PRECOG PLAYTEST

Welcome to the playtest for a new character class for the Starfinder Roleplaying Game: the precog! A spellcaster who can manipulate the flow of time, the precog exploits temporal paradoxes to foresee the future and alter the present. We plan to debut the precog in a hardcover rulebook in 2021, but first we need your help in playtesting the class and running it through its paces!

The precog playtest will run until December 25, 2020. We're looking for your feedback, comments, and criticisms regarding the precog class, but will focus our attention on feedback from actual play. We encourage you to make up new characters, use them as NPCs or villains, and run a few game sessions—or even a few mock encounters—to incorporate this class into your game. We're interested in just about any input from play!

When looking at the precog, please keep in mind that we don't expect the final version to look like the playtest version. This is an early iteration of the new class; some elements might be a bit extreme or interact with new rules that stretch some of the assumptions of the game, and the best way to find out if we've gone too far (or in the wrong direction) is to give them to you. There's plenty of time for you try things out and for us to make adjustments based on your feedback, because we want our new additions to match the needs of Starfinder players. So whether you love something or think it needs some work, let us know.

Once you've had a chance to try out the new class, head over to **starfinderplaytest.com**, where you'll find links to a survey that will allow us to gather your responses to questions about your playtest experience. The survey is available now and will remain open until the end of the playtest. Please make sure to fill out the survey by December 25!

In addition to responding by survey, you're also invited to a dedicated playtest forum for the precog class at **paizo.com**. When you post to the playtest forum, look for existing threads on your topic before you start a new one. Also, remember that every game is different and that every poster is trying to make the game better for everyone. Please be polite and respectful of others on the forum.

We'd like to thank you for participating in the precog playtest. We're looking forward to seeing what you think and using your feedback to make this class the best it can be. Peer into the future but stay in the present—the playtest awaits!

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PRECOG

STAMINA POINTS
5 + Constitution Modifier

5 HP

Through some cosmic event, you have come to understand the ebb and flow of time to a degree that only a select few can. You can dexterously manipulate time itself, accelerating, slowing, or even reshaping timelines to suit your needs. The skeins of time are yours to see, and you know how to apply just enough pressure to subtly adjust their threads. Your manipulation of time has also shaped you into someone capable of altering the material universe through powerful spellcasting, and you are capable of harnessing temporal paradoxes to foresee the future—and dictate the present—in powerful ways.

KEY ABILITY SCORE

Your Dexterity determines your spellcasting ability, the saving throw DC of your spells, and the number of bonus spells you can cast per day, so Dexterity is your key ability score. High Intelligence can boost your skills, and Charisma aids in your interactions with other characters.

CLASS SKILLS

SKILL RANKS PER LEVEL
6 + INTELLIGENCE MODIFIER

Acrobatics (Dex)
Bluff (Cha)
Culture (Int)
Diplomacy (Cha)
Mysticism (Wis)

Perception (Wis)
Piloting (Dex)
Profession (Cha, Int, or Wis)
Sense Motive (Wis)
Stealth (Dex)

PROFICIENCIES

ARMOR PROFICIENCY
Light armor

WEAPON PROFICIENCY
Basic melee weapons, small arms, and either advanced melee weapons, longarms, or sniper rifles

SPELLS

You can cast spells drawn from the precog spell list (pages 8–10). To learn or cast a spell, you must have a Dexterity 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 Dexterity Modifier.

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

Your selection of spells is limited. You begin play knowing four 0-level spells and two 1st-level spells of your choice. At each new precog level, you learn one or more new spells, as indicated on Table 1–3: Precog Spells Known. Unlike your spells per day, the numbers of spells you know isn't affected by your Dexterity modifier. A list of some of the new spells for the precog class is on page 10.

Every time you gain a new level, you can swap out one spell you already know and learn a single new spell of the same level in its place.

In effect, you lose the old spell in exchange for the new one. You must choose whether or not to swap a spell at the same time you gain new spells known for the level.

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

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

ANCHOR　`1st Level`

You have a preternatural affinity for a temporal event or an aspect of time itself that grants you your powers. Your anchor grounds your ability to interact with time and provides the foundation of all your powers. The exact nature of your specific anchor might be specific to you or be a broad element shared by other precogs. You must pick an anchor upon taking your first level of precog—once made, this choice can't be changed. Anchors you can choose from begin on page 4.

TABLE 1-1: PRECOG

CLASS LEVEL	BASE ATTACK BONUS	FORT SAVE BONUS	REF SAVE BONUS	WILL SAVE BONUS	CLASS FEATURES	SPELLS PER DAY (BY SPELL LEVEL)					
						1ST	2ND	3RD	4TH	5TH	6TH
1	+0	+0	+2	+0	Anchor, paradox	2	–	–	–	–	–
2	+1	+0	+3	+0	Temporal anomaly	2	–	–	–	–	–
3	+2	+1	+3	+1	Chronomatic defense +2, weapon specialization	3	–	–	–	–	–
4	+3	+1	+4	+1	Temporal aggression	3	2	–	–	–	–
5	+3	+1	+4	+1	Temporal anomaly	4	2	–	–	–	–
6	+4	+2	+5	+2	Temporal aggression (allies)	4	3	–	–	–	–
7	+5	+2	+5	+2	Chronomatic defense +3	4	3	2	–	–	–
8	+6	+2	+6	+2	Temporal anomaly	4	4	2	–	–	–
9	+6	+3	+6	+3	Improved anchor	5	4	3	–	–	–
10	+7	+3	+7	+3	Paradoxical acceleration	5	4	3	2	–	–
11	+8	+3	+7	+3	Temporal anomaly	5	4	4	2	–	–
12	+9	+4	+8	+4	Chronomatic flow +2	5	5	4	3	–	–
13	+9	+4	+8	+4	Chronomatic defense +4	5	5	4	3	2	–
14	+10	+4	+9	+4	Temporal anomaly	5	5	4	4	2	–
15	+11	+5	+9	+5	Greater anchor	5	5	5	4	3	–
16	+12	+5	+10	+5	Chronomatic flow +3	5	5	5	4	3	2
17	+12	+5	+10	+5	Temporal anomaly	5	5	5	4	4	2
18	+13	+6	+11	+6	Chronomatic defense +5	5	5	5	5	4	3
19	+14	+6	+11	+6	Chronomatic flow +4	5	5	5	5	5	4
20	+15	+6	+12	+6	Temporal anomaly, timeless paragon	5	5	5	5	5	5

TABLE 1-2: PRECOG BONUS SPELLS

DEX SCORE	BONUS SPELLS PER DAY (BY SPELL LEVEL)						
	0	1ST	2ND	3RD	4TH	5TH	6TH
1–11	–	–	–	–	–	–	–
12–13	–	1	–	–	–	–	–
14–15	–	1	1	–	–	–	–
16–17	–	1	1	1	–	–	–
18–19	–	1	1	1	1	–	–
20–21	–	2	1	1	1	1	–
22–23	–	2	2	1	1	1	1
24–25	–	2	2	2	1	1	1
26–27	–	2	2	2	2	1	1
28–29	–	3	2	2	2	2	1
30–31	–	3	3	2	2	2	2

Focal Paradox `1st Level`

Your anchor provides you a particular aptitude when using your paradox ability (see below).

Improved Anchor `9th Level`

You gain increased competence channeling your anchor into a powerful effect.

Greater Anchor `15th Level`

Your mastery of your anchor provides you with an exceptional ability.

PARADOX (SU) `1st Level`

Your unique relationship with time allows you to dexterously manipulate its flow at key moments, allowing you to know what's going to happen before it transpires.

Each day when you regain your spell slots, you also gain a number of paradoxes equal to 1 + half your Dexterity modifier (minimum 2)

TABLE 1-3: PRECOG SPELLS KNOWN

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

and lose any unused paradoxes from the previous day. Whenever you gain these or any other paradoxes, roll 1d20 for each and record the result associated with that paradox. You can never reroll paradoxes.

Many precog abilities allow you to use a paradox in place of a specific d20 roll you would make, using the paradox's associated result instead of rolling a random result. The paradox functions in every way like a normally rolled die; a paradox of 1 functions as a natural 1 and a paradox of 20 functions as a natural 20. You can't use a paradox for a die that has already been rolled or rerolled, and you

can't reroll a paradox. Some precog abilities simply require you to use a paradox, without using the result associated with it. Regardless of how you use a paradox, it is lost and can't be used again.

At 1st level, you can use a paradox in place of your d20 roll for an ability score check or caster level check. In addition, you can use a paradox on a d20 roll associated with your anchor's focal paradox, and once per day when you do, you immediately gain a new paradox.

At 3rd level, you can also use paradoxes in place of your initiative checks, Reflex saving throws, and skill checks (for skills you are trained in).

At 5th level, you can also use paradoxes in place of your attack rolls, Fortitude and Will saving throws, and skill checks (for skills you are untrained in).

TEMPORAL ANOMALY (SU) `2nd Level`

Temporal anomalies represent your ability to channel your unique relationship with time into tangible actions. You learn your first temporal anomaly at 2nd level, and an additional temporal anomaly every 3 levels thereafter. Unless otherwise stated, the effects of a temporal anomaly last for a number of rounds equal to your precog level. If a temporal anomaly allows for a saving throw to resist its effects, the DC is equal to 10 + half your precog level + your Dexterity modifier.

Unless otherwise specified, you can't learn a given temporal anomaly more than once. The list of temporal anomalies begins on page 5.

CHRONOMATIC DEFENSE (SU) `3rd Level`

As you gain further mastery over your temporal powers, you can execute precisely timed moves that help you and others dodge incoming attacks. As a reaction when an attack is declared but before the result is known, you can use a paradox to grant an ally an insight bonus to AC until the end of your next turn. This bonus is equal to the paradox result or a maximum bonus of 2, whichever is lower. The maximum bonus increases to 3 at 7th level, 4 at 13th level, and 5 at 18th level.

WEAPON SPECIALIZATION (EX) `3rd Level`

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

TEMPORAL AGGRESSION (SU) `4th Level`

You gain the ability to view possible timelines and choose the precise moment that will inflict the most grievous injury upon your foes. When you roll damage dice, you can use a paradox in place of rolling any one damage die, as long as the result you're substituting is within the possible range of the die. For example, you could use a paradox of 1 through 10 in place of a d10 damage die, but you can't use a paradox of 10 in place of a d8. You can use this ability multiple times per damage roll, but only once per damage die.

At 6th level, you can use this ability to replace an adjacent ally's damage dice.

PARADOXICAL ACCELERATION (SU) `10th Level`

You learn how to burn your own personal reserves of energy to fuel a greater view of the timeline. As a standard action, you can spend 3 Resolve Points to gain 1 paradox.

CHRONOMATIC FLOW (SU) `12th Level`

Through your knowledge of time's flow you can cast your spells with the exact timing necessary for maximum effect. As a swift action, you can use a paradox to increase the save DC on a spell you cast during your turn. This increase is equal to the paradox result or a maximum bonus of 2, whichever is lower. The maximum bonus increases to 3 at 16th level and 4 at 19th level.

TIMELESS PARAGON (SU) `20th Level`

You exist in perfect synchrony with your timeline, gaining an impressive degree of control over your existence. You no longer age, nor do you die of old age. Once per week, you can act as though benefiting from a mnemonic editor, allowing you to change up to 2 character levels' worth of decisions. Once per month, you can perform the same action, though you can change up to 10 character levels' worth of decisions. Once per year you can change up to 20 levels' worth of your decisions. Through all of these changes, you can't change your class levels in precog.

Furthermore, once per week, you can cast *rewrite time* (page 10) as a spell-like ability.

ANCHORS

The following represent the most common precog anchors. See page 3 for more information on the anchor class feature. If an anchor ability allows for a saving throw to resist its effects, the DC is equal to 10 + half your precog level + your Dexterity modifier.

Chronomancy

Some powers with a vested interest in the flow of time have given some of their influence to you. Perhaps the fey Eldest Shyka has empowered you to avert some unknowable future timeline, or sometime in the distant past a servant of Pharasma seeded such potency in the bloodline of one of your ancestors. Whatever your connection with time, it is something granted by another power, and that power fuels you with magical energy that grants you greater control over time.

Focal Paradox: Caster level checks and one class skill (chosen at 1st level).

Improved Anchor: Once per day as a swift action, you can slow time immediately around yourself until the end of your turn. For the duration, adjacent enemies that attempt reactions must succeed at a Reflex saving throw or lose the action.

Greater Anchor: Once per day, you can cast any spell you know that has a casting time of a standard action or less as a full action instead. After you successfully cast this spell, you can cast a second spell without taking an action (though it still uses a spell slot). The second spell must have a casting time of a standard action or less and be of a level no greater than the level of the first spell you cast minus 2. If you cast the second spell, you lose your standard action on your next turn.

Dimension of Time

There are no easy methods of accessing the Dimension of Time, but somehow, you have always known of its existence and feel pulled toward it. You might have had an encounter with a horrifying hound of Tindalos or a time dimensional at some point in your life that created this unerring bond. You could explore the cosmos as an unwitting

agent for the mysterious powers within the Dimension of Time, or you could simply use your powers for your personal gain.

Focal Paradox: Reflex saving throws.

Improved Anchor: Once per day, you can touch an object in your possession of 1 bulk or less. The object is protected from mundane effects of the passage of time (for example, metal does not rust, and fruit does not ripen or spoil) as long as you maintain this effect on it. You can maintain this effect on a number of objects equal to your Dexterity modifier (minimum 1) at any one time. If you exceed this limit, the oldest existing effect immediately ends. This ability has no effect on the functionality of technological objects.

Greater Anchor: You can unfetter your ability to travel as you traverse through perfect moments in time. Once per day as a swift action, you can move through difficult terrain without penalty, you increase all of your speeds by 20 feet, and you gain a +4 circumstance bonus to saving throws against any effects that would impart the entangled, exhausted, fatigued, flat-footed, grappled, paralyzed, pinned, staggered, or stunned conditions. These benefits last for a number of rounds equal to your precog level.

Doomed Future

You are cursed with visions of a terrible future. Whether it's the distant awakening of a Great Old One, a post-apocalyptic realm where automatons have conquered the stars, or a future where the Swarm encompasses all known worlds, a seemingly inevitable future is inseparably linked with your consciousness. Though you can see only glimpses of this doomed future, you struggle to avoid it, hoping your actions will eventually change the terrifying visions you receive.

Focal Paradox: Fortitude saving throws.

Improved Anchor: Visions of your future haunt you, but also provide insight into what is to come. Once per day when you regain your spells, you gain a free paradox of 20 that you can use only on a skill check made to recall knowledge.

Greater Anchor: When you succeed at a Fortitude save against an effect that normally has a partial effect on a successful save, you instead suffer no effect.

Fragmented Past

There was a moment in your life that should have never happened. Though others may not believe you, you are certain down to your very core that one critical moment altered whatever fate had in store for you. Since that divergence, you've gained a wider appreciation of time's passage, able to influence the timeline more than others could ever hope to. Still, you remain sure that your timeline is wrong and it's only a matter of time before someone or something comes to correct that error.

Focal Paradox: Two trained skill checks (chosen at 1st level).

Improved Anchor: Once per day, at the start of your turn when you are dying, you can use a paradox to immediately stabilize. When you do so, you regain 1 Hit Point as though you spent 1 RP to stay in the fight (*Starfinder Core Rulebook* 251).

Greater Anchor: Once per day, when you take the full attack action and make both attacks against a single target, if one of your attacks is a hit and the other is a miss, you can instead hit (though not score a critical hit) with the attack that would have missed. Alternatively, if both attacks hit, you can make an additional attack with the same weapon against the same target at a –6 penalty.

The Gap

Through some event or mishap, your existence has become irrevocably linked to the indiscernible timeline of the Gap. You might be a long-lived species who lived during that time or believe yourself to have come from the Gap when you woke with no memories in the present day. Whatever your connection, you can pull temporal power from the missing time of the Gap and use it to obfuscate elements of your own timeline.

Focal Paradox: Will saving throws.

Improved Anchor: Your actions become difficult to record or view remotely. The first time per day a given creature attempts to perceive you using any sort of supplementary means of detection, such as those granted by equipment (including remote cameras or specialty goggles) or spells with the scrying descriptor, they must succeed at a Will save in order to see you properly. If a creature fails its save, it perceives you as only an indistinct blur for 1 minute, though the creature is still aware of your location.

Greater Anchor: You gain the ability to subtly smudge the timelines of others, removing yourself from their recent memory. Once per day as a move action, you can designate a creature within 60 feet to lose all memory of your prior actions and presence over the last hour. This otherwise works as the *modify memory* spell, except it adjusts all of the target's memories that include you. In memories where you were present, the target can only remember an indistinct blur in your place. The target can attempt a Will save to negate this effect. A target can only be affected by this ability once per week.

Timewarped

Countless civilizations have experimented with technological means of achieving time travel. Though it appears no known civilization has yet mastered such technology, failed attempts can be found throughout the galaxy. Your bond with (or perhaps disconnect from) the flow of time stems from some technological origin. Perhaps you were the test subject of an experimental time travel device or you unexpectedly activated a malfunctioning chronal technology from a long-lost civilization.

Focal Paradox: Initiative checks.

Improved Anchor: You can reverse time's flow for certain pieces of technology. Once per day as a full action, you can restore the charges on a single battery, technological item, or hybrid item.

Greater Anchor: Once per day as a full action, you can access a custom temporal shelter. When you do so, you immediately disappear and emerge in your shelter. Your temporal shelter exits in a far-distant future in a space made up of a number of 10-foot cubes equal to your precog level and with an atmosphere tailored to your needs. It includes a servitor, freed from time's trappings, that can construct a single item per visit with an item level equal to or less than your precog level; you must provide credits, UPBs, or both equal to the item's price. Time passes normally within your temporal shelter. You can exit it at will, returning to the location that you left.

TEMPORAL ANOMALIES

You learn your first temporal anomaly (see page 4 for more information) at 2nd level and an additional temporal anomaly every 3 levels thereafter. Temporal anomalies all require you meet a minimum precog level, and they are organized accordingly. Some temporal anomalies

require you to satisfy other prerequisites, such as having other temporal anomalies. For effects that require a saving throw, the DC is 10 + half your precog level + your Dexterity modifier.

2nd Level

You must be at least 2nd level to choose the following temporal anomalies.

Advanced Preparation (Su)

⊛ Your knowledge of timelines lets you prepare for almost any situation, giving you exactly what you need precisely when you need it. Once per day as a standard action, you can use a paradox to produce one consumable item (such as a grenade, serum or spell gem). The item must have a bulk of L or less and an item level no greater than your level. You immediately lose a number of credits equal to the value of the item, as this ability assumes you pre-purchased or traded for this item at the most recent opportunity after glimpsing your future need of it. You can't use this ability if you don't have sufficient credits to pay for the item, and you can't convert other items, except for UPBs, to pay for this cost.

Ephemeral Confidant (Su)

⊛ You have an ally who exists outside the normal flow of time, but you can only occasionally communicate with them. When you take this temporal anomaly you can select the means in which you communicate with your confidant. They could appear to you as a holographic avatar only you can see and hear or as visions that permeate your dreams. Regardless of what form your confidant takes, they can occasionally provide you with some insight that helps you navigate the present.

As a full action, you can use a paradox to consult with your confidant; you count as trained with a skill for up to a number of rounds equal to the paradox.

At 6th level, when you attempt a skill check that you are normally untrained in, you can substitute the paradox used for this ability in place of the d20 roll for that skill check. At 9th level, you gain a +4 insight bonus on the skill check (increasing to +8 at 12th level, and +12 at 15th level).

Future Training (Ex)

⊛ Whether your expertise results from knowledge imparted by a specific source or the cumulative effect of extensive training and preparation for some future event, you've come to master multiple means of defending yourself. You gain proficiency with two of the following that you are not already proficient with: heavy armor, advanced melee weapons, heavy weapons, longarms, or sniper weapons.

You can select this temporal anomaly a second time; you must select different proficiencies.

Prescient Casting (Su)

⊛ You glance into your immediate future to see how to precisely cast a spell while in danger. As part of casting a spell, you can use a paradox to not lose your spell if you take damage from a successful attack against you (including an attack of opportunity) or an effect that you failed a saving throw against.

Safeguard (Su)

⊛ By carefully analyzing the battlefield and making minute, dexterous moves, you can protect yourself from harm. As a reaction when you take damage, you can use a paradox to reduce the amount of damage taken by an amount equal to the paradox, up to a maximum reduction of 5. The maximum increases to 10 at 6th level, 15 at 9th level, and 20 at 12th level.

Shunt Condition (Su)

⊛ You can delay the onset of dangerous conditions. As a reaction when you or an ally would gain the shaken, sickened, or staggered condition, you can use a paradox to delay the onset of the condition for a number of rounds equal to half the paradox (minimum 1).

Tactical Timing (Su)

⊛ You analyze the battlefield and pick out the precise moments your enemies will be least prepared to strike. As a move action, you can use a paradox to grant yourself and all allies within 30 feet a +2 insight bonus to AC against attacks of opportunity for 1d4 rounds. At 6th level, you can use this ability as a swift action.

5th Level

You must be at least 5th level to choose the following temporal anomalies.

I Knew You'd Say That (Su)

⊛ You've seen enough of the future to know exactly the right moment to intercede on behalf of your allies in social situations. When you successfully perform the aid another action to assist an ally with a Bluff, Diplomacy, or Intimidate check, you can use a paradox in place of the ally's d20 roll for the skill check.

Improved Shunt Condition (Su)

⊛ This functions as the shunt condition temporal anomaly, except you can also delay the following conditions: bleeding, burning, confused, frightened, and nauseated. You must know the shunt condition temporal anomaly to learn this temporal anomaly.

Instance Analysis (Su)

⊛ By examining an ally and a threat you can quickly discern the effectiveness of potential attacks by gazing momentarily into the future. As a move action, you can select an ally within 60 feet and a target within 60 feet. You can then choose one of your selected ally's available abilities, spells, or weapons. You immediately know whether the target has immunity, damage reduction, energy resistance, or spell resistance that would apply to the selected ability, spell, or weapon.

At 8th level, you can use this ability for 1d4 abilities, spells, or weapons from any number of allies within 60 feet of you. You can't use this ability again until you take a 10-minute rest to regain Stamina Points.

Multifocal (Su)

⊛ More means of controlling the universe's temporal paradoxes open themselves to you. When you select this temporal anomaly, you can select a second focal paradox from one of the following: ability score checks, caster level checks, Fortitude saves, initiative

checks, Reflex saves, two specific trained skill checks, or Will saves. You can't select the same focal paradox as provided by your anchor when making this choice, and this doesn't increase the number of times per day that you can gain a paradox from your focal paradoxes.

Spell Rewind (Su)

With a gesture, you can rewind a spell back into your mind rather than have it perform with lackluster effect. When you cast a spell that affects only one target, and that target successfully saves against that spell, you can use a paradox to regain the spell slot used to cast that spell. The paradox used must be at least double the spell's level. If you use this ability with a spell that normally has effects on a failed save, the spell instead has no effect.

Time-Hardened (Ex)

You've mastered the art of enduring everything the galaxy—and time itself—has to throw at you. When you take this temporal anomaly, you increase your maximum Hit Points and Stamina Points by an amount equal to your precog level. Each time you gain a new precog level, you increase your maximum Hit Points and Stamina Points by 1.

8th Level

You must be at least 8th level to choose the following temporal anomalies.

Forewarned (Su)

With your levels of foresight, nothing can surprise you. At the start of a surprise round, you can use a paradox to act in that surprise round, replacing your initiative roll result with that paradox.

Looped Existence (Su)

As a standard action, you can use a paradox to focus on a creature within 60 feet, forcing it into a temporal loop. The creature must succeed at a Will saving throw or gain the fatigued condition for a number of rounds equal to half the paradox (minimum 1). At 11th level, you can instead cause the target to gain the confused condition for 1d4 rounds. At 14th level, you can instead cause the target to gain the exhausted condition for 1d4 rounds.

Momentary Stutter (Su)

You can rewind just enough of time to reverse your position without affecting other outcomes. At the start of your turn, you can use a paradox to mark your current location and activate this ability. At the end of your turn you can immediately teleport to your starting location. This movement does not provoke attacks of opportunity.

Skillful Rewrite (Su)

When you tempt fate and fail, you can sometimes still recover through clever use of paradoxical power. As a reaction when you fail a skill check, you can use a paradox in place of the d20 rolled for the skill check.

Tactical Oracle (Su)

You have achieved total battlefield control with your glimpses into the future. You can use a paradox as a swift action to not provoke attacks of opportunity from movement until the end of your next turn. When you use this ability, you can use an additional paradox to grant this benefit to an ally within 60 feet. You must know the tactical timing temporal anomaly to learn this temporal anomaly.

Time Walk (Su)

You can step outside of time to move to a new position and then quickly step back if it would be advantageous to do so. As a full action, you can mark your starting space and then move up to your speed. At the end of the movement, you can decide whether to remain where you are or teleport back to your starting space. Neither the initial movement nor the teleportation provokes attacks of opportunity. You can't use this ability again until you've taken a 10-minute rest to regain Stamina Points.

11th Level

You must be at least 11th level to choose the following temporal anomalies.

Butterfly Effect (Su)

You can cause even seemingly insignificant actions to ripple throughout a battlefield and cause outsized effects. As a reaction when you or an ally within 60 feet miss an attack that targets AC, you can use a paradox to grant an insight bonus to subsequent attacks against that target's AC. The bonus starts at +1 and increases by one with each subsequent missed attack against the target's AC, to a maximum of +5. The bonus ends when the target is hit by an attack that targets AC. A target can be affected by only one instance of this ability at a time.

Desperate Rewrite (Su)

As a reaction when you fail a saving throw, you can use a paradox in place of the result of your failed save (not adding any bonuses to the paradox).

Greater Shunt Condition (Su)

This functions as the shunt condition and improved shunt condition temporal anomalies, except you can add the following conditions to those you can delay: asleep, cowering, dazed, paralyzed, and stunned. You must know the shunt condition and improved shunt condition temporal anomalies to learn this temporal anomaly.

Masterful Preparation (Su)

When you use the advanced preparation temporal anomaly, you can instead produce a non-consumable item, with the same restrictions and requirements as advanced preparation. At 14th level, the item can have up to 2 bulk. You must know the advanced preparation temporal anomaly to learn this temporal anomaly.

Paradoxical Genius (Su)

When you would gain a new paradox for using your anchor's focal paradox, you gain two new paradoxes instead.

Preternatural Strikes (Su)

Through analyzing the flow of time, you have such perfect control of your body that you sometimes appear to move faster than the

eye can see. As part of a full attack action, you can use a paradox to teleport up to 30 feet between your first and second attacks; this movement does not provoke attacks of opportunity.

You must be at least 14th level to choose the following temporal anomalies.

Offensive Rewrite (Su)

⊛ As a reaction when you fail to hit with an attack roll, you can use a paradox in place of the d20 rolled for your attack roll.

Outcome Adjustment (Su)

⊛ As a reaction, when a creature within 100 feet would attack you or an ally or attempt a caster level check or skill check, you can use a paradox before the check is rolled. The creature must succeed at a Will save or you can replace the attack roll or check's d20 roll with the paradox.

Time's Champion (Ex)

⊛ You treat your base attack bonus as equal to your precog level. You must know the future training or time-hardened temporal anomaly to learn this temporal anomaly.

PRECOG SPELL LIST

Spells marked with an asterisk appear in this document on page 10. Information for all other spells is available online for free at **sfrd.info**. Spells with a superscript also appear in the corresponding books: AR– *Starfinder Armory*; COM–*Starfinder Character Operations Manual*; NS– *Starfinder Near Space*; PW–*Starfinder Pact Worlds*.

0-Level

Daze: Humanoid creature of CR 3 or lower is dazed.
Detect Affliction: Determine whether a creature or object has been poisoned, is diseased, is cursed, or is suffering from a similar affliction.
Detect Magic: Detect spells and magic items within 60 feet.
Ghost Sound: Create minor illusory sounds.
Injury Echo*: Manifest a past injury to deal kinetic damage to a target.
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.
Telepathic Message: Send a short telepathic message and hear simple telepathic replies.
Token Spell: Perform simple magical effects.
Transfer Charge: Move charges from one power source to another of the same type.

1st-Level

Comprehend Customs^{COM}: Gain a +2 insight bonus to Culture checks about a specific culture made within the spell's duration.
Comprehend Languages: You understand all spoken, signed, and written or tactile languages.
Confusion, Lesser: One living creature is confused for 1 round.
Death's Door*: Deal damage and ability damage to a living creature.
Detect Augmentation^{AR}: Detect the presence of augmentations.
Detect Radiation: Detect radiation within 120 feet.
Disguise Self: Change your appearance

Erase: Remove writings of either magical or mundane nature.
Hold Portal: Hold a door shut.
Identify: Gain a +10 bonus to identify items of a magic or technological nature.
Incompetence^{AR}: Cause targets to lose proficiency with a type of weapon.
Keen Senses: Target gains low-light vision and a +2 bonus to Perception checks.
Know Coordinates^{COM}: Learn the exact location of one creature on the same world as you.
Overheat: Deal 2d8 fire damage to creatures in cone.
Recall^{COM}: Reroll a failed skill check to recall knowledge.
Reflecting Armor: Sheath of mystical force can reflect damage back on a foe.
Remove Condition, Lesser: Remove one minor harmful condition affecting a creature.
Scan Environment^{COM}: Learn about the state of the natural environment.
Share Memory^{COM}: Target shares memory with you and five others.

2nd-Level

Augury: Learn whether an action will have good or bad results.
Dampening Field^{NS}: Prevent creatures from detecting you using sounds or vibrations.
Daze Monster: Target living creature of CR 5 or lower is dazed.
Death's Door*: Deal damage and ability damage to a living creature.
Delay Countermeasures^{COM}: Delay one computer's countermeasures.
Force Blast: Cone deals 2d6 damage and bull rushes creatures.
Hold Person: Paralyze one humanoid.
Invisibility: Target is invisible for 1 minute/level or until it attacks.
Knock: Opens a locked or magically sealed door.
Make Whole: Restore 5d6 Hit Points to an object or construct.
Mirror Image: Create decoy duplicates of yourself.
Parallel Form^{COM}: Disguise creatures' forms and equipment, and give targets a bonus to Bluff checks to impersonate individuals.
Perfect Recall^{COM}: Recall one memory unaltered by magic perfectly.
Predict Foe^{COM}: As a reaction, shout a warning to an ally and grant that ally concealment against an attack.
Recharge: Replenish charges in a battery or item capable of holding charges.
Remove Condition: Remove one moderate harmful condition affecting a creature.
Resist Radiation^{COM}: Automatically succeed at saving throws against weak radiation and suppress radiation sickness.
Restoration, Lesser: Dispel magical ability penalty or cure 1d4 ability damage.
See Invisibility: See invisible creatures or objects.
Shield Other: You take half of the target's Hit Point damage.
Status: Monitor condition and position of allies.

3rd-Level

Arcane Sight: Magical sources become visible to you.
Clairaudience/Clairvoyance: Hear or see at a distance for 1 minute per level.
Death Affinity^{NS}: Transform a creature into an undead amalgam with some of an undead creature's abilities.
Death's Door*: Deal damage and ability damage to a living creature.
Discharge: Disrupt or depower one technological item or construct.

Dispel Magic: Cancel one magical spell or effect.

Displacement: Attacks miss a target 50% of the time.

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

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

Groundling^COM: Give a target a burrow speed and DR 5/bludgeoning.

Haste: One creature per level moves and acts faster.

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

Nondetection: Hide target from divination and surveillance.

Pinpoint Navigation^COM: Gain +10 to Piloting checks for navigation.

Planned Obsolescence^NS: Transform a weapon or set of armor into archaic facsimile.

Prescience^COM: Concentrate on an enemy, predict their actions, and prepare an appropriate response.

Preserve Specimen^COM: Preserve a willing or unconscious creature in stasis.

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

Remove Affliction: Neutralizes curses, diseases, infestations, poisons, and other harmful conditions affecting a creature.

Resistant Armor, Lesser: Grant DR 4/– or energy resistance 5 against two energy types.

Slow: One creature per level moves and acts slower.

Speak with Dead: Corpse answers up to six questions.

Tongues: Target can speak and understand any language.

4th-Level

Animate Dead: Create controlled undead creatures out of target corpses.

Arcane Eye: Invisible floating eye moves 30 feet per round and sends you visual information.

Confusion: Targets behave randomly for 1 round per level.

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

Death's Door*: Deal damage and ability damage to a living creature.

Discern Lies: Reveal deliberate falsehoods.

Dimension Door: Teleport a short distance.

Dismissal: Force a creature to return to its native plane.

Displace Memory: You deposit a memory into a small object.

Divination: Gain useful advice for specific proposed actions.

Enervation: Ray imposes 2 negative levels.

Hold Monster: Paralyze one creature.

Invisibility, Greater: Target is invisible for 1 round per level, even if it attacks.

Mind Probe: Potentially access a target creature's memories and knowledge.

Modify Outcome^NS: Attempt to replace an ally's failed action with a success from another reality.

Planar Binding: Trap an extraplanar creature of CR 4 or lower until it performs a task.

Reanimate Construct^NS: Reanimate a destroyed technological creature to serve you.

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: Restores ability score drain and negative levels.

5th-Level

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

Contact Other Plane: Ask questions of an extraplanar entity, with questionable results.

Death's Door*: Deal damage and ability damage to a living creature.

Dismissal: Force extraplanar creatures whose total CR is not greater than your level + 2 to return to their native planes.

Dispel Magic, Greater: Cancel multiple spells or effects.

Feeblemind: Target's Intelligence and Charisma scores drop to 1.

Heat Leech: Deal 13d8 cold damage to creatures in a cone.

Mislead: Make yourself invisible and create an illusory double.

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

Passwall: Create a passage through most walls.

Planar Binding: Trap an extraplanar creature of CR 7 or lower until it performs a task.

Private Sanctum: Prevent anyone from viewing or scrying an area for 24 hours.

Prying Eyes: 20 floating eyes scout for you.

Raise Dead: Restore life to a creature that died no more than 1 day per level ago.

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

Reality Bend^COM: Concentrate on an ally, and shift them up to 10 feet once per round when it's most convenient.

Reanimate^COM: Reanimate a dead construct or destroyed undead creature.

Remove Condition, Greater: Remove all harmful conditions affecting a creature.

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

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

Wall of Force: Create an invisible wall that is difficult to destroy.

Waves of Fatigue: Several targets become fatigued.

6th-Level

Control Undead: Undead creatures follow your commands and don't attack you.

Death's Door*: Deal damage and ability damage to a living creature.

Disintegrate: Ray reduces one creature or object to dust.

Enshrining Refuge: Targets can't attack or be attacked, but can exist comfortably.

Ethereal Jaunt: Become ethereal for 1 round per level.

Interplanetary Teleport: Teleport between planets.

Invisibility, Mass: Multiple targets are invisible for 1 minute per level or until one target attacks or moves away from other targets affected by the spell.

Planar Barrier: Seal an area against planar travel into or within it.

Planar Binding: Trap an extraplanar creature of CR 10 or lower until it performs a task.

Plane Shift: Up to eight creatures travel to another plane.

Psychic Surgery: Cure all Intelligence, Wisdom, and Charisma damage and drain, plus remove other mental afflictions and conditions.

Regenerate: Grow back target's severed limbs, restore 12d8 Hit Points, and remove exhaustion and fatigue.

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

Snuff Life: Instantly kill or massively damage one creature per 2 caster levels, depending on targets' CRs.

Summon Drift Beacons^NS: Conjure Drift beacons to facilitate starship travel.

Terraform: Alter terrain and climate.

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

Usher Apocalypse^COM: Deal fire damage, create difficult terrain, and potentially anchor foes to the ground in the area.

Vision: Answer a question about a person, place, or object.

PRECOG SPELLS

These new spells are not the focus of this playtest, but they're provided as preliminary versions of spells that will appear with the final class when it is released; additional precog spells will also be available at that time.

Injury Echo (0)

School transmutation
Casting Time 1 standard action
Range close (25 ft. + 5 ft./2 levels)
Targets one creature
Duration instantaneous
Saving Throw Fortitude negates; **Spell Resistance** yes

When you cast this spell, choose bludgeoning, piercing, or slashing damage. You look into the target's past and pull forward a previous injury of that type to manifest in the present. This might appear as a gash across the target's body, an internal lesion, or a mangled digit. The target must succeed at a Fortitude saving throw or take 1d6 damage of the chosen damage type.

Death's Door (1–6)

School transmutation
Casting Time 1 standard action
Range close (25 ft. + 5 ft./2 levels)
Targets one living creature
Duration instantaneous
Saving Throw Fortitude half (see text); **Spell Resistance** yes

You accelerate a living opponent's personal timeline to the end of their natural life cycle, unleashing the ravages of time in a devastating surge. The target can attempt a Fortitude saving throw to halve the damage and ignore the ability damage dealt by this spell. Ability damage dealt by this spell wears off after 1 minute. A creature can take ability damage from this spell only once every 24 hours.

1st: When you cast *death's door* as a 1st-level spell, it deals 1d10 damage plus 2 Strength damage to the target.

2nd: When you cast *death's door* as a 2nd-level spell, it deals 2d10 damage plus 2 Strength and 2 Dexterity damage to the target.

3rd: When you cast *death's door* as a 3rd-level spell, it deals 4d10 damage plus 4 Strength and 2 Dexterity damage to the target.

4th: When you cast *death's door* as a 4th-level spell, it deals 6d10 damage plus 4 Strength and 4 Dexterity damage to the target.

5th: When you cast *death's door* as a 5th-level spell, it deals 8d10 damage plus 6 Strength and 4 Dexterity damage to the target.

6th: When you cast *death's door* as a 6th-level spell, it deals 10d10 damage plus 6 Strength and 6 Dexterity damage to the target.

Rewrite Time (—)

School universal
Casting Time 1 standard action
Range see text
Effect, Area, or Targets see text
Duration see text
Saving Throw see text; **Spell Resistance** see text

You unknit the fabric of time and remake it to suit your will. A *rewrite time* spell can produce one of the following effects.

◉ Duplicate any precog spell of 6th level or lower.

◉ Duplicate any other spell of 5th level or lower.

◉ Undo the harmful effects of certain spells, such as *feeblemind*.

◉ Produce an effect of a power level in line with the above.

At the GM's discretion, *rewrite time* can produce greater effects but can be dangerous or might have only a partial effect.

A duplicated spell allows saving throws and spell resistance as normal, but the save DCs are as for a 7th-level spell. For other effects based on spell level, *rewrite time* is a 9th-level spell.

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