GRAVITY AGE
DARK AETHER

STROH HAMMER

STARFINDER
COMPATIBLE

SHGA-A07

GRAVITY AGE
DARK AETHER

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DARK AETHER OVERVIEW

This book came about as an attempt to explain the mysteries of the universe where science, religion, and magic intersect. Creating something altogether brand new for the Starfinder multiverse not seen before in other roleplaying games.

Everyday there are new break throughs in modern science dealing with string theory, dark matter, dark energy, quantum theory and the uncertainty principle. One common denominator shared with all these theories is their dependence on subatomic particles. One of those particles is commonly referred to as the "God Particle". Have we found it? Maybe or maybe not? The purpose of this book isn't to present a scientific journal, it's to ask the question, what if the god particle exists and if it does could it bring science, religion, and magic together?

In the Gravity Age campaign setting, the god particle exists and its quintessential to the makeup of dark aether. Dark aether draws on many of the aforementioned theories but also allows for a bit of poetic license on how its applied to game mechanics. Our objective is believable science fiction with a fantasy potential. After all, throughout history technology has often been mistaken for magic by members of less advanced societies.
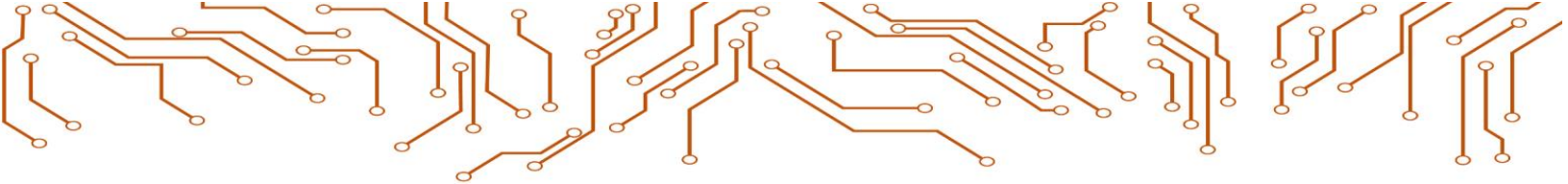
DARK AETHER

Dark Aether is neither matter nor energy yet it makes up 95.1% of the universe's total mass-energy content. Dark aether is non-baryonic, and it doesn't interact with subatomic or atomic particles, nor does it interact with the observable electromagnetic radiation. It is invisible, but it does interact with gravity and dark energy. Confused?

A simple definition of dark aether is that it consists non-baryonic dark matter. A more complex definition follows. Baryons are composite subatomic particles (protons and neutrons) responsible for most the visible mass in the universe. Only 20% of the universe's mass is visible. The other 80% of its mass is composed of non-baryonic akasha particles. Each akasha particle weighs about 1/3 the weight of a neutron. These particles do not interact with any known forms of radiation, do not contribute to the formation of elements, and do not aggregate into larger more dense objects. Since they don't interact with each other, or baryonic matter so they go largely unnoticed.

From a historical perspective, aether and akasha have both been referred to as the "fifth element" by the ancients across many worlds. It's believed the fifth element is the first element, the celestial element, which is why it cannot be perceived by mere mortals. However, within each ancient society there were a few members capable of manipulating this celestial element to perform supernatural feats. These feats were often perceived as magic to the masses. The celestial element has even been compared to life itself.

It wasn't until the invention of hyper-space that scientists were finally able to connect the dots between aether, dark matter, akasha particles, and the celestial element. To accurately calculate a hyper-space jump, the navigator must be aware of both visible matter and dark matter. When the dark aether substrate was initially mapped there were more than a few surprises. Since dark aether interacts with gravity one would expect to see its highest density near objects with the largest gravity wells, but this was not the case. Dark aether was at its lowest density near super massive black

holes. Scientist responsible for mapping dark aether found the highest densities were associated with the presence of life. Star systems with the highest bio density tend to have the highest density of dark aether.

DARK ENERGY

Dark energy is a repulsive energy which is constant across the universe. Although it is often thought of as the inverse of gravity, dark energy doesn't get stronger or weaker in the presence of mass. Dark energy allows an object to accelerate away from another object in the void when its force is greater than gravity.

DARK MATTER

In the Gravity Age universe, dark matter is baryonic matter created from non-baryonic dark aether. Dark matter is essential to forming dark protons and neutrons which allows it to have mass and take up space. Most baryonic elements have dark matter equivalents and will naturally aggregate into larger objects. One peculiar property of dark matter is its ability to absorb observable electromagnetic radiation. Despite having mass and density, devices and senses which rely on observable electromagnetic radiation will only observe a void or complete absence of such radiation. Any object composed of dark matter is pitch black and appears to absorb light.

ARTIFICIAL DARK MATTER

Artificial dark matter is often wreathed in a faint blue or red flames, although these flames produce neither heat nor cold. Careful observation of the flames reveals they are drawing energy inward rather than releasing energy, similar to watching a recording of a camp fire in reverse. Artificial dark matter is created by disrupting dark energy's influence on dark aether. Strengthening or weakening the dark energy constant causes akasha particles to take on baryonic properties. Once akasha particles are converted to artificial dark matter it can be manipulated like normal matter. It only takes a slight variation in dark energy to induce this transformation from dark aether to dark matter. Very few creatures and even fewer technologies are capable of such influence.

PERMANENT DARK MATTER

Permanent dark matter is a scientific anomaly. Dark matter shouldn't exist since dark energy is a constant, but it does in some remote locations of the universe. Under normal conditions a wave of normal baryonic matter will be spontaneously created when the forces of gravity and dark energy hit equilibrium in a high-density field of dark aether. While the universe was in its infancy, unknown conditions spawned two or three waves of dark matter. Its widely believed that the conditions necessary to create permanent dark matter no longer exist.

DARK AETHER VS. PSIONICS

Both psionics and influencing dark aether rely on the ability to manipulate akasha particles. Psionically aware creatures manifest powers by channeling inner strength and bend the akasha particles to their will. An archon's approach is different and indirect. Archons influence akasha particles by causing minor variations in dark energy within a dark aether sub straight.   Doing so allows an archon to spontaneously create matter or even life.

AKASHIC RECORD

Composed of dark aether, the Akashic Records are a compendium of all events, thoughts, words, emotions, and intent to have ever occurred in the past, present, or future. This information is encoded across the multiverse so that there can only be one past, one present, and one future. The Akashic Record is the truth of the multiverse and cannot be changed by reality altering events.
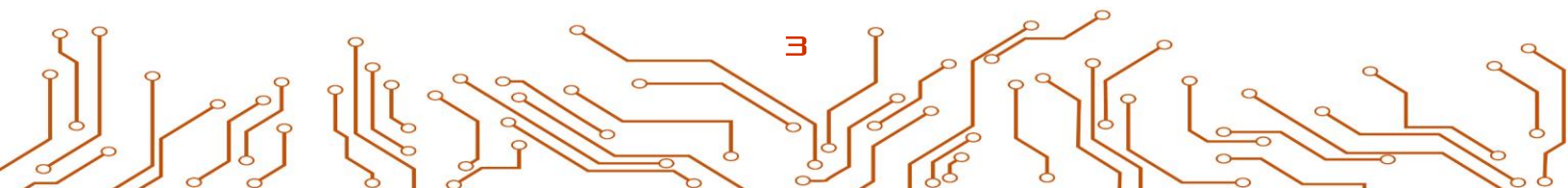
ARCHON

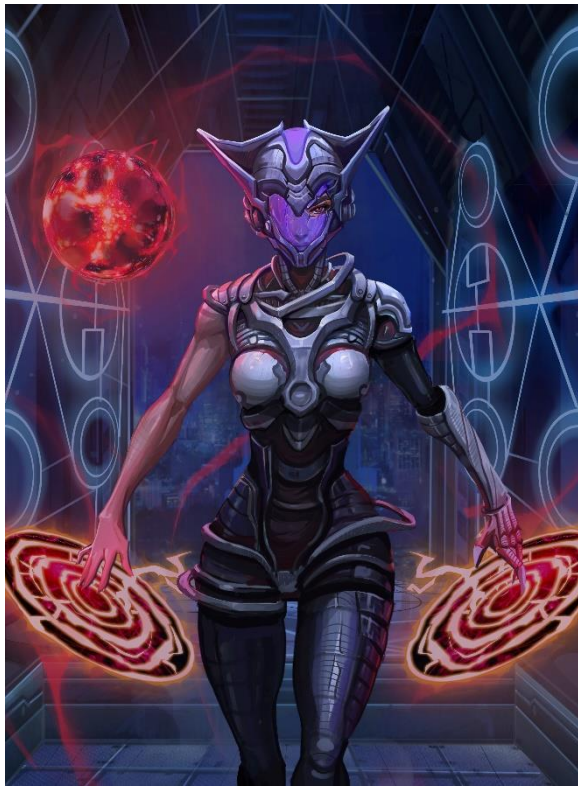You have an affinity for manipulating dark aether and the akasha particles which give it substance. While many are simply unaware of its presence you can sense and feel the presence of dark aether. Your ability to manipulate it allows you to create energy and matter seemingly out of nothing. Even creating temporary items and lifeforms from the dark aether is not beyond your abilities. Your insight and understanding of fundamental particles gifts you with an innate ability to quickly understand the most exotic technologies and physical mechanics even those behind mystical and arcane magic. From your perspective science and religion are cut from the same fabric, both are to be valued and respected. While archons are not as common as other character classes, they are valued for their ability to make something out of nothing.

In addition to manipulating dark aether, you gain cognizance to the Akashic Record. This insight allows you to find your truth and gain acuity in all things.

KEY ABILITY SCORES

Your Charisma determines the strength of your spellcasting ability, the saving throw DCs of your spells, and the number of Dark Energy Points you can spend daily on dark aether binding. Charisma is your key ability score. A high Dexterity score can make you a better ranged combatant, while a high Intelligence score improves your skills.

CLASS SKILLS

SKILL RANKS PER LEVEL 4 + Intelligence modifier

- Culture
- Life Science
- Medicine
- Mysticism
- Perception
- Physical Science
- Piloting
- Profession

PROFICIENCIES

ARMOR PROFICIENCY

Light Armor

WEAPON PROFICIENCY

Basic melee, small arms

TABLE 1-1: ARCHON

CLASS LEVEL	BASE ATTACK BONUS	FORT SAVE BONUS	REF SAVE BONUS	WILL SAVE BONUS	CLASS FEATURES	SPELLS KNOWN					
						1ST	2ND	3RD	4TH	5TH	6TH
1st	+0	+0	+2	+2	Dark Aether Binding, Dark Energy, Spells	2	--	--	--	--	--
2nd	+1	+0	+3	+3	Akashic Acuity	2	--	--	--	--	--
3rd	+2	+1	+3	+3	Weapon Specialization	3	--	--	--	--	--
4th	+3	+1	+4	+4	Akashic Acuity	3	2	--	--	--	--
5th	+3	+1	+4	+4	Cannibalize	4	2	--	--	--	--
6th	+4	+2	+5	+5	Akashic Acuity	4	3	--	--	--	--
7th	+5	+2	+5	+5	--	4	3	2	--	--	--
8th	+6	+2	+6	+6	Akashic Acuity	4	4	2	--	--	--
9th	+6	+3	+6	+6	Stargate Type I	5	4	3	--	--	--
10th	+7	+3	+7	+7	Akashic Acuity	5	4	3	2	--	--
11th	+8	+3	+7	+7	--	5	4	4	2	--	--
12th	+9	+4	+8	+8	Akashic Acuity	5	5	4	3	--	--
13th	+9	+4	+8	+8	Stargate Type II	5	5	4	3	2	--
14th	+10	+4	+9	+9	Akashic Acuity	5	5	4	4	2	--
15th	+11	+5	+9	+9	--	5	5	5	4	3	--
16th	+12	+5	+10	+10	Akashic Acuity	5	5	5	4	3	2
17th	+12	+5	+10	+10	Stargate Type III	5	5	5	4	4	2
18th	+13	+6	+11	+11	Akashic Acuity	5	5	5	5	4	3
19th	+14	+6	+11	+11	--	5	5	5	5	5	4
20th	+15	+6	+12	+12	Akashic Acuity, Stargate Type IV	5	5	5	5	5	5

CLASS FEATURES

DARK ENERGY (EX) [1st]

Dark energy allows you to bind dark aether into dark aether cybernetics, living constructs (sentinels), power super natural abilities, or manifest spells. Every archon has a reserve of Dark Energy Points ("DEPs") based on their archon level (see TABLE 1–2: DARK ENERGY POINTS – TOTAL DEPS). Archons also gain bonus DEPs from a high Charisma score (see TABLE 1-3: BONUS DARK ENERGY POINTS, below).

To determine the number of bonus DEPs gained from a high Charisma score, find the row for the archon's Charisma score. Next, find the column for the highest level of spell the archon is capable of casting based on their class level (even if they don't have a high enough ability score to cast spells of that level). At the point where the row and column intersect, you find the bonus DEPs the archon gains. This value can change each time the archon's ability score undergoes a permanent change (such from an

ability score increase due to character level or one from a Personal Upgrade) and each time their maximum spell level changes.

Important: Your DEP pool is a shared resource fueling your powers. A good archon build is often about finding a balance in class abilities that works for your style of play. If you dedicate too many DEPs to bindings it will limit your spell casting ability.

DARK AETHER BINDING (EX) [1st]

You have an innate connection with the dark aether permeating the universe and create complex living constructs and augmentations from it. Your fundamental understanding of energy, matter, and life allows you to spontaneously create living matter by ionizing dark aether with nothing but the power of thought and dark energy. Many sentients who are not dark aether sensitive mistake this "mind into matter" ability as a god-like power. Your

dark aether binding can take one of two forms: *dark aether sentinel(s)* or *dark aether cybernetics*. You must pick one of these forms upon taking your first level of archon, and once this choice is made, it cannot be changed.

When you use dark aetheric binding it requires you to spend 1 Resolve Point and a number of Dark Energy Points based on the item level of cybernetic augmentation or level of the sentinel you manifest (see Table 1-2: Dark Aether Points). If you wish to maintain a dark aether binding indefinitely you pay a daily maintenance of Dark Energy Points equal to the item's or sentinel's creation cost. Maintaining a dark aether binding does not require additional Resolve Points. This daily maintenance can be offset by class features, feats, and racial attributes.

Creating the perfect pet or maximized combination of augmentations can be a time-consuming process. It is highly recommended players interested in playing the archon character class have several augmentation combinations or sentinels prebuilt and ready for play prior to a game session. The archon can be a fun and rewarding class to play, but it also has the potential of slowing down the session if the player is not properly prepared.

RECOVERING DARK ENERGY POINTS

You replenish you Dark Energy Points after 8 full hours of uninterrupted rest, but you can also regain them using magic or technology.

DARK AETHER CYBERNETICS

You begin play with the ability to spontaneous generate cybernetic augmentations created by manipulating dark energy to influence dark aether into dark matter. An archon can create any cybernetic augmentation equal to their archon class level +1 but must meet any other requirements or restrictions common to the desired augmentation. Spontaneously crafting dark aether cybernetics requires you to spend 1

TABLE 1-2: DARK ENERGY POINTS

LEVEL	TOTAL DEPS	SENTINEL DEP COST	ITEM DEP COST
1st	2	1	1
2nd	3	2	2
3rd	5	3	3
4th	8	5	4
5th	10	6	5
6th	12	7	6
7th	14	8	7
8th	16	9	8
9th	20	10	9
10th	25	12	10
11th	27	13	11
12th	30	14	12
13th	32	15	13
14th	34	16	14
15th	37	17	15
16th	40	18	16
17th	42	19	17
18th	45	21	18
19th	50	23	19
20th	60	25	20

Resolve Point and requires 1 minute per item level of uninterrupted concentration. Spontaneous generation is similar to concentrating and maintaining a spell (see Chapter 10 Magic and Spells of the Starfinder Core Rulebook under Concentration and Interrupted Spells). If the archon is interrupted during the process, they must make a Fortitude saving throw (DC = 11 + item level) or lose the Resolve Point and Dark Energy Points that would have been dedicated to creating the augmentation. If the archon successfully makes their saving throw any DEPs dedicated to crafting the augmentation are retained and can be reused, however the Resolve Point is still lost.

Once an augmentation is created, it is permanent until the archon dismisses the item, fails to pay the maintenance cost, or under extremely rare circumstances it is destroyed. The archon must pay a daily maintenance of Dark Energy Points equal to the item's creation
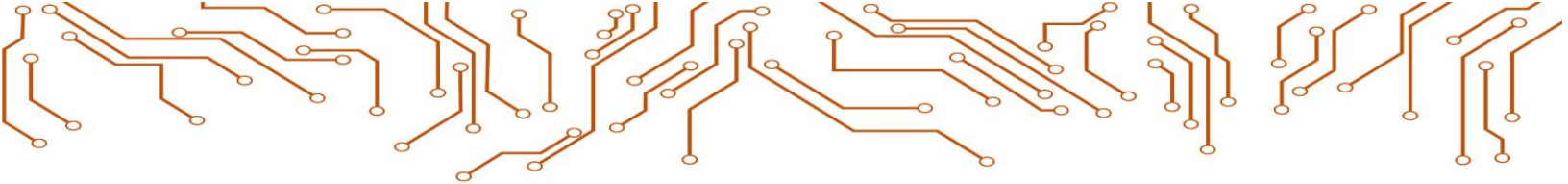
cost. This daily maintenance can be offset by class features, feats, and racial attributes.

The **Gravity Age: Cybernetic Emporium** is required to play an archon with Dark Aether Cybernetics. Both the **Gravity Age: Cybernetic Emporium 2** and **Gravity Age: Nanotech Emporium** are both strongly recommended.

DARK AETHER SENTINELS

An archon can manipulate dark energy and akasha to spontaneously call into existence a living construct ('Sentinel'). A sentinel persists until dismissed or destroyed, but you can create a new one several times a day by expending 1 Resolve Point and the appropriate number of Dark Energy Points. Each time you create a sentinel it can take a completely new form allowing it to serve a specific task. Once you bind a sentinel to a form, it cannot be modified. Modifications to a sentinel are only possible by dismissing it and calling it back into existence. As you gain levels, your sentinel gains additional powers and abilities. Since, your sentinel is a product of your thought and bond into existence by a fragment of your soul only an archon that calls a sentinel into existence can control it. Sentinel creation is detailed on page 36.

The **Gravity Age: Mutant Menagerie** is required to play an archon with dark aether sentinel dark aether binding.

SPELLS [1st]

You cast spells drawn from the archon 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 are a 'point-buy-caster' and spend Dark Energy Points to manifest your spells. The number of spells you can cast each day is determined by the size of your Dark Energy Point pool reduced by the number of Dark Energy Points already dedicated to your dark aether bindings.

The Dark Energy Points required to manifest a spell are equal to the spell's level. *Example a 6th-level spell requires 6 DEPs to cast.*

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 archon level, you learn one or more new spells (see TABLE 1–1: ARCHON - SPELLS KNOWN). You can cast any archon spell you know at any time if you have enough Dark Energy Points remaining. You can also manifest 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 as long as you have 1 point remaining in your DEP pool. If your DEP pool is reduced to 0 you can no longer cast 0-level spells.

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.

Archons does no have to cast spells at max tier and may undercast spells with variable spell levels. You must always pay the DEPs for the tier of the spell level you are casting.

TABLE 1-3: ARCHON BONUS DEPS

CHA SCORE*	BONUS DEPS
1-11	0
12-13	1
14-15	2
16-17	3
18-19	5
20-21	8
22-23	11
24-25	13
26-27	15
28-29	17
30-31	21
* Add 4 DEPS for every 2 CHA above 30	

AKASHIC ACUITY [2ND]

As you gain experience, you learn Akashic Acuities that allow you to defy probability or gain insight to a situation where normally none would be found.

You learn your first akashic acuity at 2nd level, and you learn an additional akashic acuity at 4th level and every 2 levels thereafter. If an akashic acuity allows an opponent a saving throw to resist its effects, the DC is equal to 10 + half your archon class level + your charisma modifier. If an akashic acuity requires an opponent to attempt a skill check, the DC is equal to 10 + 1-1/2 × your archon class level + your charisma modifier.

Many akashic acuities require you to have a minimum archon level, and they are organized accordingly. Some akashic acuities have additional prerequisites, such as other akashic acuities. Unless otherwise specified, you can't learn an akashic acuity more than once.

Each akashic acuity is usable once per day and is recharged by 8 hours of complete rest.

WEAPON SPECIALIZATION (EX) [3rd]

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

CANNIBALIZE (SU) [5th]

In a pinch, an archon 5th level or higher can recover Dark Energy Points by dismissing a dark aether augmentation or sentinel as a standard action. This dismissal recovers 1/2 of the Dark Energy Points used during its binding, rounding down, with a minimum point recovery of 1.

Archons do not regain any Resolve when using this class feature.
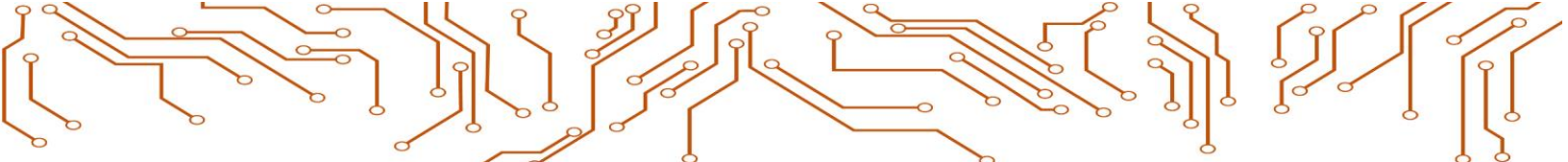
STARGATE (SU) [9th, 13th, 17th, 20th]

You can create an interdimensional link commonly referred to as a stargate connecting any two locations on the same plane of existence. Manifesting a stargate requires 1 minute of unbroken concentration. During this time, an archon visualizes and builds a circular hoop or disk from raw dark matter and dark energy. Appearance of the disk varies by each archon's personal preferences. Your disk might appear as a looped tree while another archon might create an unremarkable featureless dark matter donut, but in all cases akasha particles are drawn into the central void. When the maelstrom of raw akasha finally settles into a smooth mirrored black surface your stargate is ready to be traversed. See below for the details on each type of stargate.

A stargate is 5 to 20 feet in diameter and oriented in any direction you desire. The stargate's surface is opaque and stepping through one is considered a leap of faith by many. Although the archon cannot choose a specific location, the akasha particles guide the far side of the gate to the nearest "safe" location. If a safe location is not available near the desired location the gate will not form and the archon loses 1 Resolve in the effort. The stargate remains open as long as the archon concentrates on it up to 1 round per 2 archon class levels rounding down. When the archon ceases to concentrate the gate persists for 1 additional round.

Type I: You concentrate for 1 minute and spend 3 Resolve Points to create a stargate connecting two locations less than 1 light year apart. Typically, this allows you to create a portal to anywhere in the same star system.

Type II: You concentrate for 1 minute and spend 5 Resolve Points to create a stargate connecting two locations equal to or less than 10 light years apart. Under normal circumstances this will allow you to travel to the nearest star system or return to any home location with a hyperspace beacon.

Type III: You concentrate for 1 minute and spend 8 Resolve Points to create a stargate connecting two locations equal to or less than 30 light years apart. This will allow you to connect to most locations in near space.

Type IV: You concentrate for 1 minute and spend 12 Resolve Points to create a stargate connecting two locations equal to or less than 300 light years apart. In game terms, this will allow you to create a portal connecting to most deep space locations, but not other galaxies.

AKASHIC ACUITY DETAILS

2ND LEVEL

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

AETHERIC DARK ARSENAL (SU)

As a standard action, you can create weapons from dark aether and cast *dark matter spear*, *disruption baton*, or *monofilament lash* as a super natural effect. Drawing on this power does not require Dark Energy Points. The aetheric dark arsenal ability always manifests weapons of the highest spell level you are capable of casting and the super natural effects are identical to those found in each of the spell descriptions. Additional information on *dark matter spear*, *disruption baton*, or *monofilament lash* can be found in the Spells section of this book.

AKASHIC MYSTERIES

You can use the Mysticism skill to mentally reach into the Akashic Record to learn information about a person, place, or thing. Choose one of the following akashic mysteries;

- **Akashic History (Su)** You can use Mysticism to recall knowledge on any historical significance of a specific location. You must be physically present at the location to use this akashic mystery.

- **Akashic Impression (Su)** You can use Mysticism to recall knowledge on the race, sex, profession, relative power, and identity of a deceased sentient. You can only use this akashic acuity on a corpse or disembodied spirit you can see or otherwise interact with.
- **Akashic Imprint (Su)** You can use Mysticism to determine the race, species, sex, and relative power of an items previous owner. You must have possession of an item to use this akashic acuity.

This akashic acuity may be selected multiple times by selecting a different akashic mystery each time.

GM Guidance: *Determining the identity of a person passing through a location, identity of a corpse, or identity of an item's previous owner should require a DC 25 Mysticism skill check, but a character can always take 20 if unharried.*

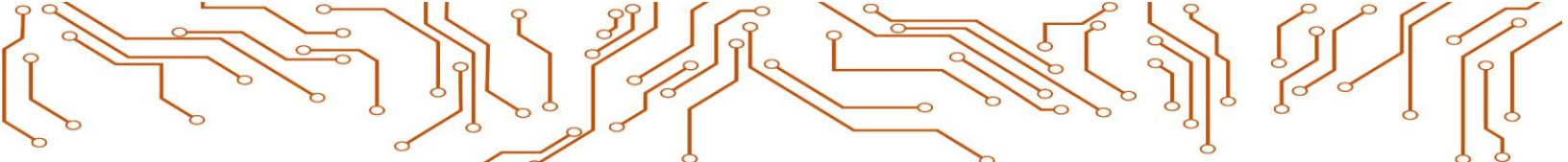### LIBRARIAN OF THE AKASHIC RECORD (SU)

Your connection to the Akashic Record grants you a +1-insight bonus to the class skill of your choice. This akashic acuity may be selected multiple times and the effects stack. This akashic acuity is a constant effect and is not subject to 8 hours of complete rest.

8th LEVEL

AKASHA STEALING (SU)

You create a discordant ripple in the dark aether between you and a target. This disrupts the targets akashic bond and transfers some of their akasha (magical energies) to you. This ability has a 60-ft. range and requires a successful attack roll against the target's EAC. A successful hit transfers up to 3 spell levels or 3 DEPs from the target and adds 3 DEPs to your Dark Energy Point pool. If the target makes a successful Will save the transfer is reduced to 1 spell level or 1 DEP.

Akasha stealing can only be used against targets that cast spells or possess spell-like abilities and the target must have spell levels, spell-like abilities, or DEPs available to transfer.

Against targets with spell levels, the transfer always starts with a 3rd level spell of the target's choice. If a 3rd level spell isn't available, it will transfer a 2nd level spell and if a 2nd level spell isn't available it will transfer a 1st level spell. If the target only has spells of 4th level or higher available akasha stealing fails to transfer any spells levels.

DARK AETHER MAKER MAGIC (SU)

You can emulate or create a dark aether version of any spell, from any class, so long as you are capable of casting a spell of equal spell level. When you witness a spell cast from an ally or enemy you have the opportunity to make a Mysticism skill check (DC = 11 + spell level) to understand the basic akashic blueprints of the spell. At the time the spell is witnessed you spend 1 Resolve Point as an immediate action to temporarily add the spell to your known spell list. After each full night's rest you can choose to forget the temporary known spell or spend a Resolve Point to maintain the temporary know spell until your next full nights rest. You can maintain a single temporary known spell with this akashic acuity.

This akashic acuity can be taken more than once. Each time this acuity is taken it allows you to maintain an additional temporary known spell.

FORGET YOUR TRUTH (EX)

Although the Akashic Record preserves the truth of the past, present, and future, you have the ability to step back into a divergent reality after your truth is revealed. Once per day you may reroll a natural 1 on a d20. The result of the second roll is your new truth.

KNOW YOUR TRUTH (EX)

Occasionally the akashic record presents but one path forward. Once per day, by spending 1 Resolve Point, you can take a natural 20 on any d20 roll.

RITUAL OF THE AKASHIC RECORD (SU)

You can create a perfect record of your physical body in the Akashic Record by spending 2 Resolve Points. This record includes your current hit point total, physical ability scores (STR, DEX, and CON), and any conditional modifiers or conditions such as ability damage to physical ability scores, disease, negative levels, and poison. If at any point within the next 24 hours you are reduced to fewer than 0 hit points or are slain by a death effect that is not mind-affecting, you can immediately let your current physical body die and assume the record of your physical body on your next turn. When this happens, your corpse disappears, and you can either resume the place of your dead body (already wearing any clothing still attached to the corpse) or appear in any place you've been within 500 feet of where your corpse lies (but without any of your gear).

You still retain your original mind, and therefore don't regain any spells. You are still under any mental influences and energy drain effects you were under when you recalled the record of your physical body, but don't retain any physical effects such as bleed damage or poison (unless you suffered from these conditions at the time the spell was cast). Spells affecting you when you store a record of yourself abide by their normal durations. For example, if you were affected by a *haste* spell when you created the record and you restore your body 1 hour later, you won't be under that effect anymore since its duration has already expired. This akashic acuity doesn't allow you to avoid dying of old age.

If you have the means of using this akashic acuity more than once in a 24-hour period it replaces any previous record you have created; you can't store more than one copy of yourself in the Akashic Record.

TURN THE PAGE

The Akashic Record is often thought of as an encyclopedia of everything that has been and will be. If it could be read, the Akashic record would read like a choose your own adventure book with infinite possibilities leading to infinite outcomes. This akashic acuity allows you to skip a page forward or backward in the Akashic Record.

Skipping forward in the record is relatively easy. You can spend 1 Resolve Point as a standard action and temporarily spring out of existence for 1 to 10 rounds. You must declare how many rounds you are skipping forward and will return no earlier or later than declared. You will return in the exact same position and condition as when you skipped ahead.

Skipping back a page takes considerably more effort. By spending 2 Resolve Points as an immediate action, you can bring your future self back 1 round to assist your current self. Your future self appears in a space adjacent to your current self and both your current and future self can take a full round of actions. One potential disadvantage of *turn the page* is any damage or healing inflicted on your current self is passed forward and immediately applied to your future self. It is theoretically possible for both future and present self to take damage or healing from the same effect; essentially causing double damage or healing to your future self. On a more disturbing note, its also possible to watch yourself die. If your present self-dies your future self immediately vanishes. If your future self-dies you were lucky enough to witness your own demise.   Turn the page has a duration of 1 round. When the duration expires you wink out of existence for the number of rounds your future self was displaced into present.

Turn the page can be selected multiple times. Each time this akashic acuity is selected it extends the number of rounds your future self can remain in the present by 1.

SPELLS

There are dozens of spells available to spellcasters in the Starfinder RPG. The following pages present the spell lists for the archon and new spells for the mystic and technomancer. Spells appearing in this book are presented in "*italics*". 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.

ARCHON SPELL LIST

0-LEVEL

Dancing Lights: Create and direct up to four lights.

Detect Affliction: Determine whether a creature or object has been poisoned, diseased, cursed, or is suffering a similar affliction.

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

Mending: Restore 1d4 Hit Points to an object or construct.

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

Stabilize: Cause a dying creature to stabilize.

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

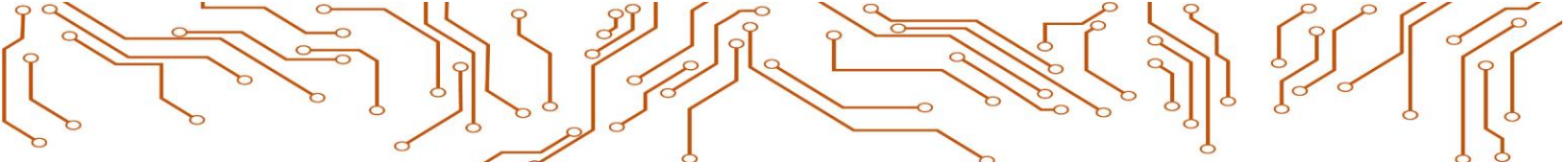**Token Spell:** Perform simple magical effects.

Transfer Charge: Move charges from one power source to another source of the same type.

1ST-LEVEL

Dark Borg: *Create a cybernetic augmentation, item level; 1, 2, or 3.*

Dark Matter Spear: *Create a dark matter spear which deals 1d6 (P) damage and is constructed from a special material.*

Detect Akasha: *You can detect the presence of living and undead creatures within 60 ft.*

Detect Radiation: Detect radiation within 120 feet.

Detect Tech: Detect technological items with charges or that replenish charges within 60 feet.

Disruption Baton: Create a dark matter baton which deals 1d6 (B) damage empowered by a disruption fusion.

Entropic Infusion: Restore 1 + your Constitution modifier Hit Points to an undead, or damage a living creature.

Grease: Make a 10-ft. square or one object slippery

Identify: Gain +10 bonus to identify items of a magic or technological nature.

Keen Senses: Target gains low-light vision and a +2 bonus to Perception checks.

Kinetic Shield: Creates an invisible aura of force protecting the caster from a single kinetic attack.

Life Bubble: Encase targeted creatures with a shell of tolerable atmosphere.

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

Monofilament Lash: Create a monofilament lash which deals 1d8 (S) damage.

Radiance Infusion: Restore 1 + your Constitution modifier Hit Points to a living creature, or damage an undead..

2ND-LEVEL

Augury [R]**:** Learn whether an action will be good or bad.

Dark Borg: Create a cybernetic augmentation, item level; 4, 5, or 6.

Dark Matter Spear: Create a dark matter spear which deals 2d6 (P) damage and is constructed from a special material.

Disruption Baton: Create a dark matter baton which deals 2d6 (B) damage empowered by a disruption fusion.

Drain Momentum: You drain the momentum out of an object or creature potentially avoiding damage.

Entropic Infusion: Restore 1d8 + your Constitution modifier Hit Points to an undead, or damage a living creature.

Fog Cloud: Create a fog that obscures vision.

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

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

Make Whole: Restore 5d6 Hit Points to an object or construct.

Monofilament Lash: Create a monofilament lash which deals 2d8 (S) damage.

Radiance Infusion: Restore 1d8 + your Constitution modifier Hit Points to a living creature, or damage an undead..

Recharge [R]**:** Replenish charges in a battery or item capable of holding charges.

Restoration, Lesser: Dispel magical ability penalty or cure 1d4 ability damage.

See Invisibility: See invisible creatures or objects.

Status: Monitor condition and position of allies.

Surge: Remove the fatigued or exasted condition from a target.

Suspend Cyber Psychosis: Temporarily grant immunity to the effects of cyber psychosis.

Weightless: One target is rendered weightless and effected like they are in a zero gravity environment.

3RD-LEVEL

Akashic Communion: You attempt to obtain a glimpse of some specific event from the Akashic Record.

Arcane Sight: Magical sources become visible to you.

Dark Borg: Create a cybernetic augmentation, item level; 7, 8, or 9.

Dark Matter Spear: Create a dark matter spear which deals 3d6 (P) damage and is constructed from a special material.

Discharge: Disrupts or depowers one target technological item or construct.
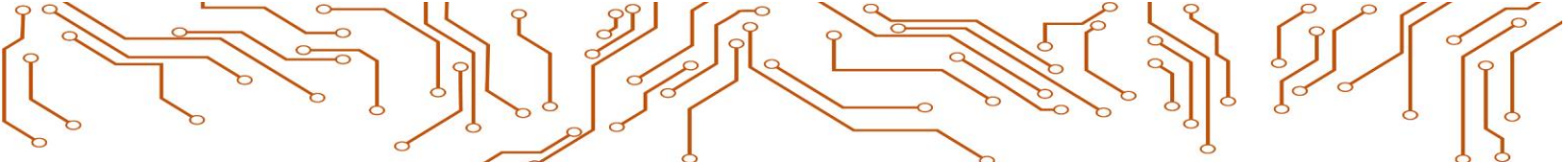
Disruption Baton: Create a dark matter baton which deals 3d6 (B) damage empowered by a disruption fusion.

Dispel Magic: Cancel one magical spell or effect.

Entropic Grasp: Touch decays a construct or nonmagical manufactured item once per round per level.

Entropic Infusion: Restore 3d8 + your Constitution modifier Hit Points to an undead, or damage a living creature.

Ghost Ward: *You surround yourself with a ward that does 3d12 damage to incorporeal and ethereal creatures.*

Hologram Memory: Extract a creature's memory and replay it as a hologram.

Irradiate: Flood area with dangerous radiation.

Monofilament Lash: *Create a monofilament lash which deals 3d8 (S) damage.*

Probability Prediction: Reroll one attack roll, save, or check.

Radiance Infusion: *Restore 3d8 + your Constitution modifier Hit Points to a living creature, or damage an undead..*

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

Steal Momentum: *You steal momentum from an object or creature allowing you to use that excess energy.*

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

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

4TH-LEVEL

Cosmic Vision: *You have the ability to see through matter up to 60 ft.*

Creation: Create one object made of vegetable matter.

Dark Borg: *Create a cybernetic augmentation, item level; 10, 11, or 12.*

Dark Matter Spear: *Create a dark matter spear which deals 5d6 (P) damage and is constructed from a special material.*

Death Ward: Target gains +4 bonus to saves against death spells, and is immune to negative energy and gaining negative levels.

Dimension Door: Teleport a short distance.

Disruption Baton: *Create a dark matter baton which deals 5d6 (B) damage empowered by a disruption fusion.*

Enervation: Ray imposes 2 negative levels.

Entropic Infusion: *Restore 5d8 + your Constitution modifier Hit Points to an undead, or damage a living creature.*

Missile Swarm: *Eight missiles deal 1d4+1 force damage.*

Monofilament Lash: *Create a monofilament lash which deals 5d8 (S) damage.*

Overload systems: Target creature has a 50% chance to lose each action.

Radiance Infusion: *Restore 5d8 + your Constitution modifier Hit Points to a living creature, or damage an undead..*

Remove Radioactivity: Remove ongoing radiation effects from a creature or object.

Resilient Sphere: Force globe protects but traps one target.

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

Restoration [R]**:** Restores ability score drain and negative levels.

5TH-LEVEL

Break Enchantment: Free creatures from curses, enchantments, and transmutations.

Call Cosmos: Rain cosmic particles on targets, dealing 4d6 fire damage and 3d6 cold damage.

Creation: Create one object made of vegetable or mineral matter.

Dark Borg: *Create a cybernetic augmentation, item level; 13, 14, or 15.*

Dark Matter Spear: *Create a dark matter spear which deals 7d6 (P) damage and is constructed from a special material.*

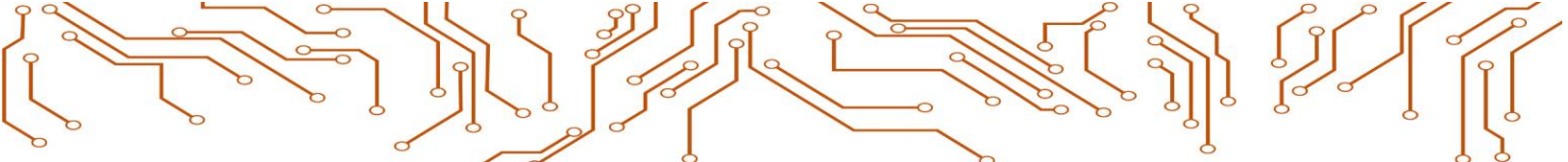**Dispel Magic, Greater:** Cancel multiple spells or effects.

Disruption Baton: *Create a dark matter baton which deals 7d6 (B) damage empowered by a disruption fusion.*

Entropic Infusion: *Restore 7d8 + your Constitution modifier Hit Points to an undead, or damage a living creature.*

Modify Memory: Change 5 minutes of target's memories.

Monofilament Lash: *Create a monofilament lash which deals 7d8 (S) damage.*

Passwall: Create a passage through most walls.

Radiance Infusion: *Restore 7d8 + your Constitution modifier Hit Points to a living creature, or damage an undead..*

Rapid Repair: Construct or weapon regains 2d8 Hit Points per round for 1 minute.

Resistant Aegis: Grant up to 10 creatures DR 5/— or energy resistance 5 to all energy types.

Retrocognition: Gain psychic impressions of past events in a certain location.

Synapse Overload: Target takes 18d8 damage and is staggered for 1 minute.

Synaptic Pulse, Greater: Stun all creatures within 20 feet for 1d4 rounds.

Telekinesis: Move an object, attack creatures, or hurl objects or creatures with your mind.

Teleport: Instantly teleport as far as 2,000 miles.

Wall of Force: Invisible wall is difficult to destroy.

6TH-LEVEL [-6]

Aetheric Mantle ᴿ: Create a protective aura against environmental dangers.

Control Gravity: Alter gravity in an area.

Dark Borg: *Create a cybernetic augmentation, item level; 16, 17, 18, 19, or 20.*

Dark Matter Spear: *Create a dark matter spear which deals 9d6 (P) damage and is constructed from a special material.*

Discharge, Greater: Disrupts or depowers multiple technological items or constructs.

Disintegrate: Ray reduces one creature or object to dust.

Disruption Baton: *Create a dark matter baton which deals 9d6 (B) damage empowered by a disruption fusion.*

Entropic Infusion: *Restore 9d8 + your Constitution modifier Hit Points to an undead, or damage a living creature.*

Ethereal Jaunt: You become ethereal for 1 round per level.

Flesh to Stone: Turn a creature into a statue.

Gravitational Singularity: Particle with infinite density pulls creatures and objects into it, dealing 12d6 damage each round to those inside.

Monofilament Lash: *Create a monofilament lash which deals 9d8 (S) damage.*

Radiance Infusion: *Restore 9d8 + your Constitution modifier Hit Points to a living creature, or damage an undead.*

Resistant Armor, Greater: Grant DR 15/— or energy resistance 15 against four energy types.

Sympathetic Vibration: Deal 2d10 damage per round to freestanding structure.

True Seeing: Target can see things as they really are.

Vision: Change appearance of a group of creatures.

Wall of Steel *: Wall has 45 Hit Points per inch of thickness and hardness 15.

NEW MYSTIC SPELLS

1ST-LEVEL

Detect Akasha: *You can detect the presence of living and undead creatures within 60 ft.*

Disruption Baton: *Create a dark matter baton which deals 1d6 (B) damage empowered by a disruption fusion.*

Kinetic Shield: *Creates an invisible aura of force protecting the caster from a single kinetic attack.*

2ND-LEVEL

Disruption Baton: *Create a dark matter baton which deals 2d6 (B) damage empowered by a disruption fusion.*

Suspend Cyber Psychosis: *Temporarily grant immunity to the effects of cyber psychosis.*

Weightless: *One target is rendered weightless and effected like they are in a zero gravity environment.*
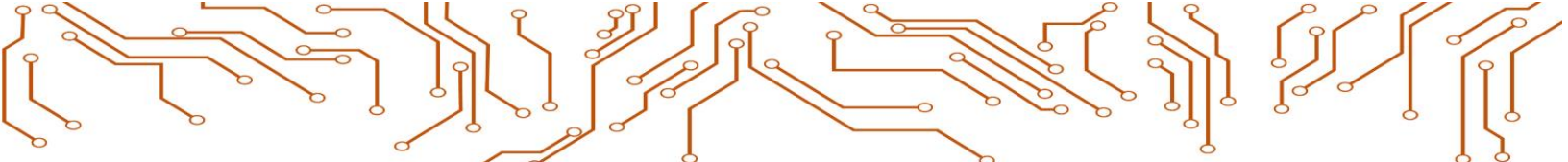
3RD-LEVEL

Disruption Baton: *Create a dark matter baton which deals 3d6 (B) damage empowered by a disruption fusion.*

Ghost Ward: *You surround yourself with a ward that does 3d12 damage to incorporeal and ethereal creatures.*

4TH-LEVEL

Akashic Communion: *You attempt to obtain a glimpse of some specific event from the Akashic Record.*

Disruption Baton: *Create a dark matter baton which deals 5d6 (B) damage empowered by a disruption fusion.*

5th-LEVEL

Disruption Baton: *Create a dark matter baton which deals 7d6 (B) damage empowered by a disruption fusion.*

6TH-LEVEL

Aetheric Mantle ᴿ: Create a protective aura against environmental dangers.

Disruption Baton: *Create a dark matter baton which deals 9d6 (B) damage empowered by a disruption fusion.*

NEW TECHNOMANCER SPELLS

1ST-LEVEL

Dark Borg: *Create a cybernetic augmentation, item level; 1, 2, or 3.*

Dark Matter Spear: *Create a dark matter spear which deals 1d6 (P) damage and is constructed from a special material.*

Kinetic Shield: *Creates an invisible aura of force protecting the caster from a single kinetic attack.*

2ND-LEVEL

Dark Borg: *Create a cybernetic augmentation, item level; 4, 5, or 6.*

Dark Matter Spear: *Create a dark matter spear which deals 2d6 (P) damage and is constructed from a special material.*

3RD-LEVEL

Dark Borg: *Create a cybernetic augmentation, item level; 7, 8, or 9.*

Dark Matter Spear: *Create a dark matter spear which deals 3d6 (P) damage and is constructed from a special material.*

4TH-LEVEL

Akashic Communion: You attempt to obtain a glimpse of some specific event from the Akashic Record.

Dark Borg: *Create a cybernetic augmentation, item level; 10, 11, or 12.*

Dark Matter Spear: *Create a dark matter spear which deals 5d6 (P) damage and is constructed from a special material.*

Missile Swarm: *Eight missiles deal 1d4+1 force damage.*

5th-LEVEL

Cosmic Vision: *You have the ability to see through matter up to 60 ft.*

Dark Borg: *Create a cybernetic augmentation, item level; 13, 14, or 15.*

Dark Matter Spear: *Create a dark matter spear which deals 7d6 (P) damage and is constructed from a special material.*

6TH-LEVEL

Dark Borg: *Create a cybernetic augmentation, item level; 16, 17, 18, 19, or 20.*

Dark Matter Spear: *Create a dark matter spear which deals 9d6 (P) damage and is constructed from a special material.*

SPELL DESCRIPTION FORMAT

The descriptions of Starfinder's spells are presented in a standard format, as shown in the sample spell description below. Each category of information found in the spell descriptions is explained and defined in Chapter 10 of the Starfinder Core Rulebook under "Magic and Spells". Not all Starfinder spells contain each boldfaced entry heading listed in the sample, but for purposes of completeness, all entry headings used in the various spell descriptions are included. The sample also includes either typical language found in most spell entries or a summary of what the entry typically contains.

[A] Archon Spells

[M] Mystic Spells

[T] Technomancer Spells

R Requires Resolve Points to cast

SPELL NAME R [A0–6, M0–6, T0-6]

School: magic type [descriptor]

Casting Time: action or time

Range: personal, touch, or a specified distance

Area: affected space (S)

Effect: the spell's mechanical effect (if it doesn't have an area or targets)

Targets: one creature or multiple creatures

Duration: rounds, minutes, or hours (D)

Saving Throw: none, partial, or negates; **Spell Resistance:** yes or no

The spell's effects are described here.

SPELL DESCRIPTIONS

The following spells are presented in alphabetical order, with the exception of those whose names begin with "greater," "lesser," or "mass".

AETHERIC MANTLE R [A6, M6]

School: abjuration

Casting Time: 1 full action

Range: personal

Duration: special (D)

You twist dark aether into a slightly shimmering protective aura (Perception check DC 10 to notice aura). Aetheric mantle moves with you and extends its protection to items held or worn. Casting aetheric mantle requires you to spend a Resolve Point which you do not gain back until the mantle is dismissed or dispelled and you have achieved the proper amount of rest. Aetheric mantle confers the following protections to you:

- **Abjuration Binding** – You can add one 4th level or lower abjuration spell to the aetheric mantle's effects. This abjuration spell must be on your caster's spell list and must have a duration of at least 1 round. It remains in effect until the aetheric mantle is dismissed or dispelled.
- **Environmental Protections** – Like wearing armor, the aetheric mantle can protect you from a range of environmental hazards associated with space, alien worlds, or even an environmental breach in a starship or space station. Aetheric mantle produces a minor force field specially attuned to manage pressure, temperature, and other common environmental dangers.
- **Fall Protection** – You fall slowly at a mere 60 feet per round and take no damage upon landing.
- **Gravitational Manipulation** – By influencing gravitons you can increase or decrease the strength of gravity by one step. However, you cannot create gravity in an area of zero gravity.

- **Zero-G Maneuverability** – You can move up to 10 feet per move action while in a zero gravity environment. You are also immune to the off-kilter condition.

AKASHIC COMMUNION [A3, M4, T4]

School: divination

Casting Time: 10 minutes

Range: personal

Target: you

Duration: 1 minute per level

Saving Throw: none; **Spell Resistance:** no

You attempt to obtain a glimpse of some specific event from the Akashic Record. This allows you to attempt one skill check to recall information of your choice per 3 caster levels you have, each with a +5 insight bonus. You are treated as trained in any appropriate skills used to recall knowledge for these checks and can use this spell to reroll a recall knowledge check you have already failed. The GM rolls these Knowledge checks in secret, as the Akashic Record is incredibly remote, and impressions gleaned from the distant repository are sometimes skewed when received. On a natural 1, the resulting answer is wildly inaccurate.

This spell provides experiential guidance based on your ability to understand the flashes of insight gleaned from the Akashic Record. If you lag, discuss the answers, or go off to do anything else, the spell ends. Once you have used this spell to gain information on a specific topic or event, you cannot use it for Knowledge checks regarding that topic or event again until you have gained a caster level.

## COSMIC VISION [A4, T5]

School: transmutation
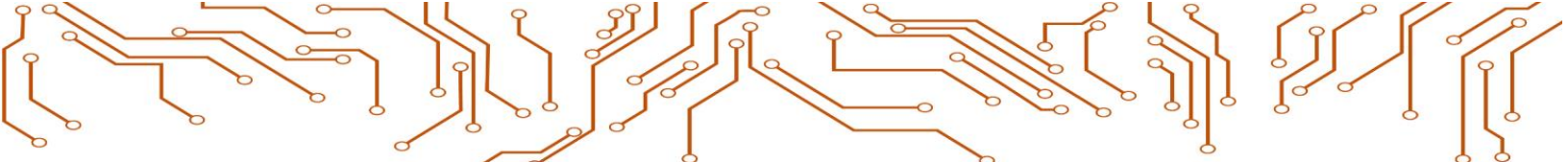
Casting Time: 1 standard action

Range: personal

Duration: 1 round/level [D]

Saving Throw: none; **Spell Resistance:** no

You gain the ability to see through solid matter. You can see up to 60 feet as though looking through red and blue 3-D goggles even when there is no light source. Objects and barriers are defined at the quantum level by their interaction with akasha. This grants sense
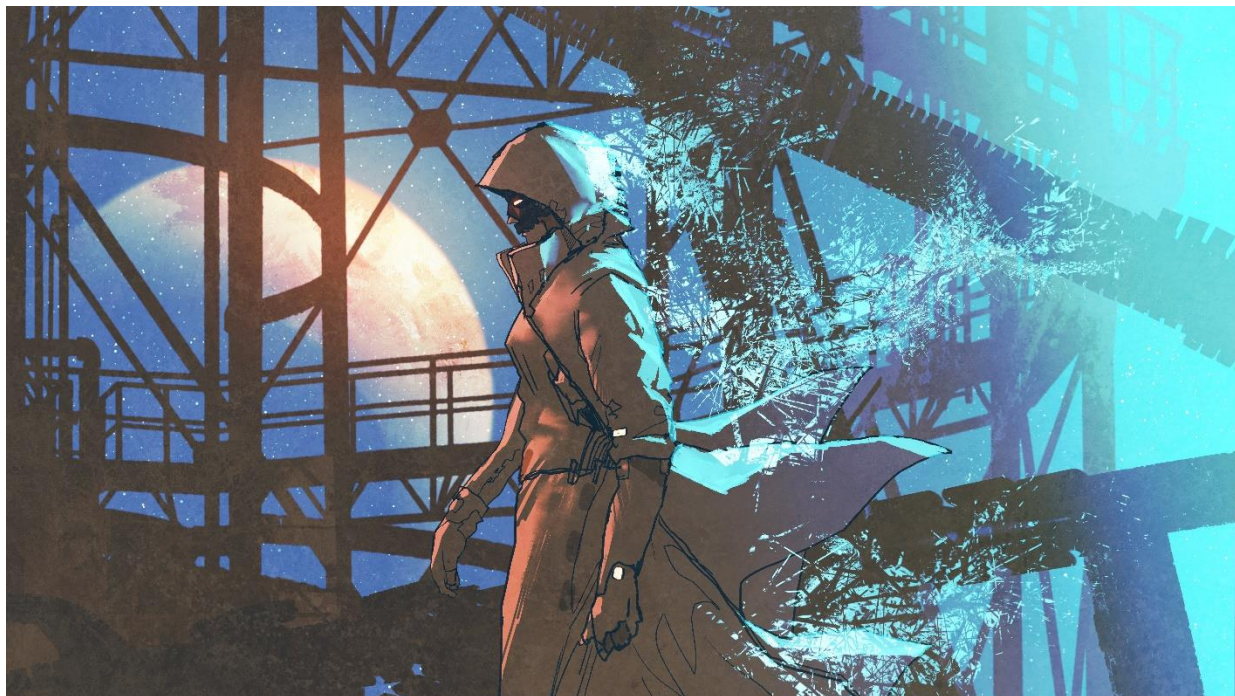
through (vision), though it is blocked by materials one-fifth as dense as those that block normal sense through (2 feet of wood or plastic, 1 foot of stone, 2 inches of common metal, or 1 inch of lead or any starmetal).

Due to the abnormal visual effects displayed by this spell you gain the dazzled condition while it's in effect. In addition this spell does not grant the effects of the true sight spell since magical effects like illusions are made up of akasha particles at the quantum level.

DARK BORG [A1-6, T1-6]

School: conjuration (creation)
Casting Time: 1 full action
Range: touch
Effect: one cybernetic augmentation
Duration: 1 minutes/level (D)
Saving Throw: Fortitude (negates); **Spell Resistance:** yes

Your understanding of complex biological and cybernetic systems in addition to akasha particles allows you to create short lived cybernetic augmentations on yourself and other creatures. Visible augmentations are always jet black and appear to absorb light increasing the Disguise DC by 5. Brain augmentations cause the creatures eyes to appear black as midnight.

Casting *dark borg* allows you to create almost any cybernetic augmentation you would normally be capable of crafting with your skill ranks in Engineering. The max level of the cybernetic augmentation is limited by the spell level of *dark borg* used.

1st: Item level 1, 2, and 3.

2nd: Item level 4, 5, and 6.

3rd: Item level 7, 8, and 9.

4th: Item level 10, 11, and 12.

5th: Item level 13, 14, and 15.

6th: Item level 16, 17, 18, 19, and 20.

Augmentations created with the *dark borg* spell cannot take advantage of an augmentation plexus. If the spell is used to create an augmentation for a body system that already possesses an augmentation, it is temporarily replaced for the duration of the spell. If the target of the spell is using an augmentation plexus in a body system all the existing augmentations are replaced by the dark borg cybernetic augmentation for the duration of the spell.

An unwilling target is entitled to a Fortitude saving throw to resist gaining an augmentation. *Dark borg* cannot be used to create hybrid or magic augmentations.

Cybernetic augmentations can be found under "Augmentations" in the Equipment chapter of the Starfinder Core Rulebook. Additional cybernetic augmentations can be found in both the Gravity Age: Cybernetics Emporium and Gravity Age: Cybernetics Emporium 2.

DARK MATTER SPEAR [A1-6, T1-6]

School: conjuration (creation)
Casting Time: 1 standard action
Range: Personal
Effect: one spear
Duration: 1 minute per spell level
Saving Throw: none
Spell Resistance: yes

You create a shimmering dark matter spear.

When you cast this spell, a dark matter spear appears in your hands. You must make a melee attack against your target's KAC, but you can add your key ability score bonus to this attack instead of your Strength modifier if it is higher. The spear is considered a two-handed basic melee weapon for the caster. Although all dark matter spears look the same, the caster can choose from the any available special material. The material

is chosen at the time of casting and cannot be changed once the spear is coalesced from the dark aether.

1st: When you cast dark matter spear as a 1st-level spell, the spear has the block and bright weapon special qualities and deals 1d6 (P) damage to the target. Special material; silver.

2nd: When you cast dark matter spear as a 2nd-level spell, the spear has the block and bright weapon special quality and deals 2d6 (P) damage to the target. Special material; cold iron or silver.

3rd: When you cast aether blast spear as a 3rd-level spell, the spear has the block and bright weapon special quality and deals 3d6 (P) damage to the target with the disruptive fusion. Special material; adamantine, cold iron or silver.

4th: When you cast aether blast spear as a 4th-level spell, the spear has the block and bright weapon special quality and deals 5d6 (P) damage
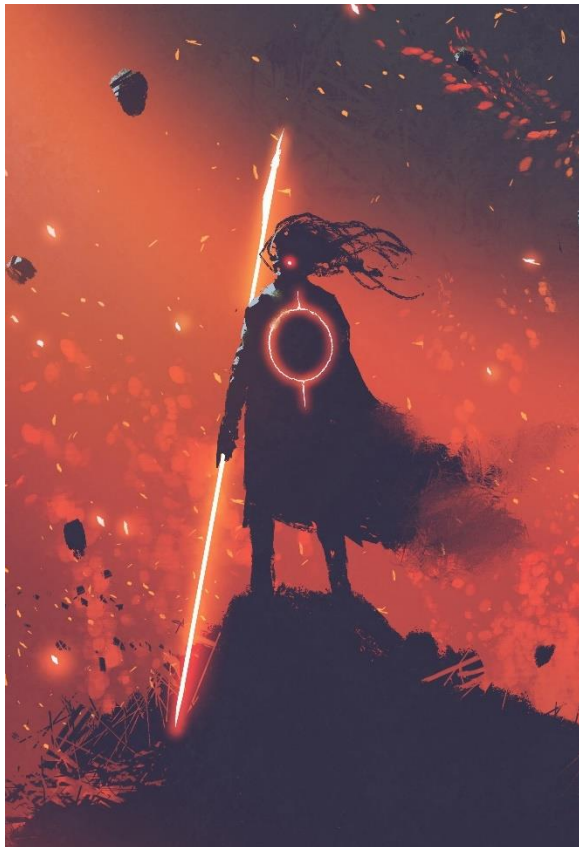
to the target with the disruptive fusion. Special material; adamantine, cold iron or silver.

5th: When you cast aether blast spear as a 5th-level spell, the spear has the block and bright weapon special quality and deals 7d6 (P) damage to the target with the disruptive fusion. Special material; adamantine, cold iron or silver.

6th: When you cast aether blast spear as a 6th-level spell, the spear has the block and bright weapon special quality and deals 9d6 (P) damage to the target with the disruptive fusion. Special material; adamantine, cold iron or silver.

DETECT AKASHA [A1, M1]

School: divination
Casting Time: 1 standard action
Range: 60 ft.
Area: cone-shaped emanation
Duration: concentration, up to 1 minute/level
Saving Throw: none
Spell Resistance: no

You can detect the akasha that surrounds living and undead creatures. The amount of information revealed depends on how long you study a particular area.

1st Round: Presence or absence of life or undead auras.

2nd Round: Number of living or undead auras in the area and the strength of the strongest life or undead aura present.

3rd Round: The strength and location of each living or undead aura. If an aura is outside your line of sight, then you discern its direction but not its exact location.

Aura Strength: The strength of a living or undead aura is determined by the CR of the creature, as given on the table below.

Lingering Aura: The auras of a living or undead creature lingers after its original source is destroyed. If detect living and undeath is cast

and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power, as given on the table below.

CR	Strength	Lingering Aura Duration
1 or lower	Faint	1d6 rounds
2-4	Moderate	1d6 minutes
5-10	Strong	1d6 x 10 minutes
11 or higher	Overwhelming	1d6 days

Each round, you can turn to detect undead in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

DISRUPTION BATON [A1-6, M1-6]

School: conjuration (creation)

Casting Time: 1 standard action

Range: Personal

Effect: one or two batons

Duration: 1 minute per spell level

Saving Throw: none

Spell Resistance: yes

You bring into being one or two dark matter batons.

When you cast this spell, a baton of dark matter extends from your hand(s). You must make a melee attack against your target's KAC, but you can add your key ability score bonus to this attack instead of your Strength modifier if it is higher. The baton is considered a one-handed basic melee weapon for the caster.

1st: When you cast disruption baton as a 1st-level spell, the baton has the bright weapon special quality and deals 1d6 (B) damage to the target with the disruptive fusion.

2nd: When you cast disruption baton as a 2nd-level spell, the baton has the bright weapon

special quality and deals 2d6 (B) damage to the target with the disruptive fusion.

3rd: When you cast disruption baton as a 3rd-level spell, the baton has the bright weapon special quality and deals 3d6 (B) damage to the target with the disruptive fusion.

4th: When you cast disruption baton as a 4th-level spell, the baton has the bright weapon special quality and deals 5d6 (B) damage to the target with the disruptive fusion.

5th: When you cast disruption baton as a 5th-level spell, the baton has the bright weapon special quality and deals 7d6 (B) damage to the target with the disruptive fusion.

6th: When you cast disruption baton as a 6th-level spell, the baton has the bright weapon special quality and deals 9d6 (B) damage to the target with the disruptive fusion.

DRAIN MOMENTUM [A2]

School: abjuration ()

Casting Time: 1 reaction

Range: personal

Effects: 1 object or creature

Duration: instantaneous

Saving Throw: None; **Spell Resistance:** yes

You drain the momentum from an object or creature reducing its speed and potentially stopping an analog weapon or natural attack.

You take no damage from a single attack that hits your normal KAC, but will take half damage from an attack that is equal to or greater than your KAC +8.

Drain momentum can be used a second time in a single combat round buy spending 1 Resolve Point, but it cannot be used more than once against an attacker in a single combat round.

ENTROPIC INFUSION [A1–6]

School: Conjuration (Negative Energy)

Casting Time: 1 standard action

Range: touch

Target: one creature

Duration: instantaneous

Saving Throw: Fortitude half; **Spell Resistance:** yes

You channel negative energy by ionizing akasha particles. Your hand pulsates with a radiant blue glow and appears to release wisps of white smoke. Your touch heals a number of Hit Points to an undead. If you restore all of a target's Hit Points the excess healing is lost.

Entropic Infusion restores a number of Hit Points to your target depending on the spell's level.

1st: 1 + your Constitution modifier

2nd: 1d8 + your Constitution modifier

3rd: 3d8 + your Constitution modifier

4th: 5d8 + your Constitution modifier

5th: 7d8 + your Constitution modifier

6th: 9d8 + your Constitution modifier

Entropic Infusion inflicts negative energy damage to living creatures. You must make a melee attack against your target's KAC, but you can add your key ability score bonus to this attack instead of your Strength modifier if it is higher. A creature that succeeds at a Fortitude saving throw is partially affected, taking half damage. If this damage reduces a creature to 0 Hit Points, the target dies.

GHOST WARD [A3, M3]

School: abjuration

Casting Time: 1 standard action

Range: personal

Area: 20-foot radius

Duration: 1 round per level

Saving Throw: Will (special); **Spell Resistance:** yes

Ghost ward causes the dark aether surrounding the caster to become destructive to incorporeal and ethereal creatures. The area affected by the ghost ward is invisible and harmless to corporeal creatures. Entering the radius of ghost ward requires an incorporeal or ethereal creature to make a Will save. A creature that succeeds on their save may enter the radius of the spell but takes 3d12 damage each round it remains within the area of effect. If an incorporeal creature or ethereal creature is within the area of effect when the spell is cast; they take damage normally but must make the save to remain near the caster or they are forced to immediately exit the spell radius.

KINETIC SHIELD [A1, M1, T1]

School: abjuration (force)

Casting Time: 1 standard action

Range: touch

Targets: creature touched

Duration: 1 round/level until discharged

Saving Throw: none; **Spell Resistance:** no

The caster is surrounded by an invisible aura of force. The first time the caster takes kinetic damage the shield shatters and the damage is negated.

MISSILE SWARM [A4, T4]

School: evocation (force)

Casting Time: 1 standard action; see text

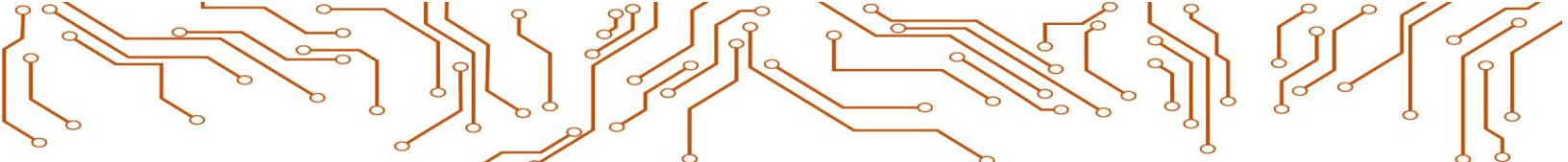**Range:** medium (100 ft. + 10 ft./level)

Targets: up to 12 creatures, no two of which can be more than 15 ft. apart; see text

Duration: instantaneous

Saving Throw: none

Spell Resistance: yes

You fire 8 missiles of magical energy that strike targets unerringly (the creatures must still be valid targets) and deal 1d4+1 force damage each. You can't target specific parts of a

creature, and objects are not damaged by the spell.

You can target a single creature or several creatures, but each missile can strike only one creature. You must designate targets before you attempt to overcome spell resistance or roll damage.

You can cast this spell as a full action. If you do, you fire 12 missiles instead of 8.

MONOFILAMENT LASH [A1-6]

School: conjuration (creation)
Casting Time: 1 standard action
Range: personal
Effect: one or two lashes
Duration: 1 round + 1 round per level
Saving Throw: none; **Spell Resistance:** yes

You bring into being one or two molecular ribbons consisting of a single strand of strongly bonded dark matter atoms.

When you cast this spell, a black ribbon of dark matter extends from your hand(s). You must make a melee attack against your target's KAC, but you can add your key ability score bonus to this attack instead of your Strength modifier if it is higher. The lash is considered a one-handed basic melee weapon for the caster with a 15 foot reach.

1st: When you cast monofilament lash as a 1st-level spell, the lash has the bright weapon special quality and deals 1d8 (S) damage to the target.

2nd: When you cast monofilament lash as a 2nd-level spell, the lash has the bright weapon special quality and deals 2d8 (S) damage to the target.

3rd: When you cast monofilament lash as a 3rd-level spell, the lash has the bright weapon special quality and deals 3d8 (S) damage to the target with the wound critical effect.

4th: When you cast monofilament lash as a 4th-level spell, the lash has the bright weapon special quality and deals 5d8 (S) damage to the target with the severe wound critical effect.

5th: When you cast monofilament lash as a 5th-level spell, the lash has the bright weapon special quality and deals 7d8 (S) damage to the target with the severe wound critical effect.

6th: When you cast monofilament lash as a 6th-level spell, the lash has the bright weapon special quality and deals 9d8 (S) damage to the target with the severe wound critical effect.

RADIANCE INFUSION [A1–6]

School: Conjuration (Positive Energy)
Casting Time: 1 standard action
Range: touch
Target: one creature
Duration: instantaneous
Saving Throw: Fortitude half; **Spell Resistance:** yes

You channel positive energy by ionizing akasha particles. Your hand pulsates with a radiant red glow and appears to release wisps of black smoke. Your touch heals a number of Hit Points to a living creature. If you restore all of a target's Hit Points the excess healing is lost.

Radiance Infusion restores a number of Hit Points to your target depending on the spell's level.

1st: 1 + your Constitution modifier

2nd: 1d8 + your Constitution modifier
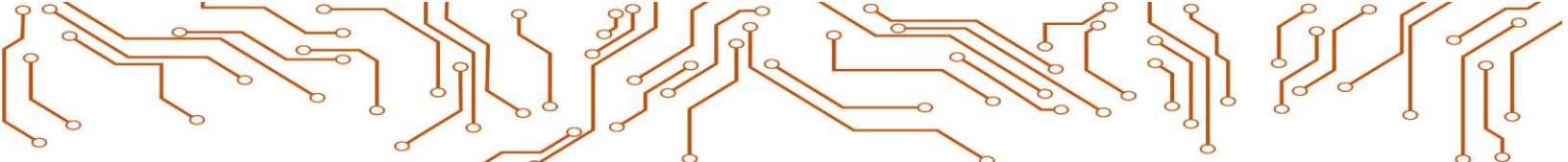
3rd: 3d8 + your Constitution modifier

4th: 5d8 + your Constitution modifier

5th: 7d8 + your Constitution modifier

6th: 9d8 + your Constitution modifier

Radiance Infusion inflicts positive energy damage to the undead. You must make a melee attack against your target's KAC, but you can add your key ability score bonus to this attack instead

of your Strength modifier if it is higher. A creature that succeeds at a Fortitude saving throw is partially affected, taking half damage. If this damage reduces an undead to 0 Hit Points, the target is utterly destroyed.

STEAL MOMENTUM [A3]

School: abjuration (alteration, transmutation)
Casting Time: 1 reaction
Range: personal
Effects: 1 object or creature
Duration: instantaneous
Saving Throw: None; **Spell Resistance:** yes

You steal the momentum from an object or creature reducing its speed. In addition to avoiding damage, steal momentum allows you to potentially use the stolen kinetic energy and take an immediate move action.

You take no damage from a single attack that hits your normal KAC, but will take half damage from an attack that is equal to or greater than your KAC +8. When an attack against your KAC fails to cause damage you can take an immediate guarded step and gain the effects of a haste spell until the end of your next turn. If you take half damage you only gain an immediate guarded step.

SURGE [A2]

School: conjuration (healing)
Casting Time: 1 standard action
Range: touch
Targets: creature touched
Duration: instantaneous
Saving Throw: Will negates; **Spell Resistance:** yes

You infuse a target with akasha particles granting them a burst of energy. This spell will remove any fatigue or exhaustion conditions from your target. It cannot be used on the same target more than once in 24 hours.

SUSPEND CYBER PSYCHOSIS [A2, M2]

School: conjuration (healing)
Casting Time: 1 standard action
Range: touch
Targets: creature touched
Duration: 10 hour/level
Saving Throw: Fortitude negates (harmless); **Spell Resistance:** yes (harmless)

The subject becomes temporarily immune to effects of their cyber psychosis. Although it is possible for the effects of cyber psychosis to worsen while under the effect of this spell. The subject is immune to those effects until the spell's duration has expired. Suspend cyber psychosis does not cure any conditions that cyber psychosis may have already caused.

For additional information on cyber psychosis see "Cyber Psychosis" in Section 1 of the Gravity Age: Cybernetics Emporium.

WEIGHTLESS [A2, M2]

School: transmutation
Casting Time: 1 standard action
Range: medium (100 ft. + 10 ft./level)
Targets: one creature
Duration: 1 round/level
Saving Throw: Will negates (harmless); **Spell Resistance:** yes (harmless)

The target of this spell is surrounded by a faint blue aura of antigravitons, effectively making the target weightless. Being weightless is not the same as having flight and controlled movement is difficult without having some form of propulsion. Treat the target of the *weightless* spell as being in zero gravity for the duration of the spell. Additional information on "Zero Gravity" can be found in Chapter 11 of the Starfinder Core Rulebook.

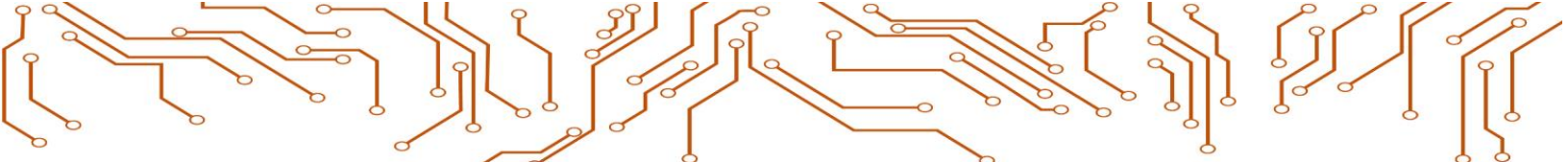# EQUIPMENT

AUGMENTATIONS

DARKWARE (CYBERNETICS)

Dark matter cybernetics are commonly referred to as 'darkware'. Darkware augmentations are typically hybrid items comprised of both baryonic dark matter and normal baryonic matter, but there are exceptions that are made up entirely of one form of baryonic matter or the other. Each augmentation's make up is defined by its purpose and determines how it interacts with dark aether.

AKASHA-IMPLANT		SYSTEM Brain	
MODEL	**LEVEL**	**PRICE**	**DISGUISE**
Standard	3	1,500	1

This dark matter sphere stimulates neuron activity in temporal junction and insula regions of your brain, unlocking any latent ability to manipulate akasha particles with dark energy. Once implanted, you are mindful to the presence of akasha particles and can perceive any fluctuations in the surrounding dark energy. You gain 1 dark energy point and you are considered dark energy aware. This augmentation might

also open feats that are not normally available to your class.

DARK AETHER SHUNT			SYSTEM Spine
MODEL	LEVEL	PRICE	DISGUISE
Standard	varies	varies	1
Advanced	varies	varies	1
Superior	varies	varies	1

Before activation a dark aether shunt appears to be nothing more than a jet-black marble. Since each shunt is entirely made up of dark matter circuitry it can directly interface with ambient dark aether often granting supernatural benefits to its host. There are a wide variety of dark aether shunts available many of which are described below.

Unlike other cybernetic augmentations a dark aether shunt does not require implantation by someone skilled in Engineering or Life Science. The marble can simply be pressed onto the spine. Once the shunt detects electrical pulses from your nervous system it sends out thousands of nanofilaments weaving itself into your spine.   The nanofilaments form a microscopic lattice that draws in dark aether and manipulates it into beneficial enhancements.

Contaminant Resistance: You gain a +1 divine bonus on Fortitude saves against diseases and poisons. The advanced version increases the divine bonus to +2. The superior version breaks down any contaminant into its fundamental particles allowing you to remove a poison or disease automatically by spending 1 Resolve Point as a standard action.

Decelerated Aging: You age at only 10% of the normal rate for your race, gender, and species. This dark matter fusion interferes with the effects of time.

Enhanced Agility: You gain a +1 divine bonus on acrobatics skill checks. The advanced version increases the divine bonus to +2. The superior version allows you to take 20 on any acrobatic skill check by spending 1 Resolve point.

Enhanced Athletics: You gain a +1 divine bonus on athletics skill checks. The advanced version increases the divine bonus to +2. The superior version allows you to take 20 on any athletics skill check by spending 1 Resolve point.

Enhanced Beauty: You gain a +1 divine bonus on diplomacy and bluff skill checks to influence other individuals of similar race who might be influenced by your appearance. Your beauty is enhanced by motes of sparking akasha. The advanced version increases the divine bonus to +2. The superior version allows you to reroll a failed diplomacy or bluff check to influence a qualified being by spending 1 Resolve point as a reaction. *(Why can't I take 20? Because some people just aren't that into you!).*

Enhanced Body: You gain a 10% bonus to your stamina pool. This augmentation infuses your body with akasha allowing you to shrug off more Stamina damage than normal members of your race and class. The advanced version increases your Stamina pool by an additional 10% for a total of 20% bonus. The superior version allows you to replenish your stamina pool as a standard action by spending 2 Resolve Points without a 10 minute rest. Using this ability does not reset any other abilities that require a 10-minute rest.

Enhanced Charisma: You gain a +1 divine bonus on diplomacy skill checks to influence any sentient creature. The influx of akasha puts living and undead creatures more at ease in your presence and makes it easier to influence their disposition to you.   The advanced version increases the divine bonus to +2. The superior augmentation type allows you to spend 1 Resolve Point to take 20 on any diplomacy attempt to influence a creature's initial attitude. In all cases, the target of your diplomacy must be able to understand your language of choice.
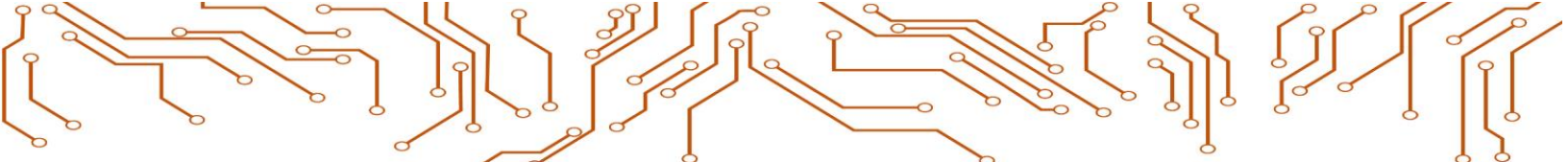
TABLE 4-1 AUGMENTATIONS

DARKWARE CYBERNETICS	LEVEL	PRICE	SYSTEM
Akasha-Implant	3	1,500	Brain
Dark Aether Shunt, Standard			
> Contaminate resistance	1	150	Spine
> Decelerated aging	10	25,000	Spine
> Enhanced agility	5	3,100	Spine
> Enhanced athletics	5	3,100	Spine
> Enhanced beauty	2	750	Spine
> Enhanced body	7	7,500	Spine
> Enhanced charisma	2	750	Spine
> **Enhanced combat**	4	2,000	Spine
> Enhanced durability	6	4,000	Spine
> Enhanced endurance	4	2,000	Spine
> Enhanced energy	6	4,000	Spine
> Enhance fortitude	5	3,100	Spine
> Enhanced health	3	1,750	Spine
> Enhance instincts	5	3,100	Spine
> Enhanced intuition	5	3,100	Spine
> Enhanced mobility	3	1,750	Spine
> Enhanced motor skills	5	3,100	Spine
> Enhanced muscle usage	6	4,000	Spine
> Enhanced perception	5	3,100	Spine
> Enhanced potential	8	9,250	Spine
> Enhanced recovery	4	2,000	Spine
> Enhanced regeneration	7	7,625	Spine
> Enhanced reflexes	5	3,100	Spine
> Enhanced soul	6	4,000	Spine
> Enhanced vitality	3	1,750	Spine
> Enhanced willpower	5	3,100	Spine
Dark Aether Shunt, Advanced			
> Contaminate resistance	8	9,250	Spine
> Enhanced agility	8	9,250	Spine
> Enhanced athletics	8	9,250	Spine
> Enhanced beauty	11	24,750	Spine
> Enhanced body	13	50,000	Spine
> Enhanced charisma	8	9,250	Spine
> Enhanced combat	12	39,000	Spine
> Enhanced durability	8	9,250	Spine
> Enhanced endurance	8	9,250	Spine
> Enhanced energy	11	24,750	Spine
> Enhance fortitude	11	24,750	Spine
> Enhanced health	11	24,750	Spine
> Enhance instincts	10	22,250	Spine
> Enhanced intuition	10	22,250	Spine
> Enhanced mobility	9	18,500	Spine
> Enhanced motor skills	14	99,000	Spine
> Enhanced muscle usage	12	39,000	Spine
> Enhanced perception	10	22,250	Spine
> Enhanced potential	15	122,000	Spine
> Enhanced recovery	9	36,000	Spine
> Enhanced regeneration	13	55,000	Spine

TABLE 4-2 AUGMENTATIONS CONTINUED

DARKWARE CYBERNETICS	LEVEL	PRICE	SYSTEM
Dark Aether Shunt, Advanced Continued			
> Enhanced reflexes	11	24,750	Spine
> Enhanced soul	12	39,000	Spine
> Enhanced vitality	10	20,000	Spine
> Enhanced willpower	11	24,750	Spine
Dark Aether Shunt, Superior			
> Contaminate resistance	13	55,000	Spine
> Enhanced agility	13	55,000	Spine
> Enhanced athletics	13	55,000	Spine
> Enhanced beauty	15	122,000	Spine
> Enhanced body	19	600,000	Spine
> Enhanced charisma	13	55,000	Spine
> Enhanced combat	20	1,000,000	Spine
> Enhanced durability	14	110,000	Spine
> Enhanced endurance	12	40,000	Spine
> Enhanced energy	16	175,000	Spine
> Enhance fortitude	16	175,000	Spine
> Enhanced health	16	175,000	Spine
> Enhance instincts	15	122,250	Spine
> Enhanced intuition	15	122,250	Spine
> Enhanced mobility	14	109,000	Spine
> Enhanced motor skills	20	1,000,000	Spine
> Enhanced muscle usage	17	245,000	Spine
> Enhanced perception	13	55,000	Spine
> Enhanced potential	19	600,000	Spine
> Enhanced recovery	17	255,000	Spine
> Enhanced regeneration	18	390,000	Spine
> Enhanced reflexes	16	175,000	Spine
> Enhanced soul	17	260,000	Spine
> Enhanced vitality	15	124,000	Spine
> Enhanced willpower	16	175,000	Spine
Dark Energy Capacitor			
> Standard	2	550	Brain
> Advanced	8	13,500	Brain
> Superior	14	130,000	Brain
Reactive UV Lenses			
> Standard	3	850	Eye
> Advanced	7	6,960	Eye
NANOAUGMENTORS	LEVEL	PRICE	SYSTEM
Dark Aether Fusion			
> Standard	see dark aether shunt		All
> Advanced	see dark aether shunt		All
> Superior	see dark aether shunt		All
Dark Borg Keeper			
> Standard	5	6,250	All
> Advanced	13	90,000	All
> Superior	17	550,000	All
NANOAUGMENTORS	LEVEL	PRICE	SYSTEM
Force Nullifier	11	13,000	Virus
Gamma Blocker	7	3,000	Virus

Enhanced Combat: You gain a +1 divine bonus on attack rolls with when using a melee weapon or unarmed strike. The influx of akasha allows you to strike with more precision than other combatants of similar level. The advanced version increases the divine bonus to +2. The superior augmentation type allows you to spend 1 Resolve Point and reroll a failed attack roll as a reaction.

Enhanced Durability: This augmentation protects you from kinetic damage and provides DR 1/-- by creating unseen motes of force. The advanced version increases your damage reduction to DR2/--. Each superior version increases the damage reduction to DR 5/--. Unlike most types of damage reduction, this augmentation stacks with other forms of DR due to its unusual dark aether nature.

Enhanced Endurance: You gain a +1 divine bonus on the following checks and saves: Constitution checks to avoid the effects of starvation or thirst, Constitution checks to hold your breath, Fortitude saves to avoid gaining the fatigues or exhausted condition, Survival checks to avoid damage from exposure to heat or cold, and doubles the duration you can withstand High Gravity conditions. The advanced version increases the divine bonus to +2. The superior augmentation type allows you to spend 1 Resolve Point and reroll a failed check for one of the ability checks, saving throws, or skill checks listed above.

Enhanced Energy: Once per day this augmentation allows you to add a +5 bonus to any acrobatics or athletics skill check. This ability reset after 8 hours of rest. The advanced version of this augmentation resets after a 10-minute rest. The superior version allows you to spend 1 Resolve Point to gain the effect if the reset criteria have not been met.

Enhanced Fortitude: Your body is reinforced by a quantum lattice of dark aether. You gain a +1 divine bonus on Fortitude saving throws. This divine bonus increases to +2 with the advanced version. The superior version allows you to spend 1 Resolve Point and reroll a failed Fortitude saving throw.

Enhanced Health: Akashic particles have infused your cells increasing your overall health. You gain 10 Hit Points. The advanced version grants 20 Hit Points. The superior version grants 30 Hit Points.
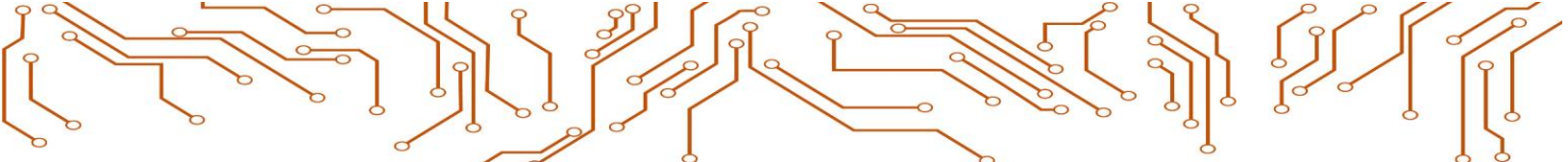
Enhanced Instincts: You gain a +1 divine bonus on sense motive skill checks. The advanced version increases the divine bonus to +2. The superior version allows you to take 20 on any sense motive skill check by spending 1 Resolve point.

Enhanced Intuition: This augmentation allows you to unconsciously access the Akashic Record for insight, pattern recognition, or understanding how something works on instinct. You gain a +1 divine bonus on skill checks to recall knowledge. The advanced version increases the divine bonus to +2. The superior version allows you to take 20 on a skill check to recall knowledge by spending 1 Resolve point.

Enhanced Mobility: Dark aether flows through your nervous system allowing you to move more effortlessly and with greater control. You gain 5' to your base movement and ignore up to 5' of rough terrain. The advanced increases your base movement to 10 ft. and allows you to ignore 10 ft. of rough terrain. Creatures enhanced with the superior version ignore rough all rough terrain.

Enhanced Motor Skills: Akasha enhances you hand eye coordination allowing you to make precision ranged attacks. You gain a +1 divine bonus to hit with ranged attacks. This bonus increases to +2 with the advanced version. The superior version allows you to spend 1 Resolve Point to reroll a failed To Hit roll with a ranged weapon.

Enhanced Muscle Usage: Dark aether is drawn into your muscle fibers allowing you to exert more than 100% of your actual Strength. You gain a +1 divine bonus on any Strength check or skill check based on Strength. You also gain a +1 damage bonus to attacks subject to bonuses from high Strength. These bonuses increases to +2 with the advanced version of the augmentation. The superior version includes the functionality of the advanced version but also allows you to spend 1 Resolve Point to increase the divine bonus to +4 for a single action.

Enhanced Perception: You become acutely aware of unexpected changes in the flow of ambient dark aether. You gain a +1 divine bonus on Perception checks to notice things happening around you. This bonus increases to +2 when augmented with the advanced version. Anyone augmented with the superior version can spend 1 Resolve Point and take 20 on a Perception check to notice.

Enhanced Potential: The influx of akasha has awakened you to a new skill. You gain a new class skill, feat, or weapon proficiency. Those augmented with the advanced augmentation pick two of the options above. The superior dark aether shunt of enhanced potential grants all three options. *Note: If you have the ability to upgrade from standard to advanced or advanced to superior you must keep the option(s) selected from the previous version of the augmentation. These benefits are lost if the augmentation is removed.*

Enhanced Recovery: The dark aether flowing through your body metabolizes or counteracts conditions with durations. Any condition with a duration is reduced by one unit of measure (round, minute, day, etc.). A condition cannot be reduced to less than 1. The advanced version of this augmentation reduces the duration of a condition by up to 3 units of measure, but the condition cannot be reduced to less than one round. Anyone augmented with the superior version can spend 1 Resolve Point at the beginning of their turn as a free action to nullify a condition measured in rounds, or spend 2 Resolve Points to nullify a condition measured units larger than rounds.

Enhanced Regeneration: Dark aether repairs your body with darkware so long as you head, brain, and spine remain intact. Although this augmentation does nothing to accelerate healing it will "grow" a darkware prosthetic version of a missing limb or organ in approximately 10 days. This prosthetic is always entry level or a standard version. The advanced version of this augmentation reduces the time it takes to grow a prosthetic to 8 hours of complete rest. The superior version allows the possessor of the augmentation to spend 2 Resolve and regrow a prosthetic during a 10 minute rest.

Enhanced Reflexes: Your nervous system is enhanced by the high concentration of dark aether. You gain a +1 divine bonus on Reflex saving throws. This divine bonus increases to +2 with the advanced version. The superior version allows you to spend 1 Resolve Point and reroll a failed Reflex saving throw.

Enhanced Soul: Akasha particles from within the dark aether reinforce your mortal coil making you harder to kill. When calculating massive damage, treat your maximum add 5 Phantom Hit Points to your maximum Hit Points. The advanced version adds 15 phantom Hit Points to your maximum Hit Points and the superior version grants 25 Phantom Hit Points. *Note: Phantom Hit Points do not effect your normal Hit Point total and are only used to calculate your risk of death from Massive Damage.*

Enhanced Vitality: This augmentation pulls positive energy into your cells from the surrounding dark aether and allows you to heal 1d10 Hit Points during a 10-minute rest to restore Stamina. The advanced version heals

2d10 Hit Points. The superior version heals 3d10 Hit Points.

Enhanced Willpower: Your consciousness is reinforced by a high concentration of dark aether. You gain a +1 divine bonus on Will saving throws. This divine bonus increases to +2 with the advanced version.   The superior version allows you to spend 1 Resolve Point and reroll a failed Will saving throw.

DARK ENERGY CAPACITOR			SYSTEM Brain
MODEL	LEVEL	PRICE	DISGUISE
Standard	2	550	1
Advanced	8	13,500	1
Superior	14	130,000	1

A vanadium crystal wrapped in a dark matter coil is grafted into your primitive brain.   A dark energy capacitor allows you to spend 1 Resolve Point as a full action to transfer and store 1 Dark Energy Point indefinitely. This Dark Energy Point can be spent normally as part of other actions.

An advanced dark energy capacitor has a capacity of 3 Dark Energy Points. Spending 1 Resolve Point allows you to transfer up to 3 points to the capacitor. The superior dark energy capacitor has a capacity of 7 Dark Energy Points. Spending 1 Resolve Point allows you to transfer up to 7 points of Dark Energy into the capacitor.

REACTIVE UV LENSES			SYSTEM EYE
MODEL	LEVEL	PRICE	DISGUISE
Standard	3	850	1
Advanced	7	6,960	1

If you possess the racial trait light blindness this ocular implant prevents you from becoming blinded for 1 round if you are exposed to bright light but does not prevent the dazzled condition. In addition to the benefits listed above, advanced reactive uv lenses prevent you from obtaining the dazzled condition when exposed to bright light.

NANOAUGMENTORS

Nanotech augmentations ("nanoaugmentors") follow most the cybernetic augmentation rules found in The Starfinder Roleplaying Game. Nanotech augmentations latch onto a specific biological system and provide consistent bonuses as long as the nanites remain active. Additional information on nanoaugmentors is presented in the **Gravity Age: Nanotech Emporium.**

DARK AETHER FUSION		SYSTEM All
MODEL	LEVEL	PRICE
Standard	see dark aether shunt	
Advanced	see dark aether shunt	
Superior	see dark aether shunt	

A dark aether fusion appears to be nothing more than an injection vial filled with a jet-black living slime.   The slime seems to react to fluctuations in the density of dark aether. A dark aether fusion is the nanotech version of a dark aether shunt, but follows the rules outlined in the **Gravity Age: Nanotech Emporium**.

Although it is possible for you to have a dark aether shunt and a dark aether fusion you cannot select the same divine or enhancement effect for both. Doing so will result in cyber psychosis.   Additional information on cyber psychosis can be found in the Gravity Age: Cybernetics Emporium.

DARK BORG KEEPER		SYSTEM All
MODEL	LEVEL	PRICE
Standard	5	6,250
Advanced	13	90,000
Superior	17	550,000

Dark borg keeper works in conjunction with temporary cybernetic augmentations gained by the dark borg spell.   This nanoaugmentor changes the duration of a dark borg spell cast on you from minutes to hours. Dark borg keeper can only be used on one dark borg augmentation

per day before it needs time to recharge. This nanoaugmentor will recharge after 8 hours of uninterrupted rest.

Advanced dark borg keeper can be used on up to three dark borg spells per day. In addition to the benefits granted by the advanced version, the superior dark borg keeper allows the recipient to spend 1 Resolve Point and make a dark borg item semi-permanent. So long as the recipient of the dark borg spell spends 1 Resolve Point immediately after 8 hours of uninterrupted rest they can keep the augmentation indefinitely.

NANOVIRUSES

NANO-DARKVIRUSES

A nano-darkvirus is a group of dark matter nanites acting like a virus to enhance or alter a specific body function or provide an extraordinary effect. Like a normal nanovirus, a nano-darkvirus is fast acting, taking only a single round to activate and its effects are temporary. Rules for using a nano-darkvirus mimic those of typical nanoviruses. Additional information on nanoviruses is presented in the **Gravity Age: Nanotech Emporium.**

FORCE NULLIFIER		SYSTEM Virus
MODEL	LEVEL	PRICE
Standard	11	13,000

Force nullifier was one of the first applications of a nano-darkvirus. After injection the recipient is surrounded in an invisible cloak only perceivable by creature or individual that is dark energy aware. When active the nanovirus allows you to pass through force effects unhindered, such as a *wall of force* spell. Force nullifier also allow any weapon held by the recipient to ignore personal force fields or effects that grant any defensive value due to force. This advantage does not apply to ranged attacks and the effects end immediately if an item is dropped. Finally,

the recipient gains resistance 20 against spells or attacks with the force descriptor.

NANO-WEAPONS

Nano-weapons are specialized nanoviruses which in most cases cause harm to the subject rather than providing a benefit. Additional information on nanoviruses is presented in the **Gravity Age: Nanotech Emporium**.

GAMMA BLOCKER		SYSTEM Virus
MODEL	LEVEL	PRICE
Standard	7	3,000

Gamma blocker is a special nanovirus designed to impair gamma wave activity in the recipient's brain. A small injection capsule maintains artificial dark matter nanites in a quantum field. When these nanites are injected the quantum field is destroyed and the nanites begin to decay shortly after being released. Their decay causes radiant or entropic energy to be released temporarily disrupting the recipient's normal gamma wave functions and effectively cuts them off from any special powers. Anyone injected with gamma blocker must make a Will save (DC 15) or lose their ability to cast spells or use supernatural abilities for the duration of the virus.

SPECIAL MATERIALS
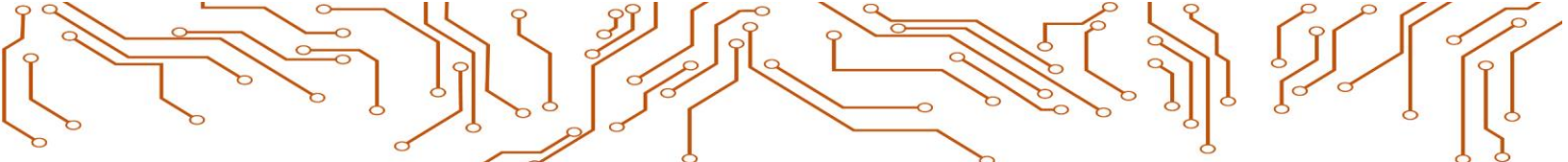
DARK MATTER

Dark matter is an extremely rare form of stable dark aether that can interact with normal baryonic matter. It has mass but has little interaction with electromagnetic energy. Although it is extremely rare in a universe containing billions of galaxies with billions of stars, it is probable there are entire star systems comprised or largely made up of dark matter.

DARK MATTER ARMOR

Armor constructed from dark matter confers some of its resistance to electromagnetic energy

to the owner. Dark matter confers Energy Resistance all (acid, cold, electricity, fire, or sonic) 1 per item level. In addition, dark matter armor gains the advantages of a *radiation buffer armor upgrade* without expending an armor upgrade slot.

Dark matter armor has an item level equal to the armor's listed item level +2 and market value equal to the cheapest armor of its type (light, heavy, powered) found in the Starfinder Core Rules at its new item level, see example below. If dark matter results in an item level above item level 20 then the item cost increases by 40% for each level beyond item level 20 (item level 21 = 140% of item level 20, item level 22 = 180% of item level 20). Any armor found in the Starfinder Core Rulebook can be constructed with dark matter with GM approval.

Example: a dark matter D-suite I would have an item level of 7 (5+2), cost 5,500 credits (cheapest item level 7 light armor, Estex Suite III) while providing Resistance all 7 (original item level 5 +2).

Dark matter armor provides no protection against magical or technological force attacks. Any force attack requiring a "To Hit" roll should ignore the EAC or KAC bonus granted by dark matter armor. This drawback also applies to any AC bonus granted by a shield.

ANALOG DARK MATTER WEAPONS

Dark matter only provides an advantage to non-powered analog weapons and ammunition. Dark metal weapons and ammunition ignore magical and technological force effects.

Examples: If used against an opponent using a force field armor upgrade the weapon bypasses the temporary Hit Points and does Stamina or Hit Point damage to the target. An opponent standing behind a wall of force would not be protected against a dark matter baton attack or dark matter bullets.

Analog dark matter weapons have an item level equal to the weapon's listed item level +2 and market value equal to the cheapest analog weapon of its type (basic, advanced) found in the Starfinder Core Rules at its new item level, see example below. If dark matter results in an item level above item level 20, then the item cost increases by 40% for each level beyond item level 20 (item level 21 = 140% of item level 20, item level 22 = 180% of item level 20). Any analog weapon found in the Starfinder Core Rulebook can be constructed with dark matter with GM approval. Dark matter ammunition can be calculated by doubling the normal price found in the Starfinder Core Rulebook.

FEATS

All characters have certain abilities that don't directly stem from their races, classes, or skills. These abilities, called feats, represent specialized talents that can come from a wide range of possible sources. When you select a feat for your character, it can represent advanced training, an arcane ability gained from a strange machine on an abandoned alien planet, a knack picked up during your youth, or nearly anything the GM agrees is reasonable for the campaign. Additional information about feat descriptions can be found in the Starfinder Core Rulebook.

AKASHIC SACRIFICE

You sacrifice Charisma and Constitution to gain Dark Energy.

Prerequisite: 1 Dark Energy Point.

Benefit: You can take 1 point of Charisma and Constitution damage to gain 1 point of Dark Energy as a swift action.

BINDING EFFICIENCY

You are super-efficient at Dark Aether Binding.

Prerequisite: Dark Aether Binding class feature.

Benefit: Your Dark Aether Binding class feature cost you 1 less point to bind a sentinel or augmentation. A sentinel or augmentation can never cost less than 1 Dark Aether Point.

Special: This feat can be taken multiple times and the benefits stack.

BODY OF MINE

You burn stamina to strengthen the effectiveness of your spells.

Prerequisite: Archon character class. Dark Aether Aware, or Dark Aether Sensitive.

Benefit: When you manifest a spell, you can take 10 Stamina damage to add 1 point to the DC of the spell. This damage cannot be prevented and takes place immediately as the spell is cast. You cannot use this feat if you have less than 10 Stamina remaining.

DARK MATTER GRAFTING

You can make one dark matter cybernetic augmentation bindings permanent.

Prerequisite: Dark Aether Binding class feature.

Benefit: You can make one dark aether cybernetic augmentation created through Dark Aether Binding permanent. You no longer pay the Dark Energy Points for maintaining the augmentation. The augmentation you choose to graft can be changed each time you gain a class level in Archon.

Special: This feat can be taken multiple times and the benefits stack.

DARK NANOAUGMENTORS

You can create nanoaugmentors when casting the *dark borg* spell.

Prerequisite: Ability to cast *dark borg* [1-6]

Benefit: When you cast dark borg you can create a nanoaugmentor from the Gravity Age: Nanotech Emporium rather than a cybernetic augmentation.
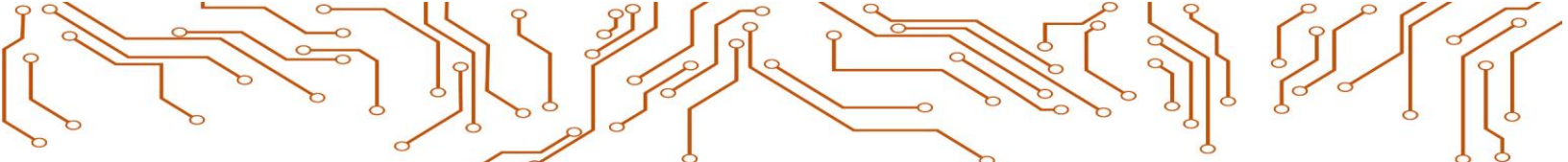
Restriction: See the Gravity Age: Nanotech Emporium for the restrictions and limitations of nanoaugmentors.

ENHANCED DARK ENERGY POOL

Your pool of dark energy is larger than most.

Prerequisite: Archon character class. Dark Aether Aware, or Dark Aether Sensitive.

Benefit: You permanently gain 1 point of Dark Energy.

Special: This feat can be taken multiple times and the benefits stack.

EXTENDED DARK BORG

Your connection with the akasha particles in dark aether allows you to create longer lasting items.

Prerequisite: Ability to cast *dark borg* [1-6]

Benefit: When you cast dark borg the duration is increased to 10 minutes/level.

EXTRA DARK AETHER SHUNT

Your innate connection with dark aether allows you take advantage of multiple dark aether shunts.

Prerequisite: 1 Dark Energy Point.

Benefit: You gain the ability to withstand 1 additional dark aether shunt in your spine. This feat does not include the actual shunt.

Special: This feat can be taken multiple times and the effects are cumulative.

FIRST ONE IS FREE

You can use your dark aether binding once per day without using a Resolve Point.

Prerequisite: 1 Dark Energy Point and Resolve Points

Benefit: After each 8-hour rest, the first use your dark aether binding to spontaneously generate a cybernetic device or sentinel requires does not require spending a Resolve Point. This feat does not remove the DEP requirement.

Normal: Using dark aether binding requires 1 Resolve Point in addition to Dark Energy.

IMPROVED AKASHIC ACUITY

You are more efficient at using your akashic acuities than other members of the archon class.

Prerequisite: Akashic Acuity class feature.

Benefit: You can choose one akashic acuity and use it twice per day.

Normal: You can only use an akashic acuity once per day.

Special: This feat can be taken multiple times but it must be applied to a different akashic acuity each time.

IMPROVED AKASHIC SACRIFICE

You sacrifice Charisma and Constitution to gain Dark Energy.

Prerequisite: Akashic Sacrifice.

Benefit: You can take 2 points of Charisma and Constitution damage to gain 3 points of Dark Energy as a swift action.

IMPROVED BODY OF MINE

You burn stamina to strengthen the effectiveness of your spells.

Prerequisite: Body of Mine

Benefit: When you cast a spell, you can take 25 Stamina damage to increase the DC of a spell by 2. This damage cannot be prevented and takes place immediately as the spell is cast. You cannot use this feat if you do not have 25 Stamina remaining.

SENTINEL SWARM

You have the ability to create and control more than one sentinel.

Prerequisite: Sentinel Aetheric Binding class feature

Benefit: You can create two or more sentinels and control all of them as a single move action. The sentinels need not be identical or even the same CR value.

Restriction: Your level still determines the number of Dark Aether Points you can dedicate to aetheric binding.

SENTINEL
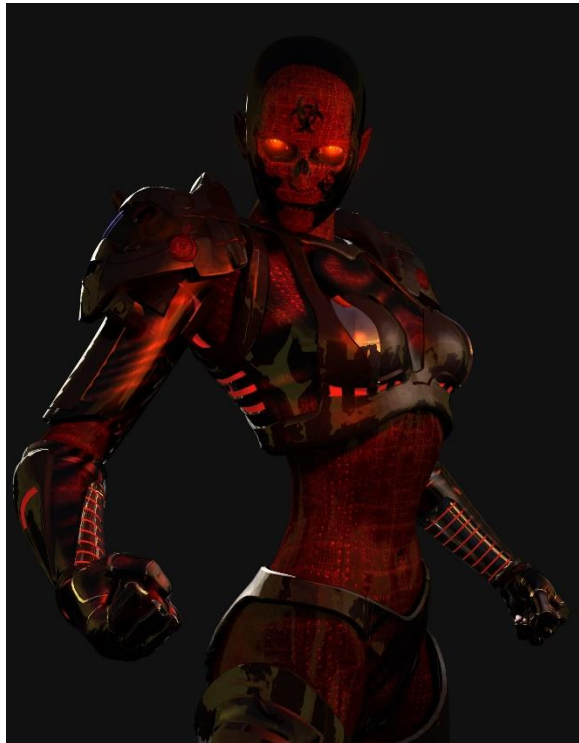
Sentinels are living constructs called into existence by an archon's aetheric binding class feature. An archon uses a fragment of their own soul to begin the process of coalescing a sentinel from akasha particles and dark matter. Their final form varies according to the preferences of the archon, but their internal physiology resembles that of an android. Sentinels are constructed of baryonic dark matter and always appear jet black but are often sheathed or highlighted in either a red or blue aura.

All sentinels share the alignment of their archon creator and are considered outsiders with the android subtype for the purposes of spells and effects targeting it. A sentinel doesn't speak but does possess limited telepathy with its creator.

Unlike most constructs, a sentinel can recover from damage on its own and remains until dismissed by the archon. If a sentinel is dismissed by its archon as a standard action, reduced to 0 Hit Points, fails a saving throw against a spell like *dismissal,* or the archon is killed, the sentinel dissolves back into disorganized akasha particles. Curiously, these akasha particles stay with the archon and when an archon calls a new sentinel into being it returns complete with memories of its previous existence. *Dispel magic* has no effect on a sentinel.

An archon can call a sentinel in a ritual that takes 10 minutes to perform. Calling a sentinel requires the archon to spend one Resolve Point and a number of Dark Energy Points based on the Class Level of the sentinel being called. When called, the sentinel comes into being fully healed with maximum hit points and any effects or conditions from its previous existence are erased.

The sentinel's Hit Points, saving throws, skills, feats, abilities, and armor upgrades are tied to the archon's class level and increase as the archon gains levels. In addition, each sentinel receives a pool of mutant points, based on the archon's class level. These can be used to give the sentinel different abilities and powers. Whenever the archon gains a level, he must decide how these points are spent. Once spent, the point distribution cannot be changed until the sentinel is released and call back into a physical existance.

CREATING YOUR SENTINAL

Building a sentinel is a multistep process. First, choose the sentinel's form, which along with your archon level determines its base statistics. Next, record your sentinel's special abilities and choose its feats. Finally, select your sentinel's mutations by spending points from its gene pool.

SENTINEL BASE STATISTICS

Your sentinel's abilities are determined by your archon level, its form, and the mutations you select for it. TABLE 6–1 determines many of the base statistics for your sentinel. These base statistics modify the starting statistics determined by the sentinel's form. The terms used in TABLE 6–1 are as follows.

Class Level: This is equal to your archon level. You can also choose to call a sentinel of less than your class level to save DEPs.

Hit Points: This is the sentinel's maximum number of Hit Points. For the purposes of spells and other effects that rely on Hit Dice or level, your sentinel's equivalent Hit Dice or level is equal to your archon level (or the level you have assigned to if you choose to use a lower level sentinel).

Stamina Points: Sentinels gain Stamina Points equal to ½ their Hit Point total rounding down. Note: Stamina is not shown on Table 4-3.

Base Attack Bonus: This is the sentinel's base attack bonus.

Armor Class: Add the listed bonus and the sentinel's Dexterity modifier to base Armor Class values listed for its form to determine the sentinel's total EAC and KAC. Note: Your sentinel cannot wear armor of any kind, unless you selected humanoid form and you can increase your sentinel's AC further by selecting certain mutations.

Good Save Bonus, Poor Save Bonus: These are the sentinel's base saving throw bonuses. Each form designates which saving throw uses the good save value and which ones use the poor save value.

Ability Increase: Increase two of your sentinel's ability scores, as designated by its form, by this amount.

Feats: This is the sentinel's total number of feats. A sentinel cannot use a feat that requires Resolve Points. A sentinel cannot select a feat that requires a base attack bonus of +1 until it gains its second feat at 3rd level.

Gene Pool: This is the number points a sentinel has to spend on mutations.

Special: Your sentinel gains these abilities based on the form you have chosen for it.
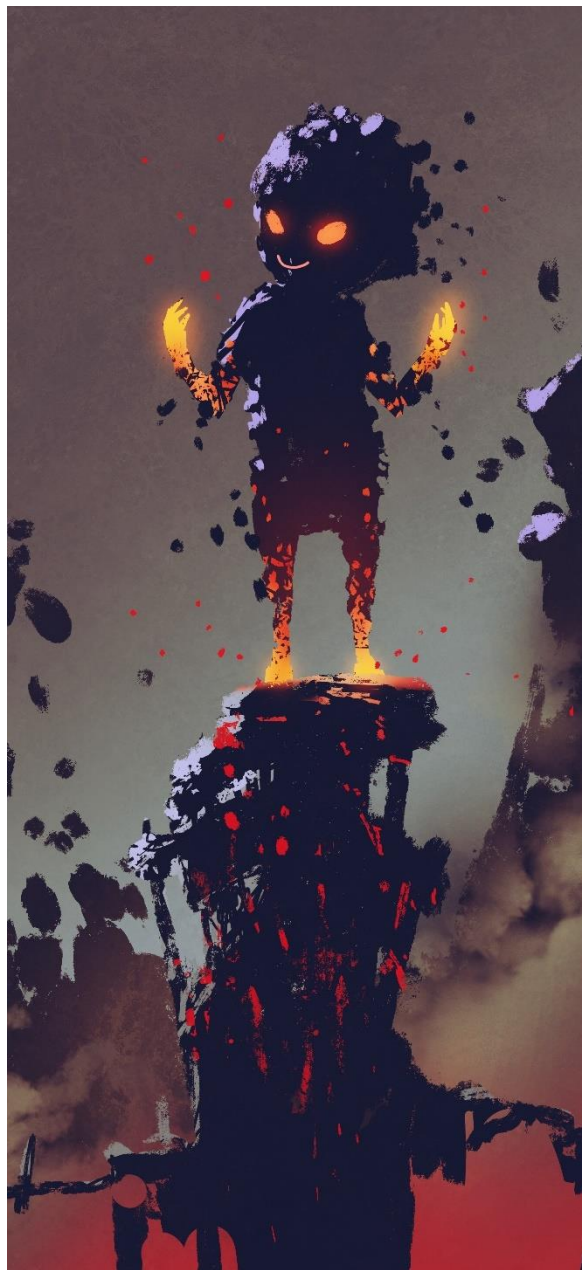
SENTINEL FORM

Sentinels come in one of three basic forms; humanoid, amorphous, or spherical. Each form has its own advantages and disadvantages and is endowed with certain special abilities. Each sentinel form is detailed below.

HUMANOID

Each humanoid sentinel is a miniature anthropomorphic version of their creator. Sharing the characteristics of their creator's race allows them to use equipment designed for other humanoid species. Each sentinel must meet any skill, proficiency, or bulk requirements of an item to use it effectively.

STARTING STATISTICS

Size Small; **Speed** 30 feet;
AC EAC 10, KAC 10; **Good Saves** Reflex, Will;
Poor Saves Fortitude;
Ability Scores Str 10, Dex 10, Con 10, Int 8, Wis 8, Cha 6; **Ability Increases** Choose two abilities
Bonus Feats Basic Melee Weapon Proficiency, Light Armor Proficiency, Small Arm Proficiency
Good Skills Choose two.
Special Abilities Humanoid equipment, limited hivemind, mutations

AMORPHOUS

This sentinel has no clearly defined shape or form.   Resembling a giant amoeba and mimicking its movement by extending pseudopods an amorphous sentinel can be a terrifying sight for the uninitiated.

STARTING STATISTICS

Size Small; **Speed** 20 feet, Climb 20 feet, Swim 20 feet;
AC EAC 9, KAC 11; **Good Saves** Fortitude, Will;
Poor Saves Reflex;
Ability Scores Str 14, Dex 6, Con 12, Int 6, Wis 8, Cha 8; **Ability Increases** Strength, Charisma
Bonus Feats Toughness

Good Skills Athletics, Perception, Stealth
Special Abilities Amorphous form, aura suppression, compression, engulf, grab, limited hive mind, mutations

SPHERE

Featureless and flawless each spherical sentinel is identical in appearance, infinitely black and wreathed in red or blue radiance.

STARTING STATISTICS

Size Small; **Speed** fly 40 ft (good);
AC EAC 11, KAC 9; **Good Saves** Fortitude, Reflex;
Poor Saves Will;
Ability Scores Str 6, Dex 14, Con 12, Int 8, Wis 6, Cha 8; **Ability Increases** Dexterity, Wisdom
Bonus Feats None
Good Skills Acrobatics, Perception
Special Abilities limited telepathy, mutations, *Telekinesis* (as spell, caster level equal to sentinel's Base Attack Bonus)

SENTINEL SPECIAL ABILITIES

AMORPHOUS FORM (EX)

The creature's body is malleable and shapeless. It does not take double damage from critical hits, but it is affected by critical hit effects normally.

AURA SUPPRESSION (EX)

The sentinel can suppress its red or blue aura for a number of rounds per day equal to its base attack bonus. Activating aura suppression is a swift action and grants the sentinel a +2 bonus to Stealth checks in non-bright light conditions. This ability does not allow the sentinel to hide in plain sight.

COMPRESSION (EX)

The sentinel can move through an area as small as one-quarter of its space without squeezing or one-eighth its space when squeezing.

GRAB (EX)

If the sentinel hits with its pseudopod attack, it deals the normal damage. If the sentinel's attack roll successfully hits the target's KAC + 4, the sentinel also automatically grapples the foe as a free action. (If it hits the target's KAC + 13, it instead engulfs the target, see below.) The sentinel can potentially grapple more than one target if it has more than one attack but can only engulf one creature at a time. The sentinel can maintain the grab or engulf another successful grab attack.

ENGULF (EX)

A sentinel can engulf a creature up to one size category larger than itself with a successful grab. A sentinel with this special attack can crush an opponent, dealing bludgeoning damage. The amount of damage is equal to the natural attack damage caused by the sentinel's melee attack.

HUMANOID EQUIPMENT (EX)

A sentinel can use any weapon or armor available to a Starfinder character. Normal proficiency penalties apply.

LIMITED HIVE MIND (EX)

Archons and their sentinels possess a limited hive intelligence that allows them to communicate nearly instantaneously. While within telepathic range (30 ft.) of each other, an archon with one or more sentinels gains a +2 bonus to initiative and Perception checks. If the archon or one sentinel is aware of a combatant, all members of the hive mind within range are aware of it, and a member of the hive mind cannot be surprised unless all members within range are surprised. If one member of the hive mind succeeds at a Will save to disbelieve an illusion effect, all members of the archon's hive mind within telepathic range also disbelieve the effect.

In addition to communications, limited hive mind allows the archon and its sentinels to share memories and experiences. All sentinels share the same experiences past and present.

MUTATIONS

Mutations allow the archon to customize their sentinel(s). Each sentinel possesses a gene pool used to purchase mutant abilities. Once you have selected your sentinel's abilities they cannot be altered until your character gains another archon level. When your sentinel gains mutant points, you can simply add a mutation to their existing mutations or completely redistribute its gene pool on a completely new group of mutations. This allows the character to experiment with different mutant combinations without throwing a new surprise at the GM every week.

Sentinels are not required to take deformities to build their gene pool. A complete list of mutations can be found in the *Gravity Age: Mutant Menagerie.*

Physical Mutations. Physical mutations grant the sentinel extraordinary (Ex) abilities in most cases. Sentinel's with physical mutations can benefit from a wide variety of advantages. Improved attack and damage rolls, saving throws, and skill checks are all common. While others gain new movement types or defensive bonuses.

Psychic Mutations. Psychic mutations are usually super natural (Su) abilities. Psychic mutations often mimic the effects of spells and psionic powers. Other psychic mutations allow the creature to mimic abilities normally limited to specific classes. These abilities are easy to hide when not in use.

TABLE 6–1: SENTINAL BASE STATISTICS

Class Level	Hit Points	Base Attack Bonus	Armor Class	Good Save Bonus	Poor Save Bonus	Natural Attack Damage	Feats	Gene Pool	Special Abilities
1st	6	+1	+1	+2	+0	1d4	1	2	Limited Hive Mind
2nd	12	+2	+2	+3	+0	1d4	1	3	—
3rd	18	+3	+3	+3	+1	1d6	2	3	—
4th	24	+3	+4	+3	+1	1d6	2	4	—
5th	30	+4	+5	+4	+1	1d8	2	4	—
6th	36	+5	+6	+4	+1	1d8	3	5	—
7th	42	+6	+7	+5	+2	1d10	3	5	—
8th	48	+6	+8	+5	+2	1d10	3	6	—
9th	54	+7	+9	+5	+2	1d12	4	6	—
10th	60	+8	+10	+6	+2	1d12	4	7	—
11th	66	+9	+11	+6	+3	2d8	5	7	—
12th	72	+9	+12	+6	+3	2d8	5	8	—
13th	78	+10	+13	+7	+3	2d10	5	8	—
14th	84	+11	+14	+7	+3	2d10	6	9	—
15th	90	+12	+15	+8	+4	2d12	6	9	—
16th	96	+12	+16	+8	+4	2d12	6	10	—
17th	102	+13	+17	+8	+4	4d8	7	10	—
18th	108	+14	+18	+9	+4	4d10	7	11	—
19th	114	+15	+19	+9	+5	4d12	8	12	—
20th	120	+15	+20	+9	+5	6d12	8	13	—
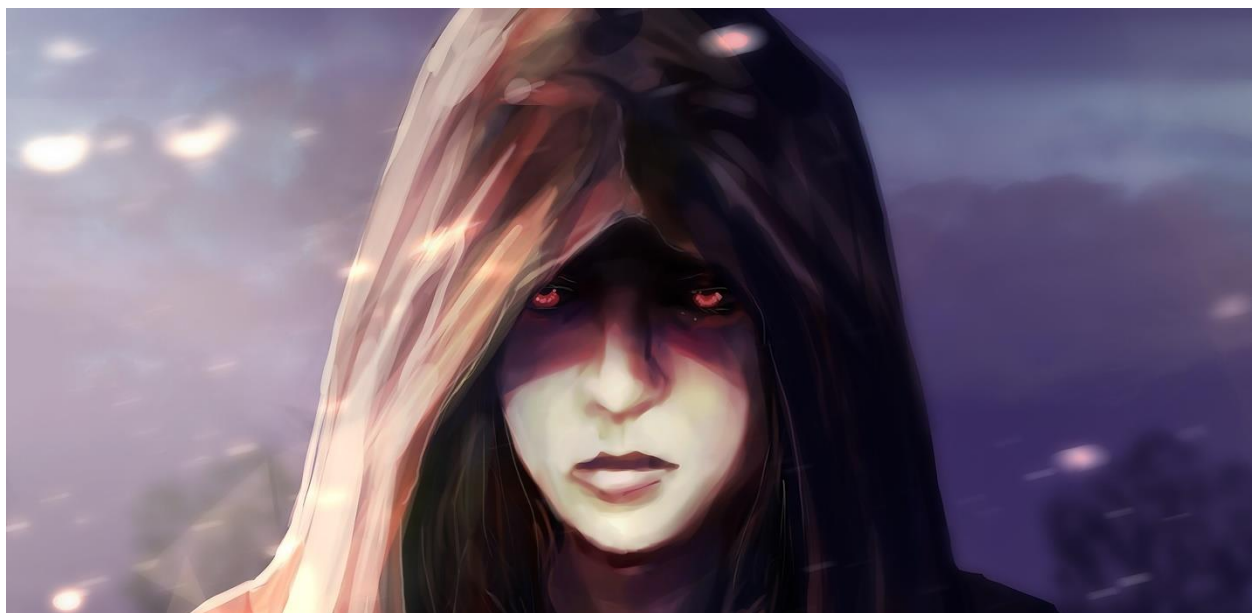
DOKKALFAR

+2 Dexterity, -2 Wisdom, +2 Charism | 5 HP

The Dokkalfar are creatures of myth recently resurrected by their rediscovery. They are the original dark elves and one of the Nine Asgardian stellar empires thought lost to time. When the Nine fell, a few remnant dokkalfar survived by retreating to a system composed almost entirely of dark matter. It is clear the dokkalfar are attuned to dark aether, but it's unknown if this attunement was developed over thousands of years of isolation or if they always possessed the skills to manipulate it.

SIZE AND TYPE

Dokkalfar are Medium humanoids and have the human subtype.

DARKVISION

Dokkalfar can see twice as far as humans in conditions of dim light. They also can see 60 feet even in total darkness. Darkvision is black and white only but otherwise like normal sight. For more details, see chapter 8 of the Starfinder Core Rulebook.

DOKKALFAR MAGIC

Dokkalfar being play with 1 bonus Dark Energy Point and gain the following Spell-Like abilities:

At will: psychokinetic hand, telekinetic projectile

1/DEP: detect thoughts (*)

Dokkalfar "At will" abilities can be used as long as they maintain at least 1 DEP.

(*) When a dokkalfar uses their *detect thoughts* spell-like ability they can chose to focus it on a single individual. The Will save DC is increased by 1 for the target of the spell or the DC is increased by 2 if the dokkalfar is touching the target of the spell. Note the dokkalfar must maintain contact with the target each round.

LIMITED TELEPATHY

Dokkalfar can mentally communicate with any creatures within 30 feet with whom they share a language. Conversing telepathically with multiple creatures simultaneously is just as difficult as listening to multiple people speaking.

KEEN SENSES

Dokkalfar receive a +2 racial bonus to their perception checks due to their acuity with dark aether.

LIGHT BLINDNESS

A Dokkalfar exposed to bright light is blinded for 1 round and dazzled as long as she remains in areas of bright light.

PHYSICAL DESCRIPTION

After several millennia of isolation and limited natural light the dokkalfar have developed a form albinism. Alabaster skin with pale pink, blue, grey, or violet eyes are all common features. Their natural hair color is almost translucent. Most dokkalfar dye their hair black, but almost any color can be encountered by adventuring dokkalfar including various neon and metallic shades. Dark aether tattoos are common and signify caste and rank.

Two other dokkalfar racial variations exist. The svartalfar are rare 1 in 100 births. Although they are statistically identical to dokkalfar the svartalfar are born of dark aether and their cells are comprised fully of dark matter. Svartalfar skin, hair, eyes and even their blood is jet black. To be a svartalfar is to live a life without color. Their skin and hair does not take to traditional pigments or dyes. Although many svartalfar give up on individuality dark aether tattoos allow some adornment without cybernetic or nanotech enhancements.

The third variation is the beautiful undalfar. Just seeing an undalfar is akin to finding a unicorn. Undalfar are extremely uncommon and represent less than 1 in 100,000 births. The uldalfar is a marbled combination of normal cells and dark matter cells in a somewhat random patchwork of puzzle like blotches. This combination of dokkalfar and svartalfar appearance is often referred to as 'the unity'.

HOMEWORLD

Life is rare among the dark systems and sentient life is remarkable. The dokkalfar claim a trinary star system known to outsiders as the Dark Sisters. Possibly one of the most exotic star systems ever discovered each of the dark sisters and their planetary bodies have high concentrations of dark matter. There are twenty-seven home worlds equally represented in the Allaevi Hegemony. The most powerful of which is Himinn.

SOCIETY AND ALIGNMENT

Adding to their mystique, all known dokkalfar are female. The Allaevi Hegemongy is a matriarchal oligarchy. In most cases the Matron Mother for each home world is the eldest member of its most powerful house. Order and rank amongst the houses is determined by the relative power of its matron. Each matron has complete control over their house and any lesser houses owing them fealty. All matters concerning the wellbeing of the Allaevi Hegemony in its entirety requires a consensus vote of the matron mothers.

RELATIONS

In the absence of males, the dokkalfar have developed some unique attitudes towards males of anatomically similar species. On one hand they are absolutely fascinated by males and are often far too friendly with them simply based on their naivety of male social queues. On the other hand, dokkalfar believe males are too precious to endanger with activities like adventuring and war. They tend to treat males like they are fragile and made of glass, while holding the females of their respective species in contempt for putting their males at risk. Initial relations with other races are almost strictly based on how the race in question protects its males.

ADVENTURERS

All dokkalfar are part of a caste system. Young dokkalfar are put through a series of physical and mental aptitude tests. The results of these tests determine a young dokkalfar's role in society. As a result, dokkalfar adventurers have been trained for their adventuring life since childhood. These adventurers represent the interests of a specific Matron Mother and gain influence within their house by successfully completing tasks important to their house.

The second kind of dokkalfar adventurer encountered is one that has turned their back on dokkalfar society. These adventurers were often caste into lesser roles with little opportunity for advancement or demoted into a lesser role by a marton mother for a past transgression as a form of punishment. When a dokkalfar breaks from their assigned caste, they are no longer welcomed in dokkalfar society or within the boundaries of the Allaevi Hegemony. Abandoning one's caste or house is punishable by death, although those foolish enough to return often spend years in isolation befor being assigned to one of the lowest castes.

NAMES

Dokkalfar favor names common to epic tales of old Norse and Finlandia origin. Samples include; Aliina, Astera, Camillia, Dallan, Eevi, Essi, Flos, Hale, Helle, Iiona, Inkeri, Jaakina, Jemina, Kaija, Kirsi, Liisi, Loviisi, Maarika, Meilikki, Nea, Niina, Oda, Piritta, Raakel, Ronja, Saara, Taika, Thora, Tuuli, Valpuri, and Viivi.

DOKKALFAR MYSTERIES

There are many mysteries surrounding the origin of the dokkalfar and how they came to be isolated in the "Dark Sisters System". Here are a few concepts game masters may want to expand on.

ITS ALL IN THE DNA

DNA evidence indicates young dokkalfar are born of artificial female pairings without any male contribution to their genetic code. This would indicate they have mastered cloning or a similar method of reproduction. Dokkalfar adventurers who have willingly submitted themselves to study all seem to be sterile or in a non-reproductive state. If questioned about it, the response indicates that only the noble caste is permitted to reproduce and this was done as a form of population control.

Dokkalfar DNA is almost identical to human and elf DNA, despite its dark matter components. This is more than coincidental and indicates the dokkalfar originally shared a common ancestor and possibly the same home world in the distant past.

RNA TELLS A DIFFFERENT STORY

Dokkalfar RNA is composed of darkmatter and does not deteriorate with cloning, or exposure to electromagnetic radiation. This makes dokkalfar effectively ageless after reaching maturity. They are an anomaly amongst long lived races, the dokkalfar mature to adulthood in only 12 years then virtually stop aging in their twenties. No records exists of a dokkalfar dying of old age.

WHERE ARE THE MEN

Where are the men or a better question might be what happened to the men? Dokkalfar will claim their men are protected in highly secure facilities and that only a few members of the noble caste are fully aware of these secrete locations. Dokkalfar outside the noble caste believe not knowing this information protects the future of their species and lessens the likelihood the information could fall into the wrong hands. In reality, if dokkalfar males exist only a few matron mothers know the truth.

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Have you ever contemplated the mysteries of the universe? What if science, religion, and magic were all different interpretations of the same mystery? What if the "God Particle" is real and everyone is right? **Gravity Age: Dark Aether** delves into these mysteries and introduces the Archon character class for the Starfinder Roleplaying Game. This accessory contains new material covering:

- The Archon character class. The archon possesses a dark energy pool which is used to fuel its spell casting and dark aether bindings. Archons can choose one of two paths; dark aether cybernetics or dark aether sentinels.

- 18 new spells for the Archon, Mystic, and Technomancer classes.

- 7 new cybernetic augmentations with over 75 variations.

- A few new nanotech options

- 10+ Feats

- 1 new character race the Dokkalfar.

Warning: The Archon character class requires the use of the Gravity Age: Cybernetics Emporium and the Gravity Age: Mutant Menagerie!!

STARFINDER COMPATIBLE