffocation and death.

Symbol of Death: Scribe a rune that kills 150 Hit Points worth of creatures when triggered.

Wail of the Banshee: Emit a scream that possibly deals 150 points of sonic damage and permanently deafens creatures.

SPELL DESCRIPTIONS

The following spells are presented in alphabetical order, with the exception of those spells that begin with "greater," "Lesser," or "mass," which are presented directly after the base form of the spell.

ALARM

School Abjuration; **Level** bard 1, technomancer 1, wizard 1

Casting Time 1 standard action

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

Target or Area one sensor, or a 20-ft.-radius emanation centered on a point in space

Duration 1 round/level

Saving Throw none; **Spell Resistance** no

Alarm creates a subtle ward connected to a sensor or an area you select. When you cast the spell, you must decide whether to target a sensor or ward an area. Once the spell effect is in place, it thereafter sounds a mental or audible alarm each time a creature of Tiny or larger size is detected by the target sensor or enters the warded area or touches it. A creature that speaks the password (determined by you at the time of casting) does not set off the *alarm*. You decide at the time of casting whether the *alarm* will be mental or audible in nature.

Mental Alarm: A mental *alarm* alerts you (and only you) so long as you remain within 1 mile of the warded area. You note a single mental "ping" that awakens you from normal sleep but does not otherwise disturb concentration.

Audible Alarm: An audible *alarm* produces the sound of a bell, and anyone within 60 feet of the warded area can hear it clearly. In quiet conditions, the ringing can be heard faintly as far as 180 feet away. The sound lasts for 1 round.

Ethereal creatures do not trigger the *alarm*.

ALIGN WEAPON

School Transmutation (chaotic, evil, good, or lawful);

Level cleric 3

Casting Time 1 standard action

Range touch

Target weapon touched

Duration 1 min./level

Saving Throw none; **Spell Resistance** no

Align weapon makes a weapon chaotic, evil, good, or lawful, aligned as you choose. A weapon that is aligned can bypass alignment based damage reduction

and ignores the energy resistance of outsiders with an alignment subtype that are directly opposed to its alignment. For instance, a lawfully-aligned weapon would overcome DR/lawful and ignore the energy resistance of outsiders with the chaotic subtype.

You can't cast this spell on a natural weapon, such as an unarmed strike. When you make a weapon chaotic, evil, good, or lawful, *align weapon* is a chaotic, evil, good, or lawful spell, respectively.

ALIGN WEAPON, MASS

School Transmutation (chaotic, evil, good, or lawful);
Level cleric 5

Targets up to one weapon/caster level, no two of which may be more than 30 ft. apart

This spell functions as *align weapon*, except as noted above

ALLFOOD

School Transmutation; **Level** mystic 2

Casting Time 1 standard action

Range touch

Target object touched, weighing up to 5 lbs./level

Duration instantaneous

Saving Throw Will negates (object); **Spell Resistance** yes (object)

You can transform one object, weighing up to 5 lbs. per caster level, into an edible substance that any living creature can chew, swallow, and safely digest. This *allfood* always has a bland taste and slightly gooey consistency when chewed regardless of its original nature. The *allfood's* magical nature transcends traditional biology, and even creatures with vastly different nutritional needs, such as humans and silica-based life forms can obtain sustenance from the *allfood*. One pound of *allfood* provides enough sustenance to support a Medium creature for an entire day.

Objects of similar nature in close proximity, such as a pile of rocks, count as a single object for the purpose of this spell. You cannot use this spell to transform objects with magical or other exceptional qualities. An object's hardness is considered to be 0 for the purposes of eating it, but it retains its normal hardness for all other situations, and becomes no more vulnerable to sunder attacks, break attempts, or any other action typically directed against objects. Objects such as hot coals or a burning torch continue to produce energy even after you transform them into *allfood* and if a creature attempts to eat such an object, it takes damage accordingly.

ANALYZE DWEOMER[®]

School Divination; **Level** bard 6, wizard 8

Casting Time 1 standard action

Range close (25 ft. + 5 ft./2 levels)

Target one object or creature per caster level

Duration 1 round/level (D)

Saving Throw none or Will negates, see text; **Spell Resistance** no

You can observe magical auras. Each round, you can examine a single creature or object that you can see as a free action. In the case of a magic or hybrid item, you learn its functions (including any curse effects), how to activate its functions (if appropriate), and how many charges are left (if it uses charges). In the case of an object or creature with active spells cast upon it, you learn each spell, its effect, and its caster level.

An attended object may attempt a Will save to resist this effect if its holder so desires. If the save succeeds, you learn nothing about the object except what you can discern by looking at it. An object that makes its save cannot be affected by any other *analyze dweomer* spells for 24 hours.

Casting this spell places considerable strain on you, requiring you to spend 1 Resolve Point.



ANIMAL MESSENGER

School Enchantment (compulsion, mind-affecting);
Level bard 2, mystic 2
Casting Time 1 minute
Range close (25 ft. + 5 ft./2 levels)
Target one Tiny or Diminutive animal
Duration 1 day/level
Saving Throw none; **Spell Resistance** yes

You compel a Tiny or Diminutive animal to go to a spot you designate. The most common use for this spell is to get an animal to carry a message to your allies. The animal cannot be one tamed or trained by someone else, including such creatures as familiars and animal companions.

As long as an appropriate animal is within range when you cast the spell, it advances and awaits your bidding. You can mentally impress on the animal a certain place well known to you or an obvious landmark. The directions must be simple, because the animal depends on your knowledge and can't find a destination on its own. You can attach an item of no more than light bulk or a note to the messenger. The animal then goes to the designated location and waits there until the duration of the spell expires, whereupon it resumes its normal activities.

During this period of waiting, the messenger allows others to approach it and remove any message or item it carries.

ANTI-LIFE SHELL

School Abjuration; **Level** cleric 8, mystic 6
Casting Time 1 round
Range 10 ft.
Area 10-ft.-radius emanation, centered on you
Duration 1 minute/level
Saving Throw Will negates; **Spell Resistance** yes

You bring into being a mobile, hemispherical energy field that prevents the entrance of most types of living creatures. A creature that makes its save can enter the area, but must make a new save at the beginning of every round. If it fails, it can take no action within the shell other than to leave it.

The effect hedges out animals, aberrations, dragons, fey, giants, humanoids, magical beasts, monstrous humanoids, oozes, plants, and vermin, but not constructs, elementals, outsiders, or undead.

This spell may be used only defensively, not aggressively. Forcing an abjuration barrier against creatures that the spell keeps at bay by moving towards them collapses the barrier. If such a creature is within the area of the spell's emanation when it is cast, the spell automatically fails.

ANTICIPATE PERIL

School Abjuration; **Level** bard 1, magus 1, mystic 1, technomancer 1, wizard 1
Casting Time 1 standard action
Range touch
Target creature touched
Duration 1 hour/level or until activated
Saving Throw none; **Spell Resistance** yes

A creature affected by *anticipate peril* gains a preternatural sense of danger. The first time during this spell's duration that the target has to make an initiative check, the creature adds a +2 insight bonus on that initiative check. Once this bonus applies, the effects of the spell end.

APPORT OBJECT

School Conjunction (teleportation); **Level** bard 2, mystic 2, technomancer 2, wizard 3
Casting Time 1 standard action
Range touch
Target one touched object of up to light bulk
Duration instantaneous or 1 hour/level
Saving Throw Will negates (object); **Spell Resistance** yes (object)

This spell allows you to instantaneously transport a nonliving object of up to light bulk from one location to another. There are two ways to use the spell: sending allows you to immediately send an object held in your hands to a nearby location, while receiving permits you to cast the spell ahead of time on an object and summon it to your location at a later time.

Sending: *If you choose to send the object elsewhere, the spell functions like dimension door, except you teleport the object, not yourself, and the distance it can travel is equal to only 25 feet + 5 feet per 2 levels. You can send the held object to any square within range, and you don't need line of effect or line of sight to the target location. You can place the object in the open or inside a container, a pocket, or even someone's hand. If there isn't room in the space you select (either because the space chosen is too small or because there is already something else there), or if the person doesn't want or isn't expecting the object in his hands, it appears on the ground within the target's square instead. You can transport the object to an elevation above the floor as long as the destination is within the spell's total distance limit.*

Receiving: You can prepare an object ahead of time to apport it to yourself by casting the spell upon it

and assigning a mental trigger to complete the spell. You don't need line of effect or line of sight to the object to apport it to you, but the object must be within a distance equal to 25 feet + 5 feet per 2 levels. Completing the spell is a standard action. You can apport an object in this way even if someone holding the object is unwilling to let you take it. Once you apport the object, the spell ends.

You can't send or receive an object into a space that is protected by a *planar barrier* or similar effect that prevent teleportation of keep magical effects out; if you attempt to do so, the spell is lost.

ASH CLOUD

School Conjunction (creation, fire); **Level** mystic 3, wizard 4

Casting Time 1 standard action

Range medium (100 ft. + 10 ft./level)

Area 20-ft.-radius spread

Duration 10 minutes/level

Saving Throw none; **Spell Resistance** no

You create a roiling mass of hot ash. This functions as *fog cloud*, save that the area within the cloud becomes choked with thick ash, making it difficult terrain, even for flying creatures. Additionally, the temperature of the air within the cloud rises rapidly, exposing unprotected creatures within the cloud to the dangers of extreme heat.

ATONEMENT^R

School Abjuration; **Level** cleric 6

Casting Time 1 hour

Range touch

Target living creature touched

Duration instantaneous

Saving Throw none; **Spell Resistance** yes

This spell removes the burden of misdeeds from the subject. The creature seeking atonement must be truly repentant. If the atoning creature committed the evil act unwittingly or under some form of compulsion, atonement operates normally at no cost to you. However, in the case of a creature atoning for deliberate misdeeds, you must intercede with your deity (requiring you to expend 2,500 credits in rare incense and offerings). Atonement may be cast for one of several purposes, depending on the version selected.

Reverse Magical Alignment Change: If a creature has had its alignment magically changed, *atonement* returns its alignment to its original status at no additional cost.

Restore Class Abilities: A paladin, or other class, who has lost their class features due to violating the alignment restrictions of the class may have their class features restored by this spell.

Restore Class Spell Powers: A character who has lost the ability to cast spells by incurring the anger of their deity may regain that ability by seeking *atonement* from another servant of that deity. If the transgression was intentional, the spellcaster must expend 2,500 credits in rare incense and offerings for the god's intercession.

Though the spell description refers to evil acts, *atonement* can be used on any creature that has performed acts against its alignment, regardless of the actual alignment in question.

Casting this spell places considerable strain on you, requiring you to spend 1 Resolve Point.

BANE

School Enchantment (compulsion, fear, mind-affecting); **Level** cleric 1

Casting Time 1 standard action

Range 50 ft.

Area 50-ft.-radius burst, centered on you

Duration 1 minute/level

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

You fill your enemies with fear and doubt. Each affected creature take a -1 penalty on damage rolls and a -1 penalty on saving throws against fear effects. *Bane* counters and negates *bless*.

BANSHEE BLAST

School Necromancy (death, fear, mind-affecting, sonic); **Level** wizard 8

Casting Time 1 standard action

Range 30 ft.

Area cone-shaped burst

Duration instantaneous and 1 round/level

Saving Throw Reflex half, Will negates; **Spell Resistance** yes

You create a cone of spectral energy resembling screaming ghosts that deals 15d6 points of negative energy damage; a successful Reflex save halves this damage. Any creature that fails its Reflex save must succeed at a Will save or become panicked for 1 round/level.

BESTOW INSIGHT

School Enchantment (compulsion); **Level** bard 2, cleric 2, wizard 2

Casting Time 1 standard action

Range touch

Target one creature touched

Duration 1 minute/level

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

When casting this spell, choose a single skill that you have at least one rank in. The target gains a +3 insight bonus on skill checks with this skill and is considered trained in that skill. Furthermore, once before the spell's duration, the target can choose to forego this bonus on the skill and instead roll two checks and take the greater result. Doing so ends the spell's other effects.

BLACK TENTACLES

School Conjuration (creation); **Level** magus 4, mystic 4, wizard 6

Casting Time 1 standard action

Range medium

Area 20-ft.-radius spread

Duration 1 round/level

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

This spell causes a field of rubbery black tentacles to appear, burrowing up from the floor and reaching for any creature in the area. A creature that makes a saving throw against this spell when it is first in the area, and on a successful save ignores the spell for its duration (though it still qualifies as difficult terrain).

Every creature within the area of the spell is the target of a combat maneuver check made to grapple each round at the beginning of your turn, including the round that *black tentacles* is cast. *Creatures that enter the area of effect are also automatically attacked. The tentacles do not provoke attacks of opportunity. When determining the attack roll of the tentacles, use your caster level as their base attack bonus and add your key ability score modifier to its attack roll rather than a Strength bonus. Roll only once for the entire spell effect each round and apply the result to all creatures in the area of effect.*

If the tentacles succeed in grappling a foe, that foe takes 4d6 points of bludgeoning damage and gains the grappled condition. Grappled opponents cannot move without first breaking the grapple. All other movement is prohibited unless the creature breaks

the grapple first. The *black tentacles* spell cannot pin foes or remove their equipment. Each round that *black tentacles* succeeds on a grapple check, it deals an additional 4d6 points of bludgeoning damage. All damage dealt by the *black tentacles* is considered magical for the purpose of overcoming DR. The Difficulty Class of the Acrobatics check to escape the *black tentacles*' grapple, is equal to 15 + your caster level + your key ability modifier. The *black tentacles* cannot be grappled themselves.

The tentacles created by this spell cannot be damaged, but they can be dispelled as normal. The entire area of effect is considered difficult terrain while the tentacles last.

BLADE BARRIER

School Evocation (force); **Level** cleric 6

Casting Time 1 standard action

Range medium (100 ft. + 10 ft./level)

Effect wall of whirling blades up to 20 ft. long/level, or a ringed wall of whirling blades with a radius of up to 5 ft. per two levels; either form is 20 ft. high

Duration 1 minute/level (D)

Saving Throw Reflex half or Reflex negates (see text); **Spell Resistance** yes

An immobile, vertical curtain of whirling blades shaped of pure force springs into existence. Any creature passing through the wall takes 8d6 points of force damage, with a Reflex save for half damage.

If you evoke the barrier so that it appears where creatures are, each creature takes damage as if passing through the wall. Each such creature can avoid the wall (ending up on the side of its choice) and thus take no damage by making a successful Reflex save.

A *blade barrier* provides cover (+4 bonus to AC, +2 bonus on Reflex saves) against attacks made through it.

BLESS

School Enchantment (compulsion, mind-affecting); **Level** cleric 1

Casting Time 1 standard action

Range 50 ft.

Area You and all allies within a 50-ft.-radius burst, centered on you

Duration 1 minute/level

Saving Throw none; **Spell Resistance** yes (harmless)

You yourself and your allies with courage and conviction. Each affected creature gains a +1 morale bonus on damage rolls and on saving throws against fear effects. *Bless* counters and negates *bane*.

BLESSING OF COURAGE AND LIFE

School conjuration (healing); **Level** mystic 2, cleric 2

Casting Time 1 standard action

Range close (25 ft. + 5 ft./2 levels)

Target one living creature

Duration 1 minute/level (see text)

Saving Throw Will negates (harmless); **Spell**

Resistance yes (harmless)

You provide long-lasting succor to a wounded creature. For as long as the effect lasts, the target receives a +2 morale bonus on saving throws against fear and death effects. At any time while the spell is in effect, the target can choose to end the spell as a move action for a burst of healing energy. The target loses the saving throw bonus, but is healed of 2d8 + your key ability modifier points of damage.

BLESSING OF FERVOR

School Transmutation; **Level** cleric 4

Casting Time 1 standard action

Range close (25 ft. + 5 ft./2 levels)

Targets one creature/level, no two of which can be more than 30 ft. apart

Duration 1 round/level

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

Resistance yes (harmless)

With this blessing, you call your allies to charge into battle and seize victory. Each round for the duration of this spell, each of your allies can choose one of the following bonuses for that round at the beginning of its turn (their choice).

Gain a 30-foot enhancement bonus to the speed of one of its forms of movement.

Stand up from prone and move 5 feet without provoking an attack of opportunity.

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

Double its duration of a 2nd level or lower spell when casting it, as long as it has a duration of at least 1 round.

These effects are not cumulative with similar effects, such as those provided by *haste*.

BLOODHOUND

School Transmutation; **Level** magus 2, mystic 2, wizard 3

Casting Time 1 standard action

Range personal

Target you

Duration 1 minute/level or until activated

You enhance your olfactory nerves, granting increased ability to perceive the world around you. You gain blindsense (scent) out to 60 ft. This ability does not function in any environment that would not transmit scents, such as a vacuum, and only functions underwater if you have a means of breathing water.

BRAIN DRAIN

School Enchantment (compulsion, mind-affecting); **Level** mystic 6, wizard 8

Casting Time 1 standard action

Range medium (100 ft. + 10 ft./level)

Targets you and one creature

Duration instantaneous, 10 minutes/level

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

This spell functions as *feeblemind*, except you also add the target's unmodified Intelligence modifier to all Intelligence-based checks or skill checks you make as an insight bonus. You also add the target's unmodified Charisma modifier to all Charisma-based checks or skill checks you make. These bonuses last for 10 minutes per caster level you possess. In addition, you can recall all of the target's memories as easy as you can recall your own while benefiting from these bonuses. The memories play out from the target's perspective, as if you were experiencing what the target experienced. As a result, you cannot learn anything the target doesn't know in this manner.

BRILLIANT INSPIRATION

School Divination (mind-affecting); **Level** bard 6

Casting Time 1 standard action

Range close (25 ft. + 5 ft./2 levels)

Target one living creature

Duration 1 round/level (see text)

Saving Throw Will negates (harmless); **Spell**

Resistance yes (harmless)

You open a link between your mind and the subject's mind, giving advice and encouragement for as long as the spell is in effect. Each time the subject of the spell makes an ability check or skill check, it rolls two d20s and takes the better result. If any roll is a natural 20, the spell's effect ends—your brilliant advice is spent.

BURST OF SPEED

School Transmutation; **Level** magus 3, wizard 6

Casting Time 1 standard action

Range personal

Target you

Duration See text

Until the end of your turn, you gain a +20-foot bonus to land speed, your movement does not provoke attacks of opportunity, and you can move through the space of creatures that are larger than you are. You cannot end your movement this round in a space occupied by a creature. Casting this spell doesn't provoke attacks of opportunity.

CALL SPIRIT

School Necromancy; **Level** mystic 4, cleric 6, wizard 6

Casting Time 10 minutes

Range 10 ft.

Effect call the spirit of a deceased humanoid creature

Duration concentration up to 1 minute/level

Saving Throw Will negates (see text); **Spell**

Resistance no

You attempt to cause the spirit of a specific individual to manifest from its final resting place. You must request the spirit's presence by speaking its name.

Unwilling spirits can resist the summons by succeeding at a Will save. The difficulty of the save depends on how well you know the subject and what sort of physical connection (if any) you have to the creature whose spirit you wish to call.

Knowledge: If you know only the target's name, it gains a +10 bonus on its Will save. If you have only the name and a description of the subject, it gains a +5 bonus on its Will save. If you met the subject in life, it receives no bonus.

Connection: If you have a likeness or picture of the subject, or an object that the subject possessed in life, it receives a -5 penalty on its Will save. If you have a piece of the subject's remains, such as a bone, lock of hair, or nail clipping, the subject receives a -10 penalty to its Will save.

These bonuses and penalties are cumulative. For example, if you only knew a subject's name, but possessed a ring it had owned in life, the subject would have a +5 bonus on its Will save.

Once you successfully summon the spirit, you can ask it six questions as a successful *Speak with Dead*. The spirit is otherwise unable to interact with the living world.

CALM EMOTIONS

School Enchantment (compulsion, mind-affecting);

Level bard 4, cleric 6, mystic 4

Casting Time 1 standard action

Range medium (100 ft. + 10 ft./level)

Area creatures in a 20-ft.-radius spread

Duration concentration, up to 1 round/level (D)

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

This spell calms agitated creatures. You have no control over the affected creatures, but *calm emotions* can stop hostile creatures from fighting or joyous ones from celebrating. Creatures so affected cannot take violent actions (although they can defend themselves) or do anything destructive. Any aggressive action against or damage dealt to a calmed creature immediately breaks the spell on all calmed creatures.

This spell automatically suppresses (but does not dispel) any morale bonuses granted by class abilities, magic or hybrid items, and spells. It also suppresses any fear effects and the confused condition for all targets. While the spell lasts, a suppressed spell, condition, or effect has no effect. When the *calm emotions* spell ends, the original spell or effect takes hold of the creature again, provided that its duration has not expired in the meantime.

CHILL TOUCH

School Necromancy; **Level** magus 2, wizard 3

Casting Time 1 standard action

Range touch

Target living or undead creature or creatures touched (up to one/level)

Duration 1 minute/level or until discharged

Saving Throw Fortitude partial or Will negates (see text); **Spell Resistance** yes

Your hand glows with blue energy, and a touch from it disrupts the life force of living creatures. You can use this melee touch attack up to one time per level, requiring a melee attack against the target's EAC as a standard. Each successful touch deals 2d6 negative energy damage. The touched creature is also staggered for 1 round unless it succeeds on a *Fortitude saving throw*. After the initial casting, the spell's melee attacks are attempted as a standard action.

An undead creature affected by this spell takes no damage, but it must succeed on a Will saving throw or flee as if frightened for 1d4 rounds.

CHORD OF SHARDS

School Evocation (sonic); **Level** bard 1

Casting Time 1 standard action

Range 15 ft.

Area cone-shaped burst

Duration instantaneous

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

You twist the vibrations created by your bardic performance to damage those in the affected area. Creatures in the area of effect must succeed on a

STARFARER'S COMPANION

Reflex saving through or take 2d8 sonic damage and be deafened for 1 round.

You must be maintaining a bardic performance with auditory components to cast this spell.

CIRCLE OF CLARITY[®]

School abjuration; **Level** cleric 8, mystic 6, wizard 8

Casting Time 1 standard action

Range medium (100 ft. + 10 ft./level)

Effect 20-ft.-radius emanation centered on a creature, object, or point in space

Duration 1 round/level (D)

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

You create a magical emanation that interferes with all illusions and aids perception. All creatures within the area gain a +4 resistance bonus on saving throws to disbelieve illusions. The emanation negates concealment less than total concealment within the affected area. Perception checks to notice creatures or objects within the area gain a +10 insight bonus. The spell is stationary if cast on a point in space. It is mobile if centered



on a creature or object, though creatures or attended objects can negate the spell with a saving throw or spell resistance.

Casting this spell places considerable strain on you, requiring you to spend 1 Resolve Point.

CLOAK OF DREAMS

School Enchantment (compulsion, mind-affecting);

Level bard 6, mystic 6, wizard 8

Casting Time 1 round

Range 5 ft.

Area 5-ft.-radius emanation centered on you

Duration 1 round/level (D)

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

You are surrounded by a soporific field that causes living creatures that begin their turn or end their movement within 5 feet of you to fall asleep, gaining the asleep condition (except normal noise doesn't wake up the sleeping creatures). Creatures must save each time they begin their turn or end their movement within the *cloak of dreams*, even if they have previously saved against the effect. Sleeping creatures can be awakened with a standard action or after being wounded.

COMMUNE WITH WILDLIFE

School Divination; **Level** bard 2, mystic 1, wizard 3

Casting Time 1 standard action

Range personal

Target you

Duration 10 minutes (see text)

When you cast this spell, choose one type of animal. You utter a question in the form of a resounding bestial call that can be heard up to a mile away and can be understood by your chosen type of animal. Over the next 10 minutes, the animals reply to you with calls or songs, as if you had asked them the question using *Speak with Animals*, giving you a general consensus answer to the question based on their knowledge. For example, you could ask if there is drinkable water in the area, the location of predators or other creatures, directions to a mountaintop or other natural feature, and so on, and the local animal communities would answer to the best of their ability.

If there are no animals of the chosen type within a mile, the spell has no effect and you do not get a response. Any creature using *Speak with Animals* (or a similar ability) who hears this bestial call can understand your question.

CONSECRATE[®]

School Evocation (good); **Level** cleric 3

Casting Time 1 standard action

Range close (25 ft. + 5 ft./2 levels)

Area 20-ft.-radius emanation

Duration 2 hours/level (D)

Saving Throw none; **Spell Resistance** no

This spell blesses an area with holy energy. The DC to resist channel divinity effects created by good creatures within this area gains a +3 divine bonus. Every undead creature entering a consecrated area suffers minor disruption, suffering a -1 penalty damage rolls and saves. Undead cannot be created within or summoned into a consecrated area. If the consecrated area contains an altar, shrine, or other permanent fixture dedicated to your deity, pantheon, or aligned higher power, the modifiers given above are doubled (+6 divine bonus to channel divinity DCs, -2 penalties for undead in the area).

You cannot consecrate an area with a similar fixture of a deity other than your own patron. Instead, the *consecrate* spell curses the area, cutting off its connection with the associated deity or power. This secondary function, if used, does not also grant the bonuses and penalties relating to undead, as given above.

Consecrate counters and dispels *desecrate*. Casting this spell places considerable strain on you, requiring you to spend 1 Resolve Point.

COSMIC VORTEX

School Evocation; **Level** mystic 6, wizard 8

Casting Time 1 standard action

Range medium (100 ft. + 10 ft./level)

Effect conical vortex 60 ft. tall, 20-ft.-diameter at base, 40-ft. diameter at the apex

Duration 1 round/level

Saving Throw Reflex partial, see text; **Spell Resistance** yes

This spell functions as *cosmic* eddy, except as noted above. Flying creatures that fail their Acrobatics check to fly while in the vortex are blown 2d6 x 10 feet toward the ground and take appropriate falling damage if they strike the ground.

As a move action, you can direct the vortex to move up to 30 per round. Otherwise, it remains in position. It disperses if it exceeds the spell's range.

CRANIAL COUNTERMEASURES

School Abjuration; **Level** technomancer 5

Casting Time 1 standard action, see text

Range personal

Target you

Duration 1 round

Saving Throw Will negates (harmless) **Spell Resistance** yes (harmless)

You wire your mind to respond to intrusions as a computer system does. Any creature that targets you with a mind-affecting affect while this spell lasts must succeed on a Will save or take 16d6 electricity damage and be stunned for 1 round as shocking feedback overloads their synapses.

This spell can be cast as a reaction when you are targeted by a mind-affecting spell, but when you do so you can't take a standard action on your next round.

CREATE PIT

School Conjunction (creation); **Level** wizard 3-5

Casting Time 1 standard action

Range medium (100 ft. + 10 ft./level)

Effect see text

Duration 1 round/level

Saving Throw Reflex negates; **Spell Resistance** no

You create a 10-foot-by-10-foot extradimensional hole with a depth determined by its spell level. You must create the pit on a horizontal surface of sufficient size. Since it extends into another dimension, the pit has no weight and does not otherwise displace the original underlying material. You can create the pit in the deck of a starship as easily as the floor of a building. Any creature standing in the area where you first conjured the pit must make a Reflex saving throw to jump to safety in the nearest open space. In addition, the edges of the pit are sloped, and any creature ending its turn on a square adjacent to the pit must make a Reflex saving throw with a +2 bonus to avoid falling into it. Creatures subjected to an effect intended to push them into the pit (such as bull rush) do not get a saving throw to avoid falling in if they are affected by the pushing effect.

Creatures who fall into the pit take falling damage as normal. The pit's walls have an Athletics DC of 25 to climb. When the duration of the spell ends, creatures within the hole rise up with the bottom of the pit until they are standing on the surface over the course of a single round. If the top of the pit has been covered or blocked, they are shunted to the nearest unoccupied space.

3rd: When cast as a 3rd-level spell, it creates a pit that is 20 feet deep.

4th: When cast as a 4th-level spell, it creates a pit that is 40 feet deep. Additionally, the pit is lined with sharp

spikes along its bottom and walls. Creatures who fall into the pit take falling damage as normal, plus 2d6 points of piercing damage from the spikes. Any creature or object that comes into contact with the wall, such as a creature trying to climb out of the pit or a rope used as a climbing aid, takes 1d6 points of piercing damage each round it is in contact with the wall. The spikes lower the Athletics DC to climb the walls to 20.

5th: When cast as a 5th-level spell, it creates a pit that is 50 feet deep. Additionally, the bottom of the pit is filled 5-ft. deep with acid. Creatures who fall in take falling damage as normal, plus 2d6 points of acid damage per round spent in contact with the acid (no save).

CREATE WATER

School Conjuraton (creation, water); **Level** mystic 0, cleric 0

Casting Time 1 standard action

Range close (25 ft. + 5 ft./2 levels)

Effect up to 2 gallons of water/level

Duration instantaneous

Saving Throw none; **Spell Resistance** no

You generate wholesome, drinkable water, just like clean rainwater. Water can be created in an area as small as will actually contain the liquid, or in an area three times as large—possibly creating a downpour or filling many small receptacles. This water disappears after 1 day if not consumed.

CRUSHING DESPAIR

School Enchantment (compulsion, mind-affecting); **Level** bard 3, mystic 3, wizard 5

Casting Time 1 standard action

Range 30 ft.

Area cone-shaped burst

Duration 1 minute/level

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

This spell creates an invisible cone of despair that causes great sadness in the subjects. Each affected creature takes a -2 penalty on saving throws, ability checks, skill checks, and weapon damage rolls.

CRYOGENIC REPOSE

School Necromancy (cold); **Level** cleric 2, technomancer 2, wizard 2

Casting Time 1 standard action

Range touch

Target corpse touched

Duration 1 day/level

Saving Throw Will negates (object); **Spell Resistance** yes (object)

You flash-freeze the remains of a dead creature so that they do not decay. Doing so effectively extends the time limit on raising that creature from the dead. Days spent under the influence of this spell don't count against the time limit. Additionally, this spell makes transporting a slain (and thus decaying) comrade less unpleasant.

The spell also works on severed body parts and the like.

DARKNESS

School Evocation (darkness); **Level** bard 2, cleric 3, magus 2, mystic 2, wizard 3

Casting Time 1 standard action

Range touch

Target object touched

Duration 1 minute/level (D)

Saving Throw none; **Spell Resistance** no

This spell causes an object to radiate darkness out to a 20-foot radius. This darkness causes the illumination level in the area to drop one step, from bright light to normal light, from normal light to dim light, or from dim light to darkness. This spell has no effect in an area that is already dark. Nonmagical sources of light, such as flashlights and lanterns, do not increase the light level in an area of darkness. Magical light sources only increase the light level in an area if they are of a higher spell level than *darkness*.

If *darkness* is cast on a small object that is then placed inside or under a lightproof covering, the spell's effect is blocked until the covering is removed.

This spell does not stack with itself. *Darkness* can be used to counter or dispel any light spell of equal or lower spell level.

DAYLIGHT

School Evocation (light); **Level** bard 2, cleric 3, magus 2, mystic 2, wizard 3

Casting Time 1 standard action

Range touch

Target object touched

Duration 10 minute/level (D)

Saving Throw none; **Spell Resistance** no

This spell causes an object to shed bright light in a 60-foot radius. This illumination increases the light level for an additional 60 feet by one step (darkness becomes dim light, dim light becomes normal light, and normal light becomes bright light). Creatures that take penalties in bright light take them while within the 60-foot radius of this magical light. Despite its name, this spell is not the equivalent of daylight for the purposes of creatures that are damaged or destroyed by such light.

If *daylight* is cast on a small object that is then placed inside or under a light-proof covering, the spell's effects are blocked until the covering is removed.

Daylight brought into an area of magical darkness (or vice versa) is temporarily negated, regardless of the spell level of the magical darkness's source. The otherwise prevailing light conditions exist in the overlapping areas of effect. For instance, a hallway lit by lanterns in an area of overlap would be lit to dim light, as it would be if there were no magic present.

Daylight counters or dispels any darkness spell of equal or lower level, such as *darkness*.

DEATHWATCH

School Necromancy; **Level** mystic 2, cleric 3

Casting Time 1 standard action

Range 30 ft.

Area cone-shaped emanation

Duration 10 minute/level (D)

Saving Throw none; **Spell Resistance** no

This spell allows you to determine the condition of creatures near death within the spell's range. You instantly know whether each creature within the area is dead, fragile (alive and wounded, with 3 or fewer hit points left), fighting off death (alive with between 4 and half of its maximum hit points), healthy, undead, or neither alive nor dead (such as a construct). If a target has Stamina Points, the spell also reveals if it is reeling (0 Stamina Points), battered (between 1 and half of its maximum Stamina Points), or hearty (at its maximum Stamina Points). *Deathwatch* sees through any spell or ability that allows creatures to feign death, but you must be aware of a creature and able to observe it with a precise sense for *deathwatch* to affect it.

DEEPER DARKNESS

School Evocation (darkness); **Level** cleric 6, mystic 4

Casting Time 1 standard action

Range touch

Target object touched

Duration 10 minutes/level (D)

Saving Throw none; **Spell Resistance** no

This spell functions as *darkness*, except that objects radiate darkness in a 60-foot radius and the light level is lowered by two steps. Bright light becomes dim light and normal light becomes darkness. Areas of dim light and darkness become supernaturally dark. This functions like darkness, but even creatures with darkvision cannot see within the spell's confines.

This spell does not stack with itself. *Deeper darkness* can be used to counter or dispel any light spell of equal or lower spell level.

DEFLECTION

School Abjuration (force); **Level** magus 6, wizard 8

Casting Time 1 standard action

Range personal

Target you

Duration 1 round

You surround yourself in a whirling barrier of force that sends any attack that misses you hurling back toward its source. This applies to any physical melee or ranged attack directed against your KAC (attacks against your EAC are unaffected). If an attack misses you, the attacker must make a second attack roll against its own KAC, using all of the applicable modifiers of the original attack, and if it hits, the attacker takes the attack's damage and suffers all the other consequences of being struck with that attack. You cannot deflect attacks that miss you for any reason besides a failed attack roll (such as concealment). Similarly, you cannot deflect attacks that actually do strike you but simply fail to do any harm.

DESECRATE^R

School Evocation (evil); **Level** cleric 3

Casting Time 1 standard action

Range close (25 ft. + 5 ft./2 levels)

Area 20-ft.-radius emanation

Duration 2 hours/level (D)

Saving Throw none; **Spell Resistance** no

This spell blesses an area with unholy energy. The DC to resist channel divinity effects created by evil creatures within this area gains a +3 divine bonus. Every undead creature entering a consecrated area are bolstered, gaining a +1 divine bonus on damage rolls and saves. Undead created within or summoned into a desecrated area gain 1 additional Hit Point per CR. If the desecrated area contains an altar, shrine, or other permanent fixture dedicated to your deity, pantheon, or aligned higher power, the modifiers given above are doubled (+6 divine bonus to channel divinity DCs, +2 divine bonuses for undead in the area).

You cannot *desecrate* an area with a similar fixture of a deity other than your own patron. Instead, the *desecrate* spell curses the area, cutting off its connection with the associated deity or power. This secondary function, if used, does not also grant the bonuses relating to undead, as given above.

Desecrate counters and dispels *consecrate*. Casting this spell places considerable strain on you, requiring you to spend 1 Resolve Point.

DETECT OBSERVATION

School Divination; **Level** bard 4, magus 4, technomancer 4, wizard 6

Casting Time 1 standard action

Range 40 ft.

Area 40-ft.-emanation centered on you

Duration 24 hours

You immediately become aware of any attempt to observe you by means of a divination (scrying) spell or effect or a technological camera or sensor. The spell's area radiates from you and moves as you move. You know the location of every magical sensor or technological camera or sensor within the spell's area.

If the magical scrying attempt originates within the spell's area, you also know its location; otherwise, you and the scrier immediately make opposed caster level checks (1d20 + caster level). If you at least match the scrier's result, you get a visual image of the scrier and an accurate sense of his direction and distance from you.

DETONATE[®]

School Evocation (acid, cold, electricity, fire, or sonic); **Level** magus 5, technomancer 5, wizard 7

Casting Time 1 standard action

Range 30 ft.

Effect 30-ft.-radius spread centered on you

Duration instantaneous

Saving Throw Reflex half; **Spell Resistance** yes

You overload yourself with a potent surge of elemental energy until it cannot be contained. One round after completing the casting of the spell, the energy explodes from your body.

When this spell creates the explosion of energy, choose one of the following five energy types: acid, cold, electricity, fire, or sonic. The explosion inflicts 15d6 points of damage of that energy type to all creatures and unattended objects within 15 feet, and half that amount to targets past 15 feet but within 30 feet. You automatically take half damage from the explosion, without a saving throw, but any other energy resistance or energy immunity effects that you may have in place can prevent or lessen this overflow damage caused by the explosion.

Casting this spell places considerable strain on you, requiring you to spend 1 Resolve Point.

DICTUM

School Evocation (chaotic, evil, good, or lawful, sonic); **Level** cleric 9

Casting Time 1 standard action

Range 40 ft.

Area creatures of a chosen alignment in a 40-ft.-radius spread centered on you

Duration instantaneous

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

When you cast this spell, choose one aspect of your alignment, which must match one aspect of your deity's alignment. (For instance, if you have a lawful evil alignment and serve a neutral evil deity, you could choose evil, but not lawful.) This spell gains the descriptor that matches the chosen alignment. Any creature with an alignment that opposes your chosen alignment (for instance, if you chose good, creatures with an evil alignment) within the area of a *dictum* spell suffers the following ill effects.

CR	Effect
Equal to caster level	Deafened
Up to caster level -1	Blinded, deafened
Up to caster level -5	Paralyzed, blinded, deafened
Up to caster level -10	Killed, paralyzed, blinded, deafened

The effects are cumulative and concurrent. A successful Will save reduces or eliminates these effects. Creatures affected by multiple effects make only one save and apply the result to all the effects.

Deafened: The creature is deafened for 1d4 rounds. Save negates.

Blinded: The creature is blinded for 2d4 rounds. Save reduces the blinded effect to 1 round.

Paralyzed: The creature is paralyzed and helpless for 1d10 minutes. Save reduces the paralyzed effect to 1 round.

Killed: Living creatures die. Undead creatures are destroyed. Save negates. If the save is successful, the creature instead takes 30 damage.

Furthermore, if you are on your home plane when you cast this spell, extraplanar creatures of the opposed alignment within the area are instantly banished back to their home planes, as *dismissal*. Creatures so banished cannot return for at least 24 hours. This effect takes place regardless of whether the creatures hear the *dictum* or not. The *dismissal* effect allows a Will save (at a -4 penalty) to negate.

Creatures whose CR exceeds your caster level are unaffected by *dictum*.

DIMENSIONAL ANCHOR

School Abjuration; **Level** cleric 5, magus 4, mystic 4, technomancer 4, wizard 5

Casting Time 1 standard action

Range medium (100 ft. + 10 ft./level)

Effect ray

Duration 1 minute/level

Saving Throw none; **Spell Resistance** yes (object)

You fire a green ray of power from your hand. You must make a ranged attack against the target creature or object's EAC to hit, but you can add your key ability modifier to this attack roll instead of your Dexterity modifier if it is higher. Any creature or object struck by the ray is covered with a shimmering emerald field that completely blocks extradimensional travel. Forms of movement barred by a *dimensional anchor* include *dimension door*, *ethereal jaunt*, *gate*, *maze*, *plane shift*, *teleport*, and similar spells and effects. *Dimensional anchor* does not prevent summoned creatures or objects from disappearing at the end of a summoning spell.

DIMENSIONAL PORTAL^R

School Conjunction (creation); **Level** cleric 9, wizard 9

Casting Time 1 standard action

Range personal

Effect see text

Duration concentration, up to 1 round/level, see text

Saving Throw none; **Spell Resistance** no

You create an interdimensional connection between your plane of existence and a plane you specify, allowing travel between those two planes in either direction. The portal manifests as a doorway in space 5 to 20 feet square (specified as you cast the spell) oriented vertically and facing you. It is a two-dimensional window looking into the plane you specified when casting the spell, and anyone or anything that moves through is shunted instantly to the other side. The portal has a front and a back. Creatures moving through the portal from the front are transported to the other plane; creatures moving through it from the back are not.

As a mode of planar travel, a *dimensional portal* spell functions much like a *plane shift* spell, except that the *portal* opens precisely at the point you desire (a creation effect). Deities and other beings who rule a planar realm can prevent a *portal* from opening in their presence or personal demesnes if they so desire. Travelers need not join hands with you—anyone who chooses to step

through the *portal* is transported. A *dimensional portal* cannot be opened to another point on the same plane; the spell works only for interplanar travel.

You may hold the *dimensional portal* open only for a brief time (no more than 1 round per caster level), and doing so is extremely draining. You must concentrate on doing so, and spend 2 Resolve Points every round that the portal is open, or else the interplanar connection is severed.

DISPEL OPPOSITION

School Abjuration (chaotic, evil, good, or lawful);

Level cleric 6

Casting Time 1 standard action

Range touch

Target or Targets you and a touched creature from another plane, or you and an enchantment or spell on a touched creature or object

Duration 1 round/level or until discharged

Saving Throw see text; **Spell Resistance** see text

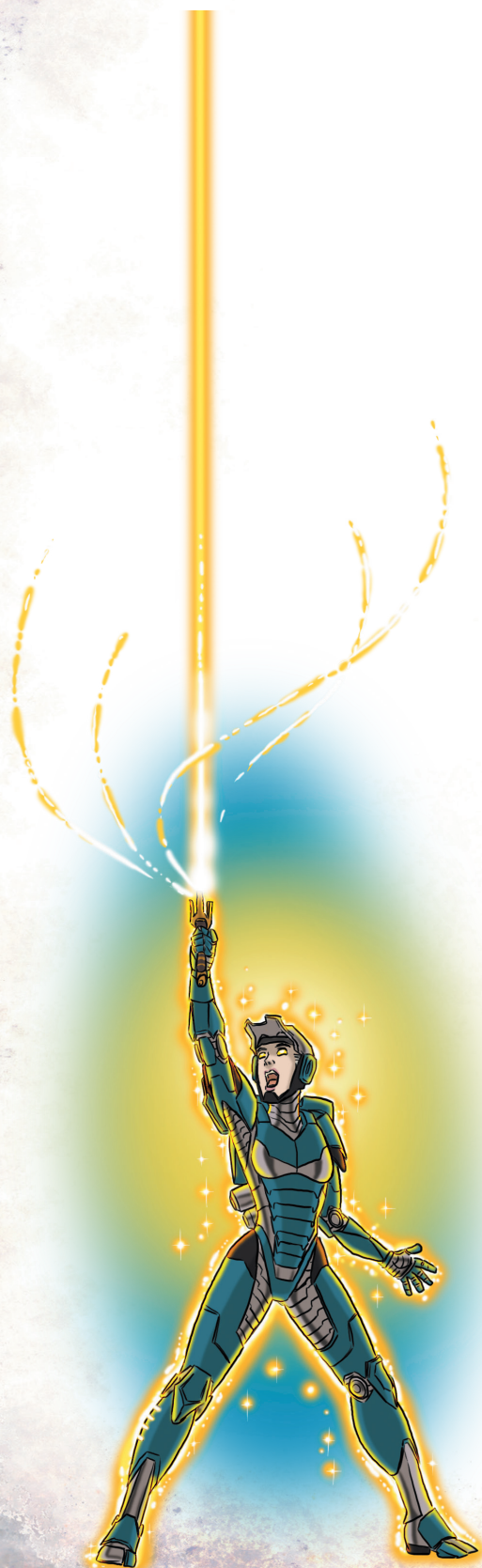
A potent halo of sacred aligned energy surrounds you, granting you several effects. When you cast this spell, chose one aspect of your alignment, which must match one aspect of your deity's alignment. (For instance, if you have a lawful evil alignment and serve a neutral evil deity, you could choose evil, but not lawful.) This spell gains the descriptor that matches the chosen alignment. Some of this spell's effects only apply against spells with an alignment descriptor that opposes or against creatures with an alignment that opposes your chosen alignment. (For instance, if you chose good, the protections apply against spells with the evil descriptor and creatures with an evil alignment.) If you or your god is neutral, you cannot cast this spell.

The halo of energy has the following effects:

First, you gain a +4 divine bonus to AC against attacks by creatures with an opposed alignment.

Second, on making a successful melee attack against the EAC of an opposed creature from another plane. On a successful hit, you can choose to drive that creature back to its home plane. The creature can negate the effects with a successful Will save (spell resistance applies). This use discharges and ends the spell.

Third, with a touch you can automatically dispel any one enchantment spell cast by an opposed creature or any one spell with an opposed alignment descriptor. Spells that can't be dispelled by *dispel magic* also can't be dispelled by *dispel opposition*. Saving throws and spell resistance do not apply to this effect. This use discharges and ends the spell.



DISTRESSING TONE

School Evocation (sonic); **Level** bard 3

Casting Time 1 standard action

Range close (25 ft. + 5 ft./2 levels)

Target one living creature/3 levels

Duration 1 round/level

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

You create a powerful tone that uncomfortably vibrates living flesh. Targets must save or gain the sickened condition. Creatures that are immune to critical hits are immune to this spell.

DIVERT ENERGY

School Evocation (acid, cold, electricity, fire, or sonic); **Level** magus 3, technomancer 3, wizard 4

Casting Time 1 standard action

Range touch

Target creature touched

Duration 10 minutes/level, see text

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

This spell channels potentially harmful energy damage into enhancement to the affected subject's attacks. Choose one of the following energy types when casting the spell: acid, cold, electricity, fire, or sonic. (The spell gains the descriptor of the chosen energy type.) The target gains energy resistance 25 against the chosen energy type. During any round in which the resistance prevents damage of the chosen type, the target can spend a swift action to infuse its attacks with energy. For the remainder of the round, any successful attack the target makes deals an extra 2d6 points of energy damage that matches the chosen energy type.

DIVINE FAVOR

School Evocation; **Level** cleric 1

Casting Time 1 standard action

Range personal

Target you

Duration 1 minute or until discharged

Calling upon the strength of your conviction and the power of your deity, you gain a +2 divine bonus on weapon damage rolls. After a successful weapon attack, you may choose to forgo this damage bonus in order to roll a damage roll twice and take the better of the two results. This use discharges and ends the spell.

DOMINATE MONSTER[®]

School Enchantment (compulsion, mind-affecting);

Level wizard 9

Casting Time 1 round

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration 1 day/level, see text

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

This spell functions like *dominate person*, except that the spell is not restricted by creature type. Casting this spell places considerable strain on you, requiring you to spend 1 Resolve Point.

DREAM

School Illusion (mind-affecting); **Level** mystic 4, bard 4, wizard 5

Casting Time 1 minute

Range unlimited

Target one living creature touched

Duration see text

Saving Throw none; **Spell Resistance** yes

You, or a messenger you touch, send a message to others in the form of a dream. At the beginning of the spell, you must name the recipient or identify him or her by some title that leaves no doubt as to identity. The messenger then enters a trance, appears in the intended recipient's dream, and delivers the message. The message can be of any length, and the recipient remembers it perfectly upon waking. The communication is one-way. The recipient cannot ask questions or offer information, nor can the messenger gain any information by observing the dreams of the recipient.

Once the message is delivered, the messenger's mind returns instantly to its body. The duration of the spell is the time required for the messenger to enter the recipient's dream and deliver the message.

If the recipient is awake when the spell begins, the messenger can choose to wake up (ending the spell) or remain in the trance. The messenger can remain in the trance until the recipient goes to sleep, then enter the recipient's dream and deliver the message as normal. A messenger that is disturbed or damaged during the trance comes awake, ending the spell.

Creatures who don't sleep or don't dream cannot be contacted by this spell.

The messenger is unaware of its own surroundings or of the activities around it while in the trance. It is defenseless both physically and mentally (always failing any saving throw) while in the trance.

DREAM COUNCIL

School Illusion (mind-affecting); **Level** mystic 5, bard 5, wizard 6

Casting Time 1 minute

Range unlimited

Target one living creature touched

Duration see text

Saving Throw none, see text; **Spell Resistance** yes

You, or a messenger you touch, can enter the dreams of a sleeping creature as the *dream* spell. Instead of delivering a message within the dream, the spell's target can converse with the dreamer as if they were face-to-face. This conversation can last for up to 1 minute per level, though the target can choose to wake up at any time, ending the spell. Both the dreamer and the subject of the spell remember the dream conversation with perfect lucidity. This spell doesn't make the dreamer any more friendly than normal, and a dreamer uninterested in the conversation may attempt a Will saving throw in order to expel the messenger from its dreams and awaken.

DRENCH

School Conjuration (creation, water); **Level** magus 1-6, mystic 1-6, wizard 1, 2, 4, 5, 7, 9)

Casting Time 1 standard action

Range see text

Target see text

Duration see text

Saving Throw see text; **Spell Resistance** no

You call forth a mass of water that obeys your commands.

1st: When you cast *drench* as a 1st-level spell, a blast of water knocks over and soaks one creature or square. You can use this blast of water to make a bull rush against one creature, using your caster level + your key ability score modifier as your attack bonus. Compare the result to the target's KAC + 8. If you're successful, that creature is knocked back 5 feet, plus 5 additional feet for every 5 by which your attack exceeds the creature's KAC + 8. If there is an obstacle in the way, the creature stops at the obstacle instead.

2nd: When you cast *drench* as a 2nd-level spell, you create a low wave of water that carries you along the surface of water or the ground. When moving across level ground, your speed increases by 10 feet. While swimming, the wave increases your swim speed by 20 feet—if you do not have a swim speed, this spell grants a swim speed of 20 ft. This effect lasts for 1 minute per level.

3rd: When you cast *drench* as a 3rd-level spell, water forms a protective sheath around you for 10 minutes per level, granting you DR 10/piercing and resist fire 10 for the duration. (Wizards cast this version as a 4th level spell.)

4th: When you cast *drench* as a 4th-level spell, a powerful stream of water batters all creatures in 60-ft. line. Treat this as *drench* cast as a 1st-level, but make a single bull rush attempt and apply the result against all creatures in the affected area. (Wizards cast this version as a 5th level spell.)

5th: When you cast *drench* as a 5th-level spell, it creates a rolling 10-foot-diameter sphere of water that can quench fires and entrap those it strikes. The sphere can move 30 feet per round, rolling over barriers less than 10 feet tall. It automatically quenches nonmagical fires and functions as *dispel magic* against magical fires, as long as they are size Large or less. A creature size Large or less in the path of the sphere must succeed on a Reflex save or be engulfed by the sphere. The creature takes 4d6 bludgeoning damage and is carried along with the orb as it moves. They gain cover against attacks from outside the *aqueous orb* and gain the entangled condition from its churning currents. Creatures may attempt a new Reflex save every round as a full action to escape the sphere. The sphere may only hold one creature at a time. The sphere moves as long as you actively direct it (as a move action for you); otherwise, it stays at rest. It disperses if it exceeds moves more than 30 feet from you. This version of the spell lasts for 1 round per level. (Wizards cast this version as a 7th level spell.)

6th: When you cast *drench* as a 6th-level spell, blinding torrents of driving rain fall from the sky in sheets. The rain fills a cylinder 20 feet in height with a 40-foot radius that appears within long range (400 feet + 40 feet/level). Within the cylinder, all vision is blocked, including darkvision. The area within the storm is considered difficult terrain, and flying creatures may only move at half speed. Every round creatures that start their turn in the storm or moves through it take 4d6 bludgeoning damage. A successful Reflex save halves this damage. (Wizards cast this version as an 9th level spell.)

EARTHQUAKE

School Evocation (earth); **Level** mystic 6, cleric 9

Casting Time 1 standard action

Range long (400 ft. + 40 ft./level)

Area 80-ft.-radius spread (S)

Duration 1 minute/level or until activated

Saving Throw see text; **Spell Resistance** no

You cause an intense but highly localized tremor to rip the ground. The powerful shockwave

created by this spell knocks creatures down, collapses structures, opens cracks in the ground, and more. The effect lasts for 1 round, during which time creatures on the ground can't cast spells, move, or attack. The earthquake affects all terrain, vegetation, structures, and creatures in the area. The specific effect of an earthquake spell depends on the nature of the terrain where it is cast.

Cave, Cavern, or Tunnel: The roof collapses, dealing 12d6 points of bludgeoning damage to any creature caught under the cave-in (a successful DC 15 Reflex saves halves this damage) and pinning that creature beneath the rubble (see below).

Open Ground: Each creature standing in the area must succeed on a DC 15 Reflex save or fall down. Fissures open in the earth, and every creature on the ground has a 25% chance to fall into one (Reflex DC 20 to avoid a fissure). The fissures are 40 feet deep. At the end of the spell, all fissures grind shut. Creatures still trapped in the fissure take 12d6 bludgeoning damage as they are squeezed to the surface (no save).

Structure: Any structure standing on open ground takes 100 points of damage, enough to collapse a typical wooden, masonry, or composite building, but not a structure built of sturdier materials. Hardness does not reduce this damage, nor is it halved as damage dealt to objects normally is. Any creature caught inside a collapsing structure takes 12d6 points of bludgeoning damage (Reflex DC 15 half) and is pinned beneath the rubble (see below).

Pinned Beneath Rubble: Any creature pinned beneath rubble takes 1d6 points of nonlethal damage per minute while pinned. If a pinned creature falls unconscious, it must succeed on a DC 15 Constitution check once every minute or begin dying.

ECHOLOCATION

School Transmutation (sonic); **Level** bard 4, magus 4, technomancer 4, wizard 6

Casting Time 1 standard action

Range personal

Target you

Duration 10 minutes

You modify your auditory nerves to increase their precision, allowing you to perceive the world by listening for the reverberation of ultrasonic noises. You gain blindsight (sound) with a range of 40 feet.

ENERGY AURA

School evocation (acid, cold, electricity, fire, or sonic);

Level magus 3, technomancer 3, wizard 4

Casting Time 1 standard action

Range personal

Target you

Duration 1 round/level (D)

Saving Throw Reflex partial, see text Spell Resistance yes

You form an aura of energy around yourself, damaging all those that come near you. Choose an energy type: acid, cold, electricity, fire, or sonic. Creatures adjacent to you when this spell is cast and at the start of your turn take 4d6 points of energy damage of the selected type. This aura has an additional effect, depending upon the type of energy chosen.

Acid: Creatures affected by your aura are sickened for 1 round.

Cold: Creatures affected by your aura are fatigued for 1 round.

Electricity: Creatures affected by your aura are staggered for 1 round.

Fire: Creatures affected by your aura are dazzled for 1 round (*Core Rulebook 444*).

Sonic: Creatures affected by your aura are deafened for 1 round.

Creatures adjacent to you are allowed a Reflex save to halve the damage and negate the additional effect. The aura's additional effects do not stack if a creature takes damage from your aura multiple times, though it does reset the duration of the condition. You may only have one *energy aura* in effect at one time. When you cast this spell to deal acid, cold, electricity, or fire damage, it is a spell of that type.

ENERGIZED TOUCH

School evocation (acid, cold, electricity, fire, or sonic);

Level magus 2, wizard 3

Casting Time 1 standard action

Range personal

Target you

Duration 1 round/level (D)

Saving Throw Fortitude partial, see text Spell Resistance yes

You infuse your hands with elemental energy, ready to unleash it upon your foes. Choose an energy type: acid, cold, electricity, fire, or sonic. Attempt a melee attack against the target's EAC. If your attack

hits, you deal 6d6 energy damage of the chosen type to your target. This damage has an additional effect, depending upon the type of energy chosen.

Acid: Creatures damaged by your spell are sickened for 1 round.

Cold: Creatures damaged by your spell are staggered for 1 round.

Electricity: Creatures damaged by your spell are off-target for 1 round.

Fire: Creatures damaged by your spell are dazzled for 1 round.

Sonic: Creatures damaged by your spell are deafened for 1 round.

A successful Fortitude saving throw negates the addition effect. When you cast this spell to deal acid, cold, electricity, or fire damage, it is a spell of that type.

Casting this spell doesn't provoke attacks of opportunity.

ENERGY DRAIN

School necromancy; **Level** cleric 9, mystic 6, wizard 9

Casting Time 1 standard action

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration instantaneous

Saving Throw Fortitude partial, see text Spell Resistance yes

This spell functions as *enervation*, except that the creature struck gains 2d4 temporary negative levels. A successful Fortitude save causes the negative levels to last only one round. On a failed save, twenty-four hours after gaining them, the subject must attempt another *Fortitude saving throw* with a DC equal to the spell's DC for each negative level. If the save succeeds, that negative level is removed. If it fails, that negative level becomes permanent.

An undead creature struck by the ray gains 20 temporary hit points for 1 hour.

EUPHORIC CLOUD

School conjuration (creation, poison); **Level** magus 3, mystic 3, technomancer 3, wizard 5

Casting Time 1 standard action

Range medium (100 ft. + 10 ft./level)

Area 20-ft.-radius spread

Duration 10 minutes/level

Saving Throw Fortitude negates, see text Spell Resistance no

This spell functions as *fog cloud*, except that the vapors are potent intoxicants. Living creatures in the cloud become fascinated for as long as they stay in the cloud and for 2 rounds after they leave it, unless they succeed on a Fortitude save. A creature that succeeds on its save but remains in the cloud must attempt a new save every round on your turn.

EXPEDITIOUSNESS

School transmutation; **Level** bard 1, magus 1, mystic 1, technomancer 1, wizard 1

Casting Time 1 standard action

Range personal

Target you

Duration 1 minute/level (D)

Saving Throw Fortitude negates, see text **Spell Resistance** no

Energy surges through your limbs, increasing your land speed by 20 feet. This increase counts as an enhancement bonus.

EXPLOSIVE RUNES

School abjuration (force); **Level** technomancer 3, wizard 4

Casting Time 1 standard action

Range touch

Target one touched object of no heavier than 1 bulk

Duration permanent until discharged (D)

Saving Throw see text **Spell Resistance** yes

You trace runes within a book, map, monitor, secure data module, view screen, or similar object bearing written information. The explosive runes detonate when read (or when manipulated in any way, for runes in a computer module), dealing 8d6 points of force damage. Anyone adjacent to the *explosive runes* takes the full damage with no saving throw; any other creature within 10 feet of the *explosive runes* is entitled to a Reflex save for half damage. (If the runes detonate due to access from a computer, the point of origin is the hacking kit or terminal being used.) The object on which the *explosive runes* were written also takes full damage (no saving throw).

You and any characters you specifically instruct can read the protected writing without triggering the *explosive runes*. Likewise, you can remove the *explosive runes* whenever desired. Another creature can remove them with a successful *dispel magic* spell, but attempting to dispel the *explosive runes* and failing to do so triggers the explosion.

Explosive runes is considered a magical trap, and characters can use the Mysticism skill to attempt to disable it. The DC to find the *explosive runes* using Perception and to disable them with Mysticism is 27.

FAMILIAR MELDING

School Necromancy; **Level** wizard 8

Casting Time 1 standard action

Range medium (100 ft. + 10 ft./level)

Target your familiar

Duration 1 hour/level or until you return to your body

Saving Throw Will negates (harmless); **Spell Resistance** yes

You project your soul into your familiar and ride along as an observer, seeing the world through its eyes. This functions as *possession*, cast as a 6th-level spell, except that your familiar is fully in control of its body, maintains its usual statistics, and uses its own modifiers for skill and ability checks based on Constitution, Dexterity, and Strength. You can communicate with your familiar telepathically to direct its actions. You can still use mental actions, as described in *possession*. When you end the spell, you appear adjacent to your familiar in a square of your choice.

FIRE BREATH

School Evocation (fire); **Level** magus 2, wizard 3

Casting Time 1 standard action

Range 15 ft.

Area cone-shaped burst

Duration 1 round/level or until discharged (see text)

Saving Throw Reflex half; **Spell Resistance** yes

Up to three times during the duration of this spell, you expel a blast of flame that deals 4d6 damage to all creatures in the affected area. You can do this once as a part of casting the spell; in subsequent rounds, you expel the flames as a standard action. A successful Reflex save halves this damage. After the third cone of flame, the spell ends.

FLAME STRIKE

School Evocation (fire); **Level** cleric 6

Casting Time 1 standard action

Range medium (100 ft. + 10 ft./level)

Area cylinder (10-ft. radius, 40-ft. high)

Duration instantaneous

Saving Throw Reflex half; **Spell Resistance** yes

Flame strike evokes a vertical column of divine fire. The spell deals 12d6 points of damage. Half the damage is fire damage, but the other half results directly from divine power and is therefore not subject to energy resistance or immunity.

FLAMING SPHERE

School Evocation (fire); **Level** technomancer 2, wizard 3

Casting Time 1 standard action

Range medium (100 ft. + 10 ft./level)

Area 5-ft.-diameter sphere

Duration 1 round/level

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

A sphere of flame flies you direct and deals fire damage to those it strikes, potentially causing them to catch fire. The orb has a fly speed of 20 feet with perfect maneuverability. If it enters a space that contains a creature, the sphere stops moving for the round. Unless it succeeds on a Reflex save, the creature takes 2d6 points of fire damage and gains the burning condition (1d6 fire damage).

The sphere moves as long as you actively direct it (as a move action for you); otherwise, it stays at rest. It disperses if it exceeds the spell's range.

FLOATING DISK

School Evocation (force); **Level** magus 1, technomancer 1, wizard 1

Casting Time 1 standard action

Range close (25 ft. + 4 ft./2 levels)

Effect 3-ft.-diameter disk of force

Duration 1 hour/level

Saving Throw none; **Spell Resistance** no

You create an invisible, slightly-concave, circular plane of force that follows you about and carries loads for you. The disk is 3 feet in diameter and 1 inch deep at its center. It can hold 35 bulk of weight. If used to transport a liquid, its capacity is 2 gallons. The disk can only float over solid surfaces, and it hovers 3 feet above the surface at all times, remaining level. It floats along horizontally within spell range and will accompany you at a rate of no more than your base speed each round. If not otherwise directed (a move action for you), it maintains a constant interval of 5 feet between itself and you. The disk winks out of existence when the spell duration expires. The disk also winks out if you move beyond its range or try to take the disk more than 3 feet away from the surface beneath it. When the disk winks out, whatever it was supporting falls to the surface beneath it.

FORBIDDANCE^R

School Abjuration (force); **Level** cleric 9

Casting Time 1 minute

Range medium (100 ft. + 10 ft./level)

Area 60-ft. cube/level (S)

Duration Permanent

Saving Throw see text; **Spell Resistance** yes

You beseech your deity to seal an area against all planar travel into or within it. This includes all teleportation spells (such as *dimension door* and *teleport*), plane shifting, ethereal travel (via *ethereal jaunt* or a similar spell), and all spells with the summoning descriptor. Such effects cast within the area or attempting to travel to the area simply fail automatically.

In addition, the sacred area damages entering creatures whose alignments are different from yours. The effect on those attempting to enter the warded area is based on their alignment relative to yours (see below). (A creature inside the area when the spell is cast takes no damage unless it exits the area and attempts to reenter, at which time it is affected as normal.)

Alignments identical: No effect. The creature may enter the area freely (although not by planar travel).

Alignments different with respect to either law/chaos or good/evil: The creature takes 6d8 points of damage. A successful Will save halves the damage, and spell resistance applies.

Alignments different with respect to both law/chaos and good/evil: The creature takes 12d8 points of damage. A successful Will save halves the damage, and spell resistance applies.

At your option, the abjuration can include a password, in which case creatures of alignments different from yours can avoid the damage by speaking the password as they enter the area. You must select this option (and the password) at the time of casting.

Dispel magic does not dispel a *forbiddance* effect unless the dispeller's level is at least as high as your caster level.

You can't have multiple overlapping *forbiddance* effects. In such a case, the more recent effect stops at the boundary of the older effect.

Casting this spell is extremely taxing. You must spend 1 Resolve Point for each 60-ft. cube that you seal.

FORCE BLADE

School Evocation (force); technomancer 6, wizard 8

Casting Time 1 standard action

Range close (25 ft. + 5 ft./2 levels)

Effect one sword

Duration concentration, up to 1 round/level

Saving Throw none; **Spell Resistance** yes

This spell brings into being a shimmering, sword-like plane of force. The sword strikes at any opponent within its range, as you desire, making one attack against EAC starting in the round that you cast the spell. The sword attacks its designated target once each round on your turn. Its attack bonus is equal to your caster level + your key ability modifier. As a force effect, it can strike ethereal and incorporeal creatures. It deals 8d8 points of force damage on a successful attack.

The sword always strikes from your direction. It does not get a bonus for flanking or help a combatant get one. If the sword goes beyond the spell range from you, goes out of your sight, or you are not directing it, it returns to you and hovers.

Each round after the first, you can use a move action to switch the sword to a new target. If you do not, the sword continues to attack the previous round's target.

The sword cannot be attacked or harmed by physical attacks, but it can be dispelled.

If an attacked creature has spell resistance, the resistance is checked the first time *force blade* strikes it. If the sword is successfully resisted, the spell is dispelled. If not, the sword has its normal full effect on that creature for the duration of the spell.

FORCE HOOK CHARGE

School Evocation (force); **Level** magus 3

Casting Time 1 standard action

Range close (25 ft. + 5 ft./2 levels)

Target one creature or object within range and you

Duration instantaneous

Saving Throw none; **Spell Resistance** yes

You create a hook of force that strikes the target and drags you to a space adjacent to it. Make a ranged attack against the target's EAC; if the attack succeeds, the target takes 3d6 force damage. Whether or not the attack hits, the force hook drags you in a straight line to a square adjacent to the target. This movement provokes attacks of opportunity as normal. The pulling hook keeps you from falling as part of this movement; therefore, you can use it to cross a pit or chasm, or reach a higher or lower elevation. If the line of effect from you to the target passes through an area that is too small to fit your body (such as a portcullis or arrow slit), the hook pulls you to that location and you take damage as if you had fallen the distance from your starting point to that location. If you are restrained, such as being chained to a wall, the hook pulls you to the maximum extent of your restraints but does not break the restraints.

If your travel to the destination is not blocked, you land on your feet, unharmed by the sudden motion. However, the spell does not guarantee you a safe landing space when you arrive. For example, if your target is flying or on a ledge with no room for you to stand, once the hook pulls you adjacent to the target, you begin to fall.

If you use this spell with your spell combat class ability, you can make your melee attack from your starting position or your ending position.

FORCE PUNCH

School Evocation (force); **Level** magus 3, wizard 4

Casting Time 1 standard action

Range touch

Target creature touched

Duration instantaneous

Saving Throw Fortitude partial; **Spell Resistance** yes

This spell charges your hand with telekinetic force, which you attempt deliver with a melee attack against the target's EAC. If your attack hits, you deal 6d6 points of force damage to the target and pushed it away from you in a straight line up to 30 feet. For every size category of the target above Medium, reduce the distance pushed by 5 feet (-5 feet for Large, -10 feet for Huge, -15 for Gargantuan, and -20 feet for Colossal). If the target is prevented from moving the full distance by a barrier, it moves as far as possible and stops. A successful Fortitude save negates the movement but not the damage.

Casting this spell doesn't provoke an attack of opportunity.

FORCE WARD

School Abjuration (force); **Level** bard 0, magus 0, mystic 0, technomancer 0, wizard 0

Casting Time 1 standard action

Range personal

Target you

Duration 1 minute/level or until activated

You surround yourself with a protective layer of magical energy that you can focus in an instant to protect yourself from harm. As a reaction when target by a spell or attack, you can trigger the spell to grant yourself 2 temporary hit points that last for 1 round or until they are depleted. Triggering this spell puts you under considerable mental strain, and once you trigger it you cannot cast it again until you take a 10-minute rest to regain Stamina Points.

FORCECAGE[®]

School Evocation (force); **Level** technomancer 6, wizard 8

Casting Time 1 standard action

Range close (25 ft. + 5 ft./2 levels)

Area barred cage (20-ft. cube) or windowless cell (10-ft.-cube)

Duration 1 round/level

Saving Throw Reflex negates; **Spell Resistance** no

This spell creates an immobile, invisible cubical prison composed of either bars of force or solid walls of force (your choice).

Creatures within the area who fail their Reflex saves are caught and contained unless they are too big to fit inside, in which case the spell automatically fails. Teleportation and other forms of dimensional travel provide a means of escape, but the force walls or bars extend into the Ethereal Plane, blocking ethereal travel.

The effects of this spell can take one of two forms. Chosen when you cast it.

Barred Cage: This version of the spell produces a 20-foot cube made of bands of force for bars. The bands are a half-inch wide, with half-inch gaps between them. Any creature capable of passing through such a small space can escape; others are confined within the barred cage. You can't attack a creature in a barred cage with a weapon unless the weapon can fit between the gaps. Even against such weapons (including non-energy ranged attacks), a creature in the barred cage has cover. All spells, energy attacks, and area effects can pass through the gaps in the bars.

Windowless Cell: This version of the spell produces a 10-foot cube with no way in and no way out. Solid walls of force form its six sides.

Treat the walls and bars of the *forcecage* as a *wall of force* for all other effects, including attempts to dispel or destroy it.

Casting this spell places considerable strain on you, requiring you to spend 1 Resolve Point.

FREEDOM OF MOVEMENT

School Abjuration; **Level** bard 5, cleric 7, mystic 5, technomancer 5

Casting Time 1 standard action

Range touch

Target creature touched

Duration 10 minutes/level

This spell enables you or a creature you touch to move and attack normally for the duration of the spell, ignoring the influence of mundane effects (such as difficult terrain) and magic that usually impedes movement, such as *hold person*, *slow*, and *web*.

All combat maneuver checks made to grapple the target automatically fail. The subject automatically succeeds on any combat maneuver checks and Escape Artist checks made to escape a grapple or a pin.

The spell also allows the subject to move and make melee attacks normally while underwater. (The *freedom of movement* spell does not, however, grant water breathing.) While under the effects of the spell the subject can take move actions to move, crawl, or take a guarded step in any direction in zero-gravity condition, as usual.

FREEZE

School Conjunction (creation, cold); **Level** magus 1-6, mystic 1-6, wizard 1, 2, 4, 5, 7, 9

Casting Time 1 standard action

Range see text

Target see text

Duration see text

Saving Throw see text; **Spell Resistance** see text

You call forth and manipulate ice to hinder your foes.

1st: When you cast *freeze* as a 1st-level spell, you launch a chunk of ice toward one creature within close range (25 ft. + 5 ft./2 levels), requiring a ranged attack against the target's EAC. If you hit, the creature takes 2d6 cold damage and must succeed on a Fortitude save or be staggered for 1 round. This effect is not subject to spell resistance.

2nd: When you cast *freeze* as a 2nd-level spell, you fill a 30-foot cone-shaped burst with shards of ice. Creatures in the area must succeed on a Reflex save or take 4d6 cold damage. This effect is subject to spell resistance.

3rd: When you cast *freeze* as a 3rd-level spell, ice forms a slippery sheet in a 10-foot radius burst on a surface within close range (25 ft. + 5 ft./2 levels), transforming it into difficult terrain for 1 round/level. Creatures in the area when the ice forms take 6d6 cold damage and become entangled. A successful Reflex save halves the damage and negates the entangled condition. This effect is not subject to spell resistance. (Wizards cast this version as a 4th-level spell.)

4th: When you cast *freeze* as a 4th-level spell, it functions similarly to the 3rd-level spell, save that the ice covers a 30-ft.-radius burst within medium range (100 ft. + 10 ft./level) and damage dealt to creatures within the area increases to 12d6. Additionally, each creature entangled by the ice must succeed on a Fortitude save or become fatigued for as long as they remain in the area and 1 round after exiting. (Wizards cast this version as a 5th level spell.)

5th: When you cast *freeze* as a 5th-level spell, a flurry of icy slivers flies forth in a 60-ft. line, dealing 12d6 cold damage to all creatures in the area. A successful Reflex save halves this damage. This effect is subject to spell resistance. You can spend 1 Resolve Point as a part of casting this spell to cast it as a move action, but if you do so you may not use your standard action to cast another spell. (Wizards cast this version as a 7th level spell.)

6th: When you cast *freeze* as a 6th-level spell, you attempt to trap one creature within close range (25 ft. + 5 ft./2 levels) in a cryogenic stasis. Unless the target succeeds on a Reflex save, a layer of magically-hard ice 10-inches thick surrounds and imprisons the creature. The ice has 10 hardness and 30 Hit Points. (Fire damage automatically bypasses this hardness.) While trapped in the ice, the target is helplessly preserved in a state of suspended animation, unaware of its surrounding and without the need to eat, breath, or sleep. The ice melts away after 1 hour/level, freeing the target. This effect is subject to spell resistance. (Wizards cast this version as an 9th level spell.)

FRIGHTFUL ASPECT

School Transmutation; **Level** cleric 8, mystic 6, wizard 8

Casting Time 1 standard action

Range personal

Target you

Duration 1 minute/level

You become a larger, more intimidating version of yourself. You take on features that horrify your enemies, and grow to size Large, unless you are already at least that size. (This does not affect your ability scores.) You gain DR 10/— and spell resistance equal to 11 + half your caster level. You also emit an aura that emanates 30 feet from you. Enemy creatures within the aura are shaken (no save). Each time a creature shaken by this aura hits you with

a melee attack, that creature becomes frightened for 1d4 rounds, though at the end of that duration it is no longer affected by this aura. The aura's effect is a fear and mind-affecting effect.

GALLANT INSPIRATION

School Divination (mind-affecting, sense-dependent);

Level bard 3

Casting Time 1 reaction

Range close (25 ft. + 5 ft./2 levels)

Target one living creature

Duration instantaneous

Saving Throw Will negates (harmless); **Spell**

Resistance yes

This word of magical encouragement often ensures success of a crucial endeavor. Cast this spell as a reaction when a creature fails a saving throw or skill check. The creature gains a +2d4 morale bonus to the saving throw or skill check retroactively. If the bonus is enough to turn the failure into a success, the roll succeeds.

You cannot take a standard action on the round after you cast this spell.

GASEOUS FORM

School Transmutation; **Level** bard 4, magus 4, mystic 4, wizard 6

Casting Time 1 standard action

Range personal

Target you

Duration 1 minute/level

You and all of your gear melt into a misty and insubstantial cloud of your size. Your KAC and EAC become equal to 10 + your key ability bonus, you gain DR 10/magic, and you become immune to poison, critical hits, and effects that target specific parts of your anatomy (such as *crush skull*). You can't attack or cast spells while in this form, and you lose all supernatural abilities.

While in this form, you gain a fly speed of 20 feet with perfect maneuverability. You can pass through small holes or narrow openings, even mere cracks. You are subject to the effects of wind, and you can't enter water or other liquid. You also can't manipulate objects or activate items, even those carried along with your gaseous form. Continuously active items remain active, though in some cases their effects may be moot.

GEAS

School Enchantment (compulsion, language-dependent, mind-affecting); **Level** bard 5-6, cleric 7 & 9, wizard 7 & 9

Casting Time see text

Range close (25 ft. + 5 ft./2 levels)

Target see text

Duration 1 day per level or until discharged (D)

Saving Throw see text; **Spell Resistance** yes

A *geas* places a magical command on a creature to carry out some service or to refrain from some action or course of action, as desired by you. While a *geas* cannot compel a creature to kill itself or perform acts that would result in certain death, it can cause most any other course of action.

The *geased* creature must follow the given instructions until the *geas* is completed, no matter how long it takes.

If the instructions involve some open-ended task that the recipient cannot complete through his own actions, the spell remains in effect for a maximum of 1 day per caster level. A clever recipient can subvert some instructions.

5th: When you cast *geas* as a 5th-level spell, it has a 1 round casting time and the target creature must be CR 7 or lower. If the subject is prevented from obeying the *geas* for 24 hours, it takes a -1 penalty on ability checks, attack rolls, and skill checks, and the saving throw DCs of all of its spells and abilities decrease by 1. Each day, another -1 penalty accumulates, up to a total of -13. These penalties are removed 24 hours after the subject resumes obeying the *geas*. (Wizards and clerics cast this version as an 8th-level spell.)

6th: When you cast *geas* as a 6th-level spell, the casting time increases to 10 minutes, you can target any living creature, regardless of its CR, and it allows no saving throw. The penalties for not obeying the *geas* increase to -2 per day to a maximum of -18. (Wizards and clerics cast this version as a 9th-level spell.)

A *geas* cast as a 5th-level spell (and any penalties accrued for not following it) can be ended by *break enchantment*, *remove affliction*, *miracle*, or *wish*. A *geas* cast as a 6th-level spell can only be removed by *miracle* or *wish*. *Dispel magic* does not affect a *geas*.

GETAWAY

School Conjunction (teleportation); **Level** bard 6, technomancer 6, wizard 8

Casting Time 1 minute

Range unlimited

Targets you and one willing creature/2 levels, all of which must be within 30 feet of you

Duration 1 hour/level

Saving Throw none; **Spell Resistance** no

This spell teleports you and allies you designate at the time of casting to a predetermined location. You must initially cast the spell at that location—all creatures affected by the spell must be present at that time and within 30 feet of you. At any time before the spell's duration expires, you may trigger the spell as a standard action. At that time, all affected creatures (or their remains and gear) within 30 feet of you are teleported to the location where you first cast the spell. Creatures more than 30 feet away from you are left behind. Selected creatures within 30 feet of you who do not wish to travel with you at that time can simply choose not to go. You can be transported any distance within a plane but cannot travel between planes. This spell can even teleport you to a moving starship, as long as you initially cast the spell on the ship and it is on the same plane as you.

GLITTERDUST

School Conjunction (creation); **Level** bard 2, magus 2, wizard 3

Casting Time 1 standard action

Range medium (100 ft. + 10 ft./level)

Area creatures and objects within a 10-ft-radius spread

Duration 1 round/level

Saving Throw Reflex partial; **Spell Resistance** no

You cause a shimmering cloud of silicate matter to appear in the affected area, coating all of those within. Shimmering dust outlines all invisible creatures and object in the area, causing them to lose their invisibility. Affected creatures also take a -10 penalty on Stealth checks while the spell lasts.

Additionally, affected creatures must succeed on a Reflex save or become flat-footed and off-target as the dust interferes with their vision. (Creatures who do possess precise senses other than sight are unaffected by this portion of the spell.) Each round at the end of their turns, affected creatures may attempt new Reflex saves to end these conditions.

GRAVITONIC FLUCTUATION

School Conjunction (teleportation); **Level** mystic 3-4, technomancer 3-4, wizard 5-6

Casting Time 1 standard action

Range close (25 ft. + 5 ft./2 levels)

Target see text

Duration 1 round/level

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

You levitate the target a few inches off the ground or subtly change the gravitational pull on a flying

or swimming creature. It gains the off-kilter condition. Each turn as a full action that provokes attacks of opportunity, it can attempt a new saving throw to right itself and end the spell's effect.

3rd: When you cast *gravitonic fluctuation* as a 3rd-level spell, you can target one creature. (Wizards cast this version as a 5th-level spell.)

4th: When you cast *gravitonic fluctuation* as a 4th-level spell, you can target one creature per level. (Wizards cast this version as a 6th-level spell.)

GUIDANCE

School Divination; **Level** cleric 0

Casting Time 1 standard action

Range personal

Target you

Duration 1 minute/level or until activated

You pray for your deity to grant you aid at an opportune moment. Once during the spell's duration, as a part of making a d20 roll, you can grant yourself a +1 divine bonus on the roll. You must decide to use this ability before the die is rolled. Triggering this spell puts you under considerable spiritual strain, and once you trigger it you cannot cast it again until you take a 10-minute rest to regain Stamina Points.

GUIDING STAR

School Divination; **Level** cleric 4, mystic 3

Casting Time 1 standard action

Range personal

Target you

Duration 1 day/level

You form a bond with your surroundings when you cast this spell. For the remaining duration of the spell you can always, as a standard action, determine your approximate distance from that area as well as the direction you must travel in order to reach it, even if it on another planet. You cannot determine the location of the area if you are on a different plane. The area counts as "very familiar" for the purposes of *teleport* or similar spells. You can only attune yourself to one location at a time. If you cast the spell at another spot you lose the ability to locate your original area.

GUST

School Evocation (air); **Level** technomancer 1-6, wizard 1, 2, 4, 5, 7, 9

Casting Time 1 standard action

Range see text

Effect see text

Duration see text

Saving Throw see text; **Spell Resistance** yes

You command the winds to do as you like, whether through brute arcane might or subtly altering atmospheric pressure.

1st: When you cast *gust* as a 1st-level spell, you speak a message of no more than 25 words into the air, and a breeze carries it to a location familiar to you within 1 mile/level. The wind then travels at 10 miles per hour to the specified destination, as long as there is an open path for it to follow. (It cannot deliver a message into a hermetically sealed room, for instance, but it can travel through minute cracks.) The breeze then delivers the message as if you had spoken it aloud at that location. The message is delivered regardless of whether anyone is present to hear it.

2nd: When you cast *gust* as a 2nd-level spell, you create a 60-foot-long, line-shaped gust of windstorm force (70 mph) long that lasts for 1 round and affects everything in its path. Small and smaller creatures on the ground are knocked prone unless they succeed on a Fortitude save. Medium and smaller creatures can only move against the direction of the wind if they succeed at a DC 15 Strength check. The movement of Large and bigger creatures on the ground are unaffected by the wind. Flying creatures in the area must succeed on a DC 27 Acrobatics check to move in the wind's area. If they fail this check by 5 or more, they are blown 2d6 × 10 feet in the direction of the wind, and take 2d6 bludgeoning damage. Nonenergy ranged weapon attack rolls take a -4 penalty, while attacks with archaic ranged weapons are impossible.

3rd: When you cast *gust* as a 3rd-level spell, an invisible vertical curtain of wind 5 feet high and 10 feet/level long appears. It is 2 feet thick and of considerable strength. Tiny and Small flying creatures cannot pass through the barrier. Any other nonenergy ranged weapon passing through the wall has a 30% miss chance, while archaic ranged weapon attacks through the curtain are impossible. Gases, most gaseous breath weapons, and creatures in *gaseous form cannot pass through the wall*. While the wall must be vertical, you can shape it in any continuous path along the ground that you like. It is possible to create cylindrical or square *wind walls to enclose specific points*. (Wizards cast this version as a 4th level spell.)

4th: When you cast *gust* as a 4th-level spell, you create a powerful blast of air capable of flinging an opponent upward. Target one creature within close range (25 ft. + 5

ft./2 levels). Unless the target succeeds on a Reflex save, the force of the air deals 10d6 points of bludgeoning damage and hurls the target upward 50 feet. If a solid object (such as a ceiling) is encountered, the target strikes the object in the same manner as it would during a normal fall. After this blast of air ceases, the target falls down (unless it was flying), taking falling damage as normal. A successful Reflex save means the target takes half damage from the air blast but is not moved by it. (Wizards cast this version as a 5th level spell.)

5th: When you cast *gust* as a 5th-level spell, a 40-foot-high downdraft of windstorm-force winds clear a path ahead of you in a 100-foot line. During the first round of the spell, the winds sweep the designated area clear of unsecured objects of Small or smaller size, blowing it outward to the sides of the spell's effect (50% chance of landing on either side). You may move within the effect without penalty, though all other creatures are subject to the wind's effects, as the 2nd-level version of *gust*. On the second and all later rounds of the spell, the edges of the effect are treated as a *wind wall*. If the effect includes a body of water or other liquid, the winds create a channel up to 40 feet deep into the surface of the liquid.^[SEP] On your turn as a move action, you can move the effect of this spell, either rotating it at one of its ends up to 45 degrees, or moving it up to 50 feet in line with its current orientation (toward you or away from you). The winds last for as long as you concentrate. (Wizards cast this version as a 7th level spell.)

6th: When you cast *gust* as a 6th-level spell, you surround yourself with a shroud of tornado-force winds. These winds grant you a fly speed of 60 feet with perfect maneuverability. The winds shield you from any other wind effects, and form a shell of breathable air around you, allowing you to fly and breathe underwater or in outer space. Nonenergy ranged attacks passing through the winds are deflected by the winds and automatically miss you. Gases and most gaseous breath weapons cannot pass through the winds. In addition, when a creature hits you with a melee attack, you can shape your winds so they lash out at that creature as a reaction. The creature must make a Fortitude saving throw or take 15d6 points of bludgeoning damage and be knocked prone (if on the ground). On a failed save, Huge or smaller flying creatures are blown 2d6 × 10 feet in the direction of your choice. On a successful save, the damage is halved and the creature is not knocked prone or blown away. (Wizards cast this version as a 9th level spell.)

HALT UNDEAD

School Necromancy; **Level** wizard 6

Casting Time 1 standard action

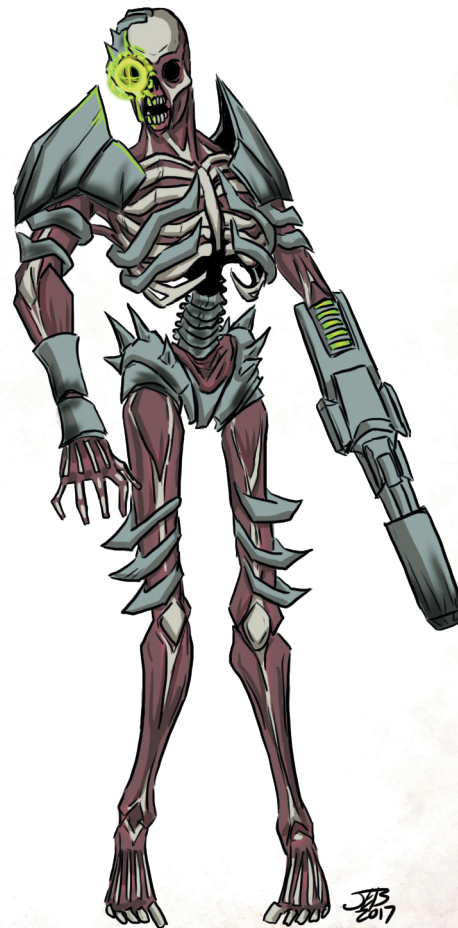
Range medium (100 ft. + 10 ft./level)

Targets up to three undead creatures, no two of which can be more than 30 ft. apart trail of flame that follows your movements, see text

Duration 1 round/level

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

This spell renders as many as three undead creatures immobile. A successful saving Will save negates this ability, and undead may add their channel resistance bonus to the save. If the spell is successful, it renders the undead creature immobile for the duration of the spell (similar to the effect of *hold person* on a living creature, through the undead do not receive additional saves to end the effect early.). The effect is broken if the halted creatures are attacked or take damage.



HEROES' FEAST

School Conjuration (creation); **Level** bard 6, cleric 8

Casting Time 10 minutes

Range close (25 ft. + 5 ft./2 levels)

Effect feast for one creature/level

Duration 1 hour 12 hours; see text

Saving Throw none; **Spell Resistance** no

You bring forth a great feast, including a magnificent table, chairs, service, and food and drink. The feast takes 1 hour to consume, and the beneficial effects do not set in until this hour is over. Every creature partaking of the feast is cured of all sickness and nausea, receives the benefits of *remove affliction*, and gains 30 temporary hit points after partaking in the feast. The magical food also grants each creature that partakes a +1 morale bonus on damage rolls and Will saves and a +4 morale bonus on saving throws against poison and fear effects for 12 hours.

If the feast is interrupted for any reason, the spell is ruined and all effects of the spell are negated.

HEROISM

School Enchantment (mind-affecting); **Level** bard 3-4, wizard 4-5

Casting Time 1 standard action

Range touch

Target creature touched

Duration 10 minutes/level

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

This spell imbues a single creature with great bravery and morale in battle.

3rd: When you cast *heroism* as a 3rd-level spell, the target gains a +2 morale bonus on damage rolls and saves against fear effects, and the DC to demoralize the target using the Intimidate skill increases by 2. (Wizards cast this version as a 4th-level spell.)

4th: When you cast *heroism* as a 5th-level spell, the target gains a +4 morale bonus on damage rolls and saves against fear effects, and the DC to demoralize the target using the Intimidate skill increases by 4. (Wizards cast this version as a 5th level spell.)

HIDEOUS LAUGHTER

School Enchantment (compulsion, mind-affecting); **Level** bard 3, wizard 6

Casting Time 1 standard action

Range close (25 ft. + 5 ft./2 levels)

Target one creature, see text

Duration 1 round/level

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

This spell afflicts the subject with uncontrollable laughter. It collapses into gales of manic laughter, falling prone. The subject can take no actions while laughing, but is not considered helpless. After the spell ends, it can act normally. On each of its turns, the target may attempt a new saving throw to end the effect. This is a full action that does not provoke attacks of opportunity. The first time it saves, the target is staggered rather than unable to take actions. On the second successful save, the effect ends.

HOLD MONSTER, MASS

School Enchantment (compulsion, mind-affecting);

Level wizard 9

Casting Time 1 standard action

Range medium (100 ft. + 10 ft./level)

Targets one creature per level, no two of which can be more than 30 ft. apart

Duration 1 round/level (D)

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

This spell functions like *hold person*, except that it affects multiple creatures, regardless of their type.

HOLD PERSON, MASS

School Enchantment (compulsion, mind-affecting);

Level mystic 6, wizard 8

Casting Time 1 standard action

Range medium (100 ft. + 10 ft./level)

Targets one humanoid creature per level, no two of which can be more than 30 ft. apart

Duration 1 round/level (D)

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

This spell functions like *hold person*, except that it affects multiple humanoid creatures.

HORRID WILTING

School Necromancy; **Level** wizard 9

Casting Time 1 standard action

Range long (400 ft. + 40 ft./level)

Target living creatures within range, no two of which can be more than 60 ft. apart

Duration instantaneous

Saving Throw Fortitude half; **Spell Resistance** yes

This spell evaporates moisture from the body of each subject living creature, causing flesh to wither, crack, and crumble to dust. This deals 20d6 damage to each target. This spell is especially devastating to plant creatures and creatures with the water subtype, which instead take 20d12 points of damage.

HOSTILE JUXTAPOSITION

School Conjuration (teleportation); **Level** technomancer 5-6, magus 5-6, wizard 7-8

Casting Time 1 standard action

Range close (25 ft. + 5 ft./2 levels)

Target see text

Duration 1 round/level or until discharged

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

You create a dimensional link to the target creature or creatures. When you are attacked or the subject of a spell that deals damage to you, as a reaction you can cause yourself and the target creature to teleport and switch places. The target then becomes the target of the triggering attack or spell instead of you. If you fail to teleport out of the area of an effect, that effect might still affect you. If you try to teleport the target into an occupied space or a space it could not normally stand within without squeezing, the juxtaposition fails. Further, if the target is unconscious or dead when you attempt to switch places, the juxtaposition fails.

5th: When you cast *hostile juxtaposition* as a 5th-level spell, you can target one creature of your size or smaller, and once you have used it to teleport once, this spell is discharged. (Wizards cast this version as a 7th-level spell.)

6th: When you cast *hostile juxtaposition* as a 6th-level spell, you can target one creature of your size or smaller for every four caster levels you have or you can target a single creature that is larger than you are. You can switch places with each target only once while the effect lasts. Once you have used it to teleport and switch places with each affected target, the spell is discharged. (Wizards cast this version as an 8th-level spell.)

INVISIBILITY PURGE

School Abjuration; **Level** mystic 3, cleric 5

Casting Time 1 standard action

Range personal

Target you

Duration 1 minute/level (D)

You surround yourself with a sphere of power with a radius of 5 feet per caster level that negates all forms of invisibility. Anything invisible becomes visible while in the area. Its invisibility is merely suppressed, not dispelled, while it is in the area. If it leaves that area, it resumes its invisibility, provided that its duration has not expired in the meantime.

INVISIBLE SENTRY

School Conjuration (creation, force); **Level** technomancer 4, wizard 6

Casting Time 1 standard action

Range close (25 ft. + 5 ft./2 levels)

Effect unseen guardian creature

Duration 1 hour/level or until discharged, then 1 round/level until discharged, see text (D)

Saving Throw Reflex partial, see text; **Spell Resistance** yes, see text

You conjure a Medium phantom guardian creature that is invisible to everyone but yourself. (The creature takes the form of your choice, though its appearance has no effect on its function.) It then guards the area where it was conjured (it does not move). The sentry has blindsense (vibration) 30 ft. and immediately starts sounding a loud alarm if any Small or larger creature approaches within 30 feet of it. (Those within 30 feet of the sentry when it is conjured may move about in the area, but if they leave and return, they activate the alarm.) The guardian continues sounding the alarm for up to 1 round/level.

If an intruder approaches to within 5 feet of the sentry, it detonates in an explosion of force, stunning the intruder for 1 round, unless it succeeds on a Will save. (Spell resistance applies to this effect.) This discharges and ends the spell.

The spell lasts for 1 hour per caster level, but once the guardian begins sounding the alarm, it lasts only 1 round per caster level. If you are ever more than 100 feet distant from the hound, the spell ends. The sentry cannot be attacked, but it can be dispelled.

IRRESISTIBLE DANCE

School Enchantment (compulsion, mind-affecting);

Level bard 6, wizard 8

Casting Time 1 standard action

Range touch

Target living creature touched

Duration 1d4+1 rounds

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

The target feels an undeniable urge to dance and begins doing so, complete with foot shuffling and tapping. The spell effect makes it impossible for the subject to do anything other than caper and prance in place. The effect imposes the flat-footed condition and a -10 penalty on Reflex saves. The dancing subject provokes attacks of opportunity from all creatures threatening it each round on its turn. A successful Will save reduces the duration of this effect to 1 round.

JESTER'S JAUNT

School Conjuration (teleportation); **Level** bard 3, technomancer 3

Casting Time 1 standard action

Range touch

Target creature touched

Duration instantaneous

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

You teleport the target to a space you can see within 30 feet of the target. The destination must be on solid ground, and the teleportation cannot end in a space that is by nature hazardous to the creature you are teleporting.

LOCK GAZE

School Enchantment (compulsion, mind-affecting);

Level bard 2, mystic 2, wizard 3

Casting Time 1 standard action

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration 1 round/level (D)

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

You compel the target to look at you and only you for the spell's duration or until the spell is discharged. If the target is fascinated by you when you cast this spell, it takes a -2 penalty to its saving throw against this spell. While staring at you, the target is considered to be averting its eyes from every creature but you, granting creatures other than you concealment against the target's attacks. If the target willingly leaves your line of sight, it is blinded for 1 round and the spell ends. If you willingly leave the target's line of sight or become unconscious or dead, the spell creature suffers no ill effects. Blind creatures, creatures immune to gaze attacks, and creatures that rely on precise senses other than sight are immune to this spell.

MAGIC FANG

School Transmutation; **Level** mystic 1

Casting Time 1 standard action

Range touch

Target living creature touched

Duration 1 minute/level

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

You enchant the creature's natural attacks so that they count as magic for the purpose of overcoming damage reduction. While the spell is in effect, the target gains a +1 enhancement bonus to damage on its natural attacks.

MAGIC MOUTH

School Illusion; **Level** bard 2, wizard 2

Casting Time 1 standard action

Range touch

Target one creature or object

Duration permanent until discharged

Saving Throw Will negates (object); **Spell Resistance** yes (object)

This spell imbues the chosen object or creature with an enchanted mouth that suddenly appears and speaks its message the next time a specified event occurs. The message, which must be 25 or fewer words long, can be in any language known by you and can be delivered over a period of 10 minutes. The mouth does, however, move according to the words articulated; if it were placed upon a statue, the mouth of the statue would move and appear to speak.

The spell functions when specific conditions are fulfilled according to your command as set in the spell. Commands can be as general or as detailed as desired, although only visual and audible triggers can be used. Triggers react to what appears to be the case. Disguises and illusions can fool them. Normal darkness does not defeat a visual trigger, but magical darkness or invisibility does. Magical silence defeats audible triggers. Audible triggers can be keyed to general types of noises or to a specific noise or spoken word. Actions can serve as triggers if they are visible or audible. A *magic mouth* cannot distinguish alignment, level, CR, or class except by external garb.

The range limit of a trigger is 15 feet per caster level, so a 6th-level caster can command a magic mouth to respond to triggers as far as 90 feet away. Regardless of range, the mouth can respond only to visible or audible triggers and actions in line of sight or within hearing distance.

MAZE

School Conjuration (teleportation); **Level** wizard 9

Casting Time 1 standard action

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration see

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

You banish the subject into an extradimensional labyrinth. If the target is confused when you cast this spell at it, it takes a -2 penalty to its save against the spell. Each round on its turn, it may attempt a DC 20 Intelligence check to escape the labyrinth as a full-round action. If the subject doesn't escape, the maze disappears after 10 minutes, freeing the subject.

On escaping or leaving the maze, the subject reappears where it had been when the maze spell was cast. If this location is filled with a solid object, the subject appears in the nearest open space. Spells and abilities that move a creature within a plane, such as *teleport* and *dimension door*, do not help a creature escape a maze spell, although a *plane shift* spell allows it to exit to whatever plane is designated in that spell.

MELD INTO SURFACE

School Transmutation; **Level** mystic 4

Casting Time 1 standard action

Range personal

Target you

Duration 10 minute/level

You meld your body and possessions into a solid wall, floor, or other solid surface. The surface must be large enough to accommodate your body in all three dimensions and may be composed of any material. When the casting is complete, you and not more than 100 pounds of nonliving gear merge with the surface. If either condition is violated, the spell fails and is wasted. You cannot move within the surface while you are within it, and you must stay within the square or squares you entered when you cast the spell.

While in the surface, you have total cover, though you remain in contact with the face of the surface through which you melded. You remain aware of the passage of time and can cast spells on yourself. Nothing that goes on outside the surface can be seen, but you can still hear what happens around you. Minor physical damage to the surface does not harm you, but its partial destruction (to the extent that you no longer fit within it) expels you and deals you 5d6 points of damage. The surface's complete destruction expels you and slays you instantly unless you make a DC 18 Fortitude save. Even if you make your save, you still take 5d6 points of damage.

Before the duration expires, you can step out of the surface you entered. If the spell's duration expires or the effect is dispelled before you voluntarily exit the surface, you are violently expelled and take 5d6 points of damage.

MEMORIZE PAGE

School Enchantment (mind-affecting); **Level** bard 1, technomancer 1, wizard 1

Casting Time 10 minutes

Range touch

Target one living creature and one touched page of text, see text

Duration instantaneous

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

The target gains a perfect memory of the page worth of text you touch as a part of casting this spell. The target can visualize this page as easily as looking at it in person, including minute details visible to close scrutiny by the naked eye. The memory of the page includes text and images, such as a drawing or a map, a computer screen, or any other form of visual data up to 750 words or an image up to 8.5 inches x 11 inches. Someone unfamiliar with the language on the page (or even an illiterate person) could relay what is written simply by copying the shapes of the letters so another person can read them.

The maximum number of pages that a particular target can memorize through repeated castings of this spell is equal to the target's Intelligence modifier (minimum 1); any attempts beyond this limit have no effect, although the target's memory of a page could be magically erased to effectively make room for a different one.

METEOR SWARM

School Evocation (fire); **Level** wizard 9

Casting Time 1 standard action

Range long (400 ft. + 40 ft./level)

Effect four 40-ft.-radius spreads, see text

Duration instantaneous

Saving Throw none or Reflex half, see text; **Spell Resistance** yes

When you cast it *meteor swarm*, four 2-foot-diameter spheres spring from your outstretched hand and streak in straight lines to the spots you select. The meteor spheres leave a fiery trail of sparks.

If you aim a sphere at a specific creature, you can make a ranged attack against EAC to strike the target with the meteor. Any creature struck by a sphere takes 10d6 points of bludgeoning damage (no save) and takes a -4 penalty on the saving throw against the sphere's fire damage (see below). If a targeted sphere misses its target, it simply explodes at the nearest corner of the target's space. You may aim more than one sphere at the same target.

Once a sphere reaches its destination, it explodes in a 40-foot-radius spread, dealing 10d6 points of fire damage to each creature in the area. If a creature is within the area of more than one sphere, it must save separately against each. Despite stemming from separate spheres, all of the fire damage is added together after the saves have been made, and fire resistance is applied only once.



METEORIC TRAIL

School Evocation (fire); **Level** magus 3, wizard 4

Casting Time 1 standard action

Range personal

Effect trail of flame that follows your movements, see text

Duration 1 round/level

Saving Throw none; **Spell Resistance** yes

You leave a trail of blazing energy behind you when you move. During the spell's duration, each time you leave your space, you create a trail of fire that burns within the spaces you move through for one round before it burns out. These flames otherwise function as *wall of fire*, though you are not harmed by them.

MIND BLANK

School Abjuration; **Level** mystic 6, wizard 8

Casting Time 1 standard action

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration 1 hour/level

Saving Throw Will negates (harmless); **Spell**

Resistance yes (harmless)

The subject is protected from all devices and spells that gather information about the target through divination magic (such as *detect thoughts*, *clairaudience/clairvoyance*, and *see invisible*). This spell also grants

a +8 insight bonus on saving throws against all mind-affecting spells and effects. *Mind blank* even foils *miracle*, and *wish* spells when they are used in such a way as to gain information about the target. In the case of scrying that scans an area the creature is in, such as *arcane eye*, the spell works but the creature simply isn't detected. Scrying attempts that are targeted specifically at the subject do not work at all.

MISDIRECTION

School Illusion; **Level** bard 3, wizard 4

Casting Time 1 standard action

Range close (25 ft. + 5 ft./2 levels)

Target one creature or object, up to a 10-ft. cube in size

Duration 1 hour/level (D)

Saving Throw none or Will negates, see text; **Spell**

Resistance no

By means of this spell, you short-circuit the information from divination spells that have "detect" in their name and abilities that function as these spells, such as a paladin's ability to detect evil. On casting the spell, you choose another object within range. For the duration of the spell, the subject of *misdirection* is detected as if it were the other object. Neither the subject nor the other object gets a saving throw against this effect. Detection spells provide information based on the second object rather than on the actual target of the detection unless the caster of the detection succeeds on a Will *save*. For instance, you could make yourself detect as a tree if one were within range at casting: not evil, not magical, neutral in alignment, a plant, and so forth.

MYSTIC HARM

School Necromancy; **Level** cleric 1, 2, 4, 5, 7 & 8, mystic 1-6

Casting Time 1 standard action

Range touch

Target one living creature

Duration instantaneous

Saving Throw Will partial, see text; **Spell Resistance** yes

With a touch, you sap a target's life force, dealing a number of points of negative energy damage. If the target is reduced to 0 Hit Points as a result of this damage, you gain a number of temporary Hit Points equal to the amount by which the damage exceeded the target's current Hit Points when the spell was cast, as long as the target was a significant enemy (see Chapter 8 of the *Starfinder Core Rulebook*). These temporary Hit Points last for 1 minute, and multiple instances of this ability do not stack, instead leaving you with the most recent amount of temporary Hit Points.

Mystic harm deals an amount of damage to your target depending on the spell's level. Higher levels also have additional effects. A successful Will save halves the damage and negates the additional effects.

1st: 1d8 + your key ability modifier damage

2nd: 3d8 + your key ability modifier damage and 1 bleed damage

3rd: 5d8 + your key ability modifier damage and 2 bleed damage (Clerics cast this version as a 4th-level spell.)

4th: 7d8 + your key ability modifier damage, 3 bleed damage, and staggered for 1 round (Clerics cast this version as a 5th-level spell.)

5th: 9d8 + your key ability modifier damage, 4 bleed damage, and stunned for 1 round (Clerics cast this version as a 7th-level spell.)

6th: 11d8 + your key ability modifier damage, 5 bleed damage, and paralyzed for 1 round (Clerics cast this version as an 8th-level spell.)

Casting this spell does not provoke an attack of opportunity.

MYSTIC HARM, MASS

School Necromancy; **Level** cleric 7 & 8, mystic 5-6

Casting Time 1 standard action

Range close (25 ft. + 5 ft./2 levels)

Target up to one living creature/level, no two of which can be more than 30 ft. apart

Duration instantaneous

Saving Throw Will partial, see text; **Spell Resistance** yes

This spell functions as *mystic harm*, except as noted above. Choose one target within 10 feet of you when you cast this spell. You only gain temporary Hit Points (as described in *mystic harm*) if that creature is reduced to 0 Hit Points by the spell.

Mass mystic harm deals an amount of damage to your target depending on the spell's level. Higher levels also

have additional effects. A successful Will save halves the damage and negates the additional effects.

1st: 3d8 + your key ability modifier damage and 1 bleed damage (Clerics cast this version as a 7th-level spell.)

2nd: 5d8 + your key ability modifier damage and 2 bleed damage (Clerics cast this version as an 8th-level spell.)

Casting this spell provokes attacks of opportunity, as usual.

MYSTIC RECOVERY

School Conjunction (healing); **Level** cleric 1, 2, 4, 5, 7 & 8, mystic 1-6

Casting Time 1 standard action

Range touch

Target one living creature

Duration 1 round/level

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

With a touch, you grant the target a steady surge of vitality. You can't target a creature that has been brought to 0 Hit Points with this spell.

Mystic recovery grants your target an amount of fast healing depending on the spell's level. (The target regains the listed amount of Hit Points each round at the end of its turn, up to its normal maximum.)

1st: Fast healing 1

2nd: Fast healing 2

3rd: Fast healing 3 (Clerics cast this version as a 4th-level spell.)

4th: Fast healing 4 (Clerics cast this version as a 5th-level spell.)

5th: Fast healing 5 (Clerics cast this version as a 7th-level spell.)

6th: Fast healing 6 (Clerics cast this version as an 8th-level spell.)

Casting this spell does not provoke an attack of opportunity.

NIGHTMARE

School Illusion (evil, mind-affecting); bard 3, mystic 3, wizard 5

Casting Time 10 minutes

Range unlimited

Target one living creature

Duration instantaneous

Saving Throw Will negates, see text; **Spell Resistance** yes

You send a hideous and unsettling phantasmal vision to a specific creature that you name or otherwise specifically designate. The *nightmare* prevents restful sleep and causes 5d10 points of damage. The *nightmare* leaves the subject fatigued for the next 24 hours. You do not need line of sight or line of effect to target this creature.

The difficulty of the save depends on how well you know the subject and what sort of physical connection (if any) you have to the creature whose spirit you wish to call.

Knowledge: If you know only the target's name, it gains a +10 bonus on its Will save. If you have only the name and a description of the subject, it gains a +5 bonus on its Will save. If you met the subject in life, it receives no bonus.

Connection: If you have a likeness or picture of the subject, or an object that the subject possessed in life, it receives a -5 penalty on its Will save. If you have a piece of the subject's remains, such as a bone, lock of hair, or nail clipping, the subject receives a -10 penalty to its Will save

These bonuses and penalties are cumulative. For example, if you only knew a subject's name, but possessed a ring it had owned in life, the subject would have a +5 bonus on its Will save.

If the target is awake when the spell begins, you can choose to cease casting (ending the spell) or enter a trance until the recipient goes to sleep, whereupon you become alert again and complete the casting. If you are disturbed or damaged during the trance you come awake, ending the spell. While in the trance, you are unaware of your surroundings or of the activities around you while in the trance. You are defenseless both physically and mentally (always failing any saving throw) while in the trance.

Creatures who don't sleep or don't dream are immune to this spell.

ONEIRIC HORROR

School Illusion (mind-affecting); bard 2, mystic 2, wizard 3

Casting Time 1 standard action

Range medium (100 ft. + 10 ft./level)

Target one living creature

Duration 1 round/level

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

You cause the subject to believe it is being attacked by a creature out of its nightmares.

If the target has taken half or more of its Stamina Points or Hit Points when you target it with this spell, it takes a -2 penalty to its saving throw against this spell. Each round, the subject makes a full-attack action against the creature. Each round on its turn after making a full attack against the imaginary creature, the subject can attempt a new saving throw to end the effect. Unless it succeeds on its initial save against the spell, the subject is fatigued for 1 minute after the spell ends.

OVERWHELMING PRESENCE

School Enchantment (compulsion, mind-affecting); bard 6, cleric 9, mystic 6, wizard 9

Casting Time 1 standard action

Range medium (100 ft. + 10 ft./level)

Target one living creature/level, no two of which can be more than 30 ft. apart

Duration 1 round/level

Saving Throw Will negates, see text; **Spell Resistance** yes

Your presence inspires incredible awe in those nearby. A creature that fails a save against this spell falls to the ground prone and prostrates itself before you, believing it bows before a divine presence. A flying creature must land immediately in order to prostrate itself. These creatures are considered helpless for the duration of the spell. Each round on its turn as a full action that doesn't provoke attacks of opportunity, a target of this spell may attempt a new saving throw to end the effect. A creature that recovers from this spell early after being affected by it for at least 1 round is staggered for 1d4 rounds. A creature that makes the initial save to resist this spell is merely staggered for 1 round.

PEACEBOND

School Abjuration; technomancer 1, wizard 1

Casting Time 1 standard action

Range close (25 ft. + 5 ft./2 levels)

Target one sheathed or stowed weapon

Duration 1 minute/level

Saving Throw Will negates (object); **Spell Resistance** yes (object)

You lock a weapon in place on its owner's body, or within the weapon's sheath or holster. Anyone who then tries to draw the weapon must spend a standard action and succeed at a Strength check (DC equal to this spell's saving throw DC) to do so.

PILLAR OF LIFE

School Conjuration (healing, light); mystic 3, cleric 4

Casting Time 1 standard action

Range medium (100 ft. + 10 ft./level)

Effect 5-ft.-square pillar of positive energy, 20 ft. high

Duration 1 round/level

Saving Throw none; **Spell Resistance** yes

You conjure a pillar of positive energy in a single 5-foot square within range that radiates light as if it were a lantern. Living creatures adjacent to the pillar can spend a standard action to touch the pillar and heal 3d8 points of damage. Creatures can move into the square containing the pillar, but if an undead creature moves into the pillar it takes 3d8 points of damage (no save). Undead creatures vulnerable to bright light take 6d8 points of damage. A creature cannot benefit or suffer more than once from a single casting of this spell.

PLANESLAYER'S CALL

School Abjuration (chaos, evil, good, or lawful); mystic 3, cleric 4

Casting Time 1 standard action

Range 20 ft.

Targets allies within a 20-ft.-radius burst centered on you

Duration 1 round/level

Saving Throw none; **Spell Resistance** yes (harmless)

The magic of your allies in the area becomes more potent against certain outsiders. Choose one alignment subtype (chaotic, evil, good, or lawful). Against outsiders with that alignment subtype, your allies in the area gain a +2 bonus on caster level checks to overcome spell resistance, and their spells ignore the first 10 points of energy resistance (but not energy immunity) of outsiders with the chosen subtype.

This spell gains the alignment descriptor that opposes the outsider alignment chosen. For example, if you choose for the spell to affect evil outsiders, then this spell has the good descriptor.

PLANT GROWTH

School Transmutation; mystic 3

Casting Time 1 standard action

Range see text

Target or area see text

Duration instantaneous

Saving Throw none; **Spell Resistance** no

Plant growth has different effects depending which of the two effects of the spell you choose.

Overgrowth: This effect causes normal vegetation (grasses, briars, bushes, creepers, thistles, trees, vines, and so on) within long range (400 feet + 40 feet per caster level) to become thick and overgrown. The plants entwine to form a thicket or jungle that creatures must hack or force a way through. Speed drops to 5 feet, or 10 feet for Large or larger creatures. The area must have brush and trees in it for this spell to take effect. If this spell is cast on an area that is already affected by any spell or effect that enhances plants, any DC involved with these spells is increased by 4. This bonus is granted for 1 day after the casting of *plant growth*.

At your option, the area can be a 100-foot-radius circle, a 150-foot-radius semicircle, or a 200-foot-radius quarter circle. You may designate places within the area that are not affected.

Enrichment: This effect targets plants within a range of a half-mile, raising their potential productivity over the course of the next year to one-third above normal.

This spell has no effect on plant creatures.

POISON

School necromancy; cleric 5, mystic 3

Casting Time 1 standard action

Range touch

Target living creature touched

Duration instantaneous, see text

Saving Throw Fortitude negates, see text; **Spell Resistance** yes

You channel venomous power into an enemy. Make a melee attack against the target's EAC; if you hit, the target is exposed to shadow essence poison (see Chapter 11 of the *Starfinder Core Rulebook*). The Fortitude save DC to cure the poison is equal to this spell's DC.

POSSESSION

School Necromancy; mystic 5-6, wizard 8-9

Casting Time 1 standard action

Range medium (100 ft. + 10 ft./level)

Target one creature

Duration 1 hour/level (D)

Saving Throw Fortitude negates (object), see text;

Spell Resistance yes (object)

You attempt to possess a creature by projecting your soul into its body. The target creature must be within spell range and you must know where it is, though you do not need line of sight or line of effect to it. Failure to take over a host ends the spell.

If you are successful, your life force occupies the host body. The host's soul is imprisoned with you, but can still use its own senses (though it can't assert any influence or use even purely mental abilities). You can communicate telepathically with the host as if you shared a common language, but only with your consent. You keep your Intelligence, Wisdom, Charisma, Resolve Points, level, class, base attack bonus, base save bonuses, alignment, and mental abilities (including skill ranks, feats, class-granted supernatural abilities, and spellcasting abilities). The body retains its Strength, Dexterity, Constitution, Hit Points, Stamina Points (if it has them), natural abilities, and automatic abilities. A body with extra limbs doesn't allow you to make more attacks (or more advantageous full attacks than normal. You can't activate the body's extraordinary or supernatural abilities, nor can you cast any of its spells or spell-like abilities.

As a standard action, you can shift freely back to your own body regardless of range, so long as it remains on the same plane. If the host's body is killed, you return to your own body and the life force of the host departs (it is dead). Returning to your body ends the spell. Creatures whose souls are their bodies, such as incorporeal undead and non-native outsiders, cannot be targeted by this spell.

5th: When you cast *possession* as a 5th-level spell when you transfer your soul upon casting, your body appears to be dead. If your body is slain, when the spell expires or the host's body is killed, you are slain. (Wizards cast this version as an 8th-level spell.)

6th: When you cast *possession* as a 6th-level spell, transfer your soul upon casting, you enter the host's body and your physical body vanishes. You are ejected to the closest empty square upon expiration of the spell or upon the host's death. (Wizards cast this version as a 9th-level spell.)

PRAYER

School Enchantment (compulsion, mind-affecting);

Level cleric 4

Casting Time 1 standard action

Range 40 ft.

Area all allies and foes in a 40-ft.-radius burst centered on you

Duration 1 round/level

Saving Throw none; **Spell Resistance** yes

You bring special favor upon yourself and your allies while bringing disfavor to your enemies. You and each of your allies gain a +1 insight bonus on weapon damage rolls, saves, and skill checks, while each of your foes takes a –1 penalty on such rolls.

PRISMATIC SPRAY

School Enchantment (compulsion, mind-affecting);

Level wizard 9

Casting Time 1 standard action

Range 60 ft.

Area cone-shaped burst

Duration instantaneous

Saving Throw see text; **Spell Resistance** yes

This spell causes seven shimmering, multicolored beams of light to spray from your hand. Each beam has a different power. Creatures in the area of the spell with of CR 8 or less are automatically blinded for 2d4 rounds (no save). Every creature in the area is randomly struck by one or more beams, which have additional effects (see below). Roll 1d8 to determine which beams strike the creatures.

1d8	Color of Beam	Effect
1	Red	20 points of fire damage (Reflex save for half)
2	Orange	40 points of acid damage (Reflex save for half)
3	Yellow	80 points of electricity damage (Reflex save for half)
4	Green	Exposed to deathblade poison (See Chapter 11 of the <i>Starfinder Core Rulebook</i> . Fortitude save DC for the poison is equal to the DC of this spell.)
5	Blue	<i>Flesh to Stone</i> (Fortitude negates)
6	Indigo	Contracts mummy rot (See Chapter 11 of the <i>Starfinder Core Rulebook</i> . Fortitude save DC for the disease is equal to the DC of this spell.)
7	Violet	Sent to another plane of your choice (Will negates)
8		Struck by two rays. (Roll twice more, ignoring an "8" results.)

PURGING FINALE

School Conjuraton (healing, sense-dependent); **Level** bard 4

Casting Time 1 standard action

Range close (25 ft. + 5 ft./2 levels)

Target one living creature

Duration instantaneous

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

You must have a bardic performance in effect to cast this spell. With a flourish, you immediately end your bardic performance, affecting the target as with *remove affliction*.

RAY OF SICKENING

School Necromancy; **Level** mystic 1, cleric 1, wizard 1

Casting Time 1 standard action

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration 1 minute

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

You create a chartreuse ray of energy that you fire at an opponent. You must make a ranged attack against your target's EAC, but you can add your key ability score bonus to this attack instead of your Dexterity modifier if it is higher. If you hit, the target is sickened for the spell's duration, unless it succeeds on a Fortitude saving throw.

READ MAGNETIC FIELD

School Divination; **Level** bard 0, mystic 0, technomancer 0

Casting Time 1 standard action

Range personal

Target you

Duration instantaneous

When you cast this spell, you instantly sense the presence of strong magnetic fields. You can use this sensitivity to instantly detect the direction of magnetic north if you are on a celestial body with a planetary magnetic field. Alternatively, if you are within a local magnetic field, you detect the source of the field. You also gain blindsense (60 feet), only to detect things that are themselves the source of strong magnetic fields.

REFLECTIVE HIDEAWAY

School Transmutation; **Level** technomancer 3, wizard 5

Casting Time 1 standard action

Range touch

Target one mirror, computer monitor, screen, or similar reflective surface at least 3-ft.-by-3-ft.

Duration 1 hour/level (D)

Saving Throw Will negates (object); **Spell Resistance** yes (object)

You transform a reflective surface into a portal to an extradimensional space. The space can hold as many as eight Medium creatures. Creatures that enter this space are hidden and beyond the reach of spells (including divinations), unless those spells work across planes. If the surface is covered (such as by a cloth, or by being placed face down or against a wall), the portal becomes inactive. If the surface is broken, destroyed, or moved more than 5 feet from where it was when you cast the spell, the spell ends; any creatures within the extradimensional space are expelled from it (see below) and become nauseated for 1d6 rounds (no save).

Spells cannot be cast across the extradimensional interface, nor can area effects cross it. Those in the space can see and hear through it as if looking through an open window the same size as the surface. Creatures outside the extradimensional space see only what is normally reflected in the surface. Any creature in the space can make itself visible in the reflection of the surface for 1 round at a time; however, creatures outside the space cannot hear any sounds that originate inside.

Anything inside the extradimensional space is expelled when the spell ends (even if the surface is covered). Only creatures you designate may enter the extradimensional space, and only one creature at a time can enter it. A creature can enter only if it can fit through an opening the same size as the mirror. Objects can enter the extradimensional space only if brought by a creature able to fully pass through the surface.

REFLECTIVE TRANSPORT

School Transmutation; **Level** technomancer 4, wizard 6

Casting Time 1 standard action

Range touch

Target one mirror, computer monitor, screen, or similar reflective surface at least 3-ft.-by-3-ft.

Duration 1 hour/level (D)

Saving Throw Will negates (object); **Spell Resistance** yes (object)

This spell functions as *reflective hideaway*, except any creature that enters the extradimensional space can spend a standard action to exit through another reflective surface within 500 feet as if using *dimension door*; this is a one-way transport. The creature can exit

through a reflective surface only if it could fit through an opening the same size as the surface. Each transport through the target mirror reduces the spell's duration by 1 hour.

REPULSION[®]

School Abjuration; **Level** mystic 5, cleric 7, wizard 7
Casting Time 1 standard action

Range up to 10 ft./level

Area up to 10-ft.-radius/level emanation centered on you

Duration 1 round/level (D)

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

You create an invisible, mobile field that surrounds you and prevents creatures from approaching you. You decide how big the field is at the time of casting (to the limit your level allows). Any creature within or entering the field must attempt a save. If it fails, it becomes unable to move toward you for the duration of the spell. Repelled creatures' actions are not otherwise restricted. They can fight other creatures and can cast spells and attack you with ranged weapons. If you move closer to an affected creature, nothing happens; the creature is not forced back. The creature is free to make melee attacks against you if you come within its reach. If a repelled creature moves away from you and then tries to turn back toward you, it cannot move any closer if it is still within the spell's area.

Casting this spell places considerable strain on you, requiring you to spend 1 Resolve Point.

REST ETERNAL

School Necromancy (curse); **Level** cleric 5, mystic 4

Casting Time 1 round

Range touch

Target one dead creature touched

Duration permanent

Saving Throw none; **Spell Resistance** no

You place a curse upon a dead creature that bars it from being altered or disturbed. Anyone casting a spell that would communicate with the dead creature, return it to life, or turn it into an undead creature must succeed on a caster level check with a DC of 11 plus your caster level. *Rest eternal* cannot be dispelled, but it can be negated with *break enchantment* or *remove affliction*.

RIDE THE LIGHTNING

School Evocation (electricity); **Level** technomancer 6, wizard 8

Casting Time 1 standard action

Range personal

Target you

Duration instantaneous

Saving Throw see text; **Spell Resistance** see text

You transform into a bolt of electricity and instantly travel in a straight line to a distance of up to 120 feet, rematerializing in the new location as a free action. This movement does not provoke attacks of opportunity. Creatures in this line take 13d12 points of electrical damage and are staggered for 1 round (a successful Reflex save halves the damage and negates the staggered condition, spell resistance applies). If your path is interrupted by a barrier or otherwise deflected, you materialize short of your final destination in the nearest open space; targets in the line to that point take damage as normal. You are immune to electricity while this spell lasts.

ROPE TRICK

School Transmutation; **Level** wizard 3

Casting Time 1 standard action

Range touch

Target one piece of rope, cable line, or similar object

Duration 1 hour/level (D)

Saving Throw none; **Spell Resistance** no

When you cast this spell upon a piece of rope, cable line, or similar object from 5 to 30 feet long, one end of the cord rises into the air until the whole rope hangs perpendicular to the ground, as if affixed at the upper end. The upper end is, in fact, fastened to an extradimensional space with a volume of 1000 cubic feet. Creatures in the extradimensional space are hidden, beyond the reach of spells (including divinations), unless those spells work across planes. The space holds as many as eight Medium creatures (one Large creature counts as two Medium creatures and Huge or larger creatures cannot enter the space). The rope cannot be removed or hidden. Should the cord be destroyed, the spell is ended.

Spells cannot be cast across the extradimensional interface, nor can area effects cross it. Those in the extradimensional space can see out of it as if a 5-foot-by-5-foot window were centered on the rope. The window is invisible, and even creatures that can see the window can't see through it. Anything inside the extradimensional space drops out when the spell ends. The rope can be climbed by only one person at a time. The *rope trick* spell enables climbers to reach a normal place if they do not climb all the way to the extradimensional space.

RUNE OF IMPRISONMENT

School Conjuration (creation, force); **Level** bard 5, technomancer 5, wizard 7

Casting Time 1 standard action

Range touch

Effect one touched book, secure data module, or written work

Duration permanent or until discharged; until released of 1d4 days, see text

Saving Throw Reflex negates; **Spell Resistance** no

You cause a small symbol to appear in the text of a written work or information of a data module. The text containing the symbol must be at least 25 words long. When a creature reads the text containing the symbol, a field of amber force springs up around it, rendering it helpless and immobile, unless it succeeds on a Reflex save to evade the field. Simply seeing the enspelled text is not sufficient to trigger the spell; the subject must deliberately read it. The target remains trapped until released, either at your command or when 1d4 days have elapsed.

While trapped in the amber field of force, the subject does not age, breathe, grow hungry, sleep, or regain spells. It is preserved in a state of suspended animation, unaware of its surroundings. It can be damaged by outside forces (and perhaps even killed), since the field provides no protection against physical injury. However, a dying *subject does not lose* Resolve Points or become stable *until the spell ends*.

The hidden sigil cannot be detected by normal observation, and *detect magic* reveals only that the entire text is magical. A *dispel magic* can remove the sigil. *Rune of imprisonment* can be cast in combination with other spells that hide or garble text, such as *secret text*.

SACRED AURA^R

School Abjuration (chaotic, evil, good, or lawful);

Level cleric 9

Casting Time 1 standard action

Range 20 ft.

Target one creature/level in 20-ft.-radius burst centered on you

Duration 1 round/level (D)

Saving Throw see text; **Spell Resistance** yes (harmless)

When you cast this spell, you channel one aspect of your deity's power into a brilliant divine radiance that surrounds the targets, protecting them from attacks, granting them resistance to spells cast by opponent creatures, and causing opponent creatures to become blinded when they strike the subjects. When you cast this spell, chose one aspect of your alignment, which must match one aspect of your deity's alignment. (For instance, if you have a lawful evil alignment and serve a neutral evil deity, you could choose evil, but not lawful.) This spell gains the descriptor that matches the chosen alignment. Some of this spell's benefits only apply against spells with an

alignment descriptor that opposes or against creatures with an alignment that opposes your chosen alignment. (For instance, if you chose good, the protections apply against spells with the evil descriptor and creatures with an evil alignment.) If you or your god is neutral, you cannot cast this spell.

This abjuration has four effects.

First, each warded target gains a +2 divine bonus to AC and a +2 divine bonus on saves.

Second, each warded creature gains spell resistance 30 against spells with an opposing alignment descriptor and spells cast by evil creatures.

Third, the abjuration protects the recipient from possession and mental influence by creatures with an opposing alignment. While under the effects of this spell, the targets are immune to any attempts to possess or exercise mental control over them and any controlling life forces (such as a spellcaster using *possession*) is automatically expelled from the targets. This effect only functions against spells and effects created by creatures or objects with an opposition alignment.

Finally, if a creature with an opposing alignment succeeds on a melee attack against a creature warded by a *sacred aura*, the offending attacker is permanently blinded (*Fortitude save negates*), unless healed by restorative magic.

Casting this spell places considerable strain on you, requiring you to spend 1 Resolve Point.

SANCTUARY

School Abjuration; **Level** cleric 2, mystic 2

Casting Time 1 standard action

Range touch

Target creature touched

Duration 1 round/level

Saving Throw Will negates, see text; **Spell Resistance** no

You create a ward that protects the touched creature. Any opponent attempting to directly attack the warded creature, even with a targeted spell, must attempt a Will save. If the save succeeds, the opponent can attack normally and is unaffected by that casting of the spell. If the save fails, the opponent can't follow through with the attack, that part of its action is lost, and it can't directly attack the warded creature for the duration of the spell. Those not attempting to attack the subject remain unaffected. This spell does not prevent the warded creature from being attacked or affected by area of effect spells or attacks. The subject cannot attack without breaking the spell but may cast nonattack spells and otherwise act.

SAVING FINALE

School Divination (mind-affecting); **Level** bard 1

Casting Time 1 reaction

Range close (25 ft. + 5 ft./2 levels)

Target one living creature

Duration instantaneous

Saving Throw Will negates (harmless); **Spell**

Resistance yes (harmless)

You must have a bardic performance in effect to cast this spell. With a flourish, you can end your bardic performance as a reaction when a creature within range affected by your bardic performance fails a saving throw, allowing the subject to immediately reroll the failed saving throw.

You cannot take a standard action on the round after you cast this spell.

SCORCHING RAY

School Evocation (fire); **Level** technomancer 2, magus 2, wizard 3

Casting Time 1 standard action

Range close (25 ft. + 5 ft./2 levels)

Target three rays

Duration instantaneous

Saving Throw none; **Spell Resistance** yes

You blast your enemies with beams of fire. You fire two rays, each requiring an attack against the target's EAC adding your key ability modifier to the attack instead of Dexterity, if it is higher. Alternatively you may cast this spell as a full action, in which case you fire three rays. Each ray does 4d6 fire damage on a hit. The rays may be fired at the same or different targets, but all rays must be aimed at targets within 30 feet of each other and fired simultaneously. If you hit a target with more than one ray, total the damage to the target before applying any fire resistance.

SCRYING[®]

School Divination (scrying); **Level** bard 5, cleric 7, mystic 5, technomancer 5, wizard 7

Casting Time 10 minutes

Range unlimited

Effect magical sensor

Duration 1 minute/level

Saving Throw Will negates, see text; **Spell Resistance** yes

You create an invisible sensor that observes a creature at any distance. If your subject succeeds

on a Will save, the spell fails. The difficulty of the save depends on how well you know the subject and what sort of physical connection (if any) you have to the target you wish to observe.

Knowledge: If you know only the target's name, it gains a +10 bonus on its Will save. If you have only the name and a description of the subject, it gains a +5 bonus on its Will save. If you met the subject in life, it receives no bonus.

Connection: If you have a likeness or picture of the subject, or an object that the subject possessed in life, it receives a -5 penalty on its Will save. If you have a piece of the subject's remains, such as a bone, lock of hair, or nail clipping, the subject receives a -10 penalty to its Will save.

Additionally, if the subject is on another plane, on another planet, behind a force field, wearing powered armor, inside a space ship, or higher level than you, it receives a +5 bonus on its Will save.

These bonuses and penalties are cumulative. For example, if you only knew a subject's name, but possessed a ring it had owned in life, the subject would have a +5 bonus on its Will save.

If the save fails, you can see and hear the subject and its surroundings (approximately 10 feet in all directions of the subject). If the subject moves, the sensor follows at a speed of up to 150 feet. If the save succeeds, you can't attempt to scry on that subject again for at least 30 days.

Casting this spell places considerable strain on you, requiring you to spend 1 Resolve Point.

SECRET TEXT

School Transmutation; **Level** bard 4, technomancer 4, wizard 6

Casting Time 1 standard action

Range touch

Effect one touched book, secure data module, or written work

Duration permanent

Saving Throw none, see text; **Spell Resistance** no

Secret text alters the contents of a book or data module so that it appears to be something entirely different. The text is altered to appear as you chose. When used to target a data module, this functions as if the module had a fake shell containing data of your choice, and a creature accessing the module can discover the presence of the *secret text* spell by

succeeding on a Computers check with a DC equal to this spell's DC. (This does not allow the creature to discover the original data hidden by the *secret text*.) *Explosive runes or rune of imprisonment can be cast upon the secret text.*

You are able to reveal the original contents as a standard action by speaking a command word chosen at the time this spell is cast. You can then peruse the actual page and return it to its *secret text* form at will by speaking the command word again. You can also remove the spell by double repetition of the command word. A *detect magic* spell reveals magic on the text or module in question but does not reveal its true contents. *True seeing* reveals the hidden material and a *secret text* spell can be dispelled.

SENDING

School Evocation; **Level** cleric 6, technomancer 4, wizard 6

Casting Time 1 standard action

Range unlimited

Target one creature

Duration 1 round, see text

Saving Throw none; **Spell Resistance** no

You contact a particular creature with which you are familiar (having at least its name or a specific description) and send a short message of 25 words or fewer to the subject. The subject recognizes you if it knows you. It can answer in like manner immediately. A creature with an Intelligence score as low as 1 can understand the *sending*, though the subject's ability to react is limited as normal by its Intelligence. Even if the *sending* is received, the subject is not obligated to act upon it in any manner.

SERENITY

School Enchantment (compulsion, emotion, pain, mind-affecting); **Level** bard 5, cleric 7, mystic 5, wizard 7

Casting Time 1 standard action

Range medium (100 ft. +10 ft./level)

Targets one creature/level, no two of which can be more than 30 ft. apart

Duration 1 round/level

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

You fill the targets' minds with feelings of tranquility. Those attempting to commit violence become stricken with wracking pain and take 6d6 points of nonlethal damage each round they attempt to

harm another creature. If attacked, affected individuals can defend themselves and may participate in combat by taking the total defense action without triggering the spell's nonlethal damage.

SHADOW ANCHOR

School Illusion (shadow); **Level** bard 2, wizard 3

Casting Time 1 standard action

Range touch

Targets creature touched

Duration 1 round/level (D), see text

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

You touch the target's shadow, tethering it to its current square. This requires you to make a melee attack against EAC, adding your key ability modifier to the attack rather than Dexterity, if it is higher. If you hit, the target's shadow adheres to a point in space in its current square. The creature can move up to 5 feet from that square without penalty. Moving farther than 5 feet from the tether point requires the target to make a Strength check with a DC equal to this spell's DC. The target takes a -1 penalty for every 5 feet of distance between it and its tethered square. Failing this check means the target's move is wasted and it cannot move farther away. If it fails this check by 10 or more, it is pulled 5 feet toward the tether square and is knocked prone. If it beats the check by 10 or more, the spell ends. This spell does not work on creatures that do not cast shadows or reflections. If the target uses a teleportation effect or leaves the current plane, the spell ends.

SHADOW BODY

School Transmutation (shadow); **Level** mystic 6, wizard 9

Casting Time 1 standard action

Range personal

Targets you

Duration 1 minute/level (D)

You exchange the solid matter of your body with the insubstantial shadow essence, becoming a living shadow yourself. You are visible as an unattached shadow in bright light or normal light, but you gain total concealment in dim light or darkness. Against creatures with darkvision, you gain concealment rather than total concealment. Your shadow body is incorporeal for most purposes, though you can't fly or pass through solid objects or creatures. However, you can move at your normal speed along any surface,



including horizontal and vertical surfaces and liquids, and you are never slowed by difficult terrain. Your size doesn't change.

You can speak and cast spells and perform mental actions (including making mental skill checks and using mental feats and class abilities), but you have no physical substance and cannot manipulate objects or attack physically. You can deliver touch-range spells as long as they target an enemy's EAC. Your gear merges with your *shadow body*, so you can't use any items or equipment.

SHADOW WEAPON

School Illusion (shadow); **Level** mystic 1, wizard 1

Casting Time 1 standard action

Range 0 ft.

Effect one shadow weapon

Duration 1 minute/level (D)

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

You shape shadow essence into a one-handed melee weapon of a general shape that you choose.

You are considered proficient with this weapon and may use it to make melee attacks against a creature's EAC as if it were a real energy weapon, dealing 1d8 cold damage on a successful hit. The first time you hit a creature with the weapon, it may make a Will save to disbelieve; failure means the weapon deals damage normally, success means it only takes 1 point of damage from the weapon's attacks. The weapon only deals 1 point of damage to objects.

If an attacked creature has spell resistance, you make a caster level check against that spell resistance the first time the *shadow weapon* strikes it. If the weapon is successfully resisted, the spell is dispelled. If not, the target may save to disbelieve as normal.

The spell ends if the weapon leaves your possession.

SHOUT

School Evocation (sonic); **Level** bard 4, wizard 6

Casting Time 1 standard action

Range 30 ft.

Area cone-shaped burst

Duration instantaneous

Saving Throw Fortitude partial or Reflex negates (object); **Spell Resistance** yes (object)

You emit an ear-splitting sonic pulse that deafens and damages creatures in its path. Any creature within the area is deafened for 2d6 rounds and takes 10d6 points of sonic damage. A successful save negates the deafness and reduces the damage by half. Any exposed brittle or crystalline object or crystalline creature takes 15d6 points of sonic damage. An affected creature is allowed a Fortitude save to reduce the damage by half and reduce the deafness to 1 round, and a creature holding fragile objects can negate damage to them with a successful Reflex *save*.

SHRINK ITEM

School Transmutation; **Level** technomancer 2, wizard 3

Casting Time 1 standard action

Range touch

Target one touched object of up to 2 cu. Ft./level

Duration 1 day/level, see text

Saving Throw Will negates (object); **Spell Resistance** yes (object)

You are able to shrink one nonmagical item (if it is within the size limit) to 1/16 of its normal size in each dimension (to about 1/4,000 the original volume and mass). This change effectively reduces the object's size by four categories. For each size category it is shrunk, it's bulk is cut in half (to a minimum of

light bulk). Objects changed by a *shrink item* spell can be returned to normal size merely by tossing them onto any solid surface or by a word of command from the original caster. Restoring the shrunken object to its normal size and composition ends the spell.

SIGNAL CLAXON

School Evocation (sonic); **Level** bard 1, mystic 1, technomancer 1

Casting Time 1 standard action

Range personal

Effect one audible alarm

Duration instantaneous

Saving Throw none; **Spell Resistance** no

You create an ear-splitting alarm, which can be heard up to 2 miles away in typical outdoor conditions. You decide the form the sound takes when casting the spell, be it a bell, *buzzer*, horn, siren, or spoken phrase of 5 words or fewer.

SILENCE

School Illusion; **Level** bard 2, cleric 3

Casting Time 1 round

Range long (400 ft. + 40 ft./level)

Area 20-ft.-radius emanation centered on a creature, object, or point in space

Duration 1 round/level (D)

Saving Throw Will negates or none (object), see text;

Spell Resistance yes or no (object), see text

You dampen and counter all sound waves within the affected area. All sound is stopped: Conversation is impossible, spells cannot be cast, and no noise whatsoever issues from, enters, or passes through the area. The spell can be cast on a point in space, but the effect is stationary unless cast on a mobile object. The spell can be centered on a creature, and the effect then radiates from the creature and moves as it moves. An unwilling creature can attempt a Will save to negate the spell and can use spell resistance, if any. Items in a creature's possession or magic items that emit sound receive the benefits of saves and spell resistance, but unattended objects and points in space do not. Creatures in an area of a silence spell are immune to sonic or language-based attacks, spells, and effects.

SMITE OPPOSITION

School Evocation (chaotic, evil, good, or lawful); **Level** cleric 3

Casting Time 1 standard action

Range close (25 ft. + 5 ft./2 levels)

Effect beam of sacred energy

Duration instantaneous, one round, see text

Saving Throw Will partial, see text; **Spell Resistance** yes

When you cast this spell, chose one aspect of your alignment, which must match one aspect of your deity's alignment. (For instance, if you have a lawful evil alignment and serve a neutral evil deity, you could choose evil, but not lawful.) This spell gains the descriptor that matches the chosen alignment. You fire a ray of divine energy that damages and hampers a creature with an alignment that opposes your chosen alignment. (For instance, if you chose good, creatures with an evil alignment.) You must a ranged attack against the target's EAC, but you can add your key ability score modifier to this attack roll instead of your Dexterity modifier if it is higher. If you hit, the target takes 3d8 damage. If the creature is an outside with a subtype that opposes the chosen alignment, it instead takes 6d8 damage and is dazed for 1 round. A successful Will saving throw halves this damage and negates the dazed condition. The spell has no effect on creatures whose alignments do not oppose your chosen alignment.

SMITE OPPOSITION, GREATER

School Evocation (chaotic, evil, good, or lawful); **Level** cleric 5

Casting Time 1 standard action

Range medium (100 ft. + 10 ft./level)

Area 20-ft.-radius burst

Duration instantaneous, 2 rounds, see text

Saving Throw Will partial, see text; **Spell Resistance** yes

When this spell function as *smite opposition*, save that it affects all opposed creatures in the area. Damage for affected creatures increases to 5d8, or 10d8 for affected outsiders, and the duration of the daze effect increases to 2 rounds.

SOUL BIND^R

School Necromancy; **Level** cleric 9, wizard 9

Casting Time 1 standard action

Range close (25 ft. + 5 ft./2 levels)

Target corpse

Duration permanent

Saving Throw Will negates; **Spell Resistance** no

You draw the soul from a newly dead body and imprison it in a chosen object of light or negligible bulk. The subject must have been dead no more than 1 round per caster level. The soul, once trapped in

the object, cannot be returned through *mystic cure*, *raise dead*, *reincarnation*, *true resurrection*, or even a *miracle* or a *wish*. Only by destroying the object or dispelling the spell on the object can one free the soul (which is then still dead).

The object that holds the show detects as magic to *detect magic* and similar effects. Subverting the natural order of the universe is a taxing undertaking, and you must spend a number of Resolve Points equal to half the target creature's CR (rounded down) when you cast this spell.

SPARK

School Evocation (fire); **Level** bard 0, cleric 0, mystic 0, technomancer 0, wizard 0

Casting Time 1 standard action

Range close (25 ft. + 5 ft./2 levels)

Target one object of light or negligible bulk

Duration instantaneous

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

You can make an unattended flammable object of light or negligible bulk catch on fire. This works as if you were using flint and steel or a technological firestarter, except that you can use *spark in any sort of weather*.

SPEAK WITH ANIMALS

School Divination; **Level** bard 2, mystic 2

Casting Time 1 standard action

Range personal

Target you

Duration 1 minute/level

You can ask questions of and receive answers from creatures with the animal type and make Diplomacy checks to change their attitudes or request tasks of them. The spell itself doesn't make animals any more friendly than normal. Wary and cunning animals are likely to be terse and evasive, while the more stupid ones make inane comments.

SPELL RESISTANCE^R

School Abjuration; **Level** cleric 9

Casting Time 1 standard action

Range touch

Target creature touched

Duration 1 minute/level

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

The target gains *spell resistance* equal to 11 + your caster level. Casting this spell places considerable strain on you, requiring you to spend 1 Resolve Point.

SPELL TURNING^R

School Abjuration; **Level** wizard 9

Casting Time 1 standard action

Range personal

Target you

Duration 10 minutes/level or until expended

You create a field that turns spells and spell-like effects targeted on you back upon the original caster. The abjuration turns only spells that have you as a target. Effect and area spells are not affected. Spell turning also fails to stop touch range spells. From seven to ten (1d4+6) spell levels are affected by the turning. The exact number is rolled secretly.

When you are targeted by a spell of higher level than the amount of spell turning you have left, that spell is partially turned. Subtract the amount of spell turning left from the spell level of the incoming spell, then divide the result by the spell level of the incoming spell to see what fraction of the effect gets through. For damaging spells, you and the caster each take a fraction of the damage. For nondamaging spells, each of you has a proportional chance to be the one who is affected. (Roll 1d100 to determine the target.) If you and a spellcasting attacker are both warded by *spell turning* effects in operation, a resonating field is created and the spell fails.

Casting this spell places considerable strain on you, requiring you to spend 1 Resolve Point.

SPIRITUAL WEAPON

School Evocation (force); **Level** cleric 3

Casting Time 1 standard action

Range medium

Effect magic weapon of force

Duration concentration

Saving Throw none; **Spell Resistance** yes

You create a weapon made of force that appears and attacks foes at a distance, as you direct it. The weapon typically takes the shape of one favored by your deity and appears next to a creature of your choice within range. Each round, you may make one melee attack with the weapon against a target's EAC as if you were adjacent to it, through you may substitute your key ability modifier for your Strength modifier if it is higher. If you hit, you deal 2d4 + 1-1/2 your caster level force damage to the target. You may direct the *spiritual weapon* to a new target as a move action.

If an attacked creature has spell resistance, you make a caster level check against that spell resistance the first time

the *spiritual weapon* strikes it. If the weapon is successfully resisted, the spell is dispelled. If not, the spiritual weapon may attack as normal. The spiritual weapon cannot be attacked or damaged, but it can be dispelled.

SOUL FEAST

School Necromancy (death, evil); **Level** mystic 4, cleric 6, wizard 6

Casting Time 1 standard action

Range 20 ft.

Area 20-ft.-radius emanation centered on you

Duration 1 minute/level

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

You radiate a necrotic aura that lets you drink in the last breaths of the dying. Any time a significant enemy (see Chapter 8 of the *Starfinder Core Rulebook*) dies within the affected area, it must succeed on a Will save or immediately decay as if it had been dead for a number of days equal to your caster level. (This counts as being slain by a death effect). If the subject fails its saving throw, gain 1d8 temporary hit points and your effective caster level goes up by +1, improving spell effects dependent on caster level. This increase in effective caster level does not grant you access to more spells. These effects last for 1 minute or until the duration of the spell elapses. Effecting multiple creatures with this spell does not cause the bonuses to stack, but it does reset the duration.

STATIC DISCHARGE

School Evocation (electricity); **Level** magus 2, technomancer 2

Casting Time 1 standard action

Range medium (100 ft. + 10 ft./level)

Effect 5-ft.-diameter sphere

Duration 1 round/level

Saving Throw Reflex negates, Fortitude negates (object); **Spell Resistance** yes

A crackling, spherical orb of static flies in the direction you point and deals electricity damage to those it strikes. The orb has a fly speed of 20 feet with perfect maneuverability. If it enters a space that contains a creature, the orb stops moving for the round and deals 4d6 points of electricity damage to that creature, though a successful Reflex save negates that damage. If a construct with the technological subtype is damaged by the orb, it must succeed on a Fortitude save or be staggered for 1 round.

The orb moves as long as you actively direct it (as a move action for you); otherwise, it stays at rest and crackles with energy. It disperses if it exceeds the spell's range.

STONE CALL

School Conjunction (creation, earth); **Level** magus 3, mystic 3, wizard 4

Casting Time 1 standard action

Range medium (100 ft. + 10 ft./level)

Effect cylinder 40-ft. radius, 20 ft. high

Duration 1 round/level

Saving Throw Reflex half, see text; **Spell Resistance** no

A rain of dirt, gravel, and small pebbles fills the area, dealing 6d6 points of bludgeoning damage to every creature in the area. A successful Reflex save halves this damage. For the remaining duration of the spell, this debris covers the ground, making the entire area difficult terrain. At the end of the duration, the rocks disappear.

STONE FIST

School Transmutation (earth); **Level** magus 1, mystic 1, wizard 1

Casting Time 1 standard action

Range personal

Target you

Duration 1 minute/level

This spell transforms your hands into living stone. While the spell is in effect, you can deal 2d8 lethal damage with unarmed strikes and the attack doesn't count as archaic. In addition, your unarmed strikes ignore the hardness of any object or creature with a hardness of less than 15.

STORM OF VENGEANCE^R

School Conjunction (creation, acid, air, cold, electricity); **Level** cleric 9

Casting Time 1 round

Range long (400 ft. + 40 ft./level)

Effect 360-ft.-radius storm cloud

Duration concentration, up to 10 rounds

Saving Throw see text; **Spell Resistance** no

You create a huge black storm cloud in the air. Each creature under the cloud must succeed on a Fortitude save or be deafened for 10 minutes. Each round you continue to concentrate, the spell generates additional effects as noted below. Each effect occurs on your turn.

2nd Round: Acid rains down in the area, dealing 6d4 points of acid damage (no save).

3rd Round: You call six bolts of lightning down from the cloud. You decide where the bolts strike. No two bolts may be directed at the same target. Each bolt deals 13d6 points of electricity damage. A creature struck can attempt a Reflex save for half damage.

4th Round: Hailstones rain down in the area, dealing 6d6 points of bludgeoning damage (no save).

5th through 10th Rounds: Violent rain and wind gusts reduce visibility. The rain obscures all sight, as *fog* cloud. Speed is reduced by three-quarters. Ranged attacks within the area of the storm are impossible. Spells cast within the area are disrupted.

Maintaining this spell is extremely taxing, requiring you to spend 1 Resolve Point when you cast it and 1 Resolve Point per round that you concentrate.

STUMBLE GAP

School Conjuration (creation); **Level** wizard 2

Casting Time 1 standard action

Range close (25 ft. + 5 ft./2 levels)

Effect see text

Duration 1 round + 1 round/level

Saving Throw Reflex partial; **Spell Resistance** no

You create a shallow extradimensional hole perfectly sized to trip anyone who steps within it. This hole occupies a single 5-foot square with a depth of six inches. Any creature occupying the square when you first create the hole, or who later steps into the square containing the hole, must make a Reflex saving throw to avoid falling prone in an adjacent square and taking 2d6 points of bludgeoning damage. The spell has no effect on creatures adjacent to the square containing the hole, flying creatures, or on creatures bigger than Large in size.

SUFFOCATE

School Necromancy; **Level** mystic 6, wizard 9

Casting Time 1 standard action

Range close (25 ft. + 5 ft./2 levels)

Target one living creature

Duration 1 round/3 caster levels

Saving Throw Fortitude partial; **Spell Resistance** yes

This spell extracts the air from the target's lungs, causing swift suffocation. The target can attempt to resist this spell's effects with a Fortitude save—if it succeeds, it is merely staggered for 1 round as it gasps for breath. If the target fails, he immediately begins to suffocate. It is staggered for a number of rounds equal

to its Constitution modifier. On the target's next turn, it makes another Fortitude save, with success ending the spell failing causing it to fall unconscious, is reduced to 0 Hit Points, and is dying. One round after that, the target must spend 2 Resolve Points or die. If the creature is still alive when the spell's duration ends, it suffers no further negative effects. This spell only affects living creatures that must breathe. It is impossible to defeat the effects of this spell by simply holding one's breath—if the victim fails the initial saving throw, the air in its lungs is extracted.

SURFACE STRIDE

School Transmutation; **Level** mystic 2, cleric 2

Casting Time 1 standard action

Range touch

Target one creature touched/level

Duration 10 minutes/level

When under the effects of this spell, transmuted creatures fail to disrupt the surface tension of liquids, allowing them to walk on liquid surfaces as if they were solid ground. The targets can cross any liquid surface without being exposed to the liquid, but if the liquid affects those that merely approach it, such as the extreme heat created by a river of lava, the target still takes any effects from being near the liquid.

SURMOUNT AFFLICTION

School Abjuration (creation, mind-affecting, sense-dependent); **Level** cleric 3

Casting Time 1 standard action

Range personal

Target you

Duration 1 round/level

You temporarily overcome one harmful condition. This does not end the effect causing the condition; it just suspends that condition's effect for the duration of the spell. You can surmount any one of the following conditions: blinded, confused, dazzled, deafened, exhausted, fatigued, paralyzed, shaken, or sickened.

SYMBOL OF DEATH

School Necromancy (death); **Level** cleric 9, wizard 9

Casting Time 10 minutes

Range 0 ft., see text

Effect one magical rune

Duration see text

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

This spell allows you to scribe a baleful rune of *T* on an immobile surface. Constructing this rune requires you to prepare the surface with a treatment of pricy reagents worth at least 10,000 credits. When triggered, a *symbol of death* kills one or more creatures within a 60-foot-radius burst of the symbol whose combined total current Hit Points does not exceed 150. The *symbol of death* affects the closest creatures first, skipping creatures with too many hit points to affect, and this necromantic symbol ignores Stamina Points, directly sapping the targets' life force. Once triggered, the symbol becomes active and glows, lasting for 10 minutes per caster level or until it has affected 150 Hit Points' worth of creatures, whichever comes first. A creature that enters the area while the *symbol of death* is active is subject to its effect, whether or not that creature was in the area when it was triggered. A creature need save against the symbol only once as long as it remains within the area, though if it leaves the area and returns while the symbol is still active, it must save again.

Until it is triggered, the *symbol of death* is inactive (though visible and legible at a distance of 60 feet). To be effective, a *symbol of death* must always be placed on an immobile object or surface in plain sight and in a prominent location. Covering or hiding the rune renders the *symbol of death* ineffective, unless a creature removes the covering, in which case the *symbol of death* works normally.

When you cast *symbol of death*, you set its triggering conditions from the following list: a creature looks at the rune; a creature reads the rune; a creature touches the rune; a creature passes over the rune; or a creature passes through a portal bearing the rune. (In this case, "reading" the rune means any attempt to study it, identify it, or fathom its meaning. Throwing a cover over a *symbol of death* to render it inoperative triggers it if the symbol reacts to touch.) Once the spell is cast, a *symbol of death's* triggering conditions cannot be changed.

When scribing a *symbol of death*, you can specify a password or phrase that prevents a creature using it from triggering the symbol's effect. Anyone using the password remains immune to that particular rune's effects so long as the creature remains within 60 feet of the rune. If the creature leaves the radius and returns later, it must use the password again. You can also attune any number of creatures you designate to the *symbol of death* at the time of its casting. Any

creature attuned to a *symbol of death* cannot trigger it and is immune to its effects. You are automatically considered attuned to your own *symbols of death*, and thus always ignore the effects and cannot inadvertently trigger them.

Creatures with the ability to decipher magical inscriptions (such as bards, clerics, mystics, technomancers, and wizards) can identify a *symbol of death* by studying it. Of course, if the *symbol* is set to be triggered by reading it, this will trigger the *symbol*.

A *symbol of death* can be removed by a successful *dispel magic* targeted on the rune. An *erase* spell has no effect on a *symbol of death*. Destruction of the surface where a *symbol of death* is inscribed destroys the *symbol* but also triggers it. The *symbol of death* is considered a magical trap, and a character can use the Mysticism skill to attempt to disarm it. The DC is equal to 25 + spell level, or 34 for *symbol of death*. Making this attempt requires examining the rune, so if the *symbol of death* is set to be triggered by a creature looking at it, this will trigger the *symbol*.

TERRIBLE REMORSE

School Enchantment (compulsion, emotion, mind-affecting); **Level** bard 4, cleric 6, mystic 4, wizard 6

Casting Time 1 standard action

Range close (25 ft. + 5 ft./2 levels)

Target one living creature

Duration 1 round/level

Saving Throw Will partial, see text; **Spell**

Resistance yes

You fill a target with such profound regret that it begins to harm itself. Each round, the target must save or deal 4d8 points of damage to itself as a standard action using an item held in its hand or with unarmed attacks. If the creature saves, it is staggered for 1 round and takes a -2 penalty to Armor Class, after which the spell ends.

TOXIC GIFT

School Necromancy (poison); **Level** technomancer 3, wizard 4

Casting Time 1 standard action

Range touch

Target living creature touched

Duration instantaneous, see text

Saving Throw Fortitude negates, see text; **Spell**

Resistance yes

You can cast this spell only if you are currently poisoned. You draw upon the poison in your

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body and duplicate its effects in the target, which is affected by the same poison you are, except it uses this spell's DC instead of the poison's normal DC. If you are affected by more than one poison, you must choose one to afflict upon the target. This does not remove the poison's effect from you.

THOUGHTSENSE

School Divination (mind-affecting); **Level** mystic 3, wizard 5

Casting Time 1 standard action

Range personal

Target you

Duration 1 minute/level

You automatically detect and locate conscious creatures within 60 feet, as if you possessed the blindsight (thoughts) ability. *Nondetection*, *mind blank*, and similar effects can block this effect. *Thoughtsense* can distinguish between sentient (Intelligence 3 or greater) and non-sentient (Intelligence 1–2) creatures, but otherwise provides no information about the creatures it detects.

TIMELY INSPIRATION

School Divination (mind-affecting); **Level** bard 1

Casting Time 1 reaction

Range close (25 ft. + 5 ft./2 levels)

Target one living creature

Duration instantaneous

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

A word of inspiration can snatch victory from a seeming defeat. Cast this spell as a reaction when a creature fails an attack roll or skill check. The target gains a +1 morale bonus on the attack roll or skill check retroactively. If the bonus is enough to make the failure a success, the roll succeeds.

You cannot take a standard action on the round after you cast this spell.

TRUE RESURRECTION

School Conjuraton (healing); **Level** cleric 9

Casting Time 10 minutes

Range unlimited

Target one dead creature

Duration instantaneous, see text

Saving Throw none; **Spell Resistance** yes (harmless)

This spell functions as *raise dead*, save that you can bring back a creature that has been dead for as long as 10 years per caster level. This spell can

even bring back creatures whose bodies have been destroyed, provided that you unambiguously identify the deceased in some fashion (naming them and reciting a time and place of birth or death is common).

Upon completion of the spell, the creature is immediately restored to full Hit Points, Stamina Points, and Resolve Point and with all of the spell slots possessed by the creature when it died. It returns with no negative levels and no damage or drain to its ability scores.

As with *raise dead*, you can revive someone killed by a death effect or someone who has been turned into an undead creature and then destroyed. This spell can also resurrect elementals or outsiders, but it can't resurrect constructs or undead creatures or any creature that has died of old age.

The beacon for the creature's soul must be particularly strong for this spell to function, costing at least 25,000 credits.

VAMPIRIC TOUCH

School Necromancy; **Level** magus 3, wizard 4

Casting Time 1 standard action

Range touch

Target living creature touched

Duration instantaneous/1 hour, see text

Saving Throw none; **Spell Resistance** yes

Your hand crackles with black energy, and a touch from it drains the life force of living creatures. Attempt a melee attack against the target's EAC. If your attack hits, you deal 5d6 negative energy damage to your target. You gain a number of temporary Hit Points equal to the damage dealt. You can't gain more than the subject's current Hit Points at the time they were affected by the spell. The temporary hit points disappear 1 hour later. Temporary Hit Points from repeated castings of this spell do not stack, instead leaving you with the most recent amount of temporary Hit Points gained.

VENTRILOQUISM

School Illusion; **Level** bard 1, technomancer 1, wizard 1

Casting Time 1 standard action

Range close (25 ft. + 5 ft./2 levels)

Effect intelligible sound, usually speech

Duration 1 minute/level (D)

Saving Throw Will disbelief; **Spell Resistance** no

For the duration of this spell, you can make your voice (or any sound that you can normally make

vocally) seem to issue from somewhere else within range. You can speak in any language you know. With respect to such voices and sounds, anyone who hears the sound and rolls a successful save recognizes it as illusory (but still hears it).

VERTIGINOUS CLOUD

School Conjuration (creation, mind-affecting, sense-dependent); **Level** magus 4, mystic 4, technomancer 4, wizard 6

Casting Time 1 standard action

Range medium (100 ft. + 10 ft./level)

Effect 20-ft.-radius spread

Duration 1 round/level

Saving Throw Will negates, see text; **Spell Resistance** no

Vertiginous cloud creates a bank of fog like that created by *fog cloud*, except that the vapors eddy in dizzying patterns and whorls. Living creatures in the cloud that can see the vapors become nauseated. This condition lasts as long as the creature is in the cloud and for 1d4+1 rounds after it leaves. Any creature that succeeds on its save but remains in the cloud must continue to save each round on your turn.

VIRTUE

School Transmutation; **Level** cleric 0

Casting Time 1 standard action

Range touch

Target creature touched

Duration 1 minute/level

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

You infuse a small portion of divine favor into your target, granting it 1 temporary Hit Point. This blessing ought not to be overused, and a creature cannot be the target of it again until it takes a 10-minute rest to regain Stamina Points.

WAIL OF THE BANSHEE

School Necromancy (death, sonic, sense-dependent); **Level** wizard 9

Casting Time 1 standard action

Range 60 ft.

Area cone-shaped burst

Duration instantaneous

Saving Throw Fortitude partial, see text; **Spell Resistance** yes

When you cast this spell, you emit a terrible, soul-chilling scream that possibly kills creatures

that hear it (except for yourself). Creatures in the area take 150 points of sonic damage and are permanently deafened. A successful Fortitude save halves this damage and negates the deafened condition.

WALK THROUGH SPACE

School Conjuration (teleportation); **Level** magus 6, technomancer 6

Casting Time 1 standard action

Range personal

Target you

Duration 1 round/level

When under the effects of this spell, you can teleport up to 30 feet as a move action. You must end this movement in an unoccupied space that you can stand on within line of sight. Alternatively, you can spend a move action to teleport to a standing position from lying prone. Teleporting does not provoke attacks of opportunity.

WANDERING STAR MOTES

School Illusion (mind-affecting); **Level** bard 5, mystic 5, technomancer 5, wizard 7

Casting Time 1 standard action

Range close (25 ft. + 5 ft./2 levels)

Target one creature, see text

Duration 1 round/level

Saving Throw Will negates, see text; **Spell Resistance** yes

You create motes of bright light that shoot toward the target and swirl around it in a complex pattern. The pattern clearly outlines the target and radiates light as if it were a lantern, negating any concealment for the target. The target must make a successful Will save. If the target fails its save, it is dazed for 1 round and must make another save at the beginning of its next turn or be dazed again for 1 round. The target must continue making Will saves each round. If a target makes its Will save, the *wandering star motes* jump to the nearest enemy within 30 feet, who must now make Will saves every round or be dazed. Any time a target makes its Will save, the *wandering star motes* jump to the next nearest enemy within 30 feet. A given creature can only be affected by the same casting of *wandering star motes* once; once a target has successfully saved against the spell, it cannot be affected again. If there are no new targets within 30 feet of a target that has successfully made its save, the spell immediately ends. The spell only affects enemy creatures; your allies are not affected.

WEB

School Conjunction (creation); **Level** mystic 1-3, magus 1-3, wizard 1, 2, 4

Casting Time 1 standard action

Range see text

Effect see text

Duration see text

Saving Throw see text; **Spell Resistance** no

You conjure a sticky mass of cobwebs to hinder your foes.

1st: When you cast *web* as a 1st-level spell, you fire a ball of cobwebs at the target. Make a ranged attack against a single target creature's EAC. (You may substitute your key ability modifier for your Dexterity ability modifier on this attack if it is higher.) If you hit, the creature becomes entangled and anchored to its current space by sticky strands. Each turn, the creature may attempt to free itself as a standard action by succeeding on an Acrobatics skill check to escape or a Strength check to break the *web*, both with a DC equal to the spell's DC. (This does not provoke attacks of opportunity.) If the creature or webbing takes any amount of fire damage, the strands shrivel away and the creature loses the entangled condition.

2nd: When you cast *web* as a 2nd-level spell, you create a 20-ft.-radius burst mass of sticky strands somewhere within medium range (100 ft. + 10 ft./level). The mass must be anchored to at least two solid objects at diametrically opposed points or it collapses on itself and disappears. The area within the web becomes difficult terrain, and creatures within its area, or who later enter the area, must succeed on a Reflex save or become entangled and unable to move from their space. Creatures can free themselves from the *web* as a standard action by succeeding on an Acrobatics skill check to escape or a Strength check to break the *web*, both with a DC equal to the spell's DC. (This does not provoke attacks of opportunity.)

If you have at least 5 feet of web between you and an opponent, it provides cover. If you have at least 20 feet of web between you, it provides total cover.

The strands of a *web* spell are flammable. A weapon that deals fire damage can slash them away as easily as a hand brushes away cobwebs. Any fire can set the webs alight and burn away one 5-foot square in 1 round. All creatures within flaming webs take 2d4

points of fire damage from the flames. The sticky mass is otherwise immune to damage, with more strands instantly taking the place of any that are cut but not burned away by fire.

3rd: When you cast *web* as a 3rd-level spell, it acts as the 2nd-level version, save that it creates a mobile cloud of webbing with a 20-ft. radius that does not need to be anchored to anything. You can move the cloud up to 30 ft. per round by mentally directing it, a move action for you. Creatures trapped in the webbing remain trapped even after the cloud passes, but the area the cloud leaves behind does not count as difficult terrain. While webbing is still flammable (as the 2nd-level version), it has fire resistance 5. (Wizards cast this version as a 4th level spell.)

WORD OF RECALL

School Transmutation; **Level** cleric 8

Casting Time 1 standard action

Range unlimited

Target you, touched objects, and up to 1 other willing creature/3 levels

Duration instantaneous

Saving Throw none or Will negates (harmless, object); **Spell Resistance** no or yes (harmless, object)

This spell can instantly teleport you and your allies to a designated sanctuary. You must designate your sanctuary when you prepare the spell, and it must be a place of significance for your faith, even if it is just a small shire that you create yourself. You can be transported any distance within a plane but cannot travel between planes. You can transport, in addition to yourself, any objects you carry, as long as their weight doesn't exceed your bulk limit. You may also bring one additional willing Medium or smaller creature (carrying gear or objects up to its bulk limit) or its equivalent per three caster levels. A Large creature counts as two Medium creatures, a Huge creature counts as two Large creatures, and so forth. All creatures to be transported must be in close range (25 ft. + 5 ft./2 levels) at the time the spell is cast.

An unwilling creature can't be teleported by *word of recall*. Likewise, a creature's Will save (or spell resistance) prevents items in its possession from being teleported. Unattended, nonmagical objects receive no saving throw.

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