

STARFINDER™

SECOND EDITION

PLAYTEST RULEBOOK

Jessica Catalan, Thurston Hillman, Jenny Jarzabski,
Mike Kimmel, and Dustin Knight

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AUTHORS

Jessica Catalan, Thurston Hillman,
Jenny Jarzabski, Mike Kimmel, Dustin Knight

ADDITIONAL DEVELOPMENT

Jason Bulmahn, Michael Sayre

EDITING LEADS

Avi Kool and Felix Dritz

EDITORS

Felix Dritz, Patrick Hurley, Avi Kool,
Lynne M. Meyer, Zac Moran, Ianara Natividad,
and Solomon St. John

COVER ARTIST

Kent Hamilton

INTERIOR ARTISTS

Franklin Chan, Rustan Curman,
Taylor Fischer, Michele Giorgi, Kent Hamilton,
Kurt Jakobi, Nathanael James,
Ksenia Kozhevnikova, Setiawan Lee,
Sophie Medvedeva, Victor Manuel Leza Moreno,
Mirco Paganessi, Mary Jane Pajaron,
Pixeloid Studios (Mark Molnar, David Metzger,
Gaspar Gombos, Zsolt 'Mike' Szabados, Janos
Gardos, Laszlo Hackl, Peter Lerner, Orsolya
Villanyi), Adrian Rodriguez, Riccardo Rullo,
Kevin Sardinha, Rafael Bruno Gomes Silva,
Michael Soong, and Remko Troost

ART DIRECTION

Kyle Hunter and Sonja Morris

GRAPHIC DESIGN

Kyle Hunter

CREATIVE DIRECTOR

Thurston Hillman

PUBLISHER

Erik Mona

BASED ON THE DESIGN WORK OF

Logan Bonner, Jason Bulmahn, Lyz Liddell,
Stephen Radney-MacFarland, and
Mark Seifter

SPECIAL THANKS

Tim Munsie, Richard Simões, Carlos Fernandez,
Ian Blackstone, Ian Hildebrandt, Kevin
Hjelden, Viviane Charlier (Cora), Gunnar
Busch (DrentalBot), Nikolaj Andresen, Shaun
Newsome (Hooked), Chris Johnson (Galymyr),
Kath (Shandyan), Sam Marine, Tim Toxopeus
(Deepflame), Ian Radford, Wildj79, and
the dozens of other volunteers who have
contributed their time and expertise to the
Pathfinder 2e and Starfinder 2e Foundry
System Development Projects.



Paizo Inc.
15902 Woodinville-Redmond Rd NE, Unit B
Woodinville, WA 98072-4572

paizo.com

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CHAPTER 1: INTRODUCTION

A NEW ERA OF STARFINDER!

Howdy Nufriends, and welcome to the *Playtest Rulebook* for the Starfinder Roleplaying Game's Second Edition! My name is Captain Concierge and I'll be your virtual tour guide through this fancy new book.

See, this rulebook is the first major step in ushering in a new edition of the popular Starfinder Roleplaying Game that was first released back in 2017—some year before the Gap happened. Using the rules in this book alongside the tried-and-true Pathfinder Roleplaying Game, you can play in the realm of a futuristic science-fantasy setting, or even bring aliens and lasers into your existing game of Pathfinder. Pretty cool, huh?

After years of feedback, it was overwhelmingly clear to the folks making Starfinder that fans of the game wanted greater compatibility with the latest edition of the Pathfinder Roleplaying Game. This playtest is intended to give people all the tools they need to run Starfinder games in the latest version of the Pathfinder Roleplaying Game, while also giving the Starfinder team the opportunity to test out the individual rules elements and systems that they believe are critical to a core science-fantasy experience. This whole fancy process starts here, and the Starfinder team can't wait to take the journey with you over the next year, from the release of this product to the release of the final Starfinder Second Edition rules.

This new edition of Starfinder stands—or floats, depending on your species preference—entirely on its own, while also complementing the existing Pathfinder Roleplaying Game. The Starfinder team's goal here is complete compatibility between systems. This means that we expect to see parties of adventurers where classic fighters and wizards play alongside soldiers and witchwarpers—pretty *Drift*, huh? In the same way, Starfinder gives Game Masters more content and control than ever before, by allowing immediate use of existing hazards and monsters from the Pathfinder line, without any finicky retooling or reworking. If you want to put a mirage dragon in your Starfinder game, all you need to do is pull out *Pathfinder Monster Core* and run it from the book. If you want to spice up your Pathfinder game with a scary cybernetic zombie or a big ol' security robot, all you need to do is get the statblock and drop it in your game.

The team tells me that not everything is just about changing the core system; they're also looking at opening new content for people to play with. In this playtest you'll get a peek at two species new to the core Starfinder lineup: barathu and pahtra. Barathus are a jellyfish-like species who float around vast gas giants. Pahtras are a feline-themed species who've recently liberated their homeworld from the Veskarium empire—don't worry, skittermanders like me are pretty happy with our vesk buddies, but we get the pahtra wanting to branch out. Both species have been a part of Starfinder from the earliest days, and some of our current setting events are really bringing them to the forefront. Oh yeah, and the weird witchwarpers are now a core spellcasting class, exploring the magical traditions of the arcane and occult.

It's an exciting time to be a Starfinder fan, or even a newcomer to the Starfinder setting. This playtest is going to help the Starfinder team put together the best game they can, and they're excited to work alongside the community to bring this next version of the world's leading science fantasy roleplaying game to life!

Captain Concierge... and...

Thurston Hillman, Starfinder Managing Creative Director

Jenny Jarzabski, Senior Developer

Kyle Hunter, Art Director

Mike Kimmel, Developer

Dustin Knight, Developer

Jessica Catalan, Starfinder Society Developer

and the entire team at Paizo





INTRODUCTION
ANCESTRIES
BACKGROUNDS
CLASSES
SKILLS
FEATS
EQUIPMENT
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RULES

REQUIRED PRODUCTS

To cram as much playtest content as we could into this book, the *Starfinder Second Edition Playtest Rulebook* requires two other books to run. This includes:

- *Pathfinder Player Core*
- *Pathfinder GM Core*

Both books are necessary to run Starfinder Playtest games, as they contain the core rules of the engine that you'll need to play. This book contains a variety of additional rules that work on top of the core rules framework presented in *Player Core* and *GM Core*. The intent of not reproducing that material is so the playtest can focus on providing new content and not reprinting existing content that will exist in the final Starfinder rulebooks.

BOOK BREAKDOWN

A quick breakdown of rules present in this book includes:

- **Ancestries:** A total of ten core ancestries and two new versatile heritages. Information on languages and a variety of new backgrounds to choose from.
- **Classes:** A total of six new core classes.
- **Skills & Feats:** New skills and updated uses for existing skills. New general and skill feats.
- **Equipment:** New equipment and rules for different equipment types in Starfinder. New armor and weapons, as well as rules for scaling item level equipment. Upgrades for armor and weapons. Augmentations that can be installed on the body. Magic items and tech gear.
- **Spells:** A whole selection of science fantasy inspired spells and focus spells.

- **Relevant Rules:** A final compilation of additional rules to assist in running Starfinder games. Includes new conditions and rules for exploration mode and downtime mode.

PLAYTEST PROCESS

The Starfinder team needs help to get valuable data about your play experiences. Did you feel some classes overshadowed others? Are area weapons not powerful enough? Do some of the ancestries not capture the flavor that you were looking for? The team wants to get as much feedback as they can, and you can help us by visiting Starfinderplaytest.com and submitting all your important feedback by participating on our forums and by completing online surveys.

Accompanying this release is our first playtest adventure, *A Cosmic Birthday*, which is available online and at your local game store. This beginner-friendly adventure has been built to help introduce players to core concepts of the new edition, while also letting them experience one of the defining setting events as a new deity emerges!

Shortly after launch, the Starfinder team will also be releasing their second playtest adventure, *Empires Devoured*. This module starts at 10th level, giving players and Game Masters a chance to explore higher level play and get involved at the start of another edition defining event, with the start of an interstellar war between two major empires.

Everyone is welcome to submit feedback and thoughts about the playtest on our forums at Starfinderplaytest.com.



CHAPTER 2: ANCESTRIES



There are as many species in Starfinder as there are stars in the sky. This section details a wide variety of new and updated ancestries that are prevalent in the Starfinder setting. It also provides details on the use of languages in Starfinder, from within the core of the Pact Worlds to countless planets beyond!



Languages

The galaxy is filled with countless species and even more languages, many of which have hundreds of dialects and regional variations. Most characters in Starfinder can get by with Common (also known as Pact Worlds Common). Many species pick up their own languages, as well as planetary regional speak, meaning that most characters are fluent in two or more languages. Languages afford you the chance to contextualize your character in the world and give meaning to your other character choices.

Your ancestry entry states which languages you know at 1st level. Typically, this means you can both speak and read these languages. Having a positive Intelligence modifier grants a number of additional languages equal to your Intelligence modifier. You can choose these languages from the list presented in your character's ancestry entry and from those available from your region (which often includes whole planets). Ask your GM if there's a language you want to select

that isn't on these lists, as it could have a major impact on your adventures. If your Intelligence changes later on, adjust your number of languages accordingly.

The languages presented here are grouped according to how common they are throughout the Pact Worlds, the core of the Starfinder setting. Languages that are common are regularly encountered in most places, even among those who aren't native speakers. Languages that are uncommon (see the Uncommon Languages and Regional Languages tables) are most frequently spoken by native speakers, but they are also spoken by certain scholars and others interested in the associated cultures.

It is possible for your character to learn languages later in their adventuring career. Selecting the Multilingual feat, for example, grants a character two new languages chosen from those listed below. Other abilities and effects might grant access to common or uncommon languages, as detailed in their descriptions. Rare or secret languages can only be discovered through play.

REGIONAL LANGUAGES

Regional languages vary based on the planet. The tables below list the regional languages of the Starfinder setting and where they're spoken.

Most characters learn the Common language. This is the most widely used language in the galaxy and is the dominant language of the Pact Worlds. In many systems, even if Common is not the dominant language, it's still present as a trade language. For example, in the Veskarium, the primary language is Vesk, but most inhabitants also speak Common. Characters who speak Common might face a language barrier if they travel to a planet or settlement with little interplanetary contact, including many locations in the Vast and countless undiscovered worlds in the galaxy.

SIGN LANGUAGE

The language entry for most characters lists the languages they use to communicate in spoken words. However, you might know the signed languages associated with the languages you know, or how to read lips. You can learn these by taking the Sign Language or Read Lips skill feats, or both. If you are creating a character who is deaf, hard of hearing, or unable to speak, discuss with your GM whether it makes sense for your character to know sign languages or lip reading. If so, your GM might allow you to select one of these feats for free (even if you don't meet the prerequisites) to represent your character concept.



LANGUAGES IN THE FUTURE!

The Starfinder setting has a LOT of languages, gree?

Most ancestries have an ancestral language and an appropriate regional language; otherwise, they get access to their choice of a regional language. This means that a kasathan or shirren would know the languages their ancestry grew up with but be able to pick something like Akitonian or Triaxian if they grew up on those worlds. The Vesk language is pretty neat here, in that it's an ancestry and regional language (the vesk get everywhere), so you could have an android who maybe grew up in the Veskarium and picked up vesk as their regional language.

Androids get some special treatment here compared to their ancient Pathfinder versions. Androids on old Golarion came from some planet called Androffa and spoke Androffan. Well, even with the invention of Drift engines, no one has been able to find Androffa... so modern androids don't speak Androffan anymore! Maybe you and your friends can go out and find what happened to that missing planet. If you do, can you maybe find Golarion while you're at it?

COMMON ANCESTRY LANGUAGES

Language	Speakers
Common	Humans, most citizens of the Pact Worlds
Pahtra	Pahtras
Kasatha	Kasathas, inhabitants of the <i>Idari</i> or Kasath
Shirren	Shirrens, some Swarm
Vesk	Vesk, inhabitants of the Veskarium
Ysoki	Ysoki

COMMON REGIONAL LANGUAGES

Language	Speakers
Akitonian	Inhabitants of Akiton (shobhads, ysoki)
Brethedian	Inhabitants of Bretheda (barathu), Liavara, and their moons
Castrovelian	Inhabitants of Castrovel (lashuntas)
Diasporan	Inhabitants of the Diaspora (sarcesians)
Eoxian	Inhabitants of Eox (elebrians)
Triaxian	Inhabitants of Triaxus (dragonkin, ryphorian)
Vercite	Inhabitants of Verces (verthani)
Vesk	Inhabitants of Pulonis (pahtra) and the Veskarium (vesk)

UNCOMMON ANCESTRY LANGUAGES

Language	Speakers
Azlanti	Azlanti, inhabitants of the Azlanti Star Empire
Draconic	Dragons, reptilian humanoids
Dwarven	Dwarves
Elven	Aiuvarins, Elves
Fey	Fey, plant and fungus creatures
Gnomish	Gnomes
Goblin	Goblins, hobgoblins, bugbears
Halfling	Halflings
Jotun	Giants, ogres, trolls, cyclopes
Necril	Undead
Orcish	Dromaars, Orcs

UNCOMMON EXTRAPLANAR LANGUAGES

Language	Speakers
Aklo	Evil fey, otherworldly monsters
Chthonian	Demons
Diabolic	Devils
Empyrean	Angels
Petran	Earth elemental creatures
Pyric	Fire elemental creatures
Shadowtongue	Netherworld creatures
Sussuran	Air elemental creatures, flying creatures
Thalassic	Aquatic creatures, water elemental creatures

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- Android
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- Human
- Kasatha
- Lashunta
- Pahtra
- Shirren
- Skittermander
- Vesk
- Ysoki
- Borai
- Prismeni

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Androids first emerged as synthetic beings crafted by many technologically advanced civilizations throughout the galaxy. The first androids were created by humanoid peoples in their own images, but after the technology that animated the living constructs spread, androids began displaying a fantastic diversity of forms. Androids in the Pact Worlds were originally designed as servants, but today androids stand as equals to other citizens under the Pact. Many androids have formed their own independent communities, while others integrate seamlessly into Pact Worlds societies. Unlike many other technological constructs, androids are more than intricate synthetic organs and complex programming, and each possesses their own soul.

8
HP**SIZE: MEDIUM****SPEED: 25 FEET****ATTRIBUTE****BOOSTS**

Dexterity
Intelligence
Free

LANGUAGES**Common**

Additional languages equal to 1 + your Intelligence modifier (if it's positive). Choose from the list of common languages and any other languages to which you have access (such as the languages prevalent in your region).

TRAITS

ANDROID HUMANOID

ATTRIBUTE FLAW**Charisma****LOW-LIGHT VISION**

You can see in dim light as though it were bright light, and you ignore the concealed condition due to dim light.

CONSTRUCTED

Your synthetic body resists ailments better than that of a purely biological organism. You gain a +1 circumstance bonus to saving throws against diseases, poisons, and radiation.

EMOTIONALLY UNAWARE

You sometimes find it difficult to process and express complex emotions. You take a -1 circumstance penalty to Diplomacy and Performance checks, and on Perception checks to Sense Motive.

YOU MIGHT...

- Try to avoid having others take advantage of you.
- Seek to understand your purpose in the wider galaxy.
- Judge others based on how they treat service workers, blue collar laborers, fans, or pets.

OTHERS PROBABLY...

- Have trouble parsing your emotions or understanding when you express them.
- Secretly covet your lack of aging.
- Have some level of guilt for their ancestors' use of your species as laborers.

Androids thrive in nearly any environment and exist as part of myriad cultures, meaning they can be found almost anywhere in the galaxy. Many androids are curious about their origins, traveling alone or with others in search of answers to a variety of metaphysical and material questions about their identities and the greater cosmos. Androids are diverse, with few individuals sharing the exact same appearance, despite their manufactured state.

If you want to roleplay a character on a journey of self-discovery, you should play an android.

PHYSICAL DESCRIPTION

Androids are biomechanical constructs that typically resemble humanoids with glowing circuitry. Most were created in specialized birthing sites called foundries. Older variants of androids, such as androids on Golarion (*Pathfinder Lost Omens: Ancestry Guide* 68-69), were primarily biological, but androids in the modern era usually incorporate more technological components and synthetic elements into their bodies. Androids need to eat and sleep, but they do not reproduce, do not age, and have no innate concept of gender—though many express humanoid gender identities or shift fluidly between them. Most androids voluntarily release their bodies after a century or so, allowing new souls to inhabit them in a process called renewal.

SOCIETY

Androids tend to be cautious when visiting new places and meeting new people. Once comfortable, androids tend to form tight bonds of friendship and kinship, forming found families, and adopting entire streets and communities as their home, rather than remaining confined by the boundaries formed by walls. Androids often go out of their way to help one another and their chosen families and communities, and most are loath to end the life of another android, knowing that to do so ends not one life, but the countless other souls who could one day inhabit that body.

Sample Names: Asha, Blue-17, Celita, Daniv, Emene-3, Era-4, Flick, Garro, Historia-6, Hope-1, Iseph, Melody, Naga, Olas, Omen, Prime, Ruby-17, Stringer, Twenty Six, Urdun, Verity-3, and Yose

BELIEFS

Androids hold a variety of religious and philosophical views, with individuals sometimes collecting beliefs and practices through decades of lived experiences. Similar to elves and other long-lived species, androids tend to view things differently than beings with shorter lifespans. Many androids are patient in achieving their goals and might create plans that span decades or centuries, hoping they will be alive to

experience the results. Elder androids who voluntarily pass on to the next part of their cycle may bequeath their goals to the next soul to inhabit their body.

Popular Edicts discover your origins, plan for the future, help others achieve liberation

Popular Anathema engage in reckless or self-destructive behavior

ANDROID HERITAGES

An android's heritage often reflects the purpose for which they were originally created or how they've adapted their body to best suit their present life. Choose one of the following android heritages at 1st level.

ANCIENT ANDROID

Your body was created by an ancient civilization, and your anatomy is forged from obsolete technology that continues to function through a combination of enduring nanites and your own willpower. Choose from one of the following ancient android heritages.

Artisan: Your body was originally designed to create works of art or complex tools, or to maintain advanced machinery. You become trained in Crafting (or another skill if you're already trained in Crafting), and you gain the Specialty Crafting skill feat in a specialty of your choice.

Laborer: Your body is adapted to endure physical hardships or perform hard labor for long periods of time. You become trained in Athletics, and you gain the Hefty Hauler skill feat.

Polyglot: You were preprogrammed with a multitude of linguistic proficiencies, likely to act as a translator. You learn two new languages, chosen from common languages and any uncommon languages you have access to. These languages take the same form (signed or spoken) as your other languages. If you select the Multilingual feat, you learn three new languages instead of two.

Warrior: Your body was originally forged for combat, likely created to function as a security officer or soldier. Your synthetic and organic components are optimized for battle, and you possess intrinsic tactical ability regardless of your current disposition. You're trained in all simple and martial weapons.

ARTIFICIAL SCION

Your body wasn't created in the image of a biological creature; a powerful artificial intelligence created you to interface with other machines. Your physiology is nearly identical to other

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Android

Barathu

Human

Kasatha

Lashunta

Pahtra

Shirren

Skittermander

Vesk

Ysoki

Borai

Prismeni

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androids, but uncanny details give away your non-standard origins (for example, you might have impossibly symmetrical features, extra fingers, or double pupils). You become trained in Computers, and you gain the Phreaker skill feat.

MOD FANATIC

You or your previous iterations have modified your body to be compatible with armor upgrades, enabling you to personally customize your body and its capabilities. Your body has one armor upgrade slot that you can use to modify your body. You can install and uninstall armor upgrades into your upgrade slot using the Install Upgrade activity. Choose one common armor upgrade with an item level of 1 or less. You begin with this armor upgrade already installed in your upgrade slot (you don't need to pay the credits to purchase this starting upgrade).

NETWORKED

Your body was modified to network seamlessly with anacites, robots, and other technological beings from Aballon. You gain shortwave, allowing you to communicate wirelessly with any creatures within 30 feet, as long as they have shortwave or are a construct with the technological trait. This doesn't give any special access to their thoughts or programming, and communicates no more information than normal speech would. You can attempt Computers checks to Hack System and Thievery checks to Disable a Device or Pick a Lock on technological devices at a range of 30 feet.

RENEWED ANDROID

Many souls have inhabited your synthetic body before you, and you might incorporate a number into your name to honor them. You might know your body's history and strive toward a goal bequeathed to you by a departed soul, or you might seek to unravel the mystery of a forgotten legacy. Muscle memory hints at your body's past, and people you've never met strangely recognize your face. The first time in a day that you lose the dying condition, you don't gain the wounded condition. You become trained in a skill of your choice that has the Recall Knowledge action, and you gain the Dubious Knowledge skill feat.

ANDROID ANCESTRY FEATS

At 1st level, you gain one ancestry feat, and you gain an additional ancestry feat every 4 levels thereafter (at 5th, 9th, 13th, and 17th level). As an android, you choose from among the following ancestry feats.

1ST LEVEL

ANDROID LORE

ANDROID

You have a keen interest in the origins of your people. You become trained in Crafting and Thievery. If you would automatically become trained in one of those skills (from your

background or class, for example), you instead become trained in a skill of your choice.

You also gain the Additional Lore general feat for Android Lore.

EMOTIONLESS

FEAT 1

ANDROID

Your inhibited or malfunctioning emotional processors make it difficult for you to feel strong emotions. You gain a +1 circumstance bonus to saving throws against emotion effects. If you roll a success on a saving throw against an emotion effect, you get a critical success instead.

INTERNAL COMPARTMENT

FEAT 1

ANDROID

You can hide a small object of up to light Bulk inside a hollow cavity on one of your forearms. It takes 3 Interact actions to store an object in this way. You gain a +4 circumstance bonus to the DCs of checks for others to Seek or Steal objects stored inside your arm. If you store a weapon in your arm, you can use a single action to Interact to draw the weapon into the hand corresponding to your internal cavity, then Strike with the weapon.

MEMORY RECOVERY

FEAT 1

ANDROID

You retain instincts and fragmentary memories from the androids who previously occupied your body or from ancient programming embedded in your system. During your daily preparations, you can tap into these archived memories to become trained in one skill of your choice. This proficiency lasts until you prepare again. Since this proficiency is temporary, you can't use it as a prerequisite for a skill increase or a permanent character option like a feat.

NANITE SURGE

FEAT 1

ANDROID

Frequency once per hour

Trigger You attempt a skill check requiring 3 actions or fewer.

You stimulate your nanites, forcing your body to temporarily increase its efficiency. You gain a +2 status bonus to the triggering skill check. In addition, your circuitry glows, lighting a 10-foot emanation with dim light for 1 round.

NIGHTVISION ADAPTATION

FEAT 1

ANDROID

The nanites in your ocular processors have adapted to darkness, enhancing your ability to see in the dark. You gain darkvision.

QUICKENED PROCESSOR

FEAT 1

ANDROID

You can quickly identify your surroundings, and you can use that information to your advantage while in the midst of danger or while in the process of piloting vehicles in hazardous situations. You gain a +1 circumstance bonus to Perception checks for initiative rolls and a +2 circumstance bonus to Piloting checks for initiative rolls.

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5TH LEVEL

ADVANCED TARGETING SYSTEM

FEAT 5

ANDROID

Your ocular processors are augmented with advanced targeting systems, allowing you to more easily pinpoint your enemy and predict their movements. You can cast *sure strike* once per day as a 1st-rank innate spell.

MACHINE SABOTEUR

FEAT 5

ANDROID

You were created to fight other synthetic creatures, and your attacks unleash destructive nanites that disrupt their systems. When you roll a critical hit against a creature with the tech trait, the target becomes glitching 1.

PROTECTIVE SUBROUTINE

FEAT 5

ANDROID

Prerequisites Nanite Surge

Your nanites augment your defenses. You can choose to activate Nanite Surge when you attempt a saving throw instead of when you attempt a skill check. If you do, you gain a +2 status bonus to the triggering saving throw.

9TH LEVEL

INTERNAL RESPIRATOR

FEAT 9

ANDROID

Your body can internally synthesize oxygen for limited periods of time. When you hold your breath, you can do so for an additional hour by rebreathing from your internal air reservoirs. At the end of this hour, your air reservoirs are expended. Refilling your empty air reservoirs takes 10 minutes of exposure to breathable air.

OFFENSIVE SUBROUTINE

FEAT 9

ANDROID

Prerequisites Nanite Surge

Nanites augment your attacks. You can choose to activate Nanite Surge when you attempt an attack roll, instead of when you attempt a skill check. If you do, you gain a +1 status bonus to the triggering attack roll.

REPAIR MODULE

FEAT 9

ANDROID | CONCENTRATE

Frequency once per day

You trigger your body's self-repair programming, stimulating your body's nanites to heal your wounds. You gain fast healing equal to half your level for 1 minute. While Repair Module is active, you can't use other feats that require the use of your nanites.

13TH LEVEL

CONSISTENT SURGE

FEAT 13

ANDROID

Prerequisites Nanite Surge

Your nanites are incredibly effective, capable of improving your body's efficiency more often. You can use Nanite Surge with a frequency of once per 10 minutes, rather than once per hour.

REVIVIFICATION PROTOCOL

FEAT 13

ANDROID

Frequency once per day

Trigger You have the dying condition and are about to attempt a recovery check.

Your nanites are programmed to automatically revive you. You're restored to 1 Hit Point, lose the dying and unconscious conditions, and can act normally on this turn. You gain or increase the wounded condition as normal when losing the dying condition in this way.

SYNTHETIC SPEECH

FEAT 13

ANDROID

Prerequisites artificial scion or networked heritage

Your nanites augment your defenses. You can cast *speak with computers* on yourself once per day as an innate arcane spell.

17TH LEVEL

MEMORY MATRIX

FEAT 17

ANDROID

You refuse to surrender your autonomy and have erected mental bulwarks and technological protocols to safeguard your mind and memories. Whenever you attempt a Will save against a spell or effect that would give you the confused or controlled condition, roll that save twice and use the higher result (this is a fortune effect). If you would start your turn confused or controlled, you can immediately attempt a DC 5 flat check. On a success, you fight that mental control, becoming paralyzed until the end of your turn rather than acting against your will. If you roll a 20 on this flat check, you immediately end the confused or controlled condition.

NANITE FORM

FEAT 17

ANDROID | CONCENTRATE | POLYMORPH

Frequency once per day

You disorporate into a swarm of nanites for up to 1 minute or until you spend a single action to return to your normal shape. You become Huge, gain the swarm trait, and gain a fly Speed of 40 feet. As a swarm, you have the following characteristics.

- You are immune to the grabbed, prone, and restrained conditions.
- You have weakness 5 to area and splash damage.
- You can occupy the same space as other creatures and must do so to use your damaging ability.
- As a 2-action activity, you can deal 10d6 acid damage to all creatures sharing your space (basic Reflex save with a DC equal to your class DC or spell DC, whichever is higher).
- You can't speak, Cast Spells, use manipulate actions requiring your hands, Activate magic items, or make any Strikes with your normal body.
- You don't gain the swarm mind ability, so you are still affected normally by mental effects.

BARATHU

Barathus are floating jellyfish-like beings that evolved on the gas giant Bretheda. Barathus rewrite their own genetic code instinctively and at will, shaping their bodies into a stunning array of unique forms.

8
HP**SIZE: MEDIUM****SPEED: 25 FEET; FLY 20 FEET****ATTRIBUTE BOOSTS****Constitution****Wisdom****Free****ATTRIBUTE FLAW****Dexterity****LANGUAGES****Common, Brethedan**

Additional languages equal to your Intelligence modifier (if it's positive). Choose from the list of common languages and any other languages to which you have access (such as the languages prevalent on your homeworld).

TRAITS**ABERRATION BARATHU****GENETIC ADAPTATION**

You can reshape and adjust your body to adapt to new situations. You can retrain an ancestry feat in one day of downtime, rather than in one week. You can retrain any ancestry feat, even lineage feats.

LIMITED TELEPATHY

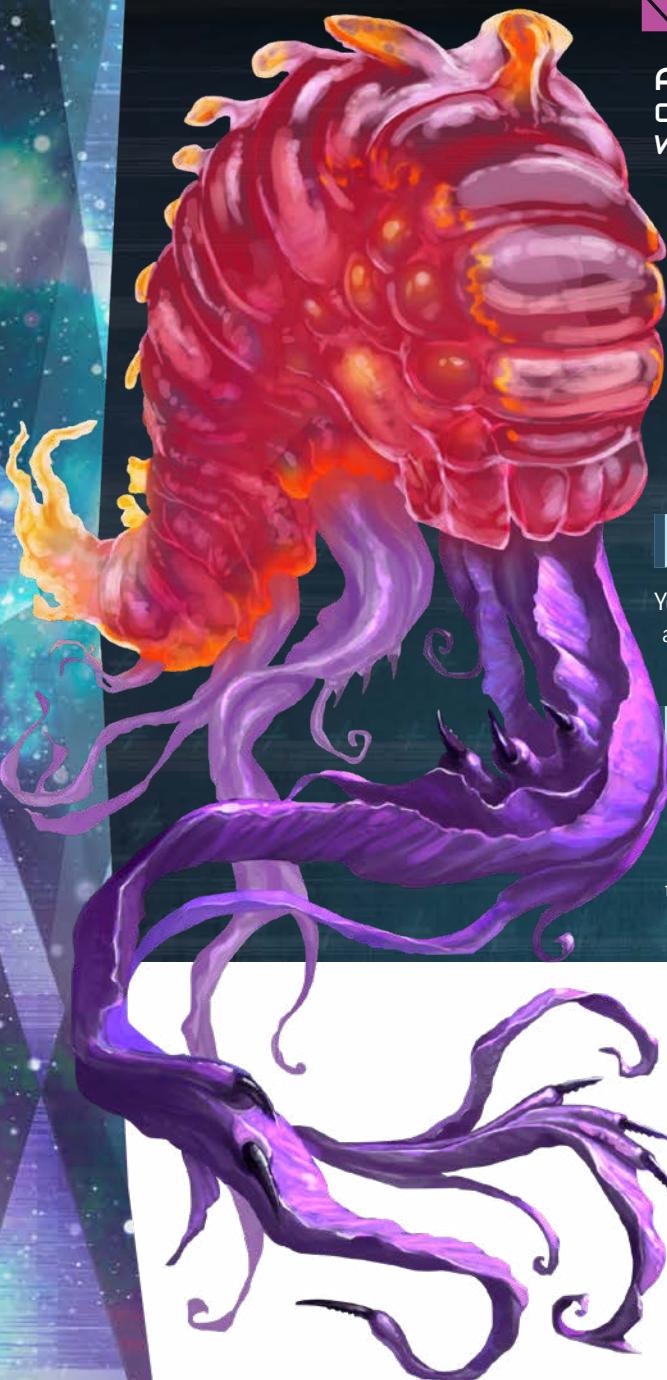
You can communicate mentally with creatures within 30 feet. You can communicate only with creatures that share a language with you. This doesn't give you any access to their thoughts, and it communicates no more information than normal speech would.

Barathus are floating, blimplike beings that edit their own genetic code and merge together into countless bizarre and beautiful configurations. Early-stage barathus tend to be individualistic and gravitate toward learning about other cultures, while more experienced barathus develop a fluid sense of self and seek communion with others on a deeper level.

If you want a character with an alien appearance and mindset who adapts to any situation, you should play a barathu.

PHYSICAL DESCRIPTION

The average barathu has a floating, blimplike body with colorful tentacles and limbs dangling from it. Since barathus frequently change their bodies at a genetic level, a barathu might experience dozens of unique evolutions in their lifetime. Barathus mold themselves into larger, more fantastical forms after merging. Barathu conglomerates might appear as enormous jellyfish, blooming ooze-flowers, or rainbow-colored rings.



YOU MIGHT...

- Enjoy new experiences and eagerly adapt to new ideas.
- Change your body frequently based on the environment or situation.
- Merge with your companions or copy their genetic structure to learn about them.

OTHERS PROBABLY...

- Are intrigued by your unique anatomy.
- Admire your adaptability.
- Struggle to recognize your frequently changing appearance.

SOCIETY

Most barathus have a fluid sense of self. In their early stage, young barathus often take inspiration from other cultures and exhibit more individualistic tendencies, then temper this worldview as they gain experience and merge with others. A barathu can merge with other barathus into a compound being called a conglomerate. A barathu conglomerate is greater than the sum of its parts, with an entirely new identity and worldview created by the fusion. Barathus who split back into their component parts recall only hazy memories from their time within the conglomerate, described by some as watching a holovid reel. While young barathus tend to find this disconcerting, most older barathus consider joining a conglomerate an honor. As their bodies and memories begin to fade with age, many barathus choose to merge permanently with a conglomerate, letting go of their individual self to join a greater consciousness and being.

Because many barathus “move past” individuality as they age and embrace adaptation and merging as a solution to most problems and disputes, they can have difficulty fitting in among other societies. Many barathus have trouble understanding greed, ownership, jealousy, and stagnation, often forgetting that their companions can’t change their own bodies without magical or technological aid, or their viewpoints without great consideration and time. They’re unaccustomed to the static.

Sample Names: Barathu names change when they merge into new entities and split back into their component parts. Many early-stage barathus choose their own names, selecting words for concepts that resonate with them or making combinations of sounds they find pleasing. Some barathu names include Ataraxia, Breeze, Bubble in Flight, Dololola, Evanessa, Gleelee, Harmony of Many, Ixeelu, Lilting Song, Sigh, Tenfold Storm, Unity of Purpose, Vortex, Wonder Among Iridescent Clouds, Xonswe, and Y

BELIEFS

Many barathus identify with Oras and choose to explore his faith, seeing their own constant evolution as a mirror of his journey from cell to god. Barathus who explored Livara and experienced its cosmic song have their own beliefs, which they share in songs unfathomable to everyone except other Dreamers. A barathu’s worldview and religion shift throughout their lifetime as they merge with others and literally expand their mind.

Popular Edicts work together to solve problems, adapt to new situations, change your body into the shape you choose

Popular Anathema tackle problems on your own

BARATHU HERITAGES

Choose one of the following barathu heritages at 1st level.

DREAMER

You have communed with the cosmic melody of Livara and it changed you. You struggle to express the fragments of memory and sensation you recall from the experience, except through singing and other similar psychic emanations. Choose one cantrip from the occult spell list. By weaving magic into your song, you can cast this spell as an occult innate spell at will. A cantrip is heightened to a spell rank equal to half your level rounded up.

Your magic is adaptable, and you can channel your music to enhance it. Once per day, you can meditate on your cosmic song to change the cantrip you have chosen to a different cantrip from the occult spell list. This is a 10-minute activity that has the concentrate trait.

EARLY STAGE

You are young and inexperienced compared to other barathus, with an individualistic worldview likely shaped by your interactions with other cultures. You’ve yet to see the full breadth of the cosmos and haven’t adapted yourself to overcome its many threats or understand its various lifeforms. Your form is highly mutable as you haven’t yet chosen to specialize or merge with other barathus. You’re Small instead of Medium. You gain Quick Squeeze as a bonus feat. Additionally, you gain resistance to precision damage equal to half your level (minimum 1).

MANUFACTURER

Your body is a living laboratory, allowing you to ingest raw materials and refine them into useful medicines and other products. You become trained in Crafting (or another skill of your choice if you’re already trained in Crafting) and gain the Pharmaceutical Crafting feat.

MERGED

You are a unique entity, formed from the constant union of two or more barathus who enjoy the act of combination so much that they chose not to return to isolation as their former selves. You’re Large instead of Medium. You gain 10 Hit Points from your ancestry instead of 8, and you gain a +1 circumstance bonus to saving throws against emotion effects.

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Lashunta

Pahtra

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Skittermander

Vesk

Vsoki

Borai

Prismeni

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BARATHU ANCESTRY FEATS

At 1st level, you gain one ancestry feat, and you gain an additional ancestry feat every 4 levels thereafter (at 5th, 9th, 13th, and 17th level). As a barathu, you choose from among the following ancestry feats.

1ST LEVEL

ADAPTABLE LIMBS

FEAT 1

BARATHU

You grow sturdy lower limbs that allow you to walk on land. Increase your Speed to 20 feet. Additionally, you gain the Adaptive Locomotion action.

Adaptive Locomotion ♦ (barathu, morph) **Frequency** once per hour; **Effect** You transform your limbs into either flippers or hooked pseudopods, to better traverse the surrounding environment. If you select flippers, you gain a swim Speed of 20 feet. If you select hooked pseudopods, you gain a climb Speed of 20 feet. This transformation lasts for 10 minutes.

BARATHU LORE

FEAT 1

BARATHU

From your upbringing, you've learned the ways of your people while also seeking to expand your own mind in the fields of creation. You gain the trained proficiency rank in Crafting and Medicine. If you would automatically become trained in one of those skills (from your background or class, for example), you instead become trained in a skill of your choice.

You also gain the Additional Lore general feat for Barathu Lore.

DERMAL SPIKES

FEAT 1

BARATHU

Spiky protrusions jut from your body, which you can use to wound your attackers. Your Fortitude DC against Athletics checks to Grapple or Shove you increases by 1. Additionally, you gain the Piercing Spikes reaction.

Piercing Spikes ♦ **Trigger** You become grabbed by a creature; **Effect** You twist and thrash your body around, dealing 1d4 plus your Strength modifier piercing damage to the triggering creature. This damage increases by 1d4 at 5th level and every four levels thereafter.

GRASPING TENDRILS

FEAT 1

BARATHU

You've adapted more of your tendrils and limbs with complex musculature and cellular structure, improving articulation and fine motor skills. Increase your number of arms by two. At any time, one pair of your hands is designated as your active hands. You can change this designation from one pair of hands to another by taking the Switch Active Hands action, which is a single action. You can only perform actions with your active hands. For more information on playing characters with more than two hands, see page 172.

Special You can take this feat multiple times.

METABOLIC MANIPULATION

FEAT 1

BARATHU

Through careful experimentation and selective adaptation, you've manipulated your immune system and internal chemistry, enabling you to better fight off illness and infection. You gain the Fast Recovery skill feat and the Targeted Immunization action.

Targeted Immunization ♦ (concentrate) **Trigger** You recover from a disease or poison; **Effect** You instinctively synthesize antigens that make you immune to the triggering disease or poison. This immunity lasts for the next day or until you next use Targeted Immunization.

SYNTHESIZE MEDICINAL

FEAT 1

BARATHU

Prerequisites manufacturer heritage

Frequency once per day

You can synthesize beneficial remedies within your own body and immediately digest them. You create one elixir, potion, or serum that you know the formula for with a level equal to your level or lower. You don't pay any cost to create this item. You immediately consume and digest this item. Activating it as a free action that has the concentrate trait, rather than its usual activation method.

TENTACLE WHIP

FEAT 1

BARATHU

You grow a tentacle that can lash out like a whip. You gain a tentacle unarmed attack that deals 1d6 bludgeoning damage. Your tentacle is in the brawling weapon group and has the barathu, finesse, reach, and unarmed traits.

5TH LEVEL

COLLECTIVE CONNECTION

FEAT 5

BARATHU | **FORTUNE**

Prerequisites merged heritage

Frequency once per hour

You can tap into one of your merged minds to better focus. If your next action is to Recall Knowledge, roll the Recall Knowledge check twice and use the better result.

FLUID ANATOMY

FEAT 5

BARATHU

Frequency once per hour

Trigger An enemy's Strike against you is a critical hit.

Your anatomy instantly shifts to redistribute damage away from vital areas. The triggering attack deals only the damage it would deal on a hit (typically normal damage instead of double damage). Any other effects of the attack caused by a critical hit still occur, such as critical specializations. Until the beginning of your next turn, you're off-guard against the triggering enemy.

MOLECULAR MODIFICATION

FEAT 5

BARATHU

You modify your body to resist a certain type of damage. You gain resistance to acid, bludgeoning, cold, electricity,

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fire, piercing, poison, slashing, or sonic damage equal to half your level.

Special You can take this feat multiple times. Each time you do so, select a different damage type.

VENT GAS**FEAT 5****BARATHU**

Frequency once per hour

You vent gas from sacs inside your body to propel you forward. The area you currently occupy, plus all squares in a 5-foot emanation, become filled with your vented gas. All creatures in the gas become concealed, and all creatures outside the gas become concealed to creatures within it. This gas disperses at the beginning of your next turn.

You gain a +10-foot circumstance bonus to all your Speeds. Then you either Stride or Fly. At the end of your turn, your gas reserves are depleted, and the bonus to your Speeds ends.

9TH LEVEL**CONVERGENT EVOLUTION****FEAT 9****BARATHU**

You sample the genetic code of creatures and people you contact and mimic them. When you take this feat, select up to three different ancestries with which you have had significant contact. You can select ancestry feats from the ancestries you chose, in addition to barathu ancestry feats. Additionally, you gain one ancestry feat you qualify for of 5th level or lower, from one of the selected ancestries. You can retrain the selected feat once per day during your daily preparations.

EXPANSIVE VERSE**FEAT 9****BARATHU**

Prerequisites dreamer heritage

Your songs become more complex and tinged with greater magic. Each day during your daily preparations, you can choose one common 2nd-rank spell from the occult spell list. You can cast this spell as an occult innate spell once before your next daily preparations.

PLENTIFUL ADAPTATION**FEAT 9****BARATHU**

Prerequisites Adaptive Limbs

You can transform your limbs more often. The frequency of Adaptive Locomotion becomes at will.

13TH LEVEL**CORROSIVE VENTING****FEAT 13****BARATHU**

Prerequisites Vent Gas

You can control the strength and causticity of your internal gases as you vent them. When you Vent Gas, increase the area of your emanation to 10 feet. Additionally, you can choose to make the gas you vent caustic. If you do, non-barathu creatures within the vented gas when you create it, or who begin their turn in the gas, are dealt 3d6 acid damage, with a

basic Reflex save against your class DC or spell DC, whichever is higher. On a critical failure, a creature additionally takes 1d4 persistent acid damage. At 17th level, the acid damage increases by 2d6 and the persistent acid damage increases by 1d4.

INTERNAL CHEMISTRY**FEAT 13****BARATHU**

You tweak your anatomy and bodily systems to metabolize pharmaceuticals more efficiently. Consumable items that have the healing trait and restore Hit Points to you restore an additional number of Hit Points to you equal to half your level.

PLENTIFUL SYNTHESIS**FEAT 13****BARATHU**

Prerequisites Synthesize Medicinal

Your body can create and metabolize remedies regularly. The frequency of Synthesize Medicinal increases to once per hour, rather than once per day.

17TH LEVEL**COMBINE****FEAT 17****BARATHU****MANIPULATE**

Frequency once per day

You temporarily merge your body with that of an adjacent willing creature, overlaying yourself atop them to better shield them from harm. This transformation lasts for 10 minutes. You can Dismiss this effect. When you do, you emerge in a space adjacent to the target you were merged with.

While combined, you and your target each take your own turns as normal and must be targeted separately for purposes of abilities and other effects. Additionally, you and your target gain the following benefits.

- If the target is Medium or smaller, their size increases to Large and their reach increases to 10 feet.
- You occupy the target's space. If the target moves, you move with them, so that you always occupy their space. You can't take actions with the move trait.
- For each Speed you possess, compare it to that of your target. If your Speed is faster, or they lack that Speed, they gain your Speed.
- Your body shields the target from harm, granting them greater cover, though you do not gain cover. Your body doesn't obscure their vision or block line of sight.

MANIFOLD EVOLUTION**FEAT 17****BARATHU**

Prerequisites Convergent Evolution

You've cataloged genetic code from countless ancestries and can draw upon any of them to enhance and evolve your body. Increase the number of ancestries you can select with Convergent Evolution to six. You gain two additional ancestry feats you qualify for of 17th level or lower, chosen from among the ancestries selected with Convergent Evolution. You can retrain one or both of these selected feats once per day during your daily preparations.


HUMAN

Humans are known for their ability to adapt and thrive in the most rigorous situations, including the mysterious loss of their homeworld, Golarion. Ambitious, creative, and endlessly curious, humans maintain a robust presence in the galaxy, often taking on positions of leadership or acting at the forefront of exploration. Today, humans can be found almost anywhere, doing almost anything.



SIZE: MEDIUM

SPEED: 25 FEET

ATTRIBUTE BOOSTS

Two free attribute boosts

LANGUAGES

Common

Additional languages equal to 1 + your Intelligence modifier (if it's positive). Choose from the list of common languages and any other languages to which you have access (such as the languages prevalent in your region).

TRAITS

HUMAN HUMANOID

Human ambition has created empires throughout the stars. The Pact Worlds have a strong human presence, and the expansion of the Azlanti Star Empire is a more sinister expression of humanity's potential. Though the Azlanti Star Empire is considered a bastion of oppression, there are countless diverse and inclusive societies established by humanity across the galaxy, and humans played a role in founding the most famous port in the known cosmos: Absalom Station. Regardless of their motives, humans thrive in both urban sprawls and in the most remote galactic frontiers.

If you want an adaptable character who can be just about anything, you should play a human.

PHYSICAL DESCRIPTION

Humans' physical characteristics vary based on their lineage and homeworld. Humans have a wide variety of skin and hair colors, body types, and facial features. Some environments produce distinct human appearances, such as crimson-skinned hylki humans living on Akiton.

Humans reach physical adulthood around the age of 15, though mental maturity occurs a few years later. A typical human can live to be around 90 years old.

SOCIETY

Human societies are as varied as the worlds they thrive on. While the Azlanti Star Empire seeks to recapture an imagined era of glory by isolating and idealizing an ancient culture from lost Golarion, most human groups coexist with other species in diverse communities. These vast cultural differences can be both fascinating and frustrating to other ancestries. Human settlements just a few miles apart may have wildly different governmental styles and social mores.

YOU MIGHT...

- Strive to achieve greatness, either for personal gain or on behalf of a cause.
- Yearn to explore and experience the cosmos.
- Cherish your relationships with family and friends.

OTHERS PROBABLY...

- Respect your flexibility and usual open-mindedness.
- Distrust your motivations, fearing you seek only power or wealth.
- Aren't sure what to expect from you and are hesitant to assume your intentions.

Furthermore, human societies are always in flux—constantly adapting to new ideas, discoveries, and technologies. Despite their diverse lifestyles and outlooks, humans are adaptive and ambitious—traits which have driven them to explore the unknown, forge their own futures, and settle on countless planets, creating lives for themselves by either integrating into alien societies or creating communities and settlements on distant worlds.

Of all the common ancestries in the Pact Worlds, humans were perhaps the hardest hit by the Gap. Due to Golarion's disappearance, humans were left with relatively little evidence with which to puzzle out and reconstruct their society. While Absalom Station and other worlds with large human populations contain documents related to the ancient history of humanity, how much relevance this should have to modern human society is a hotly debated topic. For some, these ancient documents offer a chance to connect with their origin, pulling everything from names and philosophies to ancient factions forward into the modern era. To some, this approach is seen as counterintuitive.

Unlike many ancestral cultures, which generally follow ancient traditions and shared histories, humanity's diversity has resulted in a near-infinite set of names. The humans of Absalom Station have different names than those dwelling on Akiton or Verces. Humans throughout much of the galaxy speak Common, which is believed to be a language originally spoken on Golarion, yet their names are as varied as their beliefs and appearances.

Sample Names: Akif, Alezandaru, Amare, Baolo, Belor, Darilian, Hadzi, Hai Minh, Hiriko, Iolana, Jokug, Korva, Morvius, Navasi, Pao, Pasara, Raziya, Revhi, Sahba, Seoni, Sephia, Signe, Valeros, Valki, Yon, and Zemir

BELIEFS

Humans often believe in the structures they've established, and many adhere to the ideals of the Pact or follow the laws of other regions or organizations, like the Azlanti Star Empire or the Free Captains. Many also cleave tightly to faith, philosophy, or religion, finding in these intellectual and spiritual touchstones confidence, clarity, and comfort. Since humanity eagerly embraces change, there are always humans who oppose societal norms by challenging longstanding beliefs or laws. These ideals, whether societal, intellectual, or spiritual, are often used as a driving force or justification for a human's behavior and ambitions.

Popular Edicts explore the cosmos, strive for greatness, devote yourself to a greater cause

Popular Anathema waste what little time you have

HUMAN HERITAGES

Humans don't have significant physiological differences defined by their lineage. Instead, their heritages either reveal their potential as a people or reflect lineages from multiple ancestries. In many cases, these heritages might represent offshoots that developed on worlds far away from the Pact Worlds, such as those of the Azlanti Star Empire. Choose one of the following human heritages at 1st level.

AZLANTI

You or your ancestors were born on a world controlled by the Azlanti Star Empire. You may have prominent brows, purple eyes, or a widow's peak. Choose one cantrip from the arcane spell list. You can cast this spell as an arcane innate spell at will. A cantrip is heightened to a spell rank equal to half your level rounded up. You can change this cantrip to a different one from the same list once per day by meditating to draw on the power of your runic blood; this is a 10-minute activity that has the concentrate trait.

GOLARIAN SURVIVOR

Your ancestors lived on lost Golarion, and though the circumstances of your family's survival are lost to the Gap, your family taught you ancient traditions from a young age. You become trained with archaic weapons and Golarion Lore, and you learn a bonus language that was spoken in your lineage's region of origin (see *Pathfinder Player Core* 34). You gain the Diehard feat.

SCAVENGER

Your ancestors spent generations scraping by on a world ill-suited to supporting them, such as the dying planet of Akiton, in the access corridors of Absalom Station's Downlow, or the Halls of the Living on Eox, and you're accustomed to getting by with less. The number of days you can go without food or water before you take damage from thirst or starvation is increased by 2 (to a number of days equal to $3 + \text{your Constitution modifier}$). You gain a +1 circumstance bonus on Society and Survival checks to Subsist, and a +1 circumstance bonus on saving throws against gaining the sickened condition and to remove the sickened condition.

SKILLED HUMAN

Your ingenuity allows you to train in a wide variety of skills. You become trained in one skill of your choice. At 5th level, you become an expert in the chosen skill.

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URBANITE

You've grown up in a big city and are accustomed to the press and pull of the largest crowds, the electric buzz and tangle of streets, or the dense nature of vertical living on a station or megaplex. You ignore difficult terrain from crowds and lesser cover from crowds. You become trained in Lore for one specific city of your choice.

VERSATILE HUMAN

Humanity's versatility and ambition helped them become the most common ancestry on Golarion before that world disappeared. Select a general feat of your choice for which you meet the prerequisites (as with your ancestry feat, you can select this general feat at any point during character creation).

**HUMAN
ANCESTRY FEATS**

At 1st level, you gain one ancestry feat, and you gain an additional ancestry feat every 4 levels thereafter (at 5th, 9th, 13th, and 17th level). As a human, you choose from among the following ancestry feats.

1ST LEVEL**ADAPTED CANTRIP** **FEAT1****HUMAN**

Prerequisites spellcasting class feature

Through the study of multiple magical traditions, you've altered a spell to suit your spellcasting style. Choose one cantrip from a magical tradition other than your own. If you have a spell repertoire, spellbook, or spell cache, replace one of the cantrips you know or have in your spellbook or spell cache with the chosen spell. If you prepare spells without a spellbook or spell cache (if you're a cleric or druid, for example), one of your cantrips must always be the chosen spell, and you prepare the rest normally. You can cast this cantrip as a spell of your class's tradition.

If you swap or retrain this cantrip later, you can choose its replacement from the same alternate tradition or a different one.

AUGMENTED **FEAT1****HUMAN**

You embrace scientific and technological advances, frequently integrating cutting-edge augmentations into your body in order to improve yourself. Choose one common augmentation with an item level of 1 or less. You begin with this augmentation already installed in your body (you don't need to pay the credits to purchase this starting augmentation). Increase the maximum number of augmentations you can have installed by one.

COOPERATIVE NATURE **FEAT1****HUMAN**

The short human life span lends perspective and has taught you from a young age to set aside differences and work with

others to achieve greatness. You gain a +4 circumstance bonus on checks to Aid.

GENERAL TRAINING**FEAT1****HUMAN**

Your adaptability manifests in your mastery of a range of useful abilities. You gain a 1st-level general feat. You must meet the feat's prerequisites, but you can select the feat later in the character creation process in order to determine which prerequisites you meet.

Special You can select this feat multiple times, choosing a different feat each time.

HAUGHTY OBSTINACY**FEAT1****HUMAN**

Your powerful ego makes it harder for others to order you around. If you roll a success on a saving throw against a mental effect that attempts to directly control your actions, you critically succeed instead. If a creature rolls a failure on a check to Coerce you using Intimidation, it gets a critical failure instead (so it can't try to Coerce you again for 1 week).

NATURAL AMBITION**FEAT1****HUMAN**

You were raised to be ambitious and always reach for the stars, leading you to progress quickly in your chosen field. You gain a 1st-level class feat for your class. You must meet the prerequisites, but you can select the feat later in the character creation process in order to determine which prerequisites you meet.

NATURAL SKILL**FEAT1****HUMAN**

Your ingenuity allows you to learn a wide variety of skills. You gain the trained proficiency rank in two skills of your choice.

UNCONVENTIONAL WEAPONRY**FEAT1****HUMAN**

You've familiarized yourself with a particular weapon, potentially from another ancestry or culture. Choose an uncommon simple or martial weapon with a trait corresponding to an ancestry (such as vesk) or that is common in another culture. You gain access to that weapon, and for the purpose of determining your proficiency, that weapon is a simple weapon.

If you are trained in all martial weapons, you can choose an uncommon advanced weapon with such a trait. You gain access to that weapon, and for the purpose of determining your proficiency, that weapon is a martial weapon.

5TH LEVEL**ADAPTIVE ADEPT****FEAT5****HUMAN**

Prerequisites Adapted Cantrip, can cast 3rd-rank spells

You've continued adapting your magic to blend your class's tradition with your adapted tradition. Choose a cantrip or 1st-

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rank spell from the same magical tradition as your cantrip from Adapted Cantrip. You gain that spell, adding it to your spell repertoire or prepared spells just like the cantrip from Adapted Cantrip. You can cast this spell as a spell of your class's magical tradition. If you choose a 1st-rank spell, you don't gain access to the heightened versions of that spell, meaning you can't prepare them if you prepare spells and you can't learn them or select the spell as a signature spell if you have a spell repertoire.

CLEVER IMPROVISER**FEAT 5****HUMAN**

You've learned how to handle situations when you're out of your depth, especially those that need a bit of improvisation. You gain the Untrained Improvisation general feat. In addition, you can attempt skill actions that normally require you to be trained, even if you are untrained.

CONFIDENT ACTUALIZATION**FEAT 5****HUMAN FORTUNE**

Frequency once per day

Trigger You are about to attempt a saving throw or skill check. Your utter confidence in your abilities helps you actualize your ambitions and push yourself to reach your desired goals. Roll the triggering check or save twice and use the better result.

GALACTIC EXPLORER**FEAT 5****HUMAN**

Whether you're dodging shifting asteroids or emergent solar flares, exploring an undiscovered star system, or flying through a dangerous nebula, you're a star-faring pilot at the forefront of galactic exploration. You always count a success as a critical success when using Piloting to Navigate or Plot Course, and you reduce the travel time it takes to fly to a destination by one day plus one day for every four days of travel (minimum 1).

9TH LEVEL**COOPERATIVE SOUL****FEAT 9****HUMAN**

Prerequisites Cooperative Nature

You have developed a soul-deep bond with your comrades and maintain an even greater degree of cooperation with them. If you are at least an expert in the skill you are Aiding, when you roll a failure or critical failure to Aid a skill check, you get a success instead.

INCREDIBLE IMPROVISATION**FEAT 9****HUMAN**

Prerequisites Clever Improviser

Frequency once per day

Trigger You attempt a check using a skill you're untrained in. A stroke of brilliance gives you a major advantage with a skill despite your inexperience. Gain a +4 circumstance bonus to the triggering skill check.

MULTITALENTED**FEAT 9****HUMAN**

You've learned to split your focus between multiple classes with ease. You gain a 2nd-level multiclass dedication feat (for more about multiclass archetypes, see *Pathfinder Player Core* 215), even if you normally couldn't take another dedication feat until you take more feats from your current archetype.

13TH LEVEL**ADVANCED GENERAL TRAINING****FEAT 13****HUMAN**

Over the course of adventuring, your adaptability has let you pick up numerous useful abilities. You gain a general feat of 7th level or lower. You must meet the feat's prerequisites.

Special You can select this feat multiple times, choosing a different feat each time.

INNER WELLSPRING**FEAT 13****HUMAN**

Prerequisites pool of Focus Points

Frequency once per day

In a monumental feat of mental fortitude, you dig deep and draw on the memories of your lost ancestral homeworld of Golarion, tapping into inner reserves of power to pull off just one more miracle. You recover 1 Focus Point.

UNCONVENTIONAL EXPERTISE**FEAT 13****HUMAN**

Prerequisites Unconventional Weaponry

You've continued to advance your powers using your unconventional weapon. Whenever you gain a class feature that grants you expert or greater proficiency in certain weapons, you also gain that proficiency in the weapon you chose for Unconventional Weaponry.

17TH LEVEL**PERSISTENT CONFIDENCE****FEAT 17****HUMAN**

Requirements Confident Actualization

Even if nobody believes in you, you believe in yourself. You can use Confident Actualization once per hour, rather than once per day.

TOO STUBBORN TO DIE**FEAT 17****HUMAN**

Frequency once per day

Trigger You would die.

You come back from the brink of death, hauling yourself back to consciousness despite your wounds and exhaustion. You push yourself to your absolute limits and don't die. If you have the dying or unconscious conditions, you lose the dying and unconscious conditions. If you are at 0 Hit Points, you have 1 Hit Point. Increase the value of your wounded and doomed conditions by 1. You can use this reaction while unconscious.

KASATHA

Steeped in the ancient traditions of a distant home world orbiting a dying star, kasathas are four-armed humanoids who arrived in the Pact Worlds aboard a massive worldship named *Idari*. Striving for cosmic balance in all things, kasathas take pride in tempering their technological advances with the wisdom of their ancestors.



SIZE: MEDIUM
SPEED: 25 FEET

ATTRIBUTE BOOSTS
Strength
Wisdom
Free

ATTRIBUTE FLAW
Charisma

LANGUAGES

Common, Kasatha
One regional language of your choice

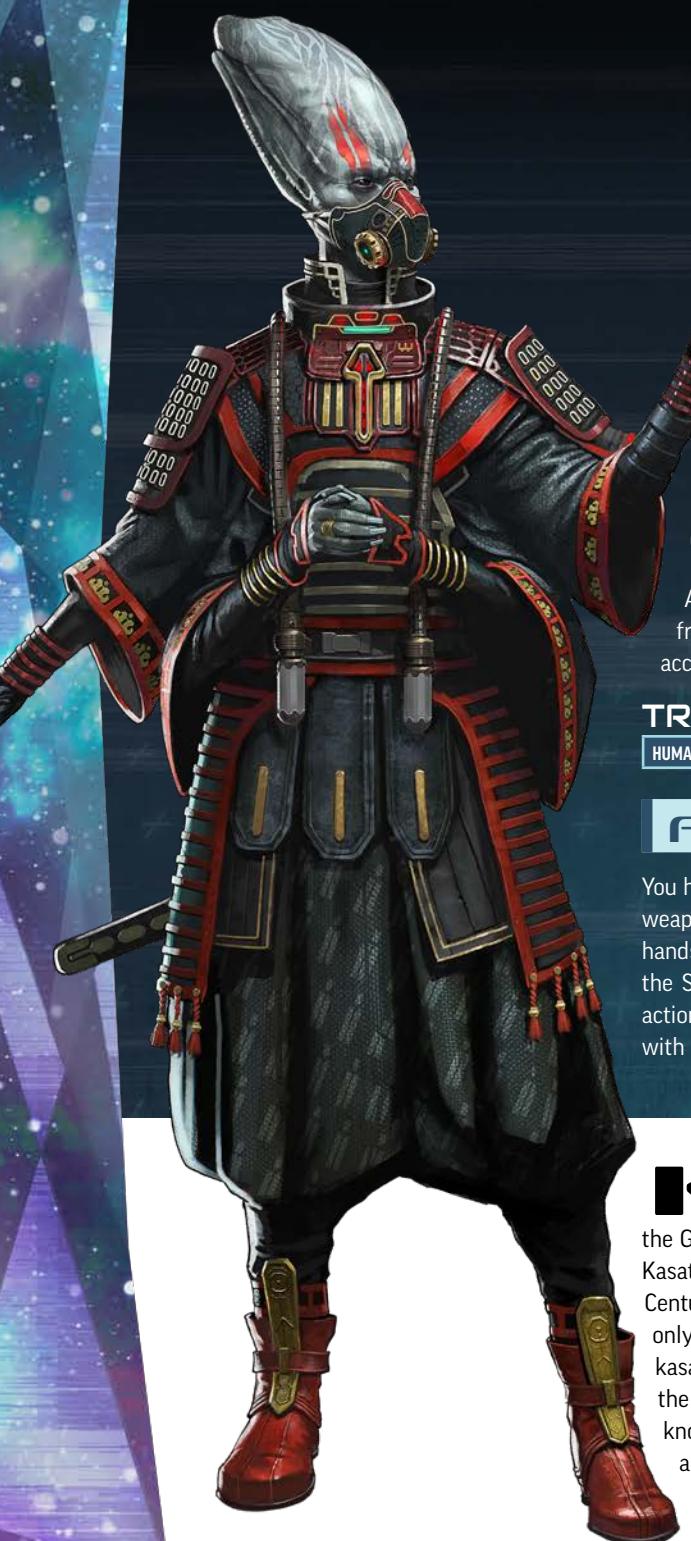
TRAITS
HUMANOID KASATHA

FOUR-ARMED

You have four arms, which allows you to wield and hold up to four hands' worth of weapons and equipment. At any time, one pair of hands is designated as your active hands. You can change this designation from one pair of hands to another by taking the Switch Active Hands action, which is a single action. You can only perform actions with your active hands. For more information on playing characters with more than two hands, see page 172.

Kasathas are originally from the desert planet of Kasath, a doomed world orbiting a red giant. Shortly after the period of lost history known as the Gap, kasatha leaders realized their planet was dying and made a plan to leave Kasath and settle on the distant red world in the Golarion system known as Akiton. Centuries later, they arrived in the Pact Worlds system aboard the worldship *Idari*, only to find a thriving planet already inhabited by multitudes of other species. Most kasathas decided to stay onboard the *Idari*, while others peacefully emigrated to the many planets of the Pact Worlds, where their scientific and metaphysical knowledge is a welcomed addition to the diverse star system. Today, kasathas are found throughout the Pact Worlds and even in several Near Space systems.

If you want a character who strives for balance and harmony, you should play a kasatha.



YOU MIGHT...

- Seek to maintain balance and harmony between yourself and others, as well as among cosmic forces.
- Find traditional weaponry to be more honorable than modern munitions.
- Keep your mouth hidden with a scarf or mask while in public.

OTHERS PROBABLY...

- Assume your respect for tradition gives you an inflexible view of the universe.
- Go to you for advice and expect you to provide guidance and wisdom.
- Take your prioritization of personal dignity as a sign of elitism.

PHYSICAL DESCRIPTION

Kasathas are humanoids with gray skin, four arms, and pure black eyes. They have an elongated skull that extends behind their neck, further accentuating their tall frames. After evolving to survive migrations on a massive world, many kasathas have wiry bodies with thick musculature that makes them strong despite their lanky appearance.

Kasathas reach adulthood around the age of 25 and typically live for 100 to 140 years. Kasathas of mixed ancestry tend to come from families who left *Idari* during the species' initial wave of emigration; these kasathas often use their Tempering to seek out elders who can teach them more about their traditions. Many kasathan familial communities appreciate the unique perspective these individuals can provide as kasathas learn to adapt to new homes and environments.

SOCIETY

Kasathan culture prioritizes stability and balance, with a respect for honor, tradition, and the importance of upholding and respecting one's edicts and anathema. Most kasathas form matriarchal and nomadic clans and subclans organized into a complex myriad of "Great Families." While each Great Family has its own set of customs and traditions, common staples include concealing one's mouth from all but your most intimate companions, a belief in the honor of fighting with melee weapons, and a coming-of-age period known as the Tempering, a year-long journey in which a kasatha is encouraged to test their limits, learn from different cultures, and forgo familial customs in the hopes of learning firsthand the importance of stability and tradition.

In the ancient past, kasathas developed a shared language that had hundreds of dialects and sublanguages derived from Kasath's ancient nations and powerful Great Families. Dozens more dialects originated on the *Idari* during its long journey across the galaxy, usually derived from sectors, neighborhoods, and vocations. Thanks to their longstanding respect for tradition and reverence of history, many of these dialects live on and are still spoken in the Pact Worlds to this day. While most kasathas go by their first name, many have a full name consisting of up to half a dozen elements referring to one's ancestors, clan, and connection to the Great Families of Kasath. For example, a kasatha properly named "Barasul Naedarin Allar of Clan Allar and House Holdare, Keeper of Ten Million Thoughts" would likely introduce themselves as Barasul.

Sample Names: Altronus, Barasul, Ehu, Esar, Gorsen, Hadif,

Jahir, Kala, Khsutil, Maeda, Metweska, Ninura, Remu, Senesel, Tolar, Umana, Voloteo, Zye

BELIEFS

Kasathan cultures hold custom and ancestral tradition in high regard, but each kasatha follows their own unique set of traditions, combining the rituals of their clan with those they develop through life experience. This accumulation of traditions and customs often inspires older kasathas to spend time remembering and honoring the past daily.

Popular Edicts maintain balance, honor your traditions, establish your own customs, cover your mouth in public

Popular Anathema disrespect or belittle the traditions of others, disrespect your elders

KASATHA HERITAGES

A kasatha's heritage might be influenced by the environs their ancestors inhabited on Kasath, the lineage they were born into, or their progenitors' role in their peoples' interstellar migration. Choose one of the following kasatha heritages at 1st level.

AKITONIAN

You (or one of your ancestors) traveled to the Pact Worlds on the *Idari* and settled on Akiton. Akiton's significantly lower gravity grants you an advantage in the fun and practical art of leaping, and you likely revel in the many rituals surrounding the desert world's popular sports. You gain the Quick Jump feat and don't treat sand as uneven ground.

KASATH SURVIVALIST

You and your ancestors were among those who chose not to abandon your dying homeworld. Your people trek through wasted lands under dim skies, seeking shelter and resources even as they slowly dwindle. You may have finally decided to seek a better life, or perhaps you hope to convince others to return to Kasath with you. You can Hustle twice as long while exploring before you have to stop. If you're in a group that is Hustling, you increase the total number of minutes the group can Hustle by 10 minutes, or by 20 minutes if you're 13th level or higher. You gain the Feather Step feat.

SHIPBORN

You were one of the kasathas born and raised on the *Idari* generation ship that now orbits the Pact Worlds' sun. Your family kept hope and tradition alive while enduring the

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Languages

Android

Barathu

Human

Kasatha

Lashunta

Pahtra

Shirren

Skittermander

Vesk

Vsoki

Borai

Prismeni

BACKGROUNDS**CLASSES****SKILLS****FEATS****EQUIPMENT****SPELLS****RULES**

hardships of lengthy space travel. For you, the *Idari* is the only home you've ever known. When you roll a success on a saving throw against an emotion effect, you get a critical success instead.

STELLAR NOMAD

You choose to travel abroad, leaving your birthplace to embark on a journey through the wider cosmos. During your daily preparations, you can study a particular faction, philosophy, ancestry, or religion to learn one of their edicts or anathemas and gain a broader understanding of that culture's customs and traditions. While you follow that edict or anathema, you become trained in the associated lore (such as Vesk Lore or Damoritosh Lore). This proficiency lasts until you prepare again. Since this training is temporary, you can't use it as a prerequisite for a permanent character option like a feat or a skill increase.

TEMPERING

You are undergoing your Tempering, a coming-of-age ritual in which a kasatha rejects the formal traditions of their family and experiences other customs and traditions. You may be one of the Untempered, a kasatha who chooses to continue their Tempering beyond the traditional yearlong period. You become trained in Society and gain the Streetwise feat.

KASATHA ANCESTRY FEATS

At 1st level, you gain one ancestry feat, and you gain an additional ancestry feat every 4 levels thereafter (at 5th, 9th, 13th, and 17th level). As a kasatha, you choose from among the following ancestry feats.

1ST LEVEL

CALM BEFORE THE STORM FEAT 1

KASATHA

You maintain a calm demeanor even when facing mortal peril. At the end of your turn, reduce your frightened condition by 2 instead of 1.

CREW MEMBER FEAT 1

KASATHA

Trigger An ally within 30 feet attempts to Aid and rolls a failure. You are always able to help in a pinch. Attempt a skill check or attack roll of the same type attempted by your ally and replace the result of the failed Aid with your result, even if you did not prepare to help.

KASATHA LORE FEAT 1

KASATHA

You become trained in Diplomacy and Society. If you would automatically become trained in one of those skills (from your background or class, for example), you instead become trained in a skill of your choice.

You also gain the Additional Lore general feat for

Kasatha Lore.

KASATHAN WEAPON FAMILIARITY

FEAT 1

KASATHA

Your people have instilled in you a respect for melee combat, and you've trained to wield a few more elegant examples in battle. You gain access to all uncommon weapons with the kasatha trait. You have familiarity with weapons with the kasatha trait plus the dueling sword, plasma sword, shock truncheon, and singing spear—for the purposes of proficiency, you treat any of these that are martial weapons as simple weapons and any that are advanced weapons as martial weapons.

At 5th level, whenever you get a critical hit with one of these weapons, you get its critical specialization effect.

LOPING STRIDE

FEAT 1

KASATHA

You have endured difficult land journeys and move with an impressive pace. Your Speed increases by 5 feet.

NATURAL GRACE

FEAT 1

KASATHA **FORTUNE**

Frequency once per day

Trigger You fail an Acrobatics check or Reflex saving throw.

You have almost supernatural control of your movements which can sometimes save you in dangerous situations. You can reroll the triggering skill check or saving throw, using the second result even if it's worse.

STH LEVEL

BROKEN CYCLE

FEAT 5

CONCENTRATE **KASATHA** **SPELLSHAPE**

Prerequisites spellcasting class feature

Frequency once every 10 minutes

You've developed an understanding of the greater nature of the Cycle using traditional Kasathan philosophy and can apply it to your spellcasting. The next spell you Cast this round that deals fire damage instead deals cold damage, or if the spell deals cold damage, it instead deals fire damage. Change the trait of the spell from cold or fire and vice versa as appropriate. For the next minute you gain resistance 5 to cold or fire, matching the damage of the spell you cast. This has no effect on spells that deal both fire and cold damage.

DOUBLE DRAW

FEAT 5

KASATHA

You Interact twice to draw and stow one object from up to two of your pairs of arms. If you stow an object with this action, you can also draw an object with that set of arms as normal.

HISTORIAN

FEAT 5

KASATHA

You become trained in a Lore skill of your choice. You can spend 10 minutes checking your notes or research materials to Recall Knowledge about a piece of history with any Lore

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skill in which you are not trained, using your highest Lore modifier instead of your modifier with that skill.

KASATHA WEAPON ELEGANCE**FEAT 5****KASATHA**

You've learned how to adapt your martial expertise to wield other weapons. When wielding a weapon you aren't proficient with, treat your level as your proficiency bonus.

At 11th level, you become trained in all weapons.

MASKED**FEAT 5****KASATHA**

Your masked face prevents others from scrutinizing your appearance, and you've learned to leverage this uncertainty to your advantage in social situations. While your mouth is covered, increase the DC of any Perception check made to Sense Motive against you by 2. You gain a +1 circumstance bonus to Lie, make a Request, or Make an Impression.

9TH LEVEL**ALL HANDS ON DECK****FEAT 9****KASATHA**

Frequency once per day

You're able to focus on your coordination for a brief moment. Until the beginning of your next turn, you count one additional pair of hands as your active hands. At the beginning of your next turn, choose which set of active hands remains your active hands.

HISTORY BUFF**FEAT 9****KASATHA**

Prerequisites Historian

You have cataloged countless customs, histories, and traditions. You can cast *hypercognition* once per day as a 3rd-rank occult innate spell. You can use your modifier for the Lore skill you chose for Historian in place of any other skill modifier when making a Recall Knowledge check while casting *hypercognition*.

MEDITATIVE RECOVERY**FEAT 9****KASATHA**

Frequency once per day

You find that meditation soothes your body and mind. You rest for 10 minutes to enter a state of deep meditation, causing you to regain a number of Hit Points equal to your level. For the following 10 minutes, you gain a +1 circumstance bonus to saving throws against mental effects.

UNCANNY AWARENESS**FEAT 9****KASATHA**

You're in tune with your surroundings and can instinctively sense when danger is near. You gain a +2 circumstance bonus to Perception checks made as initiative rolls. If your initiative roll result is tied with that of an opponent, you go first, regardless of whether you rolled Perception or not. The first time each day that you roll Perception for initiative, you roll

initiative twice and use the higher result.

13TH LEVEL**DEVOTED DEFENDER****FEAT 13****KASATHA**

You've learned to protect your allies from harm in the heat of battle, rather than simply yourself. Whenever you Raise a Shield or position a weapon with the parry trait defensively to increase your AC, you can select one adjacent ally. As long as the selected ally remains adjacent to you, they gain the same circumstance bonus to AC from your shield or weapon as you do. These benefits last until the start of your next turn. If you have the Shield Block feat, during this time you can trigger Shield Block when you have your shield raised and the selected ally would take damage from a physical attack, in addition to Shield Block's usual trigger.

DISCIPLE OF THE CYCLE**FEAT 13****KASATHA**

While it pales in comparison to the powers of a true solarian, you're a devoted disciple of the Cycle and can temporarily manifest control over the powers of the cosmos. You gain *flashfire* and *gravity tether* as 3rd-rank occult innate spells. You can cast each of these occult innate spells once per day.

PERFECTLY BALANCED**FEAT 13****KASATHA**

You have come closer to finding balance between two extremes of energy, learning how to expel or draw in excess heat when necessary. You gain resistance 5 to cold and fire. Additionally, you gain the Redirect Energy reaction.

Redirect Energy ↗ (kasatha) **Trigger** You are dealt cold damage or fire damage; **Effect** You tap into the harmful energy directed at you and redirect its essence into a melee weapon you're holding. Until the end of your next turn, the selected weapon deals an additional 1d4 damage of the triggering damage type. During this time, you lose any resistance to the triggering damage type granted to you by Perfectly Balanced.

17TH LEVEL**CLEANSE SPIRIT****FEAT 17****KASATHA**

Through your knowledge of traditional kasathan healing rituals and meditative practices, you've learned to cleanse the body and mind of the ill or troubled. You gain *cleanse affliction* and *sound body* as 4th-rank occult innate spells. You can cast each of these occult innate spells once per day.

RELIABLE GRACE**FEAT 17****KASATHA**

Prerequisites Natural Grace

You have exceptional control over your body. You can use Natural Grace once per hour, rather than once per day.



Lashuntas evolved psychic abilities and a unique dimorphism that helped them survive on their homeworld of Castrovel. Lashuntas manipulate their own genetics at puberty, allowing each individual to develop into an enhanced scholar or warrior, though not every lashunta commits to these traditional choices.



SIZE: MEDIUM

SPEED: 25 FEET

ATTRIBUTE BOOSTS

Charisma
Free

LANGUAGES

Common, Castrovelian

Additional languages equal to your Intelligence modifier (if it's positive). Choose from the list of common languages and any other languages to which you have access (such as the languages prevalent in your region).

TRAITS

HUMANOID LASHUNTA

LIMITED TELEPATHY

You can communicate mentally with creatures within 30 feet. You can communicate only with creatures that share a language with you. This doesn't give you any access to their thoughts, and communicates no more information than normal speech would.

Lashuntas are natural psychics with adaptive genetics who traditionally develop into one of two heritages at puberty: damayas or korashas.

They have a well-earned reputation for being ambitious, driven, and self-reflective, with a perpetual desire for growth—both in terms of personal advancement and self-improvement. This cultural push to know oneself, embrace one's strengths, surpass one's past successes, and strive for ever-greater goals drives lashuntas to value education, focus, and training, and to embrace new discoveries, technologies, and modes of thought. While many lashuntas today still fulfill the traditional role of the enlightened warrior or the consummate scholar, time and shifting social norms have gifted lashuntas the freedom to branch out in countless ways, developing their own interests, hobbies, and genetic expressions, with no regard to their heritage or societal standing.

If you want to play a character who strives for self-perfection and has innate psychic abilities, you should play a lashunta.

YOU MIGHT...

- Constantly strive to improve yourself through practicing skills and honing your powers.
- Prioritize learning and diplomacy if you're a damaya, or physique and tactical prowess if you're a korasha—or if you're an unbound lashunta, you don't fit into either mold.
- Hold yourself to a much higher standard than you apply to others.

OTHERS PROBABLY...

- Think you're a perfectionist and find your pursuit of self-improvement tiresome.
- Distrust your psychic abilities, fearing you'll read their minds.
- Idealize or label you based on your chosen heritage.

PHYSICAL DESCRIPTION

To survive on an inimical homeworld, lashuntas evolved adaptive genetics that allow them to develop into one of two heritages: damayas or korashas. Damayas tend to be tall and graceful with delicate features and are traditionally pushed toward intellectual pursuits and political occupations. Korashas are shorter, more muscular, and gravitate toward military service, exploration, and wartime leadership. Regardless of heritage, all lashuntas have short forehead antennae that focus their telepathy, with colorful bumps and markings on their face unique to each individual. Lashuntas produce pheromones that subtly broadcast their moods in ways that other ancestries may find alluring or unnerving.

Around puberty, lashuntas traditionally choose whether to express damaya or korasha genetics—a decision that determines their physical development and influences their societal roles. Lashuntas achieve their choice through a combination of psychic ritual and gene therapy. Today, many young lashuntas have chosen to tread their own path and abstain from this choice, instead becoming “unbound.” Unbound lashuntas defy traditional roles and labels, and they may express traits and innate proclivities common to both or neither group. A growing minority of lashuntas instead pushes for further genetic diversification and aims to express unique or long-buried genetic permutations, pioneering entirely new chosen heritages. Whether such experimentation will prove fruitful is unknown.

SOCIETY

Since time immemorial, lashuntas have dwelled in sprawling, picturesque cities along the shores and wildlands of Castrovel, a lush jungle world teeming with dangerous predators and extreme weather. These independent settlements are protected by a mighty military caste of psychic warriors, technological defenses, and magical countermeasures. The most iconic of these soldiers are the shotalashu cavalry, lightly armored riders who form telepathic bonds with (and take their name from) their saurian mounts.

Lashuntas share their homeworld of Castrovel with communities of reclusive elves and empires of fanatically orderly insectile formians. Peace between lashuntas and formians remains tentative and hard-earned after unknown ages of open warfare, which began millennia before the Gap. While lashuntas are most commonly found on Castrovel, the planet's ancient transportation portals and the more recent

advent of space travel have led many lashuntas to settle throughout the Pact Worlds and beyond.

Sample Names: Lashunta naming conventions often use tonal elements. Some sample lashunta names are Domash, Hesori, Imaaz, Kima, Kopalo, Maenala, Nomae, Oraeus, Raia, Shess, Soryn, Stretto, Taeon, and Varikuara

BELIEFS

Lashunta cultures value education, self-improvement, and community defense. Religious lashuntas tend to identify with faiths that encourage balance, knowledge, meditative practice, and seeking enlightenment, such as Eloritu, Ibra, or Yaraesa. Other lashuntas shun religion entirely in favor of adopting a philosophy like the Cycle or the Green Faith, honoring a state leader, or following historic community traditions.

Popular Edicts never stop learning, train your mind or body daily, become the best version of yourself

Popular Anathema neglect your goals, wallow in failure

LASHUNTA HERITAGES

Around puberty, many lashuntas choose to embrace a genetic path that determines their physiology and role in society. Choose one of the following lashunta heritages at 1st level.

DAMAYA LASHUNTA

You've chosen the adaptive genetics that lead to becoming a damaya. You may be taller than other lashuntas and are likely encouraged to pursue work as a scholar or politician. You gain an attribute boost to Intelligence and an attribute flaw to Constitution, but the free ancestry boost cannot also be Intelligence. You gain the trained proficiency in Diplomacy. If you would automatically become trained in Diplomacy (from your background or class, for example), you become trained in another skill of your choice. You gain the Additional Lore feat.

KORASHA LASHUNTA

You've chosen the adaptive genetics that lead to becoming a korasha. You may be shorter than other lashuntas and would likely excel as a warrior or explorer. You gain an attribute boost to Strength and an attribute flaw to Wisdom, but the free ancestry boost cannot also be Strength. You gain 8 Hit

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Barathu

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Points from your ancestry instead of 6, and you gain a +1 circumstance bonus to Athletics checks to Shove or Trip foes.

UNBOUND LASHUNTA

You decided against activating your ancestry's adaptive genetics, and you might show a combination of damaya and korasha traits; you may be tall and muscular, small and lithe, or have unusual features, such as bumps and swirls covering your entire body or long, fuzzy antennae. You gain the Unbound Mind reaction.

Unbound Mind  **Trigger** You attempt a saving throw against a mental effect, but you haven't rolled yet; **Effect** You refuse to conform to the will of others, shaking off their attempts to control you with sheer determination. You gain a +1 circumstance bonus to saving throws on the triggering save and other saves against mental effects until the start of your next turn.

LASHUNTA ANCESTRY FEATS

At 1st level, you gain one ancestry feat, and you gain an additional ancestry feat every 4 levels thereafter (at 5th, 9th, 13th, and 17th level). As a lashunta, you choose from among the following ancestry feats.

1ST LEVEL

ALLURING PHEROMONES FEAT 1

LASHUNTA

You can leverage your alluring pheromones to influence others, even when you lack other means of communication. You can use Diplomacy to Make an Impression on creatures with whom you don't share a language, and to make simple Requests of them. This could include getting directions or getting the target to pick a specific individual out from a crowd. When you do, Make an Impression and Request lose the linguistic trait and gain the olfactory trait.

CANNY EXPLORER FEAT 1

LASHUNTA

Prerequisites trained in Nature or Survival

You're accustomed to surviving natural hazards and confrontations with aggressive predators. You gain a +1 circumstance bonus to Nature checks to Command an Animal, to Perception checks to detect environmental hazards, and to Survival checks to disable environmental hazards.

If you have another ability that allows you to do so, you gain a +1 circumstance bonus to Diplomacy checks to Make an Impression on animals and to make Requests of animals.

CENTER THOUGHTS

FEAT 1

CONCENTRATE FORTUNE LASHUNTA MENTAL

Frequency once per day

Trigger You fail a Will saving throw against a mental effect. You center your thoughts and focus your mind, shaking off emotional turmoil and harmful mental intrusions. Reroll the triggering saving throw and use the better result.

COMMANDING PHEROMONES

FEAT 1

LASHUNTA

You can leverage your commanding pheromones to soothe ill will and take the edge off your threats, turning your attempts at coercion into acts of leadership. When you Coerce a creature, if your target would become unfriendly (and they aren't already unfriendly or hostile), they become indifferent instead.

DISTANT TELEPATH

FEAT 1

LASHUNTA

Prerequisites limited telepathy

Whether through training or innate talent, you've expanded the range at which you can telepathically communicate. Increase the range of your limited telepathy by 15 feet.

Special You can select this feat more than once.

LASHUNTA LORE

FEAT 1

LASHUNTA

You become trained in Occultism and Society. If you would automatically become trained in one of those skills (from your background or class, for example), you instead become trained in a skill of your choice. You also gain the Additional Lore general feat for Lashunta Lore.

PSYCHIC TALENT

FEAT 1

LASHUNTA

Your psychic abilities have developed beyond simple communication. Choose one cantrip from the occult spell list. You can cast this cantrip as an occult innate spell at will. A cantrip is heightened to a spell rank equal to half your level rounded up.

5TH LEVEL

PSYCHIC BULLY

FEAT 5

LASHUNTA

Prerequisites korasha or unbound heritage

You can leverage your telepathic abilities to influence the minds of others, imparting orders or inflaming fears. You can cast *command* and *fear* as 1st-rank occult innate spells. You can cast each of these occult innate spells once per day.

PSYCHIC SCHOLAR

FEAT 5

LASHUNTA

Prerequisites damaya or unbound heritage

You can transfer vast amounts of information to the minds of others in mere moments. You can cast *mindlink* as a 1st-rank occult innate spell twice per day.

SENSITIVE ANTENNAE

FEAT 5

LASHUNTA

Your antennae are covered in fine hairs, making them more sensitive to psychic vibrations than most. You gain thoughtsense as a vague sense with a range of 30 feet. This means you can use your antennae to determine if a creature is within range. Your thoughtsense detects only thinking

creatures, so a creature that is unthinking or otherwise immune to mental effects can't be perceived using your thoughtsense. This does not give you the ability to read or understand their thoughts.

At 9th level, this becomes an imprecise sense.

TELEPATHIC CONDUIT

FEAT 5

LASHUNTA

When you use limited telepathy to communicate with another creature, you act as a conduit for their thoughts, allowing them to respond to you for a few scant moments—if they wish. The creature can give you a brief response as a reaction, or as a free action at the beginning of their next turn as long as they remain within range of your telepathy.

THOUGHT-BONDED COMPANION

FEAT 5

LASHUNTA MENTAL

Prerequisites You have an animal companion.

You forge a telepathic bond with your animal companion (*Pathfinder Player Core* 206), allowing you to sense its emotions and presence. Your animal companion can empathically communicate with you, as long as it's within 1 mile of you, sharing emotions. Additionally, as long as your animal companion is within 100 feet of you, you know its location and it knows your location. This doesn't give either of you knowledge of one another's surroundings.

9TH LEVEL

GUARDED THOUGHTS

FEAT 9

LASHUNTA

Your psychic training allows you to block attempts to read your thoughts and ward off mental intrusion. Any effect that specifically attempts to read your mind to glean information must succeed at a counteract check against the higher of your class DC or your spell DC to do so successfully; otherwise, it gains no information. The counteract level is equal to half your level rounded up.

MERGE SENSES

FEAT 9

CONCENTRATE LASHUNTA MENTAL

Frequency once per hour

Prerequisites Thought-Bonded Companion

Your telepathic connection with your animal companion improves, enabling you to experience the world as one. You project your senses into your animal companion. When you do, you lose all sensory information from your own body, but can sense through your familiar's body for up to 1 minute. You can Dismiss this effect.

PSYCHIC MASTERY

FEAT 9

LASHUNTA

Prerequisites Psychic Talent

Your psychic abilities have grown stronger, allowing you to tap into entirely new dimensions of psychic power. Choose one common 2nd-rank spell from the occult spell list. You can cast that spell as an occult innate spell once per day.

13TH LEVEL

FOCUS PHEROMONES

FEAT 13

FORTUNE LASHUNTA

Frequency once per hour

You can purposefully deploy your pheromones to manipulate the reactions of those around you. If your next action is to attempt a Deception check to Create a Diversion, a Diplomacy check to Request, or an Intimidation check to Demoralize, roll that skill check twice and use the better result.

HYPERSENSITIVE ANTENNAE

FEAT 13

LASHUNTA

Prerequisites Sensitive Antennae

Your antennae become far more sensitive, enabling you to better pinpoint the location of thinking creatures. Your thoughtsense becomes a precise sense.

PSYCHIC INVESTIGATOR

FEAT 13

UNCOMMON LASHUNTA

Prerequisites Psychic Bully, Psychic Scholar, or Psychic Talent

You can use your telepathic abilities to quickly assess your circumstances or subtly glean information from the minds of others. You can cast *hypercognition* and *mind reading* as 3rd-rank occult innate spells. You can cast each of these occult innate spells once per day.

17TH LEVEL

CENTERED MIND

FEAT 17

LASHUNTA

Prerequisites Center Thoughts

You know your own mind and instinctively resist attempts to unbalance your thoughts or control your emotions. You can use Center Thoughts once per hour, rather than once per day.

MENTAL DEFLECTION

FEAT 17

LASHUNTA MENTAL

Prerequisites expert in Occultism, a pool of Focus Points

Trigger A creature Casts a Spell with the mental trait.

Requirements You have at least 1 Focus Point.

When a foe Casts a Spell that has the mental trait and you can see or otherwise detect its manifestations, you can use your psychic powers to disrupt it. You expend 1 Focus Point to counter the triggering creature's casting of the spell. You then attempt to counteract the triggering spell using your spellcasting counteract modifier.

PSYCHIC PARAGON

FEAT 17

LASHUNTA

Prerequisites Psychic Mastery

Your psychic abilities have grown stronger. Choose one common 6th-rank spell from the occult spell list. You can cast that spell as an occult innate spell once per day.



Pahtras are a humanoid feline species from a nearby star system. They're highly competitive and are known for their achievements in magic, music, and war. Their homeworld was recently freed from occupation by the Veskarium and they've joined the Pact Worlds.



SIZE: MEDIUM
SPEED: 25 FEET

8
HP

ATTRIBUTE BOOSTS
Dexterity
Charisma
Free

ATTRIBUTE FLAW
Constitution

LANGUAGES

Common, Pahtra, Vesk

Additional languages equal to your Intelligence modifier (if it's positive). Choose from the list of common languages and any other languages to which you have access (such as the languages prevalent in your region).

TRAITS

HUMANOID PAHTRA

DARKVISION

You can see in darkness and dim light just as well as you can see in bright light, though your vision in darkness is in black and white.



Pahtras evolved on a low-gravity jungle world called Pulonis, where they fought a generations-spanning war for independence from their Veskarium conquerors. Recently, pahtra freedom fighters defeated the last Veskarium occupiers, then voted to join the Pact Worlds as a sovereign planet.

Today, Pulonis is a lush, verdant world wracked by dangerous magnetic storms and scarred by the Veskarium's brutal invasion. The struggles of survival have influenced many pahtra traditions, leading to a culture of competitive war games, time-honored mysticism, and unorthodox technology.

Music accompanies everything in pahtra culture, from popular entertainment to traditional battle tactics, with martial combat even categorized as a form of battle dance.

If you want to play a character who fights for freedom with grace and style, you should play a pahtra.

YOU MIGHT...

- Enjoy friendly competition.
- Be a talented performer or cultured aficionado of a wide variety of music and dance.
- Hold true to your ancestral traditions and refuse to kneel to cruel despots.

OTHERS PROBABLY...

- Think you struggle with computers, vehicles, and other technology.
- Envy your musical talent.
- Assume you are looking for an excuse to prove yourself in a fight.

PHYSICAL DESCRIPTION

Pahtras are feline humanoids covered in fur. Their coats vary from black, white, blue, calico, bi-colored, and tabby, often possessing unique patterns of irregular shapes that seers traditionally use to divine an individual's potential. Their eyes vary across all colors of the visible spectrum. Typical pahtras stand between six and seven feet tall, with elongated limbs and flexible joints. Their physiology is highly mutable, and families that leave Pulonis often find their children developing stockier and more muscular bodies as they adjust to higher gravity.

Pahtras have sharp teeth and retractable claws on their hands and feet. They have a unique set of sensory organs across their muzzles, with functions varying from individual to individual. The most common of these peripheral nerves include harmonic sensory apparatuses that can feel sound. Others have longer whiskers that can sense magnetic or magical energies. Some pahtras can even sniff out infection or illness, making them invaluable as health care providers, colonists exploring new worlds, or even traditional brewers who can hone the skill to detect the presence of unwanted contaminants.

SOCIETY

Pahtra cultures are steeped in tradition and highly competitive, with individuals vying for recognition and resources in a struggle that mimics the harsh natural order of their planet. Before the Veskarium invasion, technological advancement on Pulonis stalled because of the world's unpredictable magnetic storms. Even today, Pulonian technological development focuses on ceramics, bioengineering, chemistry, and magic. After breaking from the Veskarium, residents of Pulonis's nation-states overwhelmingly voted to join the Pact Worlds, and they're still acclimating to this new political allegiance.

The majority of pahtras are asexual. Most seek loving and life-long relationships with partners, but in modern times few commit to having children. Pahtras bear litters of six to eight children and prefer communal child-rearing, which allows parents to retain their individuality.

Traditionally, a seer divines a pahtra child's future based on their fur patterns. While most pahtra parents embrace this predestination ritual wholeheartedly, others consider it an opportunity to celebrate their child's birth and survival, give their child a traditional name, and pay homage to their ancestors. These pahtras instead interpret the mystic readings as ancient wisdom to be applied broadly, rather than dictating a specific fate or destiny for their child. Some pahtras from the youngest generations scoff at these traditions entirely,

and at the advice of seers, with the most rebellious changing their names to something more "modern" and shocking their more conservative peers.

When a pahtra comes of age at 15, they participate in ceremonial war games in the wilderness. Though these ancient rites of battle and survival are dangerous and last several weeks, they remain popular today, and their results often determine a pahtra's career prospects and place in society. Those pahtras wishing to participate in a less dangerous fashion instead participate in dance competitions, complex choreographed ritual dances, or grueling marathons, which offer participants less prestige but have a much lower mortality rate.

Names: Traditional pahtra names contain auspicious elements determined by a mystic. Pahtra names include Cahnex, Dae, Fetenekku, Hafoumei, Ifset, Ihrasara, Jeviish, Khieper, Lealorn, Mahdran, Miyyu, Onharaf, Rishir, Sanna, Teoshanhi, Tendris, Vokuvi, Voyenrel, and Zamahaii.

BELIEFS

Many pahtras cling fiercely to their ancestral Pulonian traditions in an effort to keep their cultures alive after enduring generations of oppression by the Veskarium. Pulonian culture values personal success and standing out from one's peers and views all existence as a great song, with each person, event, and action adding to the galactic symphony that began at the dawn of time. Most pahtras enjoy healthy and productive competition, believing that one's true potential can only emerge from struggle. Underhandedly sabotaging or blatantly disrespecting a rival who follows the rules of a competition is a grave offense and usually seen as a sign of weakness. Pahtras make an exception to this code when facing a dishonorable foe, such as invaders from the technologically advanced Veskarium. In such cases, any form of resistance is acceptable, and the use of "dirty" tactics is considered a wise counter to a foe's unfair advantages. Many religious pahtras pray to Meyel, an ancestral deity of dance, music, and battle worshipped on Pulonis.

Popular Edicts challenge yourself and your comrades, take pride in your accomplishments, perform music and dance daily

Popular Anathema abandon your ancestral traditions, give up your identity, bow to tyrants

PAHTRA HERITAGES

Pahtras have a variety of heritages known throughout their species. Choose one of the following pahtra heritages at 1st level.

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Human

Kasatha

Lashunta

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Shirren

Skittermander

Vesk

Vsoki

Borai

Prismeni

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HUNTER-STALKER PAHTRA

You descend from a long line of hunters and your fur is especially well suited to blending into multiple environments. As long as you are in a natural and undeveloped environment, you gain a +2 circumstance bonus to Stealth checks to Hide and Sneak, to Survival checks to Subsist, and to your Survival DC to Cover Tracks.

KRREYVASH PAHTRA

You or your ancestors chose to endure experimental bioengineering to help fight the Veskarium. Choose a 1st-level biotech augmentation. The selected augmentation is permanently part of your body and does not count against the maximum number of augmentations you can implant. You don't pay the cost for this augmentation. You can swap out this bonus augmentation by paying the appropriate cost for a new augmentation at any time.

MEYEL'S CHOSEN PAHTRA

You have an undeniable streak of luck that you believe is a blessing from your ancestral god Meyel. You may come from a long line of mystics, be born at a holy site on Pulonis, or simply have reached out in fervent prayer at a time of crisis. Most of Meyel's chosen can point to at least one past event when their goddess may have intervened to save them from death or some other awful fate. Whether metaphorically or literally, you always seem to land on your feet. The first time each day that you critically fail a saving throw, you immediately reroll the saving throw as a free action; this is a fortune effect.

POUNCER PAHTRA

You excelled in the war games of your youth, and you've trained hard to maintain your athletic ability even on worlds where higher gravity makes such feats more tiring. You have lean and long legs that let you run exceptionally fast, and a large tail that acts as a rudder to maintain your balance during sharp turns. Your speed increases by 5 feet. In addition, you don't automatically fail your checks to High Jump or Long Jump if you don't Stride at least 10 feet first.

SAND ROAMER PAHTRA

Your ancestors roamed blasted terrain leached of vital nutrients by the Veskarium. You are shorter and stockier than most pahtras, with wide, tufted ears and fur-covered paw pads. Your size is Small instead of Medium. You ignore difficult terrain and uneven ground caused by sand. In addition, environmental heat effects are one step less extreme for you (incredible heat becomes extreme, extreme heat becomes severe, and so on), and you can go 10 times as long as normal before you are affected by starvation or thirst.

RIME WALKER PAHTRA

You've adapted to cold environments with a multilayer fluffy fur coat and extra body fat. You may be the descendant of ancient pahtras who dwelled on Pulonis long before the Veskarium's exploitation changed its climate, or you may have unlocked this genetic potential through bioengineering.

You gain cold resistance equal to half your level (minimum 1). You treat environmental cold effects as if they were one step less extreme (incredible cold becomes extreme, extreme cold becomes severe, and so on).

PAHTRA ANCESTRY FEATS

At 1st level, you gain one ancestry feat, and you gain an additional ancestry feat every 4 levels thereafter (at 5th, 9th, 13th, and 17th level). As a pahtra, you choose from among the following ancestry feats.

1ST LEVEL

COMPETITIVE SPIRIT

FEAT 1

PAHTRA

Frequency once per hour

Trigger An ally attempts a skill check with a skill that you have trained or better proficiency rank in.

You push yourself to be the best by competing with the triggering ally. Until the end of your next turn, you can attempt the same skill check to perform the same action or activity that the triggering ally performed. You gain a +2 circumstance bonus to this skill check. If you achieve at least one degree of success higher than the triggering ally, this use of Competitive Spirit doesn't count toward its frequency. If you roll a critical failure on this skill check, you take a -1 circumstance penalty to all skill checks attempted with that skill for the next hour as you try new techniques to improve your future attempts.

HARMONIC SENSITIVITY

FEAT 1

PAHTRA

You've developed keen sensory organs that have an amazing sensitivity to sound—and you know how to put them to use. You become trained in Performance or gain the Assurance skill feat with Performance if you are already trained in that skill. In addition, you can accurately recall a melody or lyrics you've heard within the last week, granting you a +2 circumstance bonus to all Deception and Performance checks that involve mimicking speech or a specific sound.

LONG WHISKERED

FEAT 1

PAHTRA

Your whiskers function as advanced electroreceptors, allowing you to orient yourself more easily. At the end of each round in which you are untethered, attempt a DC 15 flat check. On a success, you ignore the clumsy and off-guard conditions imposed by being in zero-g for 1 minute.

PAHTRA LORE

FEAT 1

PAHTRA

You gain the trained proficiency rank in Acrobatics and Performance. If you would automatically become trained in one of those skills (from your background or class, for example), you instead become trained in a skill of your choice. You also gain the Additional Lore general feat for Pahtra Lore.

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PREDATORY**FEAT 1**

PAHTRA

Battle is a dance, and you've honed your body into an instrument as exquisite as it is deadly. When you select this feat, you gain your choice of a claw unarmed attack or a jaws unarmed attack. Both of these attacks are in the brawling weapon group.

A claw unarmed attack deals 1d6 slashing damage and has the agile, finesse, pahtra, and unarmed traits.

A jaws unarmed attack deals 1d6 piercing damage and has the finesse, grapple, pahtra, and unarmed traits.

At 5th level, whenever you get a critical hit with one of these attacks, you get its critical specialization effect.

Special You can take this feat a second time. If you do, select the second attack from the options above.

9TH LEVEL**BATTLEBLESSED****FEAT 5**

PAHTRA

You're an accomplished battledancer and warrior, blessed by seers, honed by ancestral tradition, and capable of feats beyond the natural abilities of your peers. You gain *tailwind* as a 1st-rank primal innate spell that you can cast once per day.

CLIMBING CLAWS**FEAT 5**

PAHTRA

You can extend your claws to aid you in climbing. You gain a climb Speed equal to your land Speed.

ELECTROMAGNETIC WHISKERS**FEAT 5**

PAHTRA

Prerequisites Long Whiskered

You have honed your whiskers' sensitivity to the degree that you can sense the movement of the weak electric fields emitted by potential enemies. You gain electromagnetic sense as an imprecise sense out to 15 feet. Electromagnetic sense allows you to detect nearby living and technological creatures, but you may have to use the Seek action to find an undetected creature in an environment with too much electromagnetic radiation, such as inside the engine room of a spaceship or near a powerful source of radio waves.

9TH LEVEL**HARMONIC SHIELDING****FEAT 9**

PAHTRA

Prerequisites Harmonic Sensitivity

Your hypersensitivity to soundwaves has conditioned your body to resist loud noises and shield you from their harmful effects. You gain sonic resistance equal to half your level. If you roll a success on a saving throw against a sonic effect, you get a critical success instead.

MEYEL'S MELODY**FEAT 9**

PAHTRA

Prerequisites Meyel's chosen heritage

Divine rhythm pulses through your blood. You gain a +2 status bonus to Performance checks. In addition, you can use Performance to Create a Diversion, Make an Impression, or Demoralize. If you listen to music while resting, you regain a number of additional Hit Points equal to your level.

SENSE MAGIC'S SONG**FEAT 9**

PAHTRA

Prerequisites trained in Arcana, Nature, Occultism, or Religion

You hear the thrum of magic as if it were a swirling, shifting melody, a harmonic chord, or a percussive beat, pulsing in tune with your heart. You can detect the presence of magic as though you were always using a 1st-rank *detect magic* spell. This detects magic within a 30-foot emanation.

At 13th level, the rank of *detect magic* increases to 3rd. At 17th level, the rank of *detect magic* increases to 4th.

13TH LEVEL**ATTUNE TO NATURE'S SONG****FEAT 13**

PAHTRA

Requirements You are outdoors in a natural, undeveloped environment.

You open your senses to your surroundings, attuning to the underlying song of your environment and syncing your own body's rhythm to its beat. For 1 minute, you ignore non-magical difficult terrain and you treat non-magical greater difficult terrain in that area as difficult terrain. If you enter a different biome than you're currently located in, or if you enter a building or other constructed structure, these benefits immediately end.

SUBVERT WORLD'S RHYTHM**FEAT 13**

PAHTRA

Prerequisites expert in Performance

Whether through intense musical training, magical insight, or the goddess Meyel's divine blessing, you can sense the rhythm of the world around you and tug on time's chords to manipulate its melody and flow. You gain *haste* and *slow* as 3rd-rank primal innate spells. You can cast each of these spells once per day.

17TH LEVEL**DIRGE FOR THE FALLEN****FEAT 17**

UNCOMMON PAHTRA

You perform a mournful dirge tinged with supernatural grief that compels the dead to rise and the wounded to heal. You can cast the *resurrect* ritual once per year as the primary caster using Performance for the primary check.

ELECTROMAGNETIC MASTERY**FEAT 17**

PAHTRA

Prerequisites Electromagnetic Whiskers

You have learned how to hone your whiskers to their maximum potential. Your electromagnetic sense becomes a precise sense with a range of 15 feet.



The insectile shirrens split from the destructive Swarm, forsaking the ruthless hive mind to pursue their own freedom and end the cycle of interstellar violence. Shirrens are a species of telepaths devoted to their own individualism, their communities, and living in harmony with other peoples.



10
HP

SIZE: MEDIUM

SPEED: 25 FEET

ATTRIBUTE BOOSTS

Constitution
Wisdom
Free

ATTRIBUTE FLAW

Charisma

LANGUAGES

Common, Shirren

One regional language of your choice

Additional languages equal to your Intelligence modifier (if it's positive). Choose from the list of common languages and any other languages to which you have access (such as the languages prevalent on your homeworld).

TRAITS

HUMANOID | SHIRREN

LIMITED TELEPATHY

You can communicate mentally with creatures within 30 feet. You can communicate only with creatures that share a language with you. This doesn't give you any access to their thoughts, and communicates no more information than normal speech would.



Shirrens were originally members of the Swarm, a collection of insectile colonies controlled by a hive mind, traveling through space and devouring worlds like a swarm of sapient locusts. In time, shirrens gained a sense of individual self and rejected the Swarm's mindless consumption. They fled the hive mind and settled in the Pact Worlds, where they established their own communities and integrated into existing settlements.

If you want a character who enjoys working as part of a team while still valuing their independence, you should play a shirren.

PHYSICAL DESCRIPTION

Shirrens are arthropods with delicate antennae, large compound eyes, and chitinous exoskeletons. Shirrens walk upright and have three sets of limbs with three-clawed hands. The lower, weaker pairs of limbs are generally kept concealed and only used for ceremonial and reproductive purposes. Shirrens vary in appearance based

YOU MIGHT...

- Establish deep and powerful bonds with your comrades.
- Revel in your freedom and delight in the opportunity to make your own decisions.
- Dislike violence and prefer seeking peaceful compromises that benefit everyone.

OTHERS PROBABLY...

- Count on you to mediate disputes and act as a voice of reason.
- Believe you overvalue and overthink simple choices.
- Are disconcerted by your insectile physiology and telepathy.

on the Swarm colony they descended from, and some have vestigial wings, segmented thoraxes, or stingers. Shirrens' exoskeletons are often colorful, iridescent, and may have spots or other patterns.

Shirrens have three sexes with roles in reproduction: male, female, and host. Female and male shirrens provide eggs and sperm respectively, and hosts incubate the fertilized eggs while adding their own genetic material. In some shirren communities, a single host incubates for many partners, while three-party unions are common in others. Shirren young spend their first 2 years in a wormlike larval form. A parent may carry their larval child in a protective container to let them safely experience the world until they reach the pupal stage. Pupae undergo a second metamorphosis around eight years old before settling into their mature form. During each metamorphosis, shirrens instinctively and unconsciously edit and adjust their own appearance, physiology, and sex, to better represent the person they're maturing into.

SOCIETY

Shirrens are highly individualistic, having escaped from the Swarm thanks to an adaptation to their physiology that causes immense pleasure when they make choices for themselves. This freedom of choice is respected and nourished by shirren culture, leading shirrens to adapt themselves to a wide variety of beliefs, philosophies, and professions. Shirrens are highly communal and tend to feel lonely unless they're part of a group. Once a shirren chooses a community for themselves, they often seek to foster teamwork and prioritize what's best for the group over what only benefits them as individuals, all while retaining their autonomy.

Sample Names: Shirrens rely primarily on telepathy for communication and often have a secret "soul-name" that's purely telepathic. A soul-name is an intense collage of emotions, images, and sense memories that's shared only with their closest friends. Shirren "speech-names" are often difficult for other ancestries to pronounce. Shirrens readily accept nicknames bestowed by their companions. Some shirren speech-names include Cesca, Chk Chk, Halicon, Izenzi, Jchk, J'scib, Keskodai, Kinnik, Korskål, Noskaru, Philt, Schect, Thast, T'sen, Vishkesh, Xylit, Zenka, and Ziggigix

BELIEFS

Shirrens define themselves by their choices and bristle against all forms of oppression. They enjoy cultural exchange, and while most eagerly adopt the deities and practices of other communities, others hold passionately atheistic worldviews

that reject divine worship in favor of centering secular mortal experiences. Many shirren communities pay homage to Hylax, a benevolent deity believed to be the progenitor of their species. Hylax's faith is in turn shaped by her shirren followers, who believe her to be the pinnacle of unity without conformity. For more information about Hylax, see page 246.

Popular Edicts make your own choices, work for the greater good of the group, try to solve problems peacefully

Popular Anathema take away another's right to make choices, inflict thoughtless destruction

SHIRREN HERITAGES

Driven by a passion for personal choice and possessing a knack for rapid adaptation, shirrens are highly diverse. Choose one of the following shirren heritages at 1st level.

COURTIER SHIRREN

Your telepathy is stronger than most shirrens', allowing you to combine physical, verbal, and telepathic communication to better articulate your messages. You can transmit emotions alongside your messages whenever you use limited telepathy. In addition, when a creature communicates with you using limited telepathy or telepathy, you gain a +2 circumstance bonus to Perception checks to Sense Motive against that creature.

DEFIANT SHIRREN

Despite the passage of time, you remain resolute in your defiance of the Swarm and other insectile tyrants. If you roll a success on a Will saving throw against an effect that was created by a creature with the kucharn trait, or a creature that you know is allied with the Swarm, you get a critical success instead. Additionally, you gain the Rebellious Defiance action.

Rebellious Defiance ♦ (mental) **Frequency** once per day;

Effect You decry one foe within 100 feet that you can see as a tyrant or villain, and prepare yourself to defy them, even unto death. You gain a +1 circumstance bonus on your attack rolls against this foe, and gain a +1 circumstance bonus to saving throws against the attacks, spells, and effects of this foe. These benefits last for 1 minute.

INFILTRATOR SHIRREN

You descend from shirrens who were originally programmed as infiltrators for the Swarm. Your chitin is iridescent and

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creates patterns that fascinate and distract most other ancestries. You can Feint at a range of 10 feet, rather than solely while within melee reach of your intended target. You gain the Shimmering Dazzle action.

Shimmering Dazzle ♦ (mental, visual) **Frequency** once per hour; **Effect** You cause your chitin to flare and shimmer in a hypnotic display of shifting color and soothing motion. Pick a creature within 30 feet. That creature must succeed a Fortitude save against your class DC or become dazzled for 1 round.

SWARM EXILE SHIRREN

While most shirrens broke away from the Swarm long ago, you're a more recent convert. You come from a group of castaways that have more in common with the Swarm than most other shirrens. You gain a bio-cannon ranged unarmed attack with a range increment of 20 feet that deals 1d6 acid damage. Your bio-cannon is in the corrosive weapon group. When you select this heritage, choose whether this attack comes from an underslung launcher on one of your arms, a launcher mounted over one of your shoulders, or from your mouth. You can't change this selection.

WINGED SHIRREN

Your ancestors were members of the Swarm who evolved wings. Though you don't possess a fully functional pair of wings, you can develop them over time. When Leaping horizontally, you move an additional 5 feet. You don't automatically fail your checks to High Jump or Long Jump if you don't Stride at least 10 feet first. In addition, when you perform a Long Jump, you can jump a distance up to 10 feet further than the result of your Athletics check (within the normal maximum for your Speed). As long as you can act, you take no damage from falling, regardless of the distance you fall.

SHIRREN ANCESTRY FEATS

At 1st level, you gain one ancestry feat, and you gain an additional ancestry feat every 4 levels thereafter (at 5th, 9th, 13th, and 17th level). As a shirren, you choose from among the following ancestry feats.

1ST LEVEL

COMMUNALISM

FEAT 1

CONCENTRATE | **FORTUNE** | **SHIRREN**

Frequency once per day

Trigger An ally within 10 feet fails a skill check requiring 3 actions or fewer.

You broadcast helpful encouragement or pertinent information to your ally's mind. Your ally rerolls the triggering skill check and takes the better result.

DISTANT TELEPATH

FEAT 1

SHIRREN

Prerequisites limited telepathy

Whether through training or innate talent, you've expanded the range at which you can telepathically communicate. Increase the range of your limited telepathy by 15 feet.

Special You can select this feat more than once.

FREE THINKER

FEAT 1

SHIRREN

Your independence makes it difficult for others to intrude on your mind. You gain mental resistance equal to half your level (minimum 1) and gain a +1 status bonus to saves against mental effects.

LINGUISTIC PRODIGY

FEAT 1

SHIRREN

Years of intense study and cultural immersion have enabled you to more easily learn new languages. You gain two additional languages of your choice, chosen from among the common and uncommon languages available to you. Every time you take the Multilingual feat, you gain another new language in addition to the two you gain from that feat.

PSYCHIC TALENT

FEAT 1

SHIRREN

Your psychic abilities have developed beyond simple communication. Choose one cantrip from the occult spell list. You can cast this cantrip as an occult innate spell at will. A cantrip is heightened to a spell rank equal to half your level rounded up.

SHIRREN LORE

FEAT 1

SHIRREN

You become trained in Diplomacy and Society. If you would automatically become trained in one of those skills (from your background or class, for example), you instead become trained in a skill of your choice. You also gain the Additional Lore general feat for Shirren Lore.

UNCONVENTIONAL WEAPONRY

FEAT 1

SHIRREN

You've familiarized yourself with a particular weapon, potentially from another ancestry or culture. Choose an uncommon simple or martial weapon with a trait corresponding to an ancestry (such as vesk) or that is common in another culture. You gain access to that weapon, and for the purpose of determining your proficiency, you treat it as a simple weapon.

If you are trained in all martial weapons, you can instead choose an uncommon advanced weapon that has an ancestry's trait or is common in another culture. You gain access to that weapon and have familiarity with that weapon. For the purpose of proficiency, you treat it as a martial weapon.

5TH LEVEL

BASIC INSECTILE FLIGHT

FEAT 5

SHIRREN

Prerequisites winged shirren heritage

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You've developed usable wings that you can extend for brief periods of time, in order to fly. You gain the Unfurl Wings action.

Unfurl Wings ♦ (manipulate) **Frequency** once per day;
Effect You unfurl your wings, granting you a fly Speed equal to your land Speed plus 10 feet. Your wings remain unfurled for 10 minutes. You can end this duration early as a single action.

EAGER ASSISTANT **FEAT 5**

SHIRREN

You love helping your friends and allies achieve their goals. At the start of your turn, you gain one additional reaction, which you can use only to Aid.

LEARNING EXPERIENCE **FEAT 5**

SHIRREN

You're always interested in experiencing new sensations and opening your mind to new ideas. Before you roll damage from a persistent effect, you can choose to take half damage from the effect. When you do, you automatically fail your flat check to end the persistent damage and you can immediately Recall Knowledge as a free action to recall information related to the source of the persistent damage. If you have any special abilities or free actions that would normally be triggered when you Recall Knowledge, you can't use them with this action.

TELEPATHIC CONDUIT **FEAT 5**

SHIRREN

When you use limited telepathy to communicate with another creature, you act as a conduit for their thoughts, allowing them to respond to you for a few scant moments—if they wish. The creature can give you a brief response as a reaction, or as a free action at the beginning of their next turn.

9TH LEVEL**ADVANCED INSECTILE FLIGHT** **FEAT 9**

SHIRREN

Prerequisite Basic Insectile Flight

Your wings have strengthened and no longer tire. Unfurl Wings no longer has a frequency and can be used as often as desired. When you use Unfurl Wings, your wings remain unfurled until you spend a single action to purposefully furl them back up.

IMPROVED BIO-CANNON **FEAT 9**

SHIRREN

Prerequisite swarm exile shirren heritage

Your bio-cannon evolves. The range on your bio-cannon increases to 40 feet. Each time you use your bio-cannon, you can choose to grant your bio-cannon the area (line) trait as a free action.

PSYCHIC MASTERY **FEAT 9**

SHIRREN

Prerequisites Psychic Talent

Your psychic abilities have grown stronger. Choose one common 2nd-rank spell from the occult spell list. You can cast that spell as an innate occult spell once per day.

13TH LEVEL**CONSISTENT COMMUNALISM** **FEAT 13**

SHIRREN

Prerequisites Communalism

You're always ready to lend your allies a helping hand and some encouraging thoughts. You can use Communalism once per hour, rather than once per day.

LINGUISTIC MASTERY **FEAT 13**

UNCOMMON SHIRREN

You can cast truespeech as a 5th-rank occult innate spell once per day on yourself only. You gain a +1 status bonus to Diplomacy checks for the duration of the spell when speaking to creatures with whom you already shared a language before Casting the Spell.

UNCONVENTIONAL EXPERTISE **FEAT 13**

SHIRREN

Prerequisites Unconventional Weaponry

You've continued to advance your powers using your unconventional weapon. Whenever you gain a class feature that grants you expert or greater proficiency in certain weapons, you also gain that proficiency in the weapon you chose for Unconventional Weaponry.

17TH LEVEL**PSYCHIC PARAGON** **FEAT 17**

SHIRREN

Prerequisites Psychic Mastery

Your psychic abilities have grown stronger. Choose one common 6th-rank spell from the occult spell list. You can cast that spell as an innate occult spell once per day.

SCATTER THOUGHTS **FEAT 17**

SHIRREN

Frequency once per day

Trigger You're targeted by a mental effect.

As your ancestors once broke away from the Swarm's hive mind, you can shield your mind from detection by using similar techniques that your ancestors once mastered. You block the intruding effect by scattering your thoughts, making you immune to the triggering mental effect for the next minute.

SWARM EVOLUTION **FEAT 17**

SHIRREN

Prerequisites swarm exile shirren heritage

You metamorphose into a powerful Swarm-like creature, though you retain your individuality. You gain a +2 status bonus to saves against fear and resistance to acid equal to half your level. You can cast *mask of terror* as a 7th-rank innate primal spell once per day.

SKITTERMANDER

Skittermanders are excitable, six-armed humanoids with brightly colored fur. Driven by an insatiable desire to help those around them, they perform countless acts of kindness with a chaotic enthusiasm that borders on manic.

6
HP**SIZE: SMALL****SPEED: 25 FEET****ATTRIBUTE BOOSTS**

Dexterity
Charisma
Free

ATTRIBUTE FLAW**Wisdom****LANGUAGES**

Common, Vesk
One regional language of your choice

Additional languages equal to your Intelligence modifier (if it's positive). Choose from the list of common languages and any other languages to which you have access (such as the languages prevalent in your region).

TRAITS

HUMANOID SKITTERMANDER

LOW-LIGHT VISION

You can see in dim light as though it were bright light, and you ignore the concealed condition due to dim light.

OVEREAGER ENTHUSIASM

You are often oblivious in your enthusiasm to help others.

You take a -1 circumstance penalty on Perception checks to Sense Motive and a -1 circumstance penalty to Will saves against emotion effects, except the *calm* spell.

SIX-ARMED

You have six arms, which allows you to wield and hold up to six hands' worth of weapons and equipment. At any time, one pair of hands is designated your active hands. You can change this designation from one pair of hands to another by taking the Switch Active Hands action, which is a single action. You can only perform actions with your active hands. For more information on playing characters with more than two hands, see page 172.

YOU MIGHT...

- Love to help others, perhaps even prioritizing their needs over your own or feeling anxiety when you can't offer assistance.
- Enjoy meeting new people and making new friends.
- Be easily distracted.

OTHERS PROBABLY...

- Are in awe of your boundless energy, enthusiasm, and positivity.
- Expect you to provide help without renumeration or compensation for your time and effort.
- Assume you're flighty or unreliable, and don't take your responsibilities seriously.

Skittermanders are the original inhabitants of Oeddertchonk, a planet that was conquered by the Veskarium long before the Gap and is more commonly known today as Vesk-3. Colorful in both appearance and personality, skittermanders are excitable and altruistic. They crave community and collaboration and adore making new friends. Regardless of how, skittermanders are always thrilled to help out and lend a hand, and are known throughout the galaxy for their compassion and selflessness.

Thanks to their desire to help, skittermanders tend to be curious and nosy, and often insert themselves into other people's business and problems. They're easily distracted and prone to becoming so engrossed in aiding others that they neglect their own responsibilities and leave their own tasks unfinished. This has given skittermanders a reputation for being flighty, forgetful, or irresponsible.

If you want to play a character who is friendly, excitable, and loves to help others, you should play a skittermander.

PHYSICAL DESCRIPTION

Skittermanders are short and rotund, with big eyes and wide mouths lined with sharp teeth. They have six arms, leading to their use of the slang term "allsix" for giving one's best effort. A skittermander's body is covered in colorful fur, most commonly in vibrant shades of blue, green, purple, or red. Skittermanders are mammals that begin life in a non-sapient larval stage called a whelp. Skitterwhelps look like miniature skittermanders, save that they scrabble around on all eight limbs, have bigger ears, and have a secondary, tube-like mouth that sprouts from their abdomen. Skitterwhelps fend for themselves after birth, devouring fruits, seeds, leaves, raw meat, and any other source of nutrients they can cram into their mouths. A skitterwhelp's stomach-mouth can attach to large prey and secretes numbing saliva, enabling them to cling to large animals and feed on them over time like a furry leech. Despite their diminutive size, they're voracious, capable of eating three times their weight in food each day. Skitterwhelps mature into skittermanders around the age of six, when their stomach-mouths detach and they gain sapience. They retain their large and undiscerning appetite throughout their lives.

SOCIETY

Skittermander societies are at once fluid and predictable. They don't create governments, laws, or rules, yet they naturally help others, forming free-form independent communities or joining neighboring societies. Occasionally, temporary leaders

emerge to direct big projects or teach an important skill, but this is a matter of talent, not power, as skittermanders adore teamwork and naturally defer to whomever has the most expertise to tackle the task at hand. They're individualistic and selfless, chaotic without being anarchic. They value innovation and spontaneity.

Communities are tight-knit and welcoming, and individuals tend to be friendly, sociable, and engaged. Skittermanders are incredibly talkative, quiet only when focused on a particularly challenging task. Upon encountering another silent skittermander, they often fall silent in turn to help them concentrate, respectful of "the hush" that's overtaken their fellow. Oddly, most skittermanders have difficulty discerning when non-skittermanders desire silence, instead attempting to fill the silence with incessant conversation.

It's said that the skittermander home world of Oeddertchonk was conquered effortlessly by the Veskarium. When the skittermanders realized their vesk visitors wanted to occupy their world, they "helped" by simply being elsewhere. In truth, Oeddertchonk is simultaneously an occupied planet of the Veskarium and entirely independent. The skittermanders help the Veskarium when they feel like it, but don't acknowledge Veskarium leadership or governance.

A skittermander's name grows as they age and pass certain milestones. A name begins very short, usually no more than one syllable. New syllables are added with the passing of time or whenever the skittermander feels like it. Added syllables are often repetitive, and many skittermanders adopt parts of other foreign names (notably Vesk) into their own.

Sample Names: Ayoka, Baazo, Bixby, Dakoyo, Fipzul, Gazigaz, Jomp, Kayoko, Kimikim, Mimzy, Nako, Prismacora, Quonx, Razzlefrazz, Rudfuz, Sprax, Timinim, Tipps, Tonkona, Viverivim, Zerastorfen

BELIEFS

As a people, skittermanders care little for organized religion, instead passing on their beliefs and values through stories, songs, and art. Skittermanders who choose to worship a god favor those with loose organizational structures and an interest in community, mentorship, friendship, nature, or the stars. The faiths of Hylax, Ibra, Lambatuin, and Weydan tend to resonate most.

Popular Edicts help others, be kind, respect and nurture living beings

Popular Anathema refuse to help someone in dire need, pollute the environment, cause intentional harm without reason

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Android

Barathu

Human

Kasatha

Lashunta

Pahtra

Shirren

Skittermander

Vesk

Vsoki

Borai

Prismeni

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SKITTERMANDER HERITAGES

A skittermander's heritage is often influenced by the environment they grew up in, or the climate they adapted to. Choose one of the following skittermander heritages at 1st level.

EVERWHELP SKITTERMANDER

Despite being a full-grown adult, you've retained your stomach-mouth—either through a quirk of evolution, purposeful genetic manipulation, or a biotech augmentation. You gain a jaws unarmed attack that deals 1d6 piercing damage, is in the brawling group, and has the finesse, skittermander, and unarmed traits.

GADRVEECH SKITTERMANDER

You grew up in the subterranean realm of Gadraveech, or a similar dangerous underground environment. You have wispy, pale-colored fur, a slender build, and overlarge eyes. You gain darkvision.

SCRABBLER SKITTERMANDER

You never mastered coordinating all six of your arms for manual manipulation, instead using the lowest two of these limbs for extra mobility. You have four arms (rather than six) and four legs (rather than two). You gain a climb speed equal to your base land speed.

SKITTER RAISED

You've spent most of your life in a tight-knit community, where teamwork is expected and crowds are just giant group hugs. You gain the Group Impression skill feat. In addition, you gain a +2 circumstance bonus to checks to Aid an ally at a skill check that doesn't have the attack trait.

SKITTERMANDER ANCESTRY FEATS

At 1st level, you gain one ancestry feat, and you gain an additional ancestry feat every 4 levels thereafter (at 5th, 9th, 13th, and 17th level). As a skittermander, you choose from among the following ancestry feats.

1ST LEVEL

CLINGING BITE

FEAT 1

SKITTERMANDER

Prerequisites everhelp skittermander heritage

You have excellent control over your stomach-mouth. Your jaws unarmed attack gains the grapple trait. You have the Grab ability, but you can only use it following a successful critical hit with your jaws (rather than on a hit) or when you have a creature grabbed or restrained.

DAUNTLESS

FEAT 1

SKITTERMANDER

Skittermanders rarely get discouraged, and don't understand the concept of fear. They rarely feel it, and they don't go out

of their way to experience it. You gain a +1 circumstance bonus to saves against fear and a +1 circumstance bonus to your Will DC against attempts to Demoralize you. If you get a success on save against a fear effect, you get a critical success instead.

FIXATION

FEAT 1

SKITTERMANDER

You're fascinated with a particular specific topic, such as the religious rites of a small sect of worshippers, the process of spaghettification, or the songs sung by asterays. You gain the Additional Lore feat and the Assurance feat for the chosen Lore.

HUG MASTER

FEAT 1

SKITTERMANDER

Born from the belief that a good, solid hug can make everything better, you've adapted your hugging talents to the battlefield. You gain the Titan Wrestler skill feat. Additionally, you gain a +1 circumstance bonus to Athletics checks to Grapple, and you gain a +1 circumstance bonus to your Fortitude DC to avoid being Grappled.

HYPER

FEAT 1

SKITTERMANDER

You're hyperactive and full of energy, often bounding into trouble faster than your companions can keep up. Your Speed increases by 5 feet.

SKITTERMANDER LORE

FEAT 1

SKITTERMANDER

You're gregarious and friendly, but also passionately interested in the history of your people, and go out of your way to learn your traditional stories and unearth lost secrets. You become trained in Diplomacy and Society. If you would automatically become trained in one of those skills (from your background or class, for example), you instead become trained in a skill of your choice.

You also gain the Additional Lore general feat for Skittermander Lore and you learn Morandomandranan, the original skittermander language which has long been suppressed by the Veskarium.

5TH LEVEL

HELPING HAND

FEAT 5

SKITTERMANDER

Frequency once every 10 minutes

In the blink of an eye, you ready yourself to help your ally with a task. This counts as preparing to help an ally for the purposes of using the Aid reaction. You must still explain to the GM exactly how you're helping.

LUCKY IMPROVISER

FEAT 5

SKITTERMANDER

You're a master improviser, with a bit of talent at everything—even if you have no idea what you're doing. You gain the

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Untrained Improvisation general feat. In addition, you gain the Beginner's Luck action.

Beginner's Luck ♦ (fortune) **Frequency** once per day; **Trigger** You fail a skill check using a skill that you're untrained in; **Effect** Reroll the triggering skill check and use the better result.

REBEL'S SCRUTINY

FEAT 5

SKITTERMAMER

You've come to realize that your people are being taken advantage of, and have refined your collaboration instinct in response, developing a keen eye toward power dynamics and injustice and training yourself to help only those who deserve it. Ignore all penalties from the Overeager Enthusiasm ability. You gain a +1 circumstance bonus to Perception checks to Sense Motive, and a +1 circumstance bonus to Deception checks to Create a Diversion and Lie.

DOUBLE DRAW ♦

FEAT 5

SKITTERMAMER

You interact twice to draw and stow one object from up to two of your pairs of arms. If you stow an object with this action, you can also draw an object with that set of arms as normal.

9TH LEVEL

ALL HANDS ON DECK ♦

FEAT 9

SKITTERMAMER

Frequency once per day

Until the beginning of your next turn, you count two additional pairs of hands as your active hands. At the beginning of your next turn, choose which set of active hands remains your active hands.

SECRETE NUMBING SALIVA ♦

FEAT 9

SKITTERMAMER

Prerequisites everhelp skittermander heritage

Frequency once per hour

Requirements Your last action was a successful Strike with your stomach-mouth unarmed attack.

Your stomach-mouth secretes numbing saliva into your target, exposing them to the poison.

Numbing Saliva (injury, poison) **Saving Throw** Fortitude;

Maximum Duration 6 rounds; **Stage 1** clumsy 1 (1 round);

Stage 2 clumsy 1 and suppressed (1 round); **Stage 3** clumsy 2 and suppressed (1 round)

THE HUSH ♦

FEAT 9

CONCENTRATE | SKITTERMAMER

Frequency once per day

You fall utterly silent and focus strenuously on a question at hand, wracking your brain for information. You attempt to Recall Knowledge with a +2 circumstance bonus on the skill check. If you would get a critical failure, you get a failure instead, and if you would get a success, you get a critical success instead.

UNLEASH ENERGY ♦

FEAT 9

SKITTERMAMER

Prerequisites Hyper

Frequency once per day

You unleash your pent up energy in a burst of speed and flurry of unpredictable motion. You Stride and gain the quickened condition for 3 rounds. You can only use the extra action each round to Stride.

13TH LEVEL

MAGICAL LINGUIST

FEAT 13

SKITTERMAMER

You never let the inability to communicate stop you from chatting with nufriends! You can cast speak with animals once per day as a 2nd-rank primal innate spell, speak with plants once per day as a 3rd-rank primal innate spell, and translate once per day as a 3rd-rank primal innate spell.

OPPORTUNISTIC HUG ♦

FEAT 13

SKITTERMAMER

Trigger A creature critically fails on a melee Strike's attack roll against you.

Requirements The triggering creature is within your reach, you have at least one free active hand, and your target is no more than one size larger than you.

You seize the opportunity to give your foe a big hug to help them feel better or calm down. You attempt an Athletics check to Grapple the triggering creature.

SUPersonic SPEED

FEAT 13

SKITTERMAMER

Prerequisites Unleash Energy

When push comes to shove, you move incredibly fast, becoming a colorful blur of erratic motion. When you Stride while quickened from Unleash Energy, you gain concealment until your next turn. As usual for concealment involving an obvious visual manifestation, you can't use this concealment to Hide.

17TH LEVEL

ALLSIX ♦

FEAT 17

FORTUNE | SKITTERMAMER

Frequency once per day

Requirement You are not holding any items except in your active hands.

You put in your best effort, focusing everything you've got on the task at hand and putting allsix of your hands (three of your sets of arms) into it! The next time you roll an attack roll or skill check, roll it three times and use the highest result.

BOUNLESS ENERGY

FEAT 17

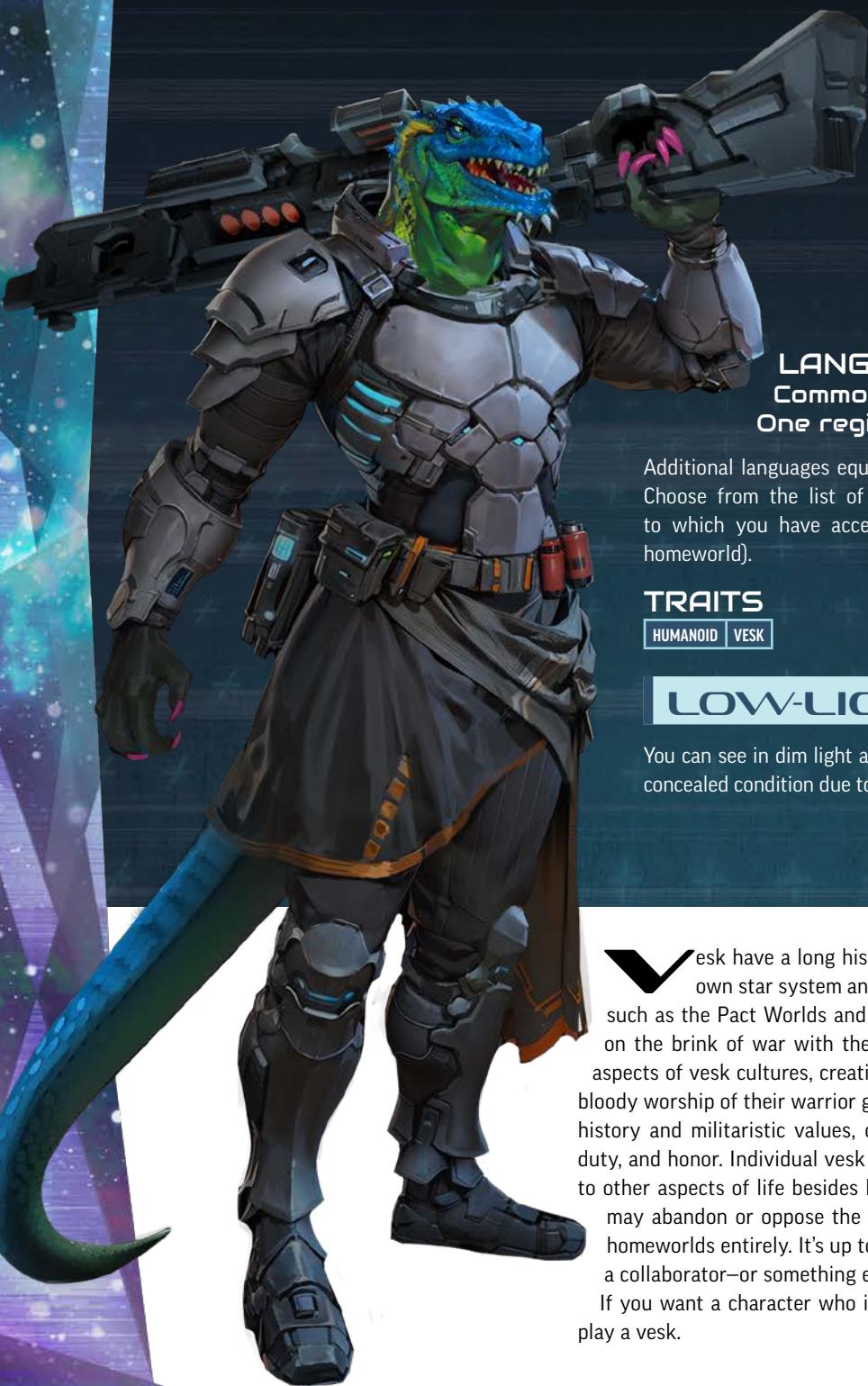
SKITTERMAMER

Prerequisites Unleash Energy

Your wells of energy are unending and your exuberance can't be contained. You can use Unleash Energy once every hour, rather than once per day.



Vesk are a warmongering, reptilian people who conquered the eight worlds in their solar system shortly after they developed spaceflight, forming the Veskarium empire. Vesk tend to embrace conflict and respect strength and military might.



10
HP

SIZE: MEDIUM
SPEED: 20 FEET

ATTRIBUTE BOOSTS
Constitution
Strength
Free

ATTRIBUTE FLAW
Wisdom

LANGUAGES

Common, Vesk

One regional language of your choice

Additional languages equal to your Intelligence modifier (if it's positive). Choose from the list of common languages and any other languages to which you have access (such as the languages prevalent on your homeworld).

TRAITS

HUMANOID | VESK

LOW-LIGHT VISION

You can see in dim light as though it were bright light, and you ignore the concealed condition due to dim light.

Vesk have a long history of conflict, first as conquerors within their own star system and later clashing with neighboring stellar powers such as the Pact Worlds and the Swarm. Currently, the Veskarium is poised on the brink of war with the Azlanti Star Empire. Conflict permeates most aspects of vesk cultures, creating powerful militaristic empires devoted to the bloody worship of their warrior god Damoritosh. Vesk are shaped by their brutal history and militaristic values, often embracing conflict and valuing strength, duty, and honor. Individual vesk are just as likely to apply these cultural values to other aspects of life besides battle, notably in business and sport, and vesk may abandon or oppose the ruthless values enforced by the rulers of their homeworlds entirely. It's up to each vesk to claim their role as a conqueror or a collaborator—or something else entirely.

If you want a character who is duty bound, honorable, and stoic, you should play a vesk.

YOU MIGHT...

- Relish the chance to prove yourself in combat against worthy opponents.
- Have a strong sense of duty and honor.
- Surprise your companions with tenderness and emotional outbursts in private.

OTHERS PROBABLY...

- Respect and fear your brutal reputation but appreciate your strength as an ally.
- Mistake your stoicism for heartlessness.
- Fear facing you in battle.

PHYSICAL DESCRIPTION

Vesk stand up to 7 feet tall, are generally muscular, and are covered in tough, scaly skin. Spiky horns grow from their skulls and form bony “beards” along their jaws that sometimes extend down their spines to their powerful tails. Vesk scales are generally shades of green but can also display vibrant, mottled coloration that’s sometimes considered an indicator of health and attractiveness.

Vesk adopted technological weapons early in their history but retain the brutal claws and teeth of natural predators. They take great care in grooming and painting their scales and claws to showcase their personal style and intimidate others.

SOCIETY

Vesk society is highly organized and militaristic. Vesk first dwelled on a single planet but quickly spread to other worlds in their system. Today, the name for these conquered worlds is the Veskarium, with each given a number to mark their distance from the sun (such as Vesk-6). Vesk Prime, the vesk ancestral home, is the seat of Veskarium government and the heart of their traditional culture.

In the Veskarium, social status is based around battlefield experience, usually earned through military service or mercenary work. Vesk culture strictly dictates everything from interpersonal behavior to mode of dress, and many vesk take pride in upholding these traditions. Vesk value stoicism outside of intimate relationships (including those forged through intense battle) and often follow rigid rules of etiquette. Breaking social customs or insulting a stranger could trigger a violent blood debt, so many vesk default to polite aloofness.

Vesk names typically combine elements of their parents' names, as well as those of other prominent ancestors. Companions often shorten these names for casual use, but doing so without permission is a grave insult. Some vesk take on epithets that signify their victories in combat, such as “Three Guns,” “Voidwalker,” or “Squadateer.”

Sample Names: Abazobari, Ahadigar, Astonad, Dotralan, Evdokayo, Goromitali, Julukesh, Katara, Obozaya, Oromeras, Radokama, Sarangari, Sobok, Terikoraz, Vindasorn, and Yuluzak

BELIEFS

Most vesk in the Veskarium honor Damoritosh the Conqueror, god of duty and war, and his army of battle saints. In life, the saints were mortal paragons who embodied vesk cultural values and attained divinity after earning Damoritosh's blessing; now they are worshipped alongside their deity. A

typical vesk faces all of life's struggles armed with ideals of honor and strength, recognizing that not all conflicts occur on the battlefield. Many vesk find comfort in rigid systems of law, while others hold their personal sense of morality above all else—in either case, most vesk don't hesitate to fight for what they believe is right. Even while fighting, vesk apply a code of honor to their actions, and conflicts within the Veskarium tend to be as disciplined as they are violent, stretching to accommodate opposing sides following the prescribed order of war and maintaining honor. A typical vesk always respects their opponent and shuns tactics considered dishonorable, such as executing prisoners or harming civilians.

Popular Edicts battle honorably, keep private emotions in check, never show weakness to enemies

Popular Anathema betray an ally

VESK HERITAGES

Vesk were shaped over time by the worlds they inhabited and battled over. Choose one of the following vesk heritages at 1st level.

BRISKWANDER VESK

You come from a line of vesk who were constantly on the move. Your Speed increases by 5 feet.

NIGHTSTALKER VESK

You've adapted to live your life in darkness, perhaps due to living underground, in poorly lit starship corridors, under smoke-shrouded skies, or on a planet far from its sun. You gain darkvision.

PLATED VESK

Your ancestors were the hardest specimens of vesk, having traveled far and wide while enduring hostile environments. Your scales count as medium armor in the plate armor group that grant a +4 item bonus to AC, a Dex cap of +1, a check penalty of -2, and a Strength threshold of +3, and has the comfort trait. You can wear a flight suit, but you can't wear other armor. You can etch armor runes (see *Pathfinder GM Core 226*) onto your scales, but you can't install armor upgrades.

VENOMTHOUGHT VESK

You are one of the notable vesk born with psychic talents. According to folklore, your lineage originated with an ancient cave-dwelling society on Vesk Prime who modified themselves with occult rituals, gaining “venomous thoughts” that could manifest in any future progeny. You can cast *daze*

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as an occult innate cantrip at will. A cantrip is heightened to a spell rank equal to half your level rounded up. You gain a +1 circumstance bonus to Occultism checks to Recall Knowledge about psychic traditions and philosophies.

WARBLOOD VESK

You come from a bloodline of renowned warriors who have honed their bodies over centuries to become lethal weapons. You gain the Brutal Anatomy ancestry feat twice.

VESK ANCESTRY FEATS

At 1st level, you gain one ancestry feat, and you gain an additional ancestry feat every 4 levels thereafter (at 5th, 9th, 13th, and 17th level). As a vesk, you choose from among the following ancestry feats.

1ST LEVEL

ARMOR ACE FEAT 1

VESK

You've learned through trial and painful error how to make the most out of your armor, deflecting damage from explosions and similar effects. Armor you wear gains the bulwark trait. When you're wearing armor that already has the bulwark trait, increase the modifier to Reflex saves to avoid damaging effects granted by that armor to +4, rather than +3.

BATHED IN BLOOD FEAT 1

VESK

You've spent your life on the battlefield, and you know how to inflict vicious, bloody wounds upon your enemies. You gain a +1 status bonus to any persistent bleed damage you deal. You can spend a 1-action activity during your turn to roll a DC 10 flat check to remove any persistent bleed damage you have.

BRUTAL ANATOMY FEAT 1

VESK

You're a natural predator and have trained to use part of your body as a weapon. When you select this feat, you gain one of the following unarmed attacks of your choice: jaws, claw, or tail. Each of these attacks is in the brawling weapon group.

A claw unarmed attack deals 1d6 slashing damage and has the agile, finesse, unarmed, and vesk traits.

A jaws unarmed attack deals 1d6 piercing damage and has the grapple, unarmed, and vesk traits.

A tail unarmed attack deals 1d6 bludgeoning damage and has the sweep, trip, unarmed, and vesk traits.

At 5th level, whenever you get a critical hit with one of these attacks, you get its critical specialization effect.

Special You can take this feat three times. Each time you do, select a different attack from the options listed above.

FEARLESS FEAT 1

VESK

Whether it comes from a sense of duty or a desire to succeed,

you rarely flinch when confronted by the horrors of the wider cosmos, and your allies are inspired by your strength. If you roll a success on a saving throw against a fear effect, you get a critical success instead.

MENACING SNARL ◊

FEAT 1

AUDITORY | VESK

Frequency once per hour

Trigger You frighten a creature.

You snarl, hiss, shout, or otherwise verbally menace the triggering creature as you frighten them. Increase the value of the frightened condition by 1.

VESK WEAPON FAMILIARITY

FEAT 1

VESK

You are trained with all doshkos. In addition, you gain access to all uncommon weapons with the vesk trait. For the purposes of proficiency, you treat any of these that are martial weapons as simple weapons and any that are advanced weapons as martial weapons.

At 5th level, whenever you get a critical hit with one of these weapons, you get its critical specialization effect.

5TH LEVEL

BLOOD SENSE

FEAT 5

VESK

You have a keen sense of smell and are capable of detecting bloody wounds at a distance. You gain blood sense as an imprecise sense with a range of 30 feet. This means you can use your sense of smell to determine the exact location of a living creature who is not at its full Hit Points. Creatures that don't have blood, such as oozes and constructs, can't be detected with your blood sense.

COMMAND TACTICS

FEAT 5

VESK

Whenever an ally selects you as the target of their attempts to Follow the Expert, you increase the circumstance bonus they receive to their skill check by an additional +1, or an additional +2 if you have master proficiency or higher (for a total of +3 for expert, +5 for master, and +6 for legendary).

DAMORITOSH'S CLAW ◊

FEAT 5

VESK

Prerequisites focus pool, worship Damoritosh

Frequency once per day

Requirements You are engaged in combat.

You pray to Damoritosh for a blessing in the heat of battle—and Damoritosh answers. You regain 1 Focus Point, up to your usual maximum.

TEAR WOUND ◊

FEAT 5

VESK

Prerequisites Bathed in Blood

Requirements Your most recent action was a critical success on a Strike with a melee weapon.

You tear your weapon out of your foe, leaving bloody, vicious wounds. You deal 1d4 persistent bleed damage to your target, or 1d6 persistent bleed damage if you have the critical specialization for the weapon used in the triggering Strike. You gain an item bonus to this bleed damage equal to the weapon's tracking bonus.

TERRIFYING BRAVADO**FEAT 5****VESK**

Trigger You critically succeed on a save against a fear effect whose source was a creature, or a creature critically fails or fails an Intimidation check to Demoralize you.

You laugh at your enemy's failed attempts to bully you, turning the tables on your foe with a display of terrifying bravado. You attempt an Intimidation check to Demoralize the triggering creature.

9TH LEVEL**EAGER COMBATANT****FEAT 9****VESK**

Trigger You roll Athletics or Intimidation for initiative.

You eagerly stride into battle, giving no thought to the consequences. You Stride in a straight line directly toward an enemy.

OPENING ROAR**FEAT 9****VESK**

Prerequisites expert in Intimidation

At the start of a combat encounter, if you are aware of your foes and aren't attempting to Sneak or Hide, you can roll Intimidation for your initiative and can use the result to Demoralize one foe within range.

Additionally, if you have the Battle Cry feat, you can Demoralize up to two creatures within 60 feet of you who you're aware of.

PLATED DEFLECTION**FEAT 9****VESK**

Prerequisites plated vesk heritage or Armor Ace

You've mastered using your own plate scales or worn armor to absorb devastating strikes. You gain the Plate Deflection reaction.

Plate Deflection **Frequency** once per day; **Trigger** A foe hits you with a critical hit; **Effect** You deflect the attack to a heavily armored part of your body. You don't take double damage from the critical hit but still take other effects.

13TH LEVEL**ADVANTAGEOUS ASSAULT****FEAT 13****VESK**

When your enemy is weakened, you press the attack. When you successfully Strike a creature that has the frightened or persistent bleed condition with a melee or ranged weapon, you gain a circumstance bonus to the damage roll equal to the number of weapon damage dice of the weapon used for the Strike.

BLOODLETTER**FEAT 13****VESK**

Prerequisites Tear Wound

Gutting your foes has become second nature, and you can perform horrifying acts in the thick of battle. You can use Tear Wound as a free action, rather than a single action.

CALL DOWN THE SAINTS**FEAT 13****VESK**

You have a deep reverence for the vesk battle saints and aspire to join their ranks one day. You can cast *spiritual guardian* as a 5th-rank divine innate spell once per day. When you do, the spiritual guardian that appears is a divine echo of one of the vesk battle saints.

At 15th level, the rank of *spiritual guardian* increases to 7th.

OVERCOME SHAME**FEAT 13****FORTUNE | VESK**

Frequency once per 10 minutes

Trigger You critically fail a melee or ranged Strike against an enemy.

You clear your mind of distractions and focus on your foe, determined to overcome the shame of your dishonorable failure lest it forever blemish your reputation. The next time you attempt to Strike the triggering creature before the end of your turn using the same weapon you used for the triggering Strike, you roll the attack roll twice and use the higher result. If the attack roll fails, you become overwhelmed with shame, gaining the off-guard condition until the end of your next turn.

17TH LEVEL**BATTLE SAINT****FEAT 17****VESK**

You have ascended to the rank of battle saint and expect to become a true divine servant of Damoritosh upon your death. You can cast *blessed boundary* and *divine decree* as 7th-rank divine innate spells once per day each.

BOLSTERED BY BATTLE**FEAT 17****VESK**

Frequency once per hour

Trigger You deal the killing blow to an enemy.

You find the battlefield as a second home, and the threat of battle and the thrill of victory invigorating. You gain a number of temporary Hit Points equal to your level. These temporary Hit Points last until the end of the current battle or for 1 minute, whichever is shorter.

IMPROVED BLOOD SENSE**FEAT 17****VESK**

Prerequisites Blood Sense

Your ability to detect the bloodied wounds of others improves as you can seek out wounded foes. Blood sense becomes a precise sense with a range of 60 feet against any target with persistent bleed damage.



Once known as ratfolk, ysoki are clever and flexible. With roots on countless worlds, ysoki work alongside larger species helping to establish communities and accomplish tough tasks. From the largest of crowds to the tightest of tunnels, a ysoki always knows how to find their way. Only the foolish overlook the presence of a ysoki in a group!



SIZE: SMALL
SPEED: 25 FEET

ATTRIBUTE BOOSTS

Dexterity
Intelligence
Free

ATTRIBUTE FLAW

Strength

LANGUAGES

Common, Ysoki, Akitonian

Additional languages equal to your Intelligence modifier (if it's positive). Choose from the list of common languages and any other languages to which you have access (such as the languages prevalent on your homeworld).

TRAITS

HUMANOID YSOKI

LOW-LIGHT VISION

You can see in dim light as though it were bright light, and you ignore the concealed condition due to dim light.



Ysoki populations thrived on Akiton, lost Golarion, and several other worlds for millennia before spaceflight accelerated cultural exchange in the Pact Worlds system. The question of whether these ethnicities share common ancestors or were examples of convergent evolution isn't important to most ysoki. Often gregarious, ysoki embrace far-flung "cousins" regardless of differences in appearance and heredity.

Most ysoki love technology and travel, even gravitating toward professions that others find unpleasant. Ysoki often work as junkers, long-haul starship crew members, or mechanics squeezing through cramped station corridors, so sure of their own worth that living and working in subpar conditions is often a source of pride rather than shame. If you want a character who is adventurous, confident, and curious, try playing a ysoki!

YOU MIGHT...

- Keep in touch with a large extended family scattered throughout the stars, with a cousin to visit in every port.
- Collect gadgets encountered in your travels and tinker with everything, even your own cybernetic augmentations.
- Adopt your coworkers and friends into a found family.

OTHERS PROBABLY...

- Assume you're disorganized and messy until they learn your habits.
- Value your skills with technology but wish you reassembled things as often as you took them apart.
- Depend on you to stick up for others and always get the job done.

PHYSICAL DESCRIPTION

Ysoki have whiskered snouts, large ears, and hairless tails, with red or black eyes and fur colors typically in shades of black, brown, gray, and white. Ysoki appearances vary considerably, even within a family unit. Many ysoki have evolved prehensile tails that help them keep their balance and maneuver in zero gravity, as well as keen noses that can identify complex chemicals by smell.

Ysoki instinctually maintain cleanliness through personal grooming and reinforce these habits throughout their strong social structures. Many ysoki use cosmetics to spice up their looks and favor cybernetic augmentations, often installed at a cousin's bustling street clinic. Ysoki enjoy expressing their personality through fashion, often layering clothing items and accessories into a jumbled fusion. Regardless of attire or profession, ysoki value preparedness and ingenuity, rarely leaving home without a few useful tools and supplies stuffed into a backpack, purse, toolbelt, or cheek pouch.

SOCIETY

Ysoki culture values life over credits, framing work as another communal activity to enjoy. Ysoki communities are tight-knit and welcoming, always eager to share a meal or swap spare parts with strangers who don't look down on them. Many ysoki adults enjoy distance correspondences with dozens of friends and relatives, reuniting for warren-wide celebrations whenever circumstance brings them back together. Others never leave their homes, serving as pillars of the community and curating collections of useful junk for generations of grandchildren.

When ysoki aren't exploring or tinkering, they enjoy time in communal warrens planet side or nestled into maintenance tunnels, access corridors, and other spaces often overlooked by larger folk. Ysoki warrens are cluttered with hoarded gadgets and boisterous family members. Hoards full of spare parts and half-finished projects are kept fastidiously clean, and shared living spaces are typically cramped but tidy—though the controlled chaos of a ysoki family's collection might seem like a mess to outsiders.

Nicknames are often as important to ysoki as their given names, and they enjoy giving their friends and family monikers based on their appearance or personality, such as "Snack," "Dot," "Sparks," or "Boom-Boom." Many ysoki family names incorporate their ships or home settlements.

Sample Names: Bena, Coponisa, Cors, Datch, Fitch, Goba, Kib, Lolo, Niknak, Quig, Resk, Sim, and Twik

BELIEFS

Ysoki care more about their family than abstract moral concepts, and most ysoki follow their warren's strict social codes even if they flout civil laws. Community is important to ysoki, and they're likely to respect other cultures' social expectations even when they don't agree.

Ysoki enjoy cultural exchange and acknowledge deities worshipped in their local settlements, but most never lose touch with two cultural touchstones: revering their ancestors and the goddess Lao Shu Po. Lao Shu Po remains important to ysoki culture throughout the stars, with every diasporic ysoki population venerating some version of Grandmother Rat. Lao Shu Po encourages followers to be selfish, engage in trickery, and embodies values most ysoki find indecent, though even upstanding ysoki agree that sometimes these traits are necessary for survival. For more information about the ysoki goddess Lao Shu Po, see page 246.

Popular Edicts put your community's interests above your own, maintain good personal hygiene, stay in touch with family

Popular Anathema throw away something that might be useful later

YSOKI HERITAGES

Ysoki adapt to almost any environment and thrive on countless worlds, ships, and stations throughout the galaxy. Some ysoki have roots on different worlds, or live entirely onboard generation ships that ply the stars. Choose one of the following ysoki heritages at 1st level.

AKITONIAN YSOKI

You or your ancestors were born on Akiton, where you grew up scrapping crashed starships or combing junk heaps for treasures. You can gain the trained proficiency rank in Crafting and can use Crafting instead of Thievery to Disable a Device. If you're already trained in Crafting, you instead gain the Quick Repair general feat.

DEEP YSOKI

You're accustomed to living in dark places, such as maintenance corridors, subterranean warrens, asteroids, and on distant moons and planetoids far from the sun. You gain darkvision.

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RATFOLK

In Pathfinder, ysoki are often referred to as ratfolk by other ancestries and use the ratfolk trait. In Starfinder, individuals of this ancestry are more commonly known by their proper ancestral name and use the ysoki trait. Treat the ratfolk trait as the ysoki trait for the purposes of using Pathfinder ratfolk options in Starfinder games.

LONGSNOUT YSOKI

The long snouts that run in your family give you a keener sense of smell than most ysoki. You gain imprecise scent with a range of 30 feet. This means you can use your sense of smell to determine a creature's location. The GM will usually double the range if you're downwind from the creature or halve the range if you're upwind.

In addition, you gain a +2 circumstance bonus to Perception checks to Seek a creature or object within the range of your scent.

SHIPBORN YSOKI

You were born aboard a starship, inside a space station's access corridors, or another similar environment. You gain the trained proficiency rank in Piloting. If you would automatically become trained in Piloting (from your background or class, for example), you become trained in another skill of your choice. If you get a success on a Piloting check to Navigate or Plot Course, you get a critical success instead.

You adapted to maneuvering in close quarters. You gain a +1 circumstance bonus to Acrobatics checks to Tumble Through the spaces of Medium or larger enemies, and the presence of an enemy doesn't make the squares difficult terrain.

TUNNEL YSOKI

Your incredibly small bones allow you to easily compress your body and squeeze through gaps, whether it's the space between walls to reach a severed data cable or the ductwork of a space station. You gain the Quick Squeeze feat, even if you aren't trained in Acrobatics. Tight spaces not tight enough to require the Squeeze action aren't difficult terrain for you.

YSOKI ANCESTRY FEATS

At 1st level, you gain one ancestry feat, and you gain an additional ancestry feat every 4 levels thereafter (at 5th, 9th, 13th, and 17th levels). As a ysoki, you select from among the following ancestry feats.

1ST LEVEL**CHEEK POUCHES****FEAT 1****YSOKI**

Your cheeks are stretchy, and you can store up to four items of light Bulk or less in these cheek pouches. None of these items

can have a dimension longer than 1 foot. As long as you have at least one item in your cheek pouches, your speech is noticeably difficult to understand. Placing an item in your cheek pouch or retrieving one is an Interact action. You can empty your mouth with a single action, causing everything you had stored in your cheek pouches to fall to the ground in your square.

GRANDMOTHER'S LORE**FEAT 1****YSOKI**

You cleave close to Lao Shu Po's teachings and aren't afraid to lie, cheat, or steal to get what you desire. Thanks to your extra devotion, you gain the trained proficiency rank in Deception and Thievery. If you would automatically become trained in one of those skills (from your background or class, for example), you instead become trained in a skill of your choice. You gain the Additional Lore general feat for Lao Shu Po Lore.

NIMBLE TAIL**FEAT 1****YSOKI**

You have an incredibly nimble tail that helps you balance in zero gravity; this could be a hereditary gift from your ancestors as they adapted to spaceflight or the result of personal augmentation. You can use your tail to Push Off while in zero-g. In addition, you ignore the clumsy and off-guard penalties while untethered in zero gravity.

TINKERING FINGERS**FEAT 1****YSOKI**

You're good with your hands and can quickly improvise a fix for broken or damaged equipment. You gain the trained proficiency rank in Crafting. If you would automatically become trained in Crafting (from your background or class, for example), you instead become trained in a skill of your choice. You can Repair an item without using a repair kit without taking the -2 circumstance penalty, improvising tools from whatever you have at hand.

VIOUS INCISORS**FEAT 1****YSOKI**

You've let your incisors grow long enough to serve as formidable weapons. You gain a jaws unarmed attack that deals 1d6 piercing damage. Your jaws are in the brawling group and have the finesse and unarmed traits. Unlike most creatures, you can file down your teeth and regrow them later on, enabling you to select this feat at any level, and to retrain into and out of this feat.

YSOKI LORE**FEAT 1****YSOKI**

Years of experience among ysoki communities have made you nimble, and you've learned to run and hide when enemies threaten. You gain the trained proficiency rank in Acrobatics and Stealth. If you would automatically become trained in one of those skills (from your background or class, for example), you instead become trained in a skill of your choice. You also gain the Additional Lore general feat for Ysoki Lore.

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5TH LEVEL

CORNED FURY

FEAT 5

YSOKI

When physically outmatched, you fight with unexpected ferocity. If a foe of a larger size than you critically hits and damages you, that foe is off-guard to you for 1 round.

PREHENSILE TAIL

FEAT 5

YSOKI

Prerequisites Nimble Tail

Your tail functions like an extra limb and is capable of some precision tasks. You can wield and hold one extra hand's worth of weapons and equipment with your tail, and you can use your tail to perform Interact actions. Your tail is considered one pair of hands for the purposes of designating your active hands with the Switch Active Hands action.

QUICK STOW

FEAT 5

YSOKI

Prerequisites Cheek Pouches**Frequency** once per round

You are adept at quickly moving items into your cheek pouches. You Interact to store one held item in your cheek pouches (provided it fits).

5TH LEVEL

BIG MOUTH

FEAT 9

YSOKI

Prerequisites Cheek Pouches

Your cheek pouches are especially stretchy. Instead of storing up to four items of Light Bulk in your cheek pouches, you can store up to 1 Bulk worth of items. The maximum size of a given item is unchanged.

OVERCROWD

FEAT 9

YSOKI

Your physiology is slight, and you can pack into small spaces with others of similar stature. As long as you are Small, you can end your movement in the same square as a Small ally. Only two creatures total can share the same space when using this ability or a similar one.

UNDERFOOT

FEAT 9

YSOKI

Prerequisites shipborn ysoki heritage or tunnel ysoki heritage

You use your size against larger foes, moving through them in a variety of ways to avoid notice and move undisturbed. As long as you are Small, you can end a successful Tumble Through action in a Medium or larger sized enemy's space. The enemy must have appropriate limbs or otherwise leave you enough room for this maneuver, as determined by the GM. You could not, for example, occupy the space of an ooze that matches the full dimensions of the square. While you occupy an enemy's space, that enemy is off-guard to you, and it treats its space as difficult terrain.

13TH LEVEL

EXPLOSIVE SURPRISE

FEAT 13

YSOKI

Prerequisites Cheek Pouches

You have mastered the infamous ysoki martial art of spitting a live grenade from your mouth. It takes 10 minutes to safely prepare a grenade and store it in your cheek pouch. As a single action, you can draw and throw this specially prepared grenade using your mouth. You don't need a free hand to do so.

GRANDMOTHER'S BLESSING

FEAT 13

UNCOMMON YSOKI

Prerequisites worship Lao Shu Po

Lao Shu Po notices your devotion. You can shroud yourself in darkness, and when you pray, she may even deign to give you a morsel of information. You gain *darkness* and *read omens* as 4th-rank divine innate spells. You can cast each spell once per day. You can see through the darkness created by your own *darkness* spells without difficulty, as if you had greater darkvision.

SKULKING STRIKE

FEAT 13

YSOKI

Prerequisites Underfoot

Trigger An enemy occupying the same space as you uses a manipulate action or a move action, makes a ranged attack, or leaves a square during a move action it's using.

You launch an attack from below. Make a melee Strike against the triggering creature. If your attack is a critical hit and the trigger was a manipulate action, you disrupt that action. This Strike doesn't count toward your multiple attack penalty, and your multiple attack penalty doesn't apply to this Strike.

17TH LEVEL

GRANDMOTHER'S CHOSEN

FEAT 17

YSOKI

Prerequisites worship Lao Shu Po

Your steadfast faith in Lao Shu Po has her attention. You gain *divine decree* as a 7th-rank divine innate spell once per day. Additionally, once per month, whenever you would die, your body instead transforms into a swarm of dispersing rats. 1d6 days later, these rats regather in a safe space of the GM's choosing (a site dedicated to Lao Shu Po, if possible), reforming your body. You are returned to life at your maximum Hit Points.

SLIP FROM SIGHT

FEAT 17

YSOKI

Prerequisites legendary Stealth**Frequency** once per hour

Trigger You successfully use Stealth to Hide and become hidden from all your current foes, or you successfully use Stealth to Sneak and become undetected to all your current foes.

Whether through the use of technology, magical talent, the blessing of Lao Shu Po, or uncanny luck, you slip from sight completely, becoming invisible for 1 minute, or until you take a hostile action.

A borai is simultaneously living and dead—a corpse reanimated by its own soul into something just barely living. Despite being corporeal undead, a borai's body is alive, and functions as a living shell that protects their tattered, undead soul, making them something altogether unique.



Borais are most often created by others through a botched resurrection attempt (whether magical or technological) or necromantic experimentation, or by oneself through sheer stubborn determination and refusal to accept one's demise. Once a person becomes a borai, their living body and undead soul are inexorably bound to one another. A borai's body draws vitality from the soul, preventing external rot and degradation, while the soul tenaciously clings to their body as a vehicle for corporeality and prolonged life.

Even if a borai is killed and resurrected or reincarnated, this bond isn't severed, and a borai always comes back as a borai.

Unlike many forms of undead, borais are the same person they were before their death—they retain their personality, memories, and feelings, and often seek to maintain the emotional connections and relationships they forged in life. Yet, death has left its mark on borais, and many living beings innately sense something is off about a borai, putting a strain on a borai's relationships and other pre-existing social connections. This slow fracturing of friendships and souring of support systems tends to push borais out of their comfort zone, driving them from their homes and past lives and toward the unknown—an experience that leaves many borais jaded, emotionally guarded, or eager to embrace new experiences.

If you want to play a character who blurs the lines between living and dead, and who's struggling to find their place in the universe, you should play a borai.

PHYSICAL DESCRIPTION

Borais appear as they did in life, save that their skin takes on a pallid, waxy hue, and their blood becomes infused with void energy, turning it into a thick black ichor that's clearly visible through their flesh. As their body is alive, borais must breathe, eat, and sleep, and they can be healed, stabilized, and even resurrected like any other living creature. Borais age at radically slowed rates, allowing them to live for a few additional centuries. After this time, a borai's physical body deteriorates to such a degree that the soul can no longer sustain it; the borai then both dies (as living creatures do) and is destroyed (as undead creatures are). Scholars are divided as to whether these souls move on to their appointed afterlives or deteriorate and immediately re-enter the cycle of souls as raw quintessence in Creation's Forge.

SOCIETY

Borais are reanimated all throughout the galaxy, from the Pact Worlds to the Vast, making them a diverse people with a scattered population. Most borai are "born" on Eox or on other planets where necromancy, religious resurrections, and scientific research into immortality are commonplace. Many borais begin their second lives trying to live as they did before their death, living the same lives and maintaining the same routines and relationships—usually while attempting to hide their undead nature using cosmetics, illusions, or augmentations. This is frequently doomed to failure, either because those around them reject their new state, or because the borai feels out of place

YOU MIGHT...

- Be determined to succeed and refuse to accept your own failure or defeat.
- Embrace new experiences, places, and relationships, perhaps even recklessly or to your own detriment.
- Fear what killed you or avoid the place you died.

OTHERS PROBABLY...

- Confuse you with a bonetrooper, corpsefolk, necrovite, or other undead, and become surprised when you breathe, eat, or sleep.
- Find your presence unnerving, even if they can't pinpoint why.
- Seek your advice about grief, loss, death, and the afterlife.

and distant from their life. While some borais choose to travel the galaxy, others migrate to regions more accepting of undead, such as Eox. As borais require the same comforts as living creatures, they have trouble fitting in, even within undead societies. A coalition of borais based out of Absalom Station have banded together to petition the Pact Council for official rights to an asteroid or small moon to create a home planet, though their requests have yet to bear fruit.

Borais who've lived over a decade as undead tend to consider family a matter of friendship, loyalty, and love rather than a matter of genetics or lineage. Found families and sprawling friendship groups are common, though some instead find companionship in mercenary or military units, among members of the same social movements or religious institution, or within the cutthroat hierarchy of a corporation or consortium. Some borais embrace their ominous presence and disconcerting aspects, finding employment as terrifying enforcers or imposing bodyguards, while others seek to overcome and erase the stigma of their undead nature by holding diplomatic positions or taking jobs where they interact with the public.

No widespread naming conventions exist for borais, and most retain the name that they had in life. Some borais who leave behind their old lives adopt new names of their own creation that they feel better represent their identity heading into the second (or arguably third) phase of their life.

Sample Names: Agavana, Ajanu, Cailis, Enduri, Jiann, Kilarra, Orthei, Ruven, Taylehm, Thel-Sevai, Tis, Yevtori

BELIEFS

Borais are influenced by the cultures and societies they were born into, and many continue to worship the same gods and cleave to the same philosophies as they did in life. With time, most borais tend to favor gods of emotion or travel, or who hold sway over the dead, such as Weydan, Zon-Shelyn, or Urgathoa. Those who cleave to modern fads and trends, and who manage to keep up with the fast-paced galactic zeitgeist, instead tend to worship Lambatui. Many borais take solace in a philosophy known as the Song of Silence, which teaches that undeath is the ultimate goal of life, and that one's mortal life is simply a trial run for one's undead life, where one can take the lessons learned through mortality and apply it to their second life, becoming perfected or enlightened.

Popular Edicts embrace new experiences, learn from your past, refuse to accept defeat

Popular Anathema abandon those who accept you as you are

BORAI (HERITAGE)

You've returned from the brink of death as a borai—at once both living and undead. You gain the borai and undead trait, in addition to the traits from your ancestry. Unlike other undead, you do not gain void healing. You're healed by vitality effects and damaged by void damage, as if you were a living creature. Likewise, you can be stabilized, healed, and brought back to life as if you were a living creature, save that you always return to life in your normal undead state (as a borai). You gain low-light vision, or you gain darkvision if your ancestry already has low-light vision. You can choose from borai feats and feats from your ancestry whenever you gain an ancestry feat.

VERSATILE HERITAGES

Some heritages, known as versatile heritages, can be applied to any ancestry; for instance, creatures touched by the influence of the Drift can be born to any ancestry as prismeni. Generally, versatile heritages represent heritage options available to all ancestries for extra customization, such as a character who has a mixed ancestry or one with a more unique or otherwise unusual origin.

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BORAI ANCESTRY FEATS

The following feats are available to borai characters.

LINEAGES

Borai can select any of the following lineages.

ETHERIC

BORAI LINEAGE

You became a borai through a botched resurrection attempt—perhaps a magic spell disrupted, a religious rite gone awry, or faulty technology. Your soul is loosely tethered to your body, allowing you to temporarily shield your living form from the ravages of the void. You gain the Soul Shield reaction.

Soul Shield ↗ (borai, void) **Frequency** once per day; **Trigger**

You would be dealt void damage; **Effect** You push your soul out of your body and use it as a shield to protect your living form from the ravages of the void. Against the triggering damage and until the beginning of your next turn, you gain void healing, meaning you are healed by void damage and harmed by vitality damage.

HEADSTRONG

FEAT1

BORAI LINEAGE

You became a borai through your own stubborn willfulness. When you died, you refused to accept your own defeat and clung to your corpse, forcing your soul back into your body and giving you life along with it. You gain a +1 circumstance bonus to Will saving throws against fear and effects that would make you confused or controlled, and a +1 circumstance bonus to your Will DC against attempts to Demoralize you.

NECROTIZED

FEAT1

BORAI LINEAGE

You became a borai intentionally, through necromantic experimentation conducted by yourself before your death or another individual after your death. This experimentation has strengthened your defenses against death but has also made you look more like a corpse than a living being. You gain the Diehard feat and death effects no longer kill you if they reduce you to 0 Hit Points. This keeps you from being automatically killed or from having your dying value automatically decrease, but it doesn't make you immune to other parts of the spell or effect. For example, you can still take mental damage and become frightened by a *vision of death*, you just don't instantly die from it.

1ST LEVEL

BALEFUL GAZE

FEAT1

BORAI CONCENTRATE EMOTION FEAR MENTAL VISUAL

Frequency once per minute

You have an ominous presence that unnerves the living. You've learned to harness this sinister aura to your own advantage and can scare your foes with a focused glance. Focus your ill intent at one living creature within 30 feet. The target must

succeed at a Will save against the higher of your class DC or spell DC, or become frightened 1 (frightened 2 on a critical failure) and be stupefied 1 as long as the frightened condition lasts. Once you've used Baleful Gaze against a creature, it's temporarily immune for 24 hours.

BORAI LORE

FEAT1

BORAI

Since your resurrection, you've learned a lot about yourself, your place in the cycle of souls, and other undead. You become trained in Intimidation and Religion. If you would automatically become trained in one of those skills (from your background or class, for example), you instead become trained in a skill of your choice.

You gain the Additional Lore general feat for Borai Lore.

DEATH-TOUCHED CASTER

FEAT1

BORAI

You exist on the boundaries between life and death, and you can channel your own imbalanced spiritual essence into magical spells. Choose one of the following cantrips: *vitality lash* or *void warp*. You can cast this spell as a divine innate spell at will. A cantrip is heightened to a spell rank equal to half your level rounded up.

Special You can select this feat twice. Each time, you must select a different cantrip.

ONLY SLIGHTLY DEAD

FEAT1

BORAI

Your living body is flush with vitality, which easily hides your ichor-filled veins from sight. You don't have to attempt Deception checks against a creature's Perception DC to successfully Impersonate yourself as a living member of your ancestry or hide your borai heritage, nor do you require a disguise kit for such Impersonations. This is a non-magical effect that doesn't protect against detection, revelation, or scrying effects. Additionally, when a creature actively attempts a Perception check against you, you gain a +4 circumstance bonus to your Deception DC, but only for the purposes of seeing through your disguise when you're Impersonating yourself as a living member of your ancestry or otherwise attempting to hide your borai heritage.

5TH LEVEL

DEATHLY CONSTITUTION

FEAT5

BORAI

Thanks to your life-altering brush with death, your living body is better protected against the weaknesses of the flesh. You gain a +1 circumstance bonus to Fortitude saves against disease and poison.

ONE WITH THE VOID

FEAT5

BORAI

The ichor pulsing through your veins is more liquefied void energy than blood, and it protects your flesh from similar substances. You have void resistance equal to half your level.

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SOUL SUSTENANCE

FEAT 5

BORAI

Your soul is nearly whole and can sustain your living body indefinitely, without the need for outside nourishment. You don't need to eat or drink.

UNLIVING MEMORIES

FEAT 5

BORAI

Some element of your borai nature gives you flashes from somewhere beyond, visions from the afterlife you were intended for or might still one day obtain. You become trained in a skill of your choice and gain the Additional Lore feat for a Lore subcategory about a specific plane tied to your afterlife (such as Heaven, Hell, Nirvana, or Outer Rifts Lore).

9TH LEVEL

SHROUD OF SHATTERED SPIRITS

FEAT 9

BORAI

Frequency once per day

Trigger An enemy's Strike or targeted effect would hit you and you weren't already concealed, hidden, or undetected by that enemy.

Your mere presence attracts restless spirits, haunted objects, spiritually active substances, and fragmented souls, like a magnet attracts iron. You manifest these spirit shards in a chaotic whirlwind around you that you barely control with your thoughts. You become concealed until the beginning of your next turn, and the flat check for concealment applies to the triggering Strike or effect that would have hit you. If the flat check fails, the Strike or effect misses you.

RESONANT WEAPON

FEAT 9

BORAI DIVINE SPIRIT

You release a pulse of spiritual energy into one weapon you're holding, making it resonate with immaterial soul stuff. Until the beginning of your next turn, your weapon gains the effects of the *ghost killer* weapon fusion (page 192). At 17th level, Strikes with the weapon deal 1d6 additional spirit damage.

UNLEASH PNEUMA

FEAT 9

BORAI

Frequency once per day

You unleash a portion of your spiritual essence—either the vitality of your living body or the void of your undead soul—in a violent burst around you. You deal 5d6 damage of your selected type (see below) to all adjacent creatures (basic Reflex save using your class DC or spell DC, whichever is higher). At 9th level and every 2 levels thereafter, this damage increases by 1d6.

When you take this feat, choose either vitality or void. Once chosen, this selection can't be changed. Unleash Pneuma deals the chosen damage type and gains the chosen trait.

Special You can take this feat twice, but you must select a different damage type each time. If you do, Unleash Pneuma's frequency becomes once per day per damage type, rather than once per day.

13TH LEVEL

INTUITIVE TALENT

FEAT 13

BORAI

Frequency once per hour

You enjoy embracing new experiences and have a knack for picking up new skills and talents, sometimes over the course of countless lifetimes, as your semi-dead nature grants you a wider perspective. Choose a skill that you're untrained in. Until the beginning of your next turn, you become trained in the chosen skill.

METABOLIZE SOUL

FEAT 13

BORAI CONCENTRATE HEALING

Frequency once per day

You force your body to metabolize a portion of your animating soul to rapidly heal your wounds and prolong your life. You regain 3d8 Hit Points plus a number of additional Hit Points equal to your level.

STUBBORN AS...

FEAT 13

BORAI

You're willful, stubborn, and refuse to accept your own failure—traits that have served you well in life and in death. When you critically fail a saving throw against a mental effect, you get a failure instead. Additionally, you gain the Deny Failure reaction.

Deny Failure (borai, fortune) **Frequency** once per day;

Trigger You fail or critically fail a saving throw; **Effect** You refuse to accept your failure! Reroll the triggering saving throw. If your result is a critical failure, this use of Deny Failure doesn't count toward its frequency.

17TH LEVEL

BALEFUL AURA

FEAT 17

BORAI

Prerequisites Baleful Gaze

You've learned to unleash the anger and malice built up over the course of your life and restless death against multiple foes at once, creating a potent aura around yourself. You can choose to use Baleful Gaze as a 2-action activity, rather than 1. When you do, Baleful Gaze gains the divine trait, loses the visual trait, and affects each living creature in a 30-foot emanation, rather than a single living creature.

UNDYING

FEAT 17

BORAI

Frequency once per hour

Trigger You have the dying condition and are about to attempt a recovery check.

You've died once before and have no intention of dying ever again, so your soul stubbornly resuscitates your body when you would otherwise perish. You're restored to 1 Hit Point, lose the dying and unconscious conditions, and can act normally on this turn. You increase your wounded condition as normal.

Prismen are suffused with the energy of the Drift, a recently discovered hyperspace plane, and are spiritual kin to the spectra who call that plane home. Wherever they go and whatever they do, they carry a fragment of the Drift inside them, and they can access that plane and its power through this internal connection.



Prismen are inherently “plugged in” to the Drift, but the origins of this connection are variable. Most prismen were born prismen—some to parents who were particularly devout followers of Triune and some to non-worshippers who happened to be in the Drift when their child was born, hatched, gestating, or conceived. Yet, not all children born in the Drift become prismen, just as not all those born to pious Triunites become prismen. Most believe that their lineage is a direct result of Triune’s blessing, while others believe it comes down to luck, genetics, or a quantifiable scientific factor that’s yet to be identified.

Some prismen aren’t born but transformed, becoming prismen only after prolonged close contact with a spectra, being present at a spectra gathering, or after performing a dangerous task on behalf of Triune. In these instances, becoming a prisme is considered a blessing, granted by Triune to its chosen children. During the recent Drift Crisis, a year-long event that saw the Drift crash and slowly reboot back to functionality, prismen were born and transformed with incredible frequency, increasing their population and incidentally giving prismen greater influence on the galactic stage than ever before.

Like the Drift itself, prismen are always in motion. They dislike idleness and monotony and sometimes go out of their way to break routines, traditions, and expectations simply for the excitement of trying something new. This refusal to settle is often literal, with prismen changing jobs and homes frequently, or drifting in and out of relationships with abandon, but it’s just as often immaterial, with prismen embracing innovation, experimentation, education, or new fads and trends. Prismen like to travel and explore, usually to places and planets far from their own, and feel a thrill at experiencing the unfamiliar. Many can instinctively control and understand technology or speak wirelessly with technological creatures. Some can create and harness electricity. To many prismen, entering the Drift feels like coming home, and most describe it as tranquil or soothing. Some prismen have a connection to the Drift so strong that their body is sustained or rejuvenated by its energies—the Drift nourishes their bodies, heals their wounds, protects them from harm, and settles their ever-racing thoughts.

If you want to play a character who embraces change and exploration, or who has a connection to the Drift, you should play a prisme.



YOU MIGHT...

- Be easily bored by routine, familiar sights and tasks, and predictable outcomes.
- Love to travel and experience new cultures and societies.
- Have an instinctive understanding of technology.

OTHERS PROBABLY...

- Assume you know all about the Drift.
- Expect you to worship Triune or be close friends with a spectra.
- Consider you restless, flighty, or irresponsible.

PHYSICAL DESCRIPTION

Prismenis look similar in appearance to their parents and are instantly recognizable as a member of their ancestry, yet they have unique features that set them apart visually from their peers, such as metallic gray eyes, rainbow-colored locks, thick cords or wire for hair, or flesh that shimmers with different colors in various light. Many have technological or electrical components naturally integrated into their body or can create and manipulate electricity. While within the Drift, prismenis "come alive"—their hair, flesh, and eyes become more colorful and vibrant, their countenance more expressive, and their actions more confident.

SOCIETY

While all prismenis are drawn inexorably to the Drift, they rarely stay in one place for long and prefer to remain on the move, making gatherings of prismenis few and far between. Sometimes, prismenis incidentally gather at sites important to spectras or Triune, such as Drift beacons, or at exciting, once-in-a-lifetime events—such gatherings are often termed "flashmeets," though religious prismenis tend to believe these gatherings are the will of Triune, drawing its disparate children together in joy or for a shared purpose.

Regardless of their homes or lifestyles, prismenis value freedom and change. They take joy in discovery and exploration, both physical and intellectual, and understand that nothing lasts forever—nor would they want it to. Most prismenis trust their own feelings and instincts, and understand when it's time to leave a relationship, or show understanding when left in turn. They stagnate under the yoke of routines and traditions that they can't escape.

Prismenis hold few naming conventions, selecting names that speak to them on a personal level rather than cultural. Most change their name at least twice in their life, once to shed the name given to them by others for one they feel resonates better with their identity, and again whenever they believe they've changed, learned a great lesson, or otherwise have become someone new. They adore nicknames and appellations, both those given to them by others and chosen for themselves.

Names: Anon, Coda, Bellasoar, Ector, Freedom's Wing, Ilioch, Jalavel, Ozarin, Red, Sipri, Szazah, Tizera, Una.

BELIEFS

Thanks to their deep spiritual connection to the Drift, the vast majority of prismenis worship Triune. Those who don't tend to be atheists. Prismenis who worship other gods often favor gods of chaos, change, innovation, or travel, such as Besmara, Oras, Yaraesa, or Weydan.

Popular Edicts break with tradition, trust your feelings, visit new places

Popular Anathema allow others to dictate your decisions or impede your freedom

PRISMENI (HERITAGE)

You have an innate connection to the Drift. You gain the prismeni trait, in addition to the traits from your ancestry. While in the Drift, you can automatically pinpoint the location of Drift beacons, Drift drives, Drift engines, and other Drift-related technology within a 100-mile radius. If you're Piloting a starship that doesn't have a Drift engine, you can serve as a connection between the Drift and that starship. This is a 1-minute activity that has the concentrate trait, and it allows the starship you're Piloting to enter or exit the Drift. Once within the Drift, the starship travels via conventional thrusters, as normal. When you get a critical failure on a Piloting check to Navigate or Plot Course through the Drift, you get a failure instead. You can choose from prismeni feats and feats from your ancestry whenever you gain an ancestry feat.

PRISMENI ANCESTRY FEATS

The following feats are available to prismeni characters.

LINEAGES

Prismeni can select any of the following lineages.

DRIFT-TOUCHED

FEAT 1

CONCENTRATE | **LIGHT** | **LINEAGE** | **PRISMENI**

Frequency once per day

You were born in the Drift and now, even after leaving, the plane is always a part of you. With a thought, you seize a fragment of the Drift and temporarily transplant it onto the battlefield as an intangible barrier of colorful light. This shimmering field appears within 30 feet and is straight and vertical, stretching up to 10 feet long and 10 feet high. The barrier grants concealment to creatures targeted through it, and it sheds colorful bright light for 10 feet on each side and dim light for the next 10 feet. You can ignore any concealment granted by the barrier. The barrier lasts for 5 rounds. At 13th level, the barrier instead grants standard cover.

SPECTRASOUL

FEAT 1

LINEAGE | **PRISMENI**

You have a close connection to spectra and became a prismeni due to their presence or interference. You can

communicate mentally with spectra and with intelligent constructs with the tech trait within 30 feet. You don't need to share a language to communicate with such creatures in this way. This doesn't give you any special access to their thoughts and communicates no more information than normal speech would.

TRIUNE'S CHOSEN**FEAT1****LINEAGE | PRISMENI**

Triune chose you to become a prismeni. You hold the All-Code and its blessings close in your heart and cherish the knowledge and skill it has imparted upon you. You become trained in Religion and Triune Lore. You gain access to the pulse gauntlet, and for the purpose of determining your proficiency, the pulse gauntlet is a simple weapon. Whenever you gain a class feature that grants you expert or greater proficiency in certain weapons, you also gain that proficiency in the pulse gauntlet.

1ST LEVEL**DATA JOCKEY****FEAT1****PRISMENI**

Like spectra, you can easily send data to other technological devices. You can cast the *implant data* cantrip as a divine innate spell at will. A cantrip is heightened to a spell rank equal to half your level rounded up.

LIVING BATTERY**FEAT1****CONCENTRATION | PRISMENI**

Your body produces an overabundance of electrical energy, which you can emit as a blast of lightning or to power technological devices. You can cast the *electric arc* cantrip as a divine innate spell at will. A cantrip is heightened to a spell rank equal to half your level rounded up.

When you cast *electric arc*, the spell's targets become "1 or 2 creatures or tech items (in any combination)." If you target a tech item, that item isn't damaged. Instead, it gains one of the following benefits.

- If the item is a battery, the battery regains 2 charges per spell rank.
- If the item has a usage and is powered by a battery, that item's usage is reduced to 0 for 1 round per spell rank.
- If the item needs a continuous external power source (such as an item plugged into an electrical outlet or power grid) and is currently off or lacking a power source, that item turns on for 1 round per spell rank.

PRISMENI LORE**FEAT1****PRISMENI**

As someone touched by the Drift, you've learned how to remain hidden and navigate the wider cosmos. You become trained in Piloting and Stealth. If you would automatically become trained in one of those skills (from your background or class, for example), you instead become trained in a skill of your choice.

You also gain the Additional Lore general feat for Prismeni Lore.

TECH FAMILIARITY**FEAT1****PRISMENI**

You have an intuitive understanding of computers, machines, and other technological devices. You become trained in Computers and Crafting. If you would automatically become trained in one of those skills (from your background or class, for example), you instead become trained in a skill of your choice.

5TH LEVEL**DRIFT HOP ♦****FEAT5****PRISMENI | TELEPORTATION****Frequency** once per day

You travel across the battlefield via the Drift. You teleport up to a distance equal to your Speed within your line of sight. If you're in the Drift, the distance you can teleport is doubled.

ELECTRICAL SHIELDING**FEAT5****PRISMENI**

Your body is insulated from electrical attacks. You gain electricity resistance equal to half your level (minimum 1). Additionally, you gain the Redirect Current reaction.

Redirect Current ↗ (electricity, prismeni) **Frequency** once per hour; **Trigger** You're dealt electricity damage, and your electricity resistance doesn't reduce this damage to 0; **Effect** After being shocked, you seize the electricity coursing through your body and redirect it at another creature within 30 feet. That creature cannot have already taken damage from the effect that damaged you. That creature is dealt electricity damage equal to the amount of Hit Points you lost from the triggering electricity damage (basic Reflex save using your class DC or spell DC, whichever is higher).

TECH CASTER**FEAT5****PRISMENI**

Your ability to control and empower technological devices has improved. You gain *delete* and *supercharge weapon* as 1st-rank divine innate spells. You can cast each of these divine innate spells once per day.

VERBAL TRANSMISSION ♦**FEAT5****CONCENTRATION | PRISMENI****Frequency** once per hour

You can project your words through wireless transmission, rather than speaking aloud, causing your words to emit from unsecured technological devices as either audio, text, or both. For example, your voice could emit audibly from an intercom or appear as text on a vidscreen or holosign. Select an unsecured technological device within 100 feet. For 1 minute, you can choose to transmit anything you say through that output device, rather than say it aloud. You can change which device you use as an output as a single action. Doing so doesn't extend the duration.

9TH LEVEL

COSMIC TRAVELER

FEAT 9

PRISMENI

The Drift is your true home, and you can survive within it indefinitely. While you're in the Drift, you gain the cosmic trait and you don't need to eat or drink. While you're in the Drift and a vacuum, you gain a fly Speed equal to your land Speed.

REMOTE ACCESS

FEAT 9

PRISMENI

You can communicate wirelessly with technological devices within 10 feet, allowing you to attempt Computers checks on these devices without a user interface or hacking kit. If you can already attempt Computers checks at range, you increase the distance that you can do so by an additional 10 feet.

REVITALIZED BY THE DRIFT

FEAT 9

PRISMENI

The Drift revitalizes your spirit and restores your vitality, healing your wounds. If you rest for 10 minutes while within the Drift, you gain Hit Points equal to your Constitution modifier × your level. This is cumulative with any healing you receive from Treat Wounds.

Once per hour, you can focus or meditate on your inherent connection to the Drift. This is a 10-minute activity that has the concentrate and exploration traits. When you do, you are treated as if you had rested for 10 minutes while in the Drift, save that the number of Hit Points you regain from this feat is halved.

SPATIAL DRIFT

FEAT 9

PRISMENI

You can instinctively find shortcuts through space, allowing you to go further faster, much like the Drift is used to take shortcuts through the stars. To you, distance is malleable. Your speed increases by 5 feet. Increase the range increment of ranged weapons you wield by 10 feet, or by 25 feet if the weapon has a range of over 100 feet.

13TH LEVEL

DRIFT SLIP ↘

FEAT 13

PRISMENI TELEPORTATION

Frequency once per minute

Trigger An enemy's Strike would hit you and you weren't already concealed, hidden, or undetected to that enemy.

You momentarily slip into the Drift, becoming concealed against the triggering Strike. If the flat check for concealment fails, the Strike misses you. After resolving the triggering Strike, you reemerge from the Drift in an adjacent, unoccupied space.

ENCODE PRESENCE ↗

FEAT 13

PRISMENI VISUAL

Frequency once per hour

You instinctively encode your presence, obscuring your identity and scrambling your visual appearance to

technological visual sensors. You become concealed to all technological visual sensors, such as security cameras, ocular cybernetic augmentations, and the visual processors of technological constructs, for 1 minute. As the nature of this effect still leaves your location obvious, you can't use this concealment to Hide or Sneak.

FREQUENT DRIFTER

FEAT 13

PRISMENI

Prerequisites Drift Hop

Your connection to the Drift has strengthened, allowing you to travel through it more often. The frequency of Drift Hop changes to once per hour.

SCRAMBLE TECH

FEAT 13

PRISMENI

With a thought, you can infect a technological creature or device with a short-lived virus, causing the object to glitch and malfunction. You gain *discharge* as a 3rd-rank divine innate spell. You can cast this spell twice per day.

17TH LEVEL

DRIFT STRIKE ↘

FEAT 17

PRISMENI

Frequency once every 10 minutes

Requirements Your last action was a successful critical hit melee Strike against a creature.

You launch the triggering creature into the Drift to reposition it across the battlefield. The creature is teleported to a location of your choice up to a distance of 20 feet from its starting location and within your line of sight. If you're in the Drift, the distance you can teleport the target is doubled. The creature must be able to fit in its new location, and its new location must be unoccupied. The creature can attempt a Will save.

Critical Success The target is unaffected.

Success The distance you can teleport the target is halved, and the target can't be moved to a location that's hazardous or would result in a fall.

Failure You teleport the target the noted distance.

Critical Failure The distance you can teleport the target is doubled.

SPECTRA ASCENDANT

FEAT 17

PRISMENI

Prerequisites Cosmic Traveler

Whether through a quirk of your bloodline, the interference of powerful spectra, or Triune's blessing, your body has been flooded by the essence of the Drift, transforming you into a spectra. You cease aging. You gain darkvision, the cosmic trait, and a fly Speed equal to your land Speed. While you're in the Drift, your fly Speed is equal to double your Speed. Once per day as a 2-action activity, you can fire a powerful laser blast in a 120-foot line, dealing 7d12 fire damage (basic Reflex save using your class DC or spell DC, whichever is higher). This effect has the concentrate, fire, light, and manipulate traits.

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Your character's abilities don't spring into existence at the moment they take up the adventuring life. Their background—the role they had before they became an adventurer—also provides a number of abilities. Most backgrounds are common and can be selected by any character, but some adventurers come from more distinctive roots. The particular histories behind these rare backgrounds provide specialized benefits.



The following common backgrounds are available to any character during character creation. They represent backgrounds common in the futuristic setting of Starfinder, representing what many citizens of the Pact Worlds have as an upbringing or profession. Some of these backgrounds grant skill feats from Chapter 5 of this book or listed in *Pathfinder Player Core*.

ATHLETE**BACKGROUND**

You've strengthened your body through practice drills and workouts, making sure not to waste a single drop of sweat in your quest for gains. You might be a champion fighting arena matches, a hardcore gym rat, or a heavy hitter on a competitive sports team—what matters to you is the rush you get when you beat a personal record.

Choose two attribute boosts. One must be to Strength or Dexterity, and one is a free attribute boost.

You're trained in the Athletics skill and the Sports Lore skill. You gain the Deadlift skill feat.

BRUTARIS PLAYER**BACKGROUND**

The sound of a roaring crowd still sends your heart pumping as you recall your glory days as a brutaris player. Whether you retired successfully or were taken out of commission at the height of your career, you have maintained your conditioning and will always be ready for your next big game.

Choose two attribute boosts. One must be to Strength or Constitution, and one is a free attribute boost.

You're trained in the Athletics skill and the Sports Lore skill. You gain the Quick Jump or Titan Wrestler skill feat.

CITY SLICKER**BACKGROUND**

You've lived long enough in a major settlement to know how to keep your head down, avoid direct eye contact, and otherwise move about your day without drawing any attention to yourself. Whether you were a detective tailing a suspect or just lived in a crime-ridden neighborhood, you've always been able to slip into a crowd to avoid causing trouble.

Choose two attribute boosts. One must be to Dexterity or Charisma, and one is a free attribute boost.

You're trained in the Deception skill and a Lore skill about a specific settlement. You gain the Face in the Crowd skill feat.

CLEANER**BACKGROUND**

You know how to remove all traces of a crime before any bystanders have a chance to become witnesses. Whether you worked under the table for legitimate clients like AbadarCorp or learned your trade as a member of a criminal organization like the Golden League, you know how to leave a crime scene as good as new.

Choose two attribute boosts. One must be to Dexterity or Charisma, and one is a free attribute boost.

You're trained in the Deception skill and Underworld Lore skill. You gain the Without a Trace skill feat.

COMEDIAN**BACKGROUND**

Whether you're the office joker, a professional comedian, or just a troll on the infosphere, you're always prepared with a well-timed joke, even if it occasionally gets you in hot water when you cross the line.

Choose two attribute boosts. One must be to Wisdom or Charisma, and one is a free attribute boost.

You're trained in the Performance skill and the Media Lore skill. You gain the Just Kidding skill feat.

CORPORATE AGENT**BACKGROUND**

You're one among many professionals working in the corporate world, but you're not just any suit. You're a negotiator, dealmaker, or perhaps even a spy working to advance a particular corporation's agendas. You might be a cog in a corporation's massive machine or a shill for an up-and-comer nobody has heard of... yet.

Choose two attribute boosts. One must be to Intelligence or Charisma, and one is a free attribute boost.

You're trained in the Society skill and the Corporate Lore skill. You gain the Management Material skill feat.

CYBERBORN**BACKGROUND**

Your body is a temple to change and technology. Since a young age, you've been upgrading your anatomy with augmentations, perhaps after a terrible accident, as part of an experiment, or because you desire to transform your body into something more.

Choose two attribute boosts. One must be to Strength or Constitution, and one is a free attribute boost.

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You're trained in the Crafting skill and the Augmentation Lore skill. You gain the Augmented Body feat.

DIPLOMAT

You've dedicated your career to facilitating cooperation and forging peaceful alliances between different factions and peoples. You might work at an intergalactic embassy or travel aboard a starship on a mission to remote space. First contact situations are your specialty.

Choose two attribute boosts. One must be to Intelligence or Charisma, and one is a free attribute boost.

You're trained in the Diplomacy skill and one Lore skill for a planet of your choosing. You gain the Group Impression skill feat.

BACKGROUND

DISCIPLE

BACKGROUND

You're a loyal disciple of a particular deity. You might have been raised in a religious culture or perhaps felt a kindred calling toward the god later in life, but you've honed your skills and devoted your life to living as a follower of that deity.

Choose two attribute boosts. One must be an attribute specific in your deity's Divine Attribute, and the other one is a free attribute boost.

You're trained in the deity's listed divine skill and a Lore skill related to your deity (Abadar Lore, for example). You gain the Holy Talisman skill feat without meeting the feat's prerequisites.

DOCTOR

BACKGROUND

You're an accomplished healer expertly using the latest tech and pharmaceuticals to treat your patients. You might work

at a clinic, supervise a starship's medbay, serve as a military medic, or ply your trade in shady back alleys.

Choose two attribute boosts. One must be to Dexterity or Intelligence, and one is a free attribute boost.

You're trained in the Medicine skill and Life Science Lore. You gain the Battle Medicine skill feat.

DREAM PROPHET

BACKGROUND

A mysterious entity haunts your dreams, granting you a glimpse of transcendence. These supernatural experiences have inspired you to seek greater connection with this power. You might find meaning in the Liavarans' Dreamers' songs, recognize potential for universal change in the Newborn's birth, or embrace some other cosmic mystery.

Choose two attribute boosts. One must be to Wisdom or Charisma, and one is a free attribute boost.

You're trained in the Occultism skill and a Lore skill related to your choice of metaphysical topics. You gain the Schooled in Secrets skill feat.

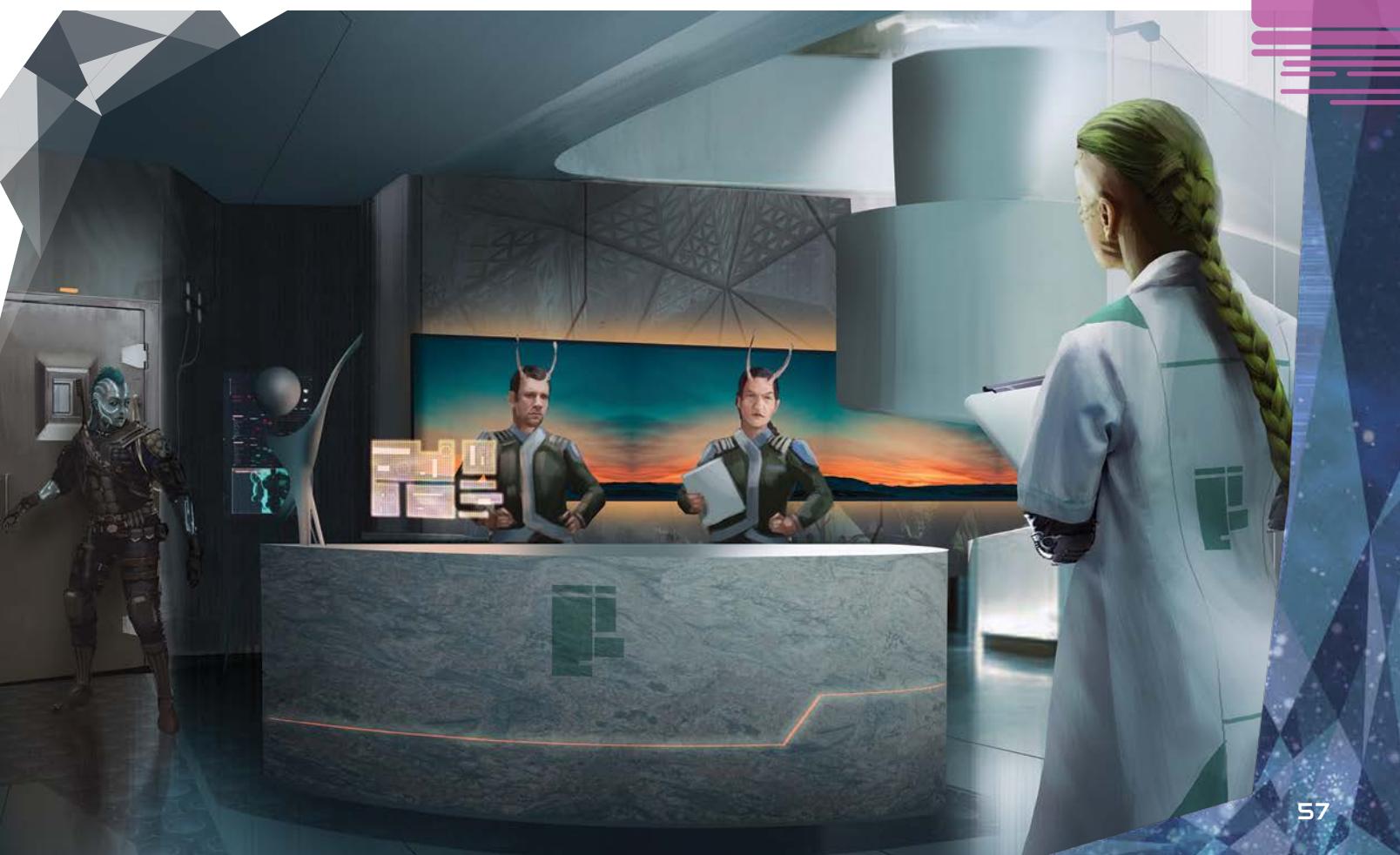
ELECTRICIAN

BACKGROUND

You know better than most the power of electricity, and having survived several close calls yourself, you know firsthand how shocking it can be when something goes wrong. Whether you learned by installing power stations or repairing broken batteries, you know the ins and outs of electricity.

Choose two attribute boosts. One must be to Constitution or Intelligence, and one is a free attribute boost.

You're trained in the Crafting skill and the Physical Science Lore skill. You gain the Electrical Engineer skill feat.



GENE SPlicer

You're an expert on biotech, genetics, and nutrition, and you frequently experiment on your own body. You might have worked with patients who needed gene therapy, conducted research in laboratories looking for the next breakthrough in biotech, or even concocted serums for your own personal use.

Choose two attribute boosts. One must be to Strength or Intelligence, and one is a free attribute boost.

You're trained in the Medicine skill and the Augmentation or Life Science Lore skill. You gain the Inject Serum skill feat.

GRIFTER**BACKGROUND**

You're a con artist and trickster who swindles unsuspecting dupes and blackmails rubes, but it's nothing personal—you're just in it for the credits. You might run an operation on the side, or you might spend your career moving from settlement to settlement until you get caught in the act.

Choose two attribute boosts. One must be to Intelligence or Charisma, and one is a free attribute boost.

You're trained in the Deception skill and a Lore skill related to a profession or subject you fake expertise in. You gain the Charming Liar skill feat.

HACKER**BACKGROUND**

You've always had a knack for computers and virtual spaces and strove to learn technical secrets. The open networks known as infospheres are your home and the place you can do your best work. You're highly competent when it comes to cracking code or accessing secure data.

Choose two attribute boosts. One must be to Dexterity or Intelligence, and one is a free attribute boost.

You're trained in the Computers skill and the Infosphere Lore skill. You gain the Phreaker skill feat.

ICON**BACKGROUND**

Everybody wants their 15 minutes of fame, but for you, it's somehow become a lifestyle. Whether by luck or dedication, you're a star performer, celebrity, or popular influencer. Your face, voice, and style are commodities across known space, but for every adoring fan, there's a hater spreading gossip or paparazzi looking to capture your flaws.

Choose two attribute boosts. One must be to Constitution or Charisma, and one is a free attribute boost.

You're trained in the Performance skill and the Media Lore skill. You gain the Sparkling Performance skill feat.

OUTLAW**BACKGROUND**

You're a career criminal with a nasty rep. Perhaps unfair circumstances forced you into a life of crime, or maybe you enjoy the thrill you get from pulling off a heist or living through a shootout. Either way, this life is the only one you know, and thanks to the bounty on your head, you're in it 'til the casket drops or you make enough creds to buy a new one.

Choose two attribute boosts. One must be to Strength or Charisma, and one is a free attribute boost.

You're trained in the Intimidation skill and the Underworld Lore skill. You gain the Intimidating Shot skill feat.

RECLUSE**BACKGROUND**

You used to be someone, but that was in another life. You keep to yourself these days, eking out an existence as a hermit in the wilderness or a loner in a rundown neighborhood. You thought you put your past behind you, until a new disciple or an old enemy dragged you back into a life of adventure.

Choose two attribute boosts. One must be to Constitution or Wisdom, and one is a free attribute boost.

You're trained in the Survival skill and a Lore skill related to your former career. You gain the Dubious Knowledge skill feat.

SCIENTIST**BACKGROUND**

You work in a lab and conduct research about a scientific topic. Perhaps you're a biotechnician, chemist, computer programmer, theoretical physicist, or accomplished researcher in some other field. Regardless of your specific training, you can employ your known science for personal gain or the betterment of galactic society.

Choose two attribute boosts. One must be to Intelligence or Wisdom, and one is a free attribute boost.

You're trained in the Crafting skill and a Lore skill related to your field of research. You gain the Assurance skill feat with that Lore skill.

SOCIALITE**BACKGROUND**

Thanks to generational wealth or lucky circumstance, you live a charmed life flitting between galas and parties dressed in the latest designer fashion. You memorialize every glittering moment on social media, and if nobody pays attention, that's just because they're jealous.

Choose two attribute boosts. One must be to Intelligence or Charisma, and one is a free attribute boost.

You're trained in the Society skill and a Lore skill related to the planet you live on. You gain the Plant Rumor skill feat.

SMUGGLER**BACKGROUND**

You make your living smuggling cargo, whether on a planet or in the depths of space. You don't ask your clients too many questions, and the cargo could be anything—counterfeit products, illegal goods, stolen weapons... The bigger the risk, the bigger the payday.

Choose two attribute boosts. One must be to Dexterity or Wisdom, and one is a free attribute boost.

You're trained in the Stealth skill and the Piracy Lore skill. You gain the Experienced Smuggler skill feat.

SPACEFARER**BACKGROUND**

Some people might say you've been out in the Drift too long, but the truth is, you don't feel at home away from your post on a starship deck. You might crew a long-haul freighter, military gunship, or tourist shuttle. Truth is, you'd probably sign up for any job that took you offworld.

Choose two attribute boosts. One must be to Dexterity or Constitution, and one is a free attribute boost.

You're trained in the Piloting skill and the Drift Lore skill. You gain the Express Driver skill feat.

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SPACE PIRATE**BACKGROUND**

You're a crewmate on a pirate vessel with ambitions of pillaging interstellar shipping lanes or taking over a chunk of a notable planetary body. Perhaps you grew up on such a ship, were taken prisoner by the crew and adapted to their lifestyle, or commandeered a vessel from a pirate captain.

Choose two attribute boosts. One must be to Strength or Dexterity, and one is a free attribute boost.

You're trained in the Intimidation skill and the Piracy Lore skill. You gain the Group Coercion skill feat.

**PLAYTESTING BACKGROUNDS**

Wowee, the Starfinder team sure cooked up some neat-o backgrounds! I could analyze all this data myself, but I'm a little biased. So, it would be way more helpful if players like you try out some backgrounds and tell the team what you think, gree?

The team tells me they wanted to preserve the feel of themes from Starfinder First Edition—themes filled the same niche in character creation but are more about exploring a character's identity and activities outside of combat rather than representing their personal history before becoming an adventurer—while keeping character creation compatible with Pathfinder Second Edition rules.

In some cases, a background might represent your character's past and help shape your ideas about how and where they grew up and what their early (or most significant) life experiences were like. For example, a street rat character might have been born in an Absalom Station slum, while a recluse might be the only native resident of a distant asteroid or have spent years living alone aboard a derelict starship. Many backgrounds represent careers or lifestyles, such as athlete, corporate agent, doctor, and scientist—if you choose one of these backgrounds, your character might make a living through the skills associated with their background or encounter nufriends familiar with their accomplishments during their travels.

The team's intent is to give you a fun choice between lots of backgrounds, with each option adding its own tasty flavor and utility to your character. To start with, the team wants you to playtest some of the most iconic options for a sci-fantasy game plus a few unique backgrounds with deep lore ties to the Starfinder setting (Dream Prophet) and familiar concepts from Starfinder First Edition (like Icon and Grifter). Early internal playtests used backgrounds from *Pathfinder Player Core* since the rules are compatible, and you can technically do the same, but the team hopes you focus on trying out the new options as part of your playtest.

Now, here's what you can do to help-help the team make backgrounds even better! As you create characters for your playtest games, pay attention to how the backgrounds you choose influence character creation and play. Do the attribute boosts granted help you build a character that fits the fantasy promised by the background? Does your character find ways to use the skills granted? Does the background inspire character creation, or feel restrictive? A great gaming experience begins with building the character you want to play—you should let the team know how they did!

STREET RAT**BACKGROUND**

You know the streets because they raised you. You grew up scraping by in a massive cityscape like those on Verves or Castrov, or on a crowded space station like Absalom Station. You might have even managed to eke out a living in the claustrophobic vents of Aballon's megaplex settlements. Surfing crowds or scavenging useful rubbish is nothing new for you.

Choose two attribute boosts. One must be to Dexterity or Wisdom, and one is a free attribute boost.

You're trained in the Survival skill and the Lore skill about a specific settlement. You gain the Urban Survivalist skill feat.

TECH SUPPORT**BACKGROUND**

Whether working in a military outpost, a deep space exploration vessel, or a local office, you have experience supporting your comrades by assisting them with their tech. While you've undoubtedly survived several all-nighters protecting against hackers and restoring lost files, you've also learned how to quickly install updates on demand while minimizing downtime.

Choose two attribute boosts. One must be to Constitution or Intelligence, and one is a free attribute boost.

You're trained in the Computers skill and the Business Lore skill. You gain the Quick Install skill feat.

TROOPER**BACKGROUND**

You enlisted in a military or were recruited by a paramilitary group as a career trooper. As long as you've got enough guns and the right squad to back you up, you can handle just about anything.

Choose two attribute boosts. One must be to Strength or Constitution, and one is a free attribute boost.

You're trained in the Athletics skill and the Warfare Lore skill. You gain the Barricade feat.

VIDGAMER**BACKGROUND**

Gaming is more than just a hobby for you. Whether you're a professional player, game designer, infosphere influencer, or just an enthusiast who has mastered every vidgame worth installing, you're a vidgame connoisseur who can spot virtual creations without a second glance.

Choose two attribute boosts. One must be to Dexterity or Intelligence, and one is a free attribute boost.

You're trained in the Computers skill and the Vidgame Lore skill. You gain the Hologram Skeptic skill feat.

CHAPTER 3: CLASSES



Just as your character's ancestry plays a key role in expressing their identity and worldview, their class indicates the training they have and will improve upon as an adventurer. Choosing your character's class is perhaps the most important decision you will make for them. Groups of players often create characters whose skills and abilities complement each other mechanically—for example, ensuring your party includes a healer, a combat-oriented character, a stealthy character, and someone with command over magic. So you may wish to discuss options with your group before deciding!



Classes in Starfinder Second Edition are a core component of the game experience, and one that needs dedicated testing in order to get right. Each class is an expression of a different playstyle that fits into the science-fantasy themes of Starfinder, but they can also provide new options for players in Pathfinder campaigns thanks to the shared rules system between the games.

The classes in this chapter are intended to work together to overcome the various challenges and threats present in a normal game of Starfinder. A mystic can provide excellent healing, while the soldier can take damage, and the operative can dish it out. All of the classes in this book work alongside those in the Pathfinder roleplaying game, and we encourage trying one or more of these classes out alongside Pathfinder

classes to see how they work! The Starfinder team has had a ton of fun testing out fighters battling back-to-back with soldiers and seeing how the operative compares to the gunslinger.

Each class ends with a lengthy sidebar providing additional information on playtesting that class. This sidebar might detail some anecdotal notes about how the class came about at a conceptual level, along with additional notes on things the Starfinder team wants to see from the extended playtest.

Canny Starfinder fans might notice the absence of the technomancer and mechanic classes. Fear not! While these classes aren't present in this playtest, they will appear in a future core book for Starfinder Second Edition and will enjoy a separate playtest window prior to release.

ENVOY

The envoy is a Charisma-based class that combines battlefield direction and leadership. Lacking any sort of built-in spellcasting, the envoy is a class that lets players live the fantasy of supporting allies without the need of magic. Envoy excel at directing their allies and party members, granting powerful buffs that improve if the envoy performs actions that fulfill a “lead by example” clause. This might be simple, like nominating and Striking a foe, or more intricate, based on your selected leadership style and involving actions like Raising a Shield or a specific skill action. Play the envoy if you want to be the smooth talker with a plethora of skills and be able to take on a variety of different roles in combat while guiding your party members.

MYSTIC

Forming bonds with their closest allies, the mystic is a Wisdom-based class that fulfills the role of battlefield healer and spellcaster. They access a vitality network that acts as a floating pool of Hit Points that they can transfer to their bonded allies, allowing them to spot heal in a punch. Able to access the divine, occult, and primal traditions via their selected connection, the mystic is also an incredible versatile spellcaster who spontaneously casts spells and can make decisions on the fly. Play the mystic if you want a class that provides a new spin on the healer concept while also giving you a strong selection of spell traditions and the ability to create close bonds with your party members.

OPERATIVE

Operatives are a Dexterity-based class all about being the best at their field of specialization as well as one of the best damage dealers in combat. They use the Aim action to reduce cover from enemies and gain extra precision damage, whether from a small, one-handed pistol or a large-caliber sniper rifle. Operatives move around the battlefield, striking up close or at range, depending on their specialization. Play an operative if you want to take advantage of guns and deal high damage to your designated targets.

SOLARIAN

A solar knight, the solarian is a Strength-based class that channels the various states of stars while on the battlefield. Every solarian has access to a weapon of pure stellar energy that they can reform on the fly, along with a shimmering nimbus to protect them and a small mote that can act as an extremely short-range firearm. Shifting between graviton and photon-attunement, a solarian’s abilities gain different effects based on their current attunement, giving them a flexible mechanic that rewards players who set up their abilities in advance. Play the solarian if you want to try a class that can mix things up in melee while also having powerful control abilities you can use in combat.



CLASS PLAYTESTING

Hey y'all!

The Starfinder Team wants to make sure that these classes are the best they can be for the final release of the Starfinder Roleplaying Game Second Edition, and they need your help to make that happen!

Each of the classes in this book is intended to fill an important niche, with the soldier acting as a tanky class with area weapons, while the solarian fills the immediate role of a melee striker class. When playing these classes, we want players to see if they feel like they’re actively contributing to the group and that these classes stand on their own. A mystic and a witchwarper should have different styles of play, even if both take the occult tradition of spellcasting. Likewise, the team wants to make sure that there’s diversity within classes, so operatives specializing in different weapons have a different feel in their playstyle.

There’s no wrong choice when making a character in Starfinder Second Edition—except maybe by dumping all your Charisma when you’re playing an envoy. So, build the character you want to build, and if you can find it in your heart, take some time to provide us with some feedback over at Starfinderplaytest.com.

SOLDIER

The soldier is a Constitution-based class that combines an area-weapons expert with a mountain of Hit Points. In combat, soldiers unleash suppressing attacks with Area Fire or Auto-Fire weapons, pinning enemies in place and reducing their effectiveness. They benefit designating a primary target within their area attacks, granting them extra shots while unleashing their heavy weapons. Play a soldier if you want to control areas of the battlefield with area-of-effect attacks while taking any retaliation from your foes thanks to your heavy armor and abundance of Hit Points.

WITCHWARPER

Witchwarpers are an Intelligence-based class that alters reality by drawing on the infinite possibilities of other universes and timelines. Every witchwarper is influenced by a paradoxical event, and they can harness the power of that paradox to create magic. In combat, they cast spells and can sustain a reality-altering warp field to harry enemies. However, potent paradoxical magic comes at a cost, and every witchwarper must have something to anchor themselves in true reality, whether it be an intense focus on a particular subject or memories of more peaceful times. Play a witchwarper if you want to bend reality to your will.

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ENVoy

You're a master influencer. You make your way in the Universe with a charming smile, quick wit, and keen sense of self-preservation. You're a leader who motivates your teammates, pushes them past their limits, and helps them through tough spots. You excel at getting others to do what you want, but you're always ready to face trouble head on when things take a turn for the worse. You might be a con artist, diplomat, performer, or even a military officer—or you might take on whatever role the situation demands.

KEY ATTRIBUTE
CHARISMA

At 1st level, your class gives you an attribute boost to Charisma.

HIT POINTS
8
+ Constitution modifier

You increase your maximum number of HP by this number at 1st level and every level thereafter.

DURING COMBAT ENCOUNTERS...

You issue directives to your team, granting benefits if they follow your lead. Your words and deeds bolster your allies or harry your foes, and your cunning can get you and your team out of danger.

DURING SOCIAL ENCOUNTERS...

You are often the face for your team, whether you use diplomacy, lies, threats, or whatever words it takes to get your way.

WHILE EXPLORING...

You readily adapt to new situations and excel at motivating your team to overcome obstacles.

IN DOWNTIME...

You look for new opportunities to make a name for yourself, work your way up through the ranks of an organization, or establish an enterprise of your own.

YOU MIGHT...

- Aspire to lead a business or military organization, or captain a starship.
- Have friends—and enemies—in unexpected places.
- Look for opportunities to talk your way out of fights.

OTHERS PROBABLY...

- Find you likable, or at least respect you.
- Ask for your help navigating complex social situations.
- Assume you like being in charge.



ENVOY ADVANCEMENT

Your Level	Class Features
1	Ancestry and background, attribute boosts, initial proficiencies, envoy directive (Get 'Em!), social mastermind (Size Up, Saw it Coming), leadership style, envoy feat
2	Envoy feat, skill feat, skill increase
3	Adaptive talent, general feat, skill increase, wise to the game
4	Envoy feat, skill feat, skill increase
5	Ancestry feat, attribute boosts, perception expertise, practiced influencer, skill increase, weapon expertise
6	Acts of leadership, envoy feat, skill feat, skill increase
7	Fortitude expertise, general feat, improvised mastery, leader's confidence (Steel Yourselves!), skill increase, weapon specialization
8	Envoy feat, skill feat, skill increase
9	Adaptive talent, ancestry feat, envoy expertise, hidden agenda, skill increase
10	Attribute boosts, envoy feat, skill feat, skill increase
11	General feat, perception mastery, resolve, savvy influencer, skill increase
12	Envoy feat, skill feat, skill increase
13	Ancestry feat, effortless influencer, light armor expertise, skill increase, tactician, weapon mastery
14	Envoy feat, skill feat, skill increase
15	Adaptive talent, attribute boosts, general feat, greater weapon specialization, legendary improvisation, reflex mastery, skill increase
16	Envoy feat, skill feat, skill increase
17	Ancestry feat, greater resolve, incredible senses, indiscernible agenda, skill increase
18	Envoy feat, skill feat, skill increase
19	General feat, light armor mastery, silver tongue, skill increase
20	Attribute boosts, envoy feat, skill feat, skill increase

CLASS FEATURES

You gain these abilities as an envoy. Abilities gained at higher levels list the level at which you gain them next to the features' names.

ANCESTRY AND BACKGROUND

In addition to what you get from your class at 1st level, you have the benefits of your selected ancestry and background, as described in Chapter 2.

ATTRIBUTE BOOSTS

In addition to what you get from your class at 1st level, you have four free boosts to different attribute modifiers. At 5th level and every 5 levels thereafter, you boost four different attribute modifiers. If an attribute modifier is already +4 or higher, it takes two boosts to increase it; you get a partial boost, and you must boost that attribute again at a later level to increase it by 1.

INITIAL PROFICIENCIES

At 1st level, you gain a number of proficiencies that represent your basic training. These proficiencies are noted at the start of this class.

ENVOY DIRECTIVE

Envoy encourage their allies by using directives. A directive is an insight, order, or

1ST



INITIAL PROFICIENCIES

At 1st level, you gain the listed proficiency ranks in the following statistics. You are untrained in anything not listed unless you gain a better proficiency rank in some other way.

PERCEPTION

Trained in Perception

SAVING THROWS

Trained in Fortitude

Expert in Reflex

Expert in Will

SKILLS

Trained in one of the following skills of your choice: Deception, Diplomacy, Intimidation

Trained in one skill based on your leadership style

Trained in a number of additional skills equal to 6 plus your Intelligence modifier

ATTACKS

Trained in simple weapons

Trained in martial weapons

Trained in unarmed attacks

DEFENSES

Trained in light armor

Trained in unarmored defense

CLASS DC

Trained in envoy class DC

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stratagem that benefits any allies who follow it. Each envoy directive includes a way for the envoy to lead by example. If the envoy takes their own advice and follows through on their own directive before the end of their turn, they unlock an additional advantage for themselves and their allies. By default, most directives have the visual trait, representing the envoy performing guiding motions to assist. However, envoys can choose to replace the visual trait with, or simply add, the auditory trait to represent shouts of encouragement as part of these actions.

You begin with one envoy directive. You can learn more directives through the envoy class and envoy class feats. You can use any number of directives a round, but you can't use the same directive more than once a round. An envoy's directive and the benefits it grants last until the beginning of your next turn.

You gain the Get 'Em! envoy directive.

GET 'EM!

DIRECTIVE | ENVOY | VISUAL

You single out an enemy for you and your allies to focus your attacks on. This concentrated assault weakens that enemy's defenses. Select a creature within 60 feet that you can see. That creature takes a -1 circumstance penalty to AC and Reflex saves until the beginning of your next turn.

Lead by Example If you attack the target you select before the end of your turn, you reveal a weak point in your foe's defenses. You gain a circumstance bonus to damage rolls against the target equal to 1 + half your Charisma modifier, and your allies gain a +1 circumstance bonus to damage rolls against the target. As your envoy level increases, so does this damage. Increase the damage by 1 at 5th, 10th, 15th, and 20th levels.

SOCIAL MASTERMIND

1ST

You rely on your force of personality and powers of persuasion to influence others, for good or for ill. You gain the activity Size Up and the action Saw it Coming.

SIZE UP

CONCENTRATE | ENVOY | EXPLORATION

Frequency once per hour

You spend 1 minute observing a specific individual, 10 minutes researching a specific individual on the infosphere, or 1 hour networking and gathering information about a specific individual in a settlement or appropriate location that they frequent, learning how best to endear yourself to, scare, or otherwise manipulate that individual. This subject is your asset. If you assess your asset via observation, you don't need to know their identity, but if you assess your asset via research or networking, you must know their identity, which requires at least two relevant pieces of information about them. Examples of relevant information could include their name, their place of origin, their current residence, the name of their parent or significant other, their employer, or their organizational affiliation. The GM determines what constitutes relevant information for this purpose, based on the asset you've selected.

You gain a +1 circumstance bonus to Deception, Diplomacy, Intimidation, and Perception checks made against your asset or in relation to your asset if the target knows your asset,

and a +1 circumstance bonus to attempts to Recall Knowledge about your asset.

You can maintain a number of assets equal to your Charisma modifier. If you Size Up other assets after that, your new asset replaces a previous one.

SAW IT COMING

ENVOY

Trigger You are about to roll initiative in an encounter in which your asset is one of your opponents.

You read the demeanor, body language, and instinctive tics of your asset as easily as you read a comm unit, allowing you to react a moment before those around you and gain an edge in the coming battle. You gain a +1 circumstance bonus to your initiative roll, and you can immediately do one of the following: Interact to draw a weapon, Step, or Stride.

LEADERSHIP STYLE

1ST

Whether it comes naturally, you trained for it, or you were thrown into a leadership role unexpectedly, you've developed a personal style of leading others. At 1st level, select a leadership style. You become trained in the indicated leadership skill, and you gain the indicated leadership perk.

At 6th level, certain actions become your acts of leadership and grant you a benefit when you perform those acts. These actions vary depending on your selected leadership style. When you use an act of leadership after issuing one or more envoy directives earlier that turn, you can choose one envoy directive you activated. You grant the lead by example benefits for that directive even if you didn't meet the usual requirements to lead by example. You can do this once per turn.

From the Front

You're most comfortable leading your allies from the front lines of battle while you fight alongside them. You might employ a shield to help weather the storm of incoming gunfire, or simply lead with a pointed finger and a shout of encouragement as you run into the center of the enemy formation.

Leadership Skill (1st) Athletics

Leadership Perk (1st) You're trained in medium armor. When you gain light armor expertise, you also gain expert proficiency in medium armor, and when you gain light armor mastery, you also gain master proficiency in medium armor.

Acts of Leadership (6th) Raise a Shield, take a move action to move within an enemy's reach

From the Shadows

You prefer to direct and inspire your allies in subtle ways, without drawing too much attention from your enemies. This lets you control the flow of battle from the backfield or be closer to the action but still just out of sight.

Leadership Skill (1st) Stealth

Leadership Perk (1st) You gain Assurance (Stealth) as a bonus feat.

Acts of Leadership (6th) Hide, Sneak, Take Cover

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Guns Blazing

You lead your team by making an impression, and the best way to make an impression is with firepower. If you're not in a gunfight, you're probably bragging about your latest gunfight at the bar.

Leadership Skill (1st) Acrobatics

Leadership Perk (1st) You gain Incredible Initiative as a bonus feat.

Acts of Leadership (6th) Make a ranged Strike against an enemy that has a multiple attack penalty, perform an Area Fire or Auto-Fire, reload an empty ranged weapon

In the Spotlight

Whether through conversation, clever lies, dazzling performances, or threats, you use your charm and cunning to influence others. Directing your team's actions is second nature to you.

Leadership Skill (1st) Performance

Leadership Perk (1st) You gain Impressive Performance as a bonus feat.

Acts of Leadership (6th) Perform, issue another directive

Hotshot

From the driver's seat of a land cruiser or the cockpit of a starship, you're always at home piloting a vehicle and can provide orders to allies without a second thought. In stressful situations you pilot your allies just as effectively as the vehicle you're driving.

Leadership Skill (1st) Piloting

Leadership Perk (1st) You gain Express Driver as a bonus feat.

Acts of Leadership (6th) Drive, Take Control, Stunt

Infosphere Director

You know how to control the flow of information, which can be critical during a battle or while planning your next mission. You might spend your downtime periods hacking, programing, or just surfing infospheres to stay up to date on the latest news. Issuing commands via a datapad or wirelessly comes naturally to you.

Leadership Skill (1st) Computers

Leadership Perk (1st) You gain Digital Diversion as a bonus feat.

Acts of Leadership (6th) Create a Diversion using Computers, Recall Knowledge

Through Desperate Times

You stepped up to lead during difficult times, and it's your job to help your team live to see another day. Luckily, you have the skills that can save the lives of others in a pinch. Your life might be plagued by a traumatic event, or perhaps you fought in some notorious battle. Your allies trust your instincts because of the event that defined you. Letting them down is out of the question.

Leadership Skill (1st) Medicine

Leadership Perk (1st) You gain Battle Medicine as a bonus feat.

Acts of Leadership (6th) Administer First Aid, Battle Medicine, use a healing item on an ally

ENVOY FEATS

At 1st level and every even-numbered level, you gain an envoy class feat. These begin on page 69.

SKILL FEATS

At 2nd level and every 2 levels thereafter, you gain a skill feat. You must be trained or better in the corresponding skill to select a skill feat.

SKILL INCREASES

2ND

You gain more skill increases than members of other classes. At 2nd level and every level thereafter, you gain a skill increase. You can use this increase to either become trained in one skill you're untrained in, or to become an expert in one skill in which you're already trained.

At 7th level, you can use skill increases to become a master in a skill in which you're already an expert, and at 15th level, you can use them to become legendary in a skill in which you're already a master.

ADAPTIVE TALENT

3RD

You're quick thinking and adaptable, capable of picking up new skills and talents with little practice or training. During your daily preparations, select one skill feat that you meet the prerequisites for. You gain this skill feat until you prepare again. Since you have this feat temporarily, you can't use it as a prerequisite for a permanent character option. You can use this for effects that temporarily give you access to other abilities, such as taking Multilingual to temporarily learn a new language.

As your envoy level increases, so does your ability to adapt to new situations. At 9th level and 15th level, increase the number of skill feats you gain this way by 1. You can use feats that you temporarily gain through adaptive talent as a prerequisite for other feats that you temporarily gain through adaptive talent, but you still can't use them as prerequisites for permanent character options.

GENERAL FEATS

3RD

At 3rd level and every 4 levels thereafter, you gain a general feat.

WISE TO THE GAME

3RD

Using your words to influence others is second nature to you, and you easily recognize when others attempt to use the same tactics against you. You gain a +1 status bonus to your Perception DC against attempts to Feint or Lie to you and attempts to divert your attention with Create a Diversion, and a +1 status bonus to your Will DC against attempts to Demoralize you. This bonus increases to +2 against your asset.

ANCESTRY FEATS

5TH

In addition to the initial ancestry feat you started with, you gain an ancestry feat at 5th level and every 4 levels thereafter.

PERCEPTION EXPERTISE

5TH

You've a keen eye for details and always manage to remain

alert to threats around you. Your proficiency rank for Perception increases to expert.

PRACTICED INFLUENCER 5TH

You're a master at influencing others and using your skills to get the best result out of a social situation. You rarely say the wrong thing or cause a negotiation to go south. You gain the Practiced Influencer action.

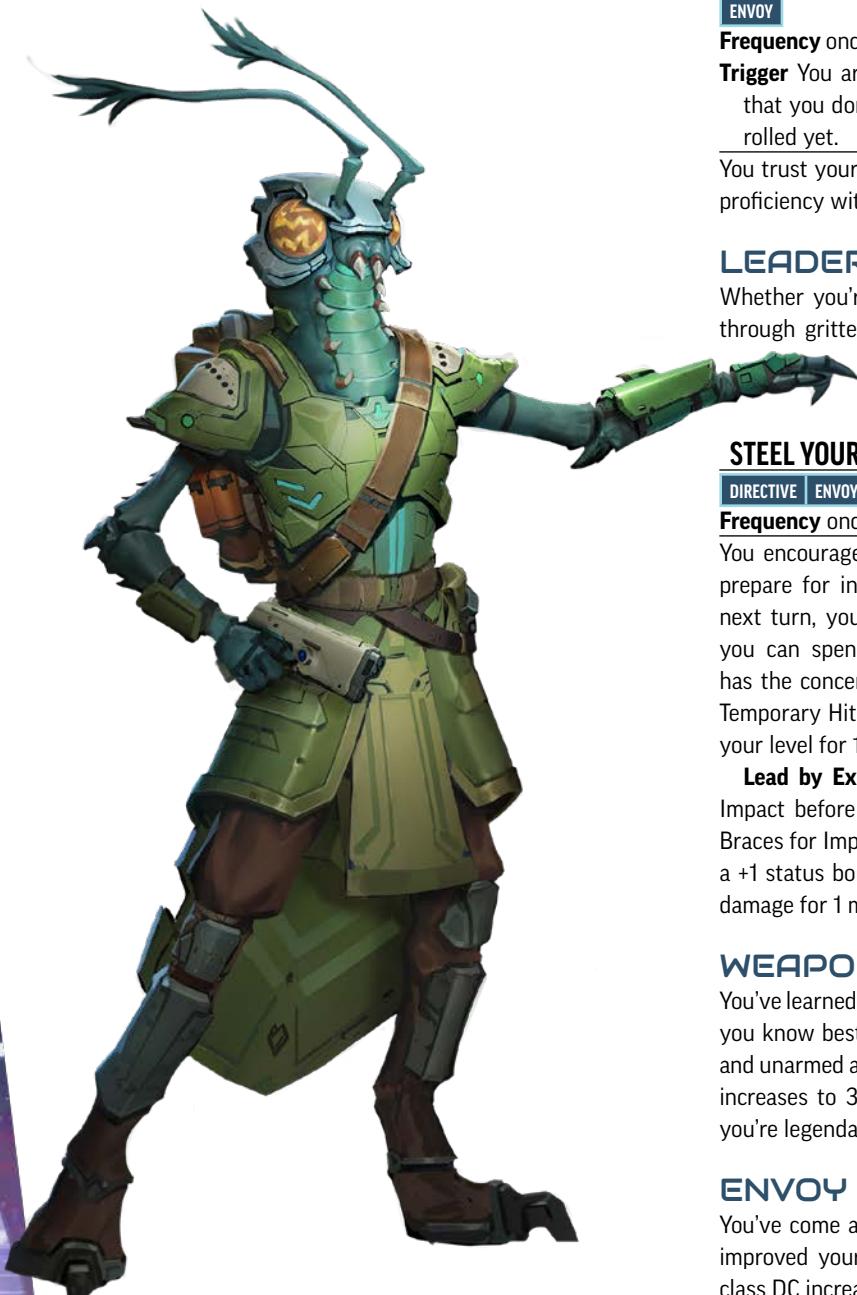
PRACTICED INFLUENCER ♦

ENVoy **FORTUNE**

Frequency once per day

Trigger You are about to roll a Deception, Diplomacy, or Intimidation check, but you haven't rolled yet.

You roll the triggering Deception, Diplomacy, or Intimidation check twice, and use the higher result.



WEAPON EXPERTISE

5TH

You've learned a few tricks with your weapons. Your proficiency ranks for simple weapons, martial weapons, and unarmed attacks increase to expert. Whenever you attack your asset or the target of your Get 'Em!, you gain access to the critical specialization effects of all weapons for which you have expert proficiency.

FORTITUDE EXPERTISE 7TH

Your physique is incredibly hardy. Your proficiency rank for Fortitude saves increases to expert.

IMPROVISED MASTERY 7TH

Whether by luck or instinct, you display impressive talent on the fly. You gain the Improvised Mastery action.

IMPROVISED MASTERY ♦

ENVoy

Frequency once per day

Trigger You are about to attempt a skill check using a skill that you don't have master proficiency in, but you haven't rolled yet.

You trust your instincts to see you through. You gain master proficiency with the triggering skill for the skill check.

LEADER'S CONFIDENCE 7TH

Whether you're cool and collected or projecting confidence through gritted teeth, you prepare your team for incoming danger. You gain the Steel Yourselves! envoy directive.

STEEL YOURSELVES! ♦

DIRECTIVE **ENVoy** **HEALING** **VISUAL**

Frequency once per hour

You encourage your allies to brace for impact or otherwise prepare for incoming damage. Until the beginning of your next turn, you and any ally within 60 feet who can sense you can spend 1 action to Brace For Impact. This action has the concentrate trait. Whoever Braces for Impact gains Temporary Hit Points equal to your Charisma modifier + half your level for 1 minute.

Lead by Example If you spend an action to Brace For Impact before the end of your turn, you and any ally who Braces for Impact before the start of your next turn also gain a +1 status bonus to saving throws against effects that deal damage for 1 minute.

WEAPON SPECIALIZATION 7TH

You've learned how to inflict greater injuries with the weapons you know best. You deal 2 additional damage with weapons and unarmed attacks in which you are an expert. This damage increases to 3 damage if you're a master, and 4 damage if you're legendary.

ENVoy EXPERTISE 9TH

9TH

You've come a long way, and your hands-on experience has improved your skills. Your proficiency rank for your envoy class DC increases to expert.

HIDDEN AGENDA

You've become an expert at veiling your schemes. When a creature rolls a critical success at a Perception check to Sense Motive against you, or a skill check to Gather Information or Recall Knowledge about your secrets, they get a success instead. When you roll a critical failure at a saving throw against an effect or ability that would read or reveal your thoughts, emotions, or intentions, magically or otherwise, you get a failure instead.

PERCEPTION MASTERY

Through your adventures, you've developed keen awareness and attention to detail. Your proficiency rank in Perception increases to master.

RESOLVE

You've strengthened your mind with an inner reservoir of determination. Your proficiency rank for Will saves increases to master. When you roll a success on a Will save, you get a critical success instead.

SAVVY INFLUENCER

You can use Practiced Influencer twice per day. Additionally, the first time per day when you roll a natural 1 on a Deception, Diplomacy, or Intimidation check, you don't automatically reduce your degree of success (you get a critical failure only if your result is 10 lower than the DC).

EFFORTLESS INFLUENCER

The frequency of Practiced Influencer increases to three times per day. Furthermore, when you succeed at a check with Deception, Diplomacy, or Intimidation, allies within 60 feet who witnessed your success gain a +1 status bonus to the next check they attempt with that skill within 1 minute (or a +2 bonus if your check was a critical success).

LIGHT ARMOR EXPERTISE

You've learned how to dodge while wearing light or no armor. Your proficiency ranks for light armor and unarmored defense increase to expert.

TACTICIAN

You know your allies' abilities well, and you can motivate them to leverage their strengths at a key moment. During your daily preparations, review your team's capabilities with up to five allies. You and each of these allies decide whether each is an attacker, defender, expert, or spellcaster for purposes of this ability. Later, you can issue the following directive.

SHOW 'EM WHAT YOU GOT!

DIRECTIVE **ENVY** **FORTUNE** **VISUAL**

Frequency once per 10 minutes

You inspire your allies to use their talents and push themselves to the best of their abilities in a stressful situation. You and your allies within 100 feet gain a benefit based on the role you each chose during daily preparations. All benefits last until the beginning of your next turn.

- Attackers can roll twice and use the better result the next time they attempt to Strike a foe.
- Defenders can force their attacker to roll twice and use the worse result the next time they're attacked, or defenders can roll twice and use the better result the next time they attempt a saving throw.
- Experts can roll twice and use the better result the next time they attempt a skill check.
- Spellcasters can roll twice and use the better result the next time they roll an attack roll or check as part of Casting a Spell, or they can force one target of

9TH

KEY TERMS

You'll see the following key terms in many envoy class features.

Directive: Actions with this trait are special orders that provide benefits for your allies if they follow them. Your allies must be able to sense you to benefit from your directives. This action has the auditory or visual trait depending on how you inspire your allies.

Flourish: Actions with this trait are special techniques that require too much exertion for you to perform frequently. You can use only 1 action with the flourish trait per turn.

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ENVY FEATS BY NAME

Use this table to look up envoy feats by name.

Feat	Level
Acquire Asset	1
Broadened Assessment	4
Change of Plans!	2
Cheer Up	8
Confounding Disquisition	6
Cut 'Em Deep	10
Danger Sense	4
Dirty Retort	6
Distant Feint	6
Diverse Schemes	1
Do It Now!	14
Don't You Die on Me!	2
Down to the Wire	14
Endlessly Adaptive	20
Extend Directive	16
Follow the Leader	18
Get in There!	2
Get Them!	18
Get Your Head in the Game!	4
Got 'Em!	10
Hang in There!	6
Hurry!	6
Know Your Target	16
Look Alive!	8
Master Plan	8
Not in the Face!	4
Pardon Me!	1
Quip	1
Ready for Anything	12
Ready to Roll	14
Search High and Low	2
Sidestep	8
Smooth Diversions	10
Suppressing Insults	2
Tag Team	10
Take 'Em Alive!	1
That'll Show 'Em	12
True Leader	20
Unstoppable Directives	12
Watch Out!	1

that spell to roll twice and use the worse result when attempting a saving throw against the spell.

Lead by Example If you use the benefit based on your chosen role before the end of your turn, each of your allies within 100 feet who chose a role during your daily preparations gains temporary Hit Points equal to your level. These temporary Hit Points last 1 minute.

WEAPON MASTERY**13TH**

You know your weapons like you know yourself. Your proficiency ranks for simple and martial weapons and unarmed attacks increase to master.

GREATER WEAPON SPECIALIZATION 15TH

Your damage from weapon specialization increases to 4 with weapons and unarmed attacks in which you're an expert, 6 if you're a master, and 8 if you're legendary.

LEGENDARY IMPROVISATION**15TH**

Your improvisation skills have dramatically improved. Improvised Mastery triggers on skill checks using a skill that you don't have legendary proficiency in, rather than master proficiency, and it grants you legendary proficiency for the triggering check, rather than master proficiency.

REFLEX MASTERY**15TH**

You've learned to move quickly to avoid explosions, dragon's breath, and worse. Your proficiency rank for Reflex saves increases to master. When you roll a success on a Reflex save, you get a critical success instead.

GREATER RESOLVE**17TH**

Your ambition and stubbornness grant you mental resiliency. Your proficiency rank for Will saves increases to legendary. When you roll a success on a Will save, you get a critical success instead. When you roll a critical failure on a Will save, you get a failure instead. When you fail a Will save against a damaging effect, you take half damage.

INCREDIBLE SENSES**17TH**

You notice things that are almost impossible for an ordinary person to detect. Your proficiency rank for Perception increases to legendary.

INDISCERNIBLE AGENDA**17TH**

It's nigh impossible for your enemies to unravel your schemes or discern your long-term plans. When a creature rolls a critical success or success at a Perception check to Sense Motive against you, or on a skill check to Gather Information or Recall Knowledge about your secrets, they get a failure instead. When you roll a critical failure or failure on a saving throw against an effect or ability that would read or reveal your thoughts, emotions, or intentions, you get a success instead.

LIGHT ARMOR MASTERY**19TH**

Your skill with light armor improves, increasing your ability to dodge blows. Your proficiency ranks for light armor and unarmored defense increase to master.

SILVER TONGUE**19TH**

Your savvy and skill are unparalleled. Select Deception, Diplomacy, or Intimidation. That skill's proficiency rank and your leadership skill increase to legendary. If that skill was already legendary, you can reroll that skill check once per day and take the higher result. This reroll is a fortune effect. Your proficiency rank for your envoy class DC increases to master.

ENVOY FEATS

At every level that you gain an envoy feat, you can select one of the following feats. You must satisfy any prerequisites before selecting the feat.

1ST LEVEL

ACQUIRE ASSET ◊

FEAT 1

ENVY

You assess a foe while in the thick of battle by observing their reactions to your attack. Make a melee or ranged Strike against a creature that is not your asset. On a hit, your target becomes your asset as if you had used Size Up. On a critical hit, you can immediately attempt a check to Recall Knowledge about the target.

DIVERSE SCHEMES

FEAT 1

ENVY

You're an efficient multitasker and always have more than one goal in mind or scheme on the go. You can maintain twice your Charisma modifier of assets.

PARDON ME!

FEAT 1

ENVY MENTAL

Prerequisites trained in Deception

You distract your foes with a clever comment as you maneuver around them. You can use Deception instead of Acrobatics to Tumble Through. When you successfully Tumble Through using Deception, the foe whose space you passed through is suppressed until the end of its next turn.

QUIP ◊

FEAT 1

CONCENTRATE EMOTION ENVY FEAR MENTAL

Prerequisites trained in Intimidation

Trigger A creature within 30 feet is damaged by an ally's Strike.

You follow up on your ally's success by hurling a cunning, well-timed taunt at a foe they wounded. Attempt to Demoralize the triggering creature.

TAKE 'EM ALIVE! ◊

FEAT 1

DIRECTIVE ENVY VISUAL

You urge your allies to take down your enemies without loss of life. Until the beginning of your next turn, you and your allies gain the following two benefits. You and your allies don't take the normal -2 circumstance penalty when making a nonlethal attack with a weapon that doesn't have the nonlethal trait. When you or an ally Cast a Spell that deals damage and doesn't have the death or void trait, you can add the nonlethal trait to the spell.

Lead by Example If you make a nonlethal attack against a single target before the end of your turn, you direct your allies to take down a specific target for later follow-up. The target of your attack is treated as having your Get 'Em! directive on them, though you don't benefit from the lead by example effect of Get 'Em!

WATCH OUT! ◊

FEAT 1

CONCENTRATE ENVY

Trigger A creature targets an ally within 60 feet with an attack, and you can see both the attacker and your ally.

You shout a warning to your ally, granting them a +2 circumstance bonus to AC against the triggering attack.

2ND LEVEL

CHANGE OF PLANS! ◊

FEAT 2

ENVY

Trigger The target of your Get 'Em! is reduced to 0 Hit Points.

Requirements You used Get 'Em! against a creature on your last turn.

As the target you directed your allies to take down falls unconscious or is destroyed, you quickly direct them at another target. You use Get 'Em! against a new target following all the normal targeting restrictions for Get 'Em! You don't count as leading by example against this new target.

DON'T YOU DIE ON ME! ◊

FEAT 2

EMOTION ENVY MENTAL

You encourage your ally to hang on and keep moving, despite life-threatening wounds or other serious injuries that might take them out of the battle. Select an adjacent dying ally. Reduce the target's dying value by 1. If this would reduce their dying value to 0, they lose the dying condition, don't increase their wounded condition, and remain unconscious. The targeted ally then becomes temporarily immune to Don't You Die on Me! for 1 hour.

GET IN THERE! ◊

FEAT 2

CONCENTRATE DIRECTIVE ENVY VISUAL

You urge your allies to either hustle into the fight or get out of the way. Until the beginning of your next turn, you and your allies within 100 feet that can sense you gain a +5-foot status bonus to Speed. As your envoy level increases, so does this distance. Increase the distance by an additional 5 feet at 7th level, 12th level, and 17th level.

Lead by Example If you Step or Stride before the end of your turn, you can signal your allies to follow your lead. Each of your allies within 100 feet who can sense you can immediately Step or Stride up to half their Speed (rounded down to the nearest 5-foot increment) as a reaction.

SEARCH HIGH AND LOW ◊

FEAT 2

CONCENTRATE DIRECTIVE ENVY VISUAL

You alert your allies to look for enemies and hidden things in a stressful situation, coordinating their efforts so they can do so more efficiently. Until the beginning of your next turn, you and your allies gain a +2 circumstance bonus to Perception checks to Seek. As your envoy level increases, so does this bonus. Increase the bonus to +3 at 7th level, +4 at 12th level, and +5 at 17th level.

Lead by Example If you Seek before the end of your turn, each of your allies within 100 feet who can sense you can also immediately Seek as a free action.

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SUPPRESSING INSULTS**FEAT 2****ENVY****Prerequisites** trained in Intimidation

Your cutting quips hamper your opponent's performance in the fight. On a successful Demoralize action, your opponent is suppressed for as long as it remains frightened by your Demoralize.

4TH LEVEL**BROADENED ASSESSMENT****FEAT 4****ENVY**

When the going gets tough, it's important to know who you can push around. When you Size Up an individual to make them your asset, you pay close attention to their physical capabilities, in addition to their social inclinations and mental headspace. You can leverage this information to gain an edge during a physical altercation—or avoid one! You gain a +1 circumstance bonus to Acrobatics, Athletics, and Stealth checks against your assets.

DANGER SENSE**FEAT 4****ENVY** **FORTUNE****Trigger** You are about to roll initiative.

You signal an ally, warning them of impending danger. Select one ally. You and the target roll for initiative as normal, then both use the higher result. Apply the bonus granted by Saw It Coming to both rolls if you're rolling against your asset.

GET YOUR HEAD IN THE GAME!**FEAT 4****ENVY** **HEALING** **MENTAL**

You scold an ally within 30 feet for failing to pay attention, being taken by surprise, or being thrown for a loop. The target suppresses the fatigued condition for 1d4 rounds and loses the off-guard condition. If the target is off-guard due to a continual effect and would immediately regain the off-guard condition, such as when Balancing on a narrow surface or in zero-gravity, you instead suppress that instance of the off-guard condition for the same number of rounds that you suppress the fatigued condition. This does not prevent the target from gaining the off-guard condition in other ways. The target then becomes immune to Get Your Head in the Game! for 1 hour.

NOT IN THE FACE!**FEAT 4****EMOTION** **ENVY** **MENTAL****Prerequisites** trained in Deception**Trigger** A creature targets you with a melee attack.

You wave your arms to shield your face from harm and cower, acting meek and pitiful. Attempt a Deception check against the triggering creature's Will DC. After the effects conclude, the triggering creature is immune to Not in the Face! for 1 hour.

Critical Success Your attacker has second thoughts about harming you and is thoroughly thrown off. It takes a -2 circumstance penalty to attack and damage rolls against you until the start of its next turn.

Success Your attacker is thrown off. It takes a -1 circumstance penalty to attack rolls against you until the start of its next turn.

Failure Your attacker is temporarily thrown off. It takes a -1 circumstance penalty to the triggering attack roll.

Critical Failure Your attacker is unaffected.

6TH LEVEL**CONFOUNDING DISQUISITION****FEAT 6****ENVY****Prerequisites** trained in Deception or Diplomacy

You try to enthrall a foe with a convoluted and utterly pointless monologue that leaves your audience dumbfounded. Attempt a Deception or Diplomacy check against the Will DC of a single creature within 30 feet. After the effects conclude, the target is temporarily immune to your Confounding Disquisition for 1 day.

Critical Success The target is stunned 1 and stupefied 1 for 1 round.

Success The target is stupefied 1 for 1 round.

Failure The target takes a -1 status penalty to Perception checks and Will saves for 1 round.

Critical Failure The target is unaffected.

DIRTY RETORT**FEAT 6****ENVY****Trigger** A creature misses or critically misses you with a melee Strike.

You turn the tables on your attacker, using underhanded tactics to temporarily hinder it, such as throwing dirt in its eyes, shining a light in its face, pulling its coat over its head, or otherwise being a meddlesome nuisance. The triggering creature becomes your choice of clumsy 1 or enfeebled 1 until the beginning of its next turn.

DISTANT FEINT**FEAT 6****ENVY**

You're an incredible actor, and you can use your over-the-top boasts and bombastic gestures to throw a foe off their game just as easily as you can from close range with a brandished weapon—if you've got the required firepower. If you're wielding a ranged weapon, you can Feint against an opponent at a range of 15 feet, rather than just within melee reach. If you succeed, the opponent is off-guard against your melee and ranged attacks, rather than only your melee attacks. If you do, your Feint gains the mental trait.

HANG IN THERE!**FEAT 6****ENVY** **HEALING****Prerequisites** expert in Diplomacy

You encourage yourself or an ally, psyching them up for a coming challenge and granting them temporary Hit Points. Select yourself or an ally within 30 feet, then attempt a DC 20 Diplomacy check. If you have master proficiency in Diplomacy, you can instead attempt a DC 30 Diplomacy check to increase the temporary Hit Points gained on a successful check by 5.

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If you have legendary proficiency, you can instead attempt a DC 40 Diplomacy check to increase the temporary Hit Points gained on a successful check by 10. These temporary Hit Points last for one minute. The target is then temporarily immune to your Hang in There! for 1 day.

Critical Success The target gains temporary Hit Points equal to double their level plus your Charisma modifier.

Success The target gains temporary Hit Points equal to their level plus your Charisma modifier.

Failure The target is unaffected, and you can't use Hang in There! again for 1 minute.

Critical Failure The target is unaffected, and you can't use Hang in There! again for 1 hour.

HURRY!**FEAT 6**

ENVY

You urge an ally to pick up the pace and contribute more to the events happening around them. One ally within 30 feet who can sense you becomes quickened for 1 round. They can use the extra action to Interact, Step, or Stride. The target is then immune to Hurry! for the next 10 minutes.

8TH LEVEL**CHEER UP****FEAT 8**

ENVY | HEALING

Prerequisites trained in Medicine

You encourage an adjacent ally to overcome their minor ailments by patting them on the back, providing them useful advice, or otherwise offering some form of comfort or inspiration. The target reduces the value of one of the following conditions of their choice by 2, or reduces the value of two of the following conditions by 1 each: clumsy, enfeebled, frightened, sickened, stupefied. The target then becomes temporarily immune to Cheer Up for 1 day.

LOOK ALIVE!**FEAT 8**

ENVY

Prerequisites Watch Out!

You warn your ally to move away from danger. You can use Watch Out! before an ally in range attempts a Reflex save in addition to its original trigger. If you do, the circumstance bonus applies to their Reflex save against the triggering effect.

When you use Watch Out! and the triggering attack fails or critically fails, or your ally succeeds or critically succeeds at the saving throw, they can also Stride up to 10 feet as a free action. They can Fly or Swim instead of Striding if they have the corresponding movement type.

MASTER PLAN**FEAT 8**

ENVY

During your daily preparations, you can review stratagems for the day's adventures with up to five allies. Later, you can quickly advise them on your schemes using the below reaction.

New Plan! (fortune, linguistic) **Trigger** An ally you reviewed stratagems with is about to attempt an attack roll or skill

check; **Effect** The ally rolls the triggering check twice and takes the better of the two results. That ally then becomes temporarily immune to your Master Plan until your next daily preparations.

SIDESTEP**FEAT 8**

ENVY

Trigger The attack roll for a Strike targeting you fails or critically fails.

You deftly step out of the way of an attack, letting the blow continue to the creature next to you. You redirect the attack to a creature of your choice that's adjacent to you and within reach of the triggering attack. The attacker rerolls the Strike's attack roll against the new target.

10TH LEVEL**CUT 'EM DEEP****FEAT 10**

ENVY

Prerequisites master in Intimidation

Your insults and threats almost always hit the mark and might not result in longstanding repercussions thanks to your canny wit. When you roll a failure on a Demoralize action, you get a success instead. You can still critically fail.

When you successfully Demoralize your asset or the target of your Get 'Em!, the target doesn't become immune to your further attempts to Demoralize them.

GOT 'EM!**FEAT 10**

ENVY

Frequency once per round

Trigger An ally damages the target of your Get 'Em! with an attack.

You provide a quick follow-up to your ongoing directive, letting your ally become invigorated when they successfully attack your designated target. Your ally gains a number of temporary Hit Points equal to half your level, or equal to your level if the Strike was a critical hit. If your ally has a circumstance bonus to damage rolls from your Get 'Em! because you are leading by example, increase the number of temporary Hit Points by that amount. These temporary Hit Points last until the start of the ally's next turn.

Special At 14th level you can use Got 'Em! twice per round, and at 18th level you can use it three times per round.

SMOOTH DIVERSIONS**FEAT 10**

ENVY

Prerequisites master in Deception

You're practiced in the art of diverting attention quickly and subtly. When you succeed at an attempt to Create a Diversion, you can immediately Sneak or Step as a free action. If your check critically succeeded against one or more creatures, you can instead choose to Get 'Em! as a free action instead.

In addition, creatures only become aware you were trying to trick them if you critically fail to Create a Diversion. Otherwise the creature assumes that your diversion was part of your regular bravado.

TAG TEAM**FEAT 10****ENVY**

Trigger The target of your Get 'Em! is critically hit by an ally's attack or critically fails a Reflex save from an ally's attack or spell.

You seize the opening your ally has provided, quickly attacking your foe. Make a Strike against the triggering creature. If it's a ranged Strike, it must in your weapon's first range increment.

12TH LEVEL**READY FOR ANYTHING****FEAT 12****ENVY**

When you aren't proactively directing allies, you can focus on a situation's shifting circumstances and prepare to react. At the end of each of your turns, if you didn't use an envoy directive that turn, you gain one additional reaction, which you can use before the beginning of your next turn for any envoy reaction.

THAT'LL SHOW 'EM**FEAT 12****ENVY****Prerequisites** Watch Out!

When you warn an ally of an attack, you follow up with a shot at your enemy. When you use your Watch Out! reaction,



you can make a melee or ranged Strike against the triggering creature. This Strike doesn't count toward your multiple attack penalty, and your multiple attack penalty doesn't apply to this Strike. If you hit, your target is suppressed until the start of its next turn.

UNSTOPPABLE DIRECTIVES**FEAT 12****ENVY**

Your confidence is a battery that keeps your allies going through doubt and pain. Increase the amount of temporary Hit Points granted by your directives by a number equal to your key attribute modifier. Increase the amount of temporary Hit Points you grant from non-directive actions by half your key attribute modifier (minimum 1).

14TH LEVEL**DO IT NOW!****FEAT 14****ENVY** | **FLOURISH** | **MENTAL**

Requirements You issued an envoy directive since the start of your turn.

You motivate an ally, possibly with some choice gestures or words, to follow your directive immediately. Choose one ally within 60 feet. As a free action, that ally can immediately take any single action that would satisfy the conditions of one of your active envoy directives. The ally then becomes immune to this ability for the next minute.

DOWN TO THE WIRE**FEAT 14****ENVY**

Trigger You complete the last action on your turn, your turn has not ended yet, and you issued an envoy directive this turn but you haven't led by example for that directive yet.

You act quickly to show your teammates exactly how it's done. Use a single action that would satisfy the conditions to lead by example for one of your envoy directives. If you use this action to attack, the attack uses your multiple attack penalty, as normal.

READY TO ROLL**FEAT 14****ENVY**

Trigger You roll initiative.

You instinctively react to trouble by directing your allies to act at the exact moment their intervention would matter most. Take an action that has the directive trait. The directive lasts until the end of your first turn. If you lead by example for this directive during your first turn, the directive lasts until the beginning of your next turn.

16TH LEVEL**EXTEND DIRECTIVE****FEAT 16****ENVY**

Trigger Your turn begins, and you issued at least one envoy directive on your last turn.

With exceptional flair, you can repeat your orders with a single word or gesture. You immediately issue

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any one envoy directive that you issued on your previous turn. This does not extend any ongoing lead by example benefits.

KNOW YOUR TARGET ➤➤➤

FEAT 16

ENVY | MENTAL

Requirements One creature or more is currently your asset. You observe your asset to get a read on them. This involves listening to what they say, studying their body language, observing how they interact with other people and the environment, and so forth. You get an impression of their thoughts and mental capabilities. The target must attempt a Will save against your envoy class DC. The target then becomes temporarily immune to your Know Your Target for 1 day.

Critical Success The target becomes aware you're observing them.

Success You learn whether the target's Intelligence, Wisdom, and Charisma modifiers are higher or lower than your own.

Failure You intuit your target's vague surface thoughts, and you learn whether the target's Intelligence, Wisdom, and Charisma modifiers are higher or lower than your own.

Critical Failure As failure, but you can intuit your target's vague surface thoughts for 1 minute. The target doesn't receive any additional saves.



PLAYTESTING THE ENVOY

Envoy are excellent leaders, combining social mastery with tactical commands that can quickly change the tide of battle. Of course, that makes them super bossy, too! It's part of their charm! When playing an envoy, remember that a leader is only as good as their team. Many of your abilities are less effective if your allies aren't willing to follow your directives—or if you aren't willing to use strategies that work with your allies. Teamwork makes the dream work, after all!

When you're playing the envoy, pay close attention to your directives. Directives are commands you can issue that grant a powerful buff to anyone who follows your command—yourself included! The best part? If you follow your own directive, you lead by example, making the benefits you grant even better! Gotta love that positive reinforcement, gree? Sometimes, you get directives automatically—like Get 'Em! These directives should feel integral to the envoy and useful to all builds. You can learn other directives through envoy feats. These additional directives open up new tactical opportunities and combat strategies but shouldn't feel like a feat you HAVE to take every time. You've got choices, see? Are there any directives granted by feats that feel integral to the class? Are there any directives you receive automatically that feel optional? Do the directives feel rewarding to use in battle?

Envoy are super social—just like skittermanders! They have abilities that emphasize their talents. Some of these abilities take time to prepare or are most effective outside combat. Because these abilities take forethought to utilize, they're more likely to be useful in a long-running campaign than in a single play session. Likewise, they're going to be more useful in certain adventures over others. Keep an eye out for clever ways to use these abilities before rolling initiative!

Envoy are highly adaptable, capable of rolling with the punches and taking everything in stride. They have a lot of reactions. In fact, at nearly every level, there's an envoy feat that grants a reaction. I know, I know—reactions are great! But do they have too many?

Now, I know what you're thinking! Envoy aren't healers... or are they? Like all great leaders, envoy are super inspiring! They can rally allies and brighten spirits with a few well-chosen words. All envoy have two directives that let them dabble in these themes, but by using envoy feats, you can lean into these themes further. So tell us, did the Starfinder team strike a good balance? Is it enough, or do we need to add more?

Unleash your inner envoy and give the Starfinder team your directives!

18TH LEVEL

GET THEM!

FEAT 18

ENVY

When you use Get 'Em!, you can choose any number of enemies within range instead of a single target.

FOLLOW THE LEADER

FEAT 18

ENVY

Your allies implicitly trust your orders. You're always considered to be leading by example for all of your active envoy directives.

20TH LEVEL

ENDLESSLY ADAPTIVE

FEAT 20

ENVY

Prerequisites adaptive talent

Your varied life experiences allow you to adapt to nearly any situation. When you gain skill feats using Adaptive Talent, you gain two additional skill feats. In addition, you can adapt to the day's challenges by spending 1 hour to plan. If you do, you can reselect the feats chosen with adaptive talent as if you had made your daily preparations. You can't trade out feats with limited-use abilities that you've already used that day.

TRUE LEADER

FEAT 20

ENVY

You can convey orders with a glance, a single word, or the tiniest flick of your hand (or suitable appendage, depending on ancestry). Once per turn, you can issue an envoy directive as a free action.



You are a conduit, channeling the fundamental forces that connect and bind everything in the cosmos. You tap into that power to form deep spiritual bonds with close friends. You draw from this supernatural wellspring to empower your allies, restore their health when they're injured. By maintaining and nourishing your bonds, you tap into a cache of life energy you can call upon to supercharge your healing magic. Your powers take unique shape based on the connection you choose.

KEY ATTRIBUTE

WISDOM

At 1st level, your class gives you an attribute boost to Wisdom.

HIT POINTS

8

+ Constitution modifier

You increase your maximum number of HP by this number at 1st level and every level thereafter.

DURING COMBAT ENCOUNTERS...

You cast spells to protect your bonded allies and defeat your enemies. You maintain the life energy in your vitality network to heal allies.

DURING SOCIAL ENCOUNTERS...

You offer unique solutions by approaching a problem from the perspective of your connection. When a disagreement or misunderstanding develops between members of your bond, you are often the one to help build bridges and heal their wounded relationship.

WHILE EXPLORING...

You know the strengths and weaknesses of your bonded allies and help guide them to overcome problems.

IN DOWNTIME...

You reflect on your connection to deepen your understanding. You enjoy connecting with your bonded allies, whether it's taking on the same side hustle, learning a hobby together, or forming a guild in your favorite vidgame.

YOU MIGHT...

- Know more about the other members of your party than anyone else.
- Have insights into the nature of your connection that others find unorthodox.
- Have strange visions about fundamental forces that can't be understood by traditional science.

OTHERS PROBABLY...

- Think of you as the heart of your party.
- View your bond as a closed clique, or think you are trying to recruit them.
- Assume you view the universe through the lens of your connection.



MYSTIC ADVANCEMENT

Your Level	Class Features
1	Ancestry and background, attribute boosts, initial proficiencies, connection, initial epiphany, mystic bond, vitality network, mystic spellcasting, spell repertoire
2	Mystic feat, skill feat
3	2nd-rank spells, general feat, group chat, reflex expertise, signature spells, skill increase
4	Mystic feat, skill feat
5	3rd-rank spells, ancestry feat, attribute boosts, fortitude expertise, skill increase
6	Mystic feat, skill feat
7	4th-rank spells, advanced epiphany, expert spellcaster, general feat, skill increase
8	Mystic feat, skill feat
9	5th-rank spells, ancestry feat, resilient soul, skill increase
10	Attribute boosts, mystic feat, skill feat
11	6th-rank spells, general feat, greater epiphany, weapon expertise, skill increase
12	Mystic feat, skill feat
13	7th-rank spells, ancestry feat, armor expertise, skill increase
14	Mystic feat, skill feat
15	8th-rank spells, attribute boosts, general feat, master spellcaster, skill increase
16	Mystic feat, skill feat
17	9th-rank spells, ancestry feat, skill increase
18	Mystic feat, skill feat
19	General feat, legendary spellcaster, perfect harmony, skill increase, transcendence
20	Attribute boosts, mystic feat, skill feat

CLASS FEATURES

You gain these abilities as a mystic. Abilities gained at higher levels list the level at which you gain them next to the features' names.

ANCESTRY AND BACKGROUND

In addition to what you get from your class at 1st level, you have the benefits of your selected ancestry and background, as described in Chapter 2.

ATTRIBUTE BOOSTS

In addition to what you get from your class at 1st level, you have four free boosts to different attribute modifiers.

At 5th level and every 5 levels thereafter, you get four free boosts to different attribute modifiers. If an attribute modifier is already +4 or higher, it takes two boosts to increase it; you get a partial boost, and must boost that attribute again at a later level to increase it by 1.

INITIAL PROFICIENCIES

At 1st level, you gain a number of proficiencies that represent your basic training. These proficiencies are noted in the sidebar on this page.

CONNECTION

All mystics have a supernatural connection with a cosmic force that grants magical powers. The exact nature of your connection can vary widely—you might worship a god or pantheon, embody a metaphysical concept, commune with the souls of your ancestors, or something else—and even mystics who share the same connection



INITIAL PROFICIENCIES

At 1st level, you gain the listed proficiency ranks in the following statistics. You are untrained in anything not listed unless you gain a better proficiency rank in some other way.

PERCEPTION

Trained in Perception

SAVING THROWS

Trained in Fortitude

Trained in Reflex

Expert in Will

SKILLS

Trained in one skill determined by your connection

Trained in a number of additional skills equal to 3 plus your Intelligence modifier

ATTACKS

Trained in simple weapons

Trained in unarmed attacks

DEFENSES

Trained in light armor

Trained in unarmored defense

SPELLS

Trained in spell attack modifier

Trained in spell DC

CLASS DC

Trained in mystic class DC

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may interpret it differently. Your connection determines the type of spells you cast and the spell tradition you choose spells from, the epiphanies you learn, your additional trained skill, and a harmony that usually grants creatures a special benefit when you heal them with your vitality network.

INITIAL EPIPHANY

You discover the most basic truth of your connection. You learn your connection's initial epiphany spell. Epiphany spells are a type of focus spell. It costs 1 Focus Point to cast a focus spell, and you start with a focus pool of 1 Focus Point. You refill your focus pool during your daily preparations, and you can regain 1 Focus Point by spending 10 minutes using the Refocus activity to perform, spend time with your bonded allies, or otherwise ponder the nature of your connection. Focus spells are automatically heightened to half your level rounded up, much like cantrips. Focus spells don't require spell slots, and you can't cast them using spell slots. Taking feats can give you more focus spells and increase the size of your focus pool, though your focus pool can never hold more than 3 Focus Points. Focus Points are described on page 298 of *Pathfinder Player Core*.

MYSTIC BOND

You use your connection to form a bond between yourself and others, most typically your closest companions or those you'll be working with for a prolonged period of time. Forming bonds is different for every mystic, but always involves using a 10-minute activity related to the mystic's connection that requires you to be adjacent to the creature with whom you wish to bond. You can maintain a bond with up to 10 other willing creatures, and the bond lasts until you or the bonded creature are no longer willing to be part of the bond. You are always considered part of your own bond and don't count toward the 10-creature limit.

You always know the general distance and direction toward other bonded creatures, and if they are conscious, unconscious, dying, or dead. This ability doesn't work across planes (including when in transit in the Drift), and some special magical or technological effects might interfere with your ability to detect your allies.

VITALITY NETWORK

Your soul supports a network of magical energy that connects and heals those in your bond. Your vitality network has a maximum capacity equal to $6 + 4$ Hit Points per mystic level. You gain the Transfer Vitality action that you can use to take Hit Points out of your network and into yourself or your allies as healing.

Life or death situations help strengthen your bonds with your allies. At the start of each turn in combat, when you regain actions, your vitality network regains 4 Hit Points; if you are master in your connection skill, it regains 6 Hit Points instead; if you are legendary, it regains 8 Hit Points. Your vitality network regains an amount of Hit Points equal to double your level plus your Wisdom modifier when you use the Refocus action.

TRANSFER VITALITY

CONCENTRATE HEALING MYSTIC TRANSFER

You can transfer one or more of Hit Points from your vitality network into yourself or a bonded creature you can see within 60 feet.

MYSTIC SPELLCASTING

You are a spellcaster and can cast spells using the Cast a Spell activity (see Casting Spells, *Pathfinder Player Core* 299). As a mystic, when you cast spells, you might intone a prayer or hum a song inspired by your epiphanies, you might gesture or dance in patterns that follow the flow of your connection's network, and you might accompany your spellcasting with wisps of energy flowing between you and your bonded allies.

Each day, you can cast up to three 1st-rank spells. You must know spells to cast them, and you learn them via the spell repertoire class feature. The number of spells you can cast each day is called your spell slots.

As you increase in level as a mystic, your number of spells per day increases, as does the highest rank of spells you can cast, as shown on the Mystic Spells per Day table.

Some of your spells require you to attempt a spell attack to see how effective they are, or have your enemies roll against your spell DC (typically by attempting a saving throw). Since your key attribute is Wisdom, your spell attack modifiers and spell DCs use your Wisdom modifier. Details on calculating these statistics appear on page 403 of *Pathfinder Player Core*.

Heightening Spells

When you get spell slots of 2nd rank and higher, you can fill those slots with stronger versions of lower-rank spells. This increases the spell's rank to match the spell slot. You must have a spell in your spell repertoire at the rank you want to cast in order to heighten it to that rank. Many spells have specific improvements when they are heightened to certain ranks. The signature spells class feature lets you heighten certain spells freely.

Cantrips

Some of your spells are cantrips. A cantrip is a special type of spell that doesn't use spell slots. You can cast a cantrip at will, any number of times per day. A cantrip is automatically heightened to half your level rounded up—this is usually equal to the highest rank of mystic spell slot you have. For example, as a 1st-level mystic, your cantrips are 1st-rank spells, and as a 5th-level mystic, your cantrips are 3rd-rank spells.

SPELL REPERTOIRE

The collection of spells you can cast is called your spell repertoire. At 1st level, you learn two 1st-rank spells of your choice and four cantrips of your choice, as well as an additional spell and cantrip from your connection. You choose these from the common spells from the tradition corresponding to your connection, or from other spells from that tradition to which you have access. You can cast any spell in your spell repertoire by using a spell slot of an appropriate spell rank.

You add to this spell repertoire as you increase in level.

MYSTIC SPELLS PER DAY

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

*The transcendence class feature gives you a 10th-rank spell slot that works a bit differently from other spell slots.

Each time you get a spell slot, you add a spell of the same rank to your spell repertoire. When you gain access to a new rank of spells, your first new spell is always the spell granted by your connection, but you can choose the other spells. At 2nd level, you select another 1st-rank spell; at 3rd level, you gain a new spell from your connection and two other 2nd-rank spells, and so on. When you add spells, you might select a higher-rank version of a spell you already know so that you can cast a heightened version of that spell.

Though you gain them at the same rate, your spell slots and the spells in your spell repertoire are separate. If a feat or other ability adds a spell to your spell repertoire, it wouldn't give you another spell slot, and vice versa.

Swapping Spells in Your Repertoire

As you gain new spells in your spell repertoire, you might want to replace some of the spells you previously learned. Each time you gain a level and learn new spells, you can swap out one of your old spells for a different spell of the same rank. This spell can be a cantrip, but you can't swap out epiphany spells. You can also swap out spells by retraining during downtime.

MYSTIC FEATS

At 2nd level and every even-numbered level, you gain a mystic class feat. These begin on page 81.

SKILL FEATS

2ND

At 2nd level and every 2 levels thereafter, you gain a skill feat. You must be trained or better in the corresponding skill to select a skill feat.

GENERAL FEATS

3RD

At 3rd level and every 4 levels thereafter, you gain a general feat. General feats are listed in Chapter 5.

GROUP CHAT

3RD

Those bonded by your mystic connection can always communicate telepathically while visible to one another. As long as two bonded creatures are on the same plane of existence and both are alive, they remain aware of one another's present state, general direction and distance from one another, and if they are conscious, unconscious, dying or dead. You also gain the Force Connection action.

FORCE CONNECTION

CONCENTRATE | MENTAL

You concentrate your telepathy toward a bonded ally within 120 feet and invite them into a temporary understanding of your connection. If the next action you use is to Cast a Spell and the target would be affected, choose one: either that spell only affects the target, or that spell doesn't affect your target.

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KEY TERMS

You'll see the following key terms in many mystic class features.

Spellshape: These actions tweak your spells. You must use a spellshape action directly before Casting the Spell you want to alter. If you use any action (including free actions and reactions) other than Cast a Spell directly after, you waste the benefits of the spellshape action. Effects added by a spellshape action are part of the spell's effect, not of the spellshape action.

Transfer: These actions reduce Hit Points from your vitality network. You must have Hit Points in your vitality network equal to or greater than the transfer cost to use these actions. If you can't pay the cost, the action is disrupted.

If the next action you use has the transfer trait and uses the same target, your vitality network regains up to 4 of those lost Hit Points; if you are master in your connection skill, it regains 6 Hit Points instead; if you are legendary, it regains 8 Hit Points. Your vitality network can never regain more Hit Points than was spent to use the transfer action and can't exceed its maximum capacity.

REFLEX EXPERTISE**3RD**

You've honed your ability to dodge dangers and more easily move around the battlefield without taking damage from area attacks. Your proficiency rank for Reflex saves increases to expert.

SIGNATURE SPELLS**3RD**

You've learned to cast some of your spells more flexibly, granting you extra control over your spellcasting. For each spell rank you have access to, choose one spell of that rank to be a signature spell. You don't need to learn heightened versions of signature spells separately; instead, you can heighten these spells freely. If you've learned a signature spell at a higher level than its minimum, you can also cast all its lower-rank versions without learning those separately. If you swap out a signature spell, you can choose a replacement signature spell of the same spell rank at which you learned the previous spell. You can also retrain specifically to change a signature spell to a different spell of that rank without swapping any spells; this takes as much time as retraining a spell normally does.

SKILL INCREASES**3RD**

At 3rd level and every 2 levels thereafter, you gain a skill increase. You can use an increase to either become trained in one skill you're untrained in, or to increase your proficiency in one skill in which you're already trained to expert.

At 7th level, you can use skill increases to become a master in a skill in which you're already an expert, and at 15th level, you can use them to become legendary in a skill in which you're already a master.

ANCESTRY FEATS**5TH**

In addition to the initial ancestry feat you started with, you gain an ancestry feat at 5th level and every 4 levels thereafter. The list of ancestry feats available to you can be found in your ancestry's entry.

FORTITUDE EXPERTISE**5TH**

Your physique is incredibly hardy. Your proficiency rank for Fortitude saves increases to expert.

ADVANCED EPIPHANY**7TH**

You understand your connection on a deeper level. You learn your connection's advanced epiphany focus spell.

EXPERT SPELLCASTER**7TH**

You have formed a more powerful bond with your connection. Your proficiency ranks for spell attack modifier and spell DC statistics increase to expert.

RESILIENT SOUL**9TH**

The links to your connection and your bonded companions bolster your soul against doubt. Your proficiency rank for Will saves increases to master. When you roll a success at a Will save, you get a critical success instead.

GREATER EPIPHANY**11TH**

Your soul aligns more perfectly with your connection. You learn your connection's greater epiphany focus spell.

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WEAPON EXPERTISE

You defeat your foes with the power of friendship and overwhelming firepower. Your proficiency rank for simple weapons and unarmed attacks increases to expert.

ARMOR EXPERTISE

The bond you've forged with your friends is an unbreakable shield you've learned to defend with your life. Your proficiency rank in light armor and unarmored defense increases to expert.

MASTER SPELLCASTER

You command powerful magic channeled through your connection. Your proficiency ranks for spell attack modifier and spell DC increase to master.

LEGENDARY SPELLCASTER

Magic flows through your every pore. Your proficiency ranks for spell attack modifier and spell DC increase to legendary.

PERFECT HARMONY

You discover the ultimate truth of your connection and how it comprises the foundation of the cosmos. You learn your connection's perfect harmony.

TRANSCENDENCE

You're a true conduit of your connection and manifest your transcendence with powerful spells. You gain a single 10th-rank spell slot and can prepare a spell in that slot using mystic spellcasting. Unlike with other spell slots, you can't use 10th-rank slots with abilities that give you more spell slots or that let you cast spells without expending spell slots. You don't gain more 10th-rank spells as you level up, but you can take the Transcended Existence feat (page 85) to gain a second slot.

CONNECTIONS

Your connection is a mystical force that grants you magic. It could come from a divine patron, be a manifestation of the wider cosmos, or even come from some unique event that happened in your life. Note that not all divine mystics serve deities, and some deities can even grant a mystic a primal connection. Mystics who serve deities are not limited to specific connections, but the connections granted should mesh with the deity's core edicts. An asterisk (*) indicates spells from *Pathfinder Player Core*.

AKASHIC

You maintain a permanent psychic link to the Akashic Record, the supernatural repository of all knowledge in the multiverse. This connection allows you to access knowledge that otherwise would remain out of the grasp of regular mortal minds.

Spellcasting Tradition

Occultism

Granted Spells cantrip *scan environment*; 1st *akashic download*; 2nd *instant virus*; 3rd *life seal*; 4th *genetic regeneration*; 5th *wave of warning*; 6th *blessed boundary**; 7th *death sentence*; 8th *divine inspiration**; 9th *detonate magic**

Harmony Whenever you Transfer Vitality, the target receives a psychic download from the Akashic Record and can immediately attempt a Recall Knowledge action. This doesn't trigger any special abilities, reactions, or free actions that trigger when a creature uses Recall Knowledge.

Initial Epiphany You learn the *akashic fount* focus spell.

Advanced Epiphany You learn the *akashic assistant* focus spell.

Greater Epiphany You learn the *data drain* focus spell.

Perfect Harmony You create an extradimensional memory palace that functions as *planar palace* (*Pathfinder Player Core* 350). Creating a door to the demiplane

11TH

MYSTIC FEATS BY NAME

Use this table to look up mystic feats by name.

Feat	Level
Adaptive Defense	4
Advanced Deity's Domain	8
Bond Boost	2
Bond Spell	14
Cantrip Expansion*	2
Child of the Twilight Eclipse	6
Cloud Storage	4
Conceal Spell*	2
Convert Elemental Essence	12
Convert Illumination	12
Convert Lifeforce	12
Convert Tempo	12
Databond	10
Deity's Domain	1
Divine Fighting Technique	10
Ebb & Flow	4
Effortless Concentration*	16
Eldritch Bond	2
Enlightenment	20
Extended Vitality	4
Lifebond	10
Martial Disciple	1
Mental Interference	4
Network Attunement	18
Network Shield	6
Network Spell	1
New Epiphany	6
Overclock Spell	14
Quicken Casting*	10
Radiant Bonds	8
Reach Spell*	1
Realized Epiphany	18
Spot Healing	2
Syncretic Epiphany	16
Transcended Existence	20
Tripartite Mind	8
Vitality Web	16
Widen Spell*	1
Wild Bond	2
Xenodruid Bond	1

*Feats found in *Pathfinder Player Core*

takes 1 minute. The memory palace keeps the same layout each time you access it, adjustable during daily preparations. Each phantasmal minion in your memory palace functions as an akashic assistant (like those created by the *akashic assistant* spell).

ELEMENTAL

You channel the raw power of the primordial elements that converge to create the Universe and everything in it. You might have a strong affinity with the elemental planes of existence, or just a natural understanding of the basic elements of creation.

Spellcasting Tradition primal

Connection Skill Nature

Granted Spells cantrip *recharge weapon*; 1st *shifting surge*; 2nd *spiritual armament**†; 3rd *levitate**; 4th *fire shield**; 5th *spiritual guardian**†; 6th *blessed boundary**†; 7th *fiery body**†; 8th *disappearance**; 9th *telekinetic tantrum*†

†Replace the elemental trait and damage type with the trait and damage type of your active *elemental weapon* or *elemental barrier* epiphany spells.

Harmony When you heal a bonded creature with your vitality network, choose an elemental trait: air, earth, fire, metal, water, or wood. If one or more of your elemental epiphanies are active, you must select the elemental trait you chose as part of casting those spells. Until the end of their next turn, the target's next Strike deals 1d4 persistent damage based on the chosen trait: electricity or sonic for air, bludgeoning or piercing for earth, acid or slashing for metal, fire for fire, cold for water, or poison for wood. This increases to 1d6 when you learn your advanced epiphany and 1d8 when you learn your greater epiphany.

Initial Epiphany You learn the *elemental weapon* epiphany spell.

Advanced Epiphany You learn the *elemental barrier* epiphany spell.

Greater Epiphany You learn the *elemental nova* epiphany spell.

Perfect Harmony Chosen during your daily preparations, you gain resistance equal to half your mystic level to two damage types based on two elements you select (as listed in Harmony). When you heal a bonded ally with Transfer Vitality, your ally gains these resistances until the beginning of your next turn. These effects last until your next preparations.

HEALING

You are connected to the fount of vitality and void energy that flows through all living things on every planet, and you weave this cycle's ebb and flow into spells that heal your allies and harm your enemies.

Spellcasting Tradition divine

Connection Skill Medicine

Granted Spells cantrip *adhere*; 1st *cellular stimulant*; 2nd *false vitality**; 3rd *entropy strike*; 4th *creation**; 5th *dreaming potential**; 6th *vampiric exsanguination**; 7th *contingency**; 8th *hidden mind**; 9th *metamorphosis**

Harmony You can choose for your healing spells and abilities to restore Hit Points to creatures with void healing as though the action had the void trait. Whenever you heal a bonded creature and restore them to their maximum Hit Points, your vitality network regains the excess Hit Points the spell could have restored, up to your character level. Temporary Hit Points do not trigger this harmony.

Initial Epiphany You learn the *infusion* focus spell.

Advanced Epiphany You learn the *vitality nova* focus spell.

Greater Epiphany You learn the *vital rebirth* focus spell.

Perfect Harmony Whenever you Transfer Vitality to a single target, attempt to counteract any one affliction affecting that ally, or attempt to counteract an effect of your choice imposing one of these conditions: blinded, dazzled, deafened, drained, enfeebled, sickened, or stunned. If you didn't counteract the effect, but you would have if its counteract rank were 2 lower, instead suppress the effect until the



beginning of your next turn. The effect's duration doesn't elapse while it's suppressed.

RHYTHM

You feel the melody that moves the stars, channeling this cosmic beat through the power of audible rhythm and universal vibrations known by many as the Song of the Spheres. You might also simply have a melody or tune in your mind that you feel compelled to share with the wider cosmos, beginning with the allies tied to your bond.

Spellcasting Tradition primal

Connection Skill Performance

Granted Spells cantrip *reorient*; 1st *motivating ringtone*; 2nd *calm**; 3rd *hypnotize**; 4th *battle sonata*; 5th *synaptic pulse**; 6th *vibrant pattern**; 7th *duplicate foe**; 8th *uncontrollable dance**; 9th *unfathomable song**

Harmony When you Transfer Vitality, you can extend the duration of any active epiphany from the rhythm connection by 1 round. If there are no active focus spells and you have a Focus Point remaining, you can instead cast a 1-action focus spell as part of this action.

Initial Epiphany You learn the *anthem* focus spell.

Advanced Epiphany You learn the *shuffle repeat* focus spell.

Greater Epiphany You learn the *remix* focus spell.

Perfect Harmony Whenever you Transfer Vitality, attempt to counteract any one affliction affecting your ally, or attempt to counteract an effect of your choice imposing one of these conditions: clumsy, confused, controlled, doomed, fleeing, frightened, stunned, and stupefied. If you didn't counteract the effect, but you would have if its counteract rank were 2 lower, instead suppress the effect until the beginning of your next turn. The effect's duration doesn't elapse while it's suppressed.

SHADOW

You know every shadow is a gateway to the Netherworld, and like an artist molding clay, you form that realm's shadowy substance into terrible and wondrous shapes at your whim. Your ability to control shadows might mean a dark passenger guides you.

Spellcasting Tradition divine

Connection Skill Stealth

Granted Spells cantrip *figment**; 1st *grim tendrils**; 2nd *invisibility**; 3rd *slow**; 4th *replicate*; 5th *umbral journey**; 6th *mislead**; 7th *mask of terror**; 8th *disappearance**; 9th *phantasmagoria**

Harmony When you Transfer Vitality, the target's shadow darkens and swells, reducing bright light within a 10-foot emanation of the target to dim light. This is a form of magical darkness and can overcome non-magical light sources or attempts to counteract magical light as described on page 431 of *Pathfinder Player Core*. The target becomes concealed while in this dim light, and can use the concealed condition to Hide. This lasts until the end of your next turn.

Initial Epiphany You learn the *shadow snap* focus spell.

Advanced Epiphany You learn the *cloying shadows* focus spell.

Greater Epiphany You learn the *shadow prison* focus spell.

Perfect Harmony You gain the Umbral Stride action. Whenever you Transfer Vitality, the healed creature can use this action once before the end of their next turn.

UMBRAL STRIDE

DIVINE SHADOW TELEPORTATION

Frequency once per round

Requirements You are in dim light or darkness.

You're able to control your body in such a way that you can move into shadows as though you were taking a normal step. You teleport up to 30 feet. The destination must be in dim light or darkness and must be within your line of sight and line of effect.

MYSTIC FEATS

At every level that you gain a mystic feat, you can select one of the following feats. You must satisfy any prerequisites before selecting the feat.

1ST LEVEL

DEITY'S DOMAIN

FEAT 1

MYSTIC

Prerequisites connection with divine spellcasting, worship a deity

You lead the life of a divine follower, understanding the intricacies of your deity's powers and channeling them through your devotion to their teachings. Choose one of your deity's domains. You gain the domain's initial domain spell as an epiphany spell.

MARTIAL DISCIPLE

FEAT 1

MYSTIC

Prerequisites worship a deity

You've chosen to follow the path of your deity's most warlike aspect, beginning to master the use of their favored weapon. You become trained in your deity's favored weapon. If your deity's favored weapon is uncommon, you also gain access to that weapon. If your deity's favored weapon is a simple weapon or unarmed attack, increase the damage die size of that weapon by one step when you are wielding it.

NETWORK SPELL

FEAT 1

CONCENTRATE MYSTIC SPELLSHAPE TRANSFER

Transfer Cost the rank of the spell you cast with your next action

You channel your spell to manifest from one of your allies instead of yourself. If the next action you use is to Cast a Spell with an area, range, or target, the spell manifests from one of your bonded allies you can see within 20 feet instead of yourself. Use the ally's space to determine the spell's source and area of effect, but requirements, such as range, line of sight, and line of effect, must be met from both you and your ally when the spell is cast. While this might fool someone who only sees your ally, unless you are hidden or the spell has the subtle trait, any creature able to see both you and your ally can easily determine you are the source of the spell. If the spell has the

subtle trait, you and your ally may Cast the Spell in a way that makes the ally appear to have cast it without that trait.

XENODRUID BOND

FEAT 1

MYSTIC

Prerequisites connection with primal spellcasting

You become a member of a primal order that grants you powerful abilities. Choose one of the following xenodruid orders. These orders aren't galactic institutions, though many factions adhere to one or more of them.

You become trained in the listed skill associated with the order and add the listed spells to your spell list and spell repertoire as signature spells. If you were already trained in the listed skill, you instead become trained in another skill of your choice.

Animal Order Skill Animal Lore; **Spells 1st** *pest form*, **2nd animal form**, **5th moon frenzy**

Elemental Order Skill Elemental Planes Lore; **Spells 1st shifting surge**, **2nd summon elemental**, **5th elemental form**

Viral Order Skill Medicine; **Spells 1st goblin pox**, **2nd instant virus**, **5th stardust plague**

Plant Order Skill Plant Lore; **Spells 1st summon plant or fungus**, **2nd verdant code**, **5th plant form**

2ND LEVEL

BOND BOOST

FEAT 2

MYSTIC TRANSFER

Transfer Cost 4

Trigger A bonded ally within 20 feet is about to roll a saving throw.

You channel a surge of energy through your bond, shielding your ally's body and mind. Your ally gains a +2 status bonus to the triggering saving throw. If they roll a success at the saving throw against a vitality or void effect, they get a critical success instead.

ELDRITCH BOND

FEAT 2

MYSTIC

Prerequisites connection with occult spellcasting

You channel power from beyond this reality or from the most esoteric regions of the multiverse, granting creatures in your bond the power to reform their bodies into powerful, aberrant shapes. You gain the *eldritch bond* epiphany spell (page 239).

SPOT HEALING

FEAT 2

MYSTIC TRANSFER

Transfer Cost the amount you heal + 2

Trigger An adjacent bonded ally takes damage.

You quickly expend energy from your vitality network toward a bonded ally. The target regains a number of Hit Points you choose up to twice your level.

WILD BOND

FEAT 2

MYSTIC

Prerequisites connection with primal spellcasting

Understanding that all living things are part of the same tapestry of life, you can tap into the universal code of life to

radically alter the genes of creatures in your bond. You gain the *wild bond* epiphany spell (page 241).

4TH LEVEL

ADAPTIVE DEFENSE

FEAT 4

CONCENTRATE EMOTION MANIPULATE MENTAL MYSTIC SPELLSHAPE TRANSFER

You prepare your vitality network to catch some of your excess magic, allowing it to flow back and bolster your bond's defenses. If the next action you use is to Cast a Spell that deals damage, whether or not it successfully deals damage, you and your bonded allies gain resistance to that type of damage equal to the spell's rank (minimum 1) until the end of your next turn. If the spell deals more than one type of damage, choose one and gain resistance to that type.

CLOUD STORAGE

FEAT 4

EXTRADIMENSIONAL MYSTIC TRANSFER

Transfer Cost 1

You can use your vitality network as an extradimensional storage space, sliding items into and out of thin air as if it were a *null space chamber*. You can Interact with an item that weighs 1 Bulk or less to stow it into your Cloud Storage. A creature in your bond and on the same plane can pay the transfer cost to remove an item from your Cloud Storage as an Interact action. Your Cloud Storage has a capacity of 12 Bulk. When you become expert or higher in your connection skill, it becomes 25 Bulk; 50 Bulk at master, and 75 Bulk at legendary.

EBB & FLOW

FEAT 4

CONCENTRATE MYSTIC SPELLSHAPE

With careful focus, you guarantee that vital energy lost from a target is caught by your vitality network. If the next action you use is to Cast a Spell that deals void damage to a single target and the target loses Hit Points from the spell, your vitality network gains Hit Points equal to twice the spell's rank. If your next action is to Strike with a weapon that deals void damage, your vitality network gains 2 Hit Points per weapon damage die.

EXTENDED VITALITY

FEAT 4

CONCENTRATE MYSTIC

You can feel and reach out to your bonded allies regardless of range. You can Transfer Vitality with any bonded ally as long as they are on the same planet as you.

MENTAL INTERFERENCE

FEAT 4

MYSTIC

Transfer Cost 2

Requirements You are within 30 feet of an enemy that can see you.

You project your bond into the target's mind to cause a bout of hesitation-inducing sympathy. Roll a check with your connection skill against the target's Will DC. The target is then temporarily immune for 1 hour.

Critical Success The flash of insight imposes a -1 status penalty to attack rolls and a -3 status penalty to Will saves

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on the target for 1 minute. This effect ends early if it uses a single action with the concentrate trait to shake off the effects of the interference or immediately after you target the creature with a hostile action.

Success As critical success, but the penalty to Will saves is -2.
Critical Failure The brief connection causes you to lower your guard. You become off-guard against the next attack the target attempts against you before the end of your next turn.

6TH LEVEL

CHILD OF THE TWILIGHT ECLIPSE FEAT 6

MYSTIC

You were born a beacon of light to guide your friends or a host of darkness to give them refuge. Choose to be a child of darkness or a child of light.

If you are a child of light, you give off bright light in a 10-foot radius; you can suppress this ability as a free action.

If you are a child of darkness, you can perform simple Interact actions within your reach with your shadow, such as opening an unlocked door, but your shadow can't hold items.

Add the listed spells to your spell list and spell repertoire as signature spells.

Child of Light 1st *wisp ally*; 2nd *revealing light*; 3rd *holy light*; 7th *light scour*

Child of Darkness 1st *grim tendrils*; 2nd *darkness*, 3rd *chilling darkness*; 7th *void scour*

NETWORK SHIELD ↗ FEAT 6

MYSTIC TRANSFER

Transfer Cost half the prevented damage

Trigger You are hit by an attack.

You condense the energy of your vitality network into a shield. Your shield's appearance is your choice, but always relates to your connection; for example, an Akashic mystic's shield might appear as a globe of glowing text, and a shadow mystic's shield might coalesce from shadows. You gain resistance equal to twice your level against all damage from the triggering attack or effect.

NEW EPIPHANY FEAT 6

MYSTIC

Prerequisites expert in a connection skill other than that of your chosen connection

Through dedication or happenstance, you've branched out to explore other connections to the fundamental building blocks of the cosmos. You learn the initial epiphany spell of the connection matching the prerequisite.

8TH LEVEL

ADVANCED DEITY'S DOMAIN FEAT 8

MYSTIC

Prerequisites deity's domain

Dedicated study of your deity allows you to unlock further divine blessings. You gain an advanced domain spell from the domain you chose with Deity's Domain. You can cast that spell as an epiphany spell.

RADIANT BONDS

FEAT 8

MYSTIC TRANSFER

When you Transfer Vitality, once you finish transferring Hit Points, you can select another ally to be the target of Transfer Vitality without spending additional actions. You can continue this process for each ally in your bond.

TRIPARTITE MIND ↗

FEAT 8

EMOTION MANIPULATE MENTAL MYSTIC TRANSFER

Transfer Cost 6

Trigger You would gain the confused, controlled, fleeing, frightened, or stupefied condition.

By awakening and communicating with the parts of your subconscious responsible for maintaining your bonds and vitality network, you create duplicates of your consciousness capable of fending off mental intrusion. Attempt to counteract an effect of your choice imposing one of the triggering conditions, using half your level rounded up as your counteract rank and your spell DC as the counteract modifier.

10TH LEVEL

DATABOND

FEAT 10

MYSTIC

Prerequisites connection with occult spellcasting

Through your studies, you've come to understand computer code the same way most occult spellcasters understand magical script and runes. You can speak with computers. Any creature you summon is considered part of your bond and doesn't count against the maximum number of creatures in your bond. During your daily preparations, you learn one of the following spells and can cast it as though it were a signature spell that day: *destruction protocol*, *instant virus*, *summon construct*, or *summon robot*.

DIVINE FIGHTING TECHNIQUE

FEAT 10

MYSTIC

Prerequisites Martial Disciple

Your deity seemingly manifests itself in your fighting style. Your proficiency with your deity's favored weapon increases to expert. When you critically succeed at an attack roll using your deity's favored weapon, you apply the weapon's critical specialization effect; you can use your spell DC in place of your class DC for this effect.

LIFEBOND

FEAT 10

MYSTIC

Prerequisites connection with primal spellcasting

Your deep connection to the natural world allows you to communicate with all living things. You can speak with animals and speak with plants. Any creature you summon is considered part of your bond and doesn't count against the maximum number of creatures in your bond. During your daily preparations, you learn one of the following spells and can cast it as though it were a signature spell that day: *summon animal*, *summon elemental*, *summon fey*, or *summon plant or fungus*.

12TH LEVEL

CONVERT ELEMENTAL ESSENCE ♦

FEAT 12

MYSTIC

Prerequisites elemental connection

Trigger An enemy targeted a bonded creature with a Strike or spell with an attack roll that has an elemental trait and the roll fails or critically fails, or you roll a critical success on a save against a foe's harmful elemental spell.

Your vitality network absorbs the essence of the attack. Your vitality network regains 2 Hit Points per rank of the triggering spell or 4 Hit Points per weapon die of the triggering Strike.

CONVERT ILLUMINATION ♦

FEAT 12

DARKNESS | MANIPULATE | MYSTIC

Prerequisites shadow connection

Trigger An area within 60 feet has its light level is reduced due to magical darkness.

Understanding that the brightest light casts the darkest shadow, you draw out the last vestiges of suppressed



illumination in a space cloaked in darkness to replenish your magic. Your vitality network regains Hit Points equal to the spell rank of the magical darkness if the affected area was normally dim light, and doubled if the affected area was normally bright light. Even if the magical darkness ends, the area's light level remains non-magical darkness for 1 minute; this effect removes light in the area but is not magical darkness and is automatically overcome by any form of magical light.

CONVERT LIFEFORCE ♦

FEAT 12

CONCENTRATE | MYSTIC | VITALITY

Prerequisites healing connection

With extreme concentration, you can spend your own Hit Points to force parts of your vital essence into your vitality network for use in the future or by allies in immediate need. Your vitality network regains Hit Points equal to the amount you spend - 4.

CONVERT TEMPO ♦

FEAT 12

MYSTIC

Prerequisites rhythm connection**Frequency** once per minute

You dance across the battlefield knowing that the extra flourishes more than make up for the bolstering morale of your performance. You Stride at half your normal Speed. Your vitality network regains Hit Points equal to the number of feet you traverse.

14TH LEVEL

BOND SPELL ♦

FEAT 14

MYSTIC | TRANSFER

Transfer Cost the rank of the triggering spell**Trigger** A bonded ally Casts a Spell.

You pulse energy through your bond as your ally casts a spell, empowering their spell in one of the following ways.

- If their spell deals damage or heals Hit Points and doesn't have a duration, you grant that spell a status bonus to damage or Hit Points equal to its rank.
- If their spell has a duration of 1 minute or longer and a single target, the spell instead lasts 5 minutes.
- If the spell has an area of burst, cone, or line and doesn't have a duration, add 5 feet to the radius of a burst that normally has a radius of at least 10 feet, or 5 feet to the length of a cone or line.
- If the spell attempts a counteract check, add a +2 status bonus to the counteract check.

OVERCLOCK SPELL ♦

FEAT 14

MYSTIC | SPELLSHAPE | TRANSFER

Transfer Cost the spell's rank

You infuse your magic with vital energy that empowers the target of your spell. If your next action is to cast a spell, bonded creatures you target with that spell becomes quickened until the end of your next turn and can use the extra action each round for only Strike and Stride actions.

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16TH LEVEL**SYNCRETIC EPIPHANY****FEAT 16****MYSTIC**

Prerequisites master in a connection skill, and the initial epiphany of a connection other than your chosen connection
Having plumbed the depths of your own connection, you've come to understand how your piece of reality interconnects with another. You learn the advanced epiphany spell of the chosen connection.

**PLAYTESTING THE MYSTIC**

With the mystic, the Starfinder team wanted a spellcasting class that formed a bond with their party members, so you can all be a group of Starfriends! A mystic's bond works with their connection, and opens a lotta options that inspire both the mechanical and thematic nature of your character.

See, the team wanted the mystic to be based around its bond and connection. The idea was that connections always represent fundamental concepts and can be used to reconstruct damaged portions of reality, including the party members they bond with! Using inventive connections, along with class feats, let the Starfinder team make a class that they hope even mystics using the same connection can feel different.

The vitality network got the nickname of “divine sippy cup” during internal playtesting, because it works just like a Hit Point sippy cup that you can use in combat! Of course, it’s not always divine, and mystics can take a whole bunch of different traditions—the team is really excited to see how people interact with a class that can touch on three spell traditions out of the gate. It’s a lot of options, gree?

The vitality network also doubled as a potential resource pool for distinct mystic feats. How a player manages their pool and whether or not the team gave too many or too few Hit Points in a mystic’s vitality pool is a major focus of our playtest with this class.

I know that I’m as eager as a vesk with a new doshko to see how mystics use the three-action economy. While we found that “two actions to cast spell and then third to shoot gun” was an awesome use of a mystic’s actions, setting most of the mystic’s vitality network abilities to a single action means a less-martial mystic can still focus on their magic, while giving out some healing. Conversely, we’d love to see how players feel about a mystic who saves their spell slots for buffs and out-of-encounter utility spells, using their single-action vitality network abilities alongside attacks. These “marital mystics” may not dish out as much damage per round as the operative or take as many hits as a soldier but can instead play a midrange style of play that can use their magic to become the second best in the party at a diverse retinue of roles.

When picking your feats, make sure to check out the Mystic Feats by Name table to see options available to you from existing Pathfinder classes, such as Conceal Spell and Effortless Concentration. While we are hoping we’ve developed feats enticing enough to test new options, whether or not these new options are desirable enough to draw your attention from existing staple feats is an important datapoint!

18TH LEVEL**NETWORK ATTUNEMENT****FEAT 18****CONCENTRATE** | **MYSTIC** | **TRANSFER****Transfer Cost** 5 per target**Target** any number of your bonded allies within 120 feet

Temporarily attuning your vitality network to the spiritual wavelength of your allies allows them to access it as if it were second nature. Until the start of your next turn, at the beginning of each of the target’s next turns they can choose to gain an additional reaction that can only be used to make transfer reactions, or gain the quickened condition and can use the extra action that round for only transfer actions.

REALIZED EPIPHANY**FEAT 18****MYSTIC** | **SPELLSHAPE** | **TRANSFER****Transfer Cost** 20**Frequency** once per minute**Prerequisites** legendary in your connection skill

You’ve come to learn that your vitality network isn’t just a manifestation of your magic, it’s a metaphysical manifestation of your magic’s will. If your next action is to cast an epiphany spell, you don’t spend a Focus Point to cast it.

20TH LEVEL**ENLIGHTENMENT****FEAT 20****MYSTIC****Prerequisites** legendary in your connection skill

You understand the true nature of your connection and how it stretches across the vast pillars of reality. Your vitality network has a maximum capacity of 200 Hit Points and regains 20 Hit Points at the start of each turn instead of 8. You can bond with any number of willing bonded creatures.

TRANSCENDED EXISTENCE**FEAT 20****MYSTIC****Prerequisites** transcendence

Your connection to existence transcends the limits of other mortals, granting you access to the most powerful spells. You gain an additional 10th-rank spell slot.

OPERATIVE

You're a focused and quick-witted professional who thrives in high-stakes combat. Your deadly aim and tactical training give you an edge over the competition—for you, even the most powerful enemy is just another mark to take out. You have impressive prowess in your chosen field of specialization.

KEY ATTRIBUTE

DEXTERITY

At 1st level, your class gives you an attribute boost to Dexterity

HIT POINTS

8

+ Constitution modifiers

You increase your maximum number of HP by this number at 1st level and every level thereafter.

DURING COMBAT ENCOUNTERS...

You attack and maneuver with tactical precision, whether you're lining up the perfect headshot from a distance, dueling hand-to-hand, or trading fire at close range. At higher levels, you master your weapons of choice and rain calculated destruction on foes.

DURING SOCIAL ENCOUNTERS...

You fall back on your training, speaking up to give strategic advice to your allies while remaining alert for strangers' harmful intentions.

WHILE EXPLORING...

You take a tactical point or rear position and scan your surroundings, keeping your weapon ready for action.

IN DOWNTIME...

You train with your weapons, acquire and upgrade equipment, and practice tactical drills for future engagements.

YOU MIGHT...

- Have trained with a military organization or mercenary group that you remain allied with or have defected from.
- Work as a gun for hire to the highest bidder, taking any job for enough credits.
- Live by a private code of rules that takes priority over local laws, or are motivated by a personal grudge.

OTHERS PROBABLY...

- Rely on you for strategic advice and firepower in a fight but feel put off by your talent for methodical violence.
- Scoff at your choice of weapons until they see you in action.
- Want to hire you as a bodyguard or mercenary.



OPERATIVE ADVANCEMENT

Your Level	Class Features
1	Ancestry and background, attribute boosts, initial proficiencies, sharpshooter, Aim 1d4, operative's specialization, mobile reload, operative feat
2	Operative feat, skill feat
3	Focused, general feat, on the move +5 feet, skill increase, specialized skill set
4	Operative feat, skill feat
5	Aim 2d4, ancestry feat, attribute boosts, master gunner, skill increase, urban operator
6	Operative feat, skill feat
7	General feat, operative's edge, operative reflexes, skill increase, specialized skill set, weapon specialization
8	On the move +10 feet, operative feat, skill feat
9	Ancestry feat, enhanced exploit, operative resilience, skill increase
10	Attribute boosts, operative feat, skill feat
11	Aim 3d4, general feat, masterful advance, operative expertise, skill increase
12	Operative feat, skill feat
13	Ancestry feat, light armor expertise, legendary gunner, on the move +15 feet, skill increase
14	Operative feat, skill feat
15	Attribute boosts, critical aim, general feat, greater weapon specialization, skill increase, specialized skill set
16	Operative feat, skill feat
17	Aim 4d4, ancestry feat, resolve, tactical barrage, skill increase
18	On the move +20 feet, operative feat, skill feat
19	Galaxy renowned, general feat, incredible senses, light armor mastery, skill increase
20	Attribute boosts, operative feat, skill feat

CLASS FEATURES

You gain these abilities as an operative. Abilities gained at higher levels list the level at which you gain them next to the features' names.

ANCESTRY AND BACKGROUND

In addition to what you get from your class at 1st level, you have the benefits of your selected ancestry and background, as described in Chapter 2.

ATTRIBUTE BOOSTS

In addition to what you get from your class at 1st level, you have four free boosts to different attribute modifiers.

At 5th level and every 5 levels thereafter, you get four free boosts to different attribute modifiers. If an attribute modifier is already +4 or higher, it takes two boosts to increase it; you get a partial boost, and must boost that attribute again at a later level to increase it by 1.

INITIAL PROFICIENCIES

At 1st level, you gain a number of proficiencies that represent your basic training. These proficiencies are noted at the start of this class.

SHARPSHOOTER

You can spot a target's weak points. You gain the Aim action.



INITIAL PROFICIENCIES

At 1st level, you gain the listed proficiency ranks in the following statistics. You are untrained in anything not listed unless you gain a better proficiency rank in some other way.

PERCEPTION

Expert in Perception

SAVING THROWS

Trained in Fortitude

Expert in Reflex

Trained in Will

SKILLS

Trained in one skill determined by your specialization

Trained in a number of additional skills equal to 3 plus your Intelligence modifier

ATTACKS

Expert in simple guns

Expert in martial guns

Trained in advanced guns

Trained in simple weapons

Trained in martial weapons

Trained in unarmed attacks

DEFENSES

Trained in light armor

Trained in unarmored defense

CLASS DC

Trained in operative class DC

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AIM

CONCENTRATE OPERATIVE

Requirements You're wielding a ranged weapon that doesn't have the area trait.

You take careful aim at a single creature that you are aware of, designating them as your mark. Until the end of your turn, your ranged Strikes against your mark using the required ranged weapon, deal an additional 1d4 precision damage, and reduce the circumstance bonus to AC your mark gets from cover by 1. These benefits only apply if your mark is within your weapon's first range increment. You can only have one mark at a time.

As your operative level increases, so does your ability to Aim. Increase the number of dice for the precision damage by one at 5th, 11th, and 17th levels. At 11th level, you reduce the circumstance bonus to AC your mark gains from cover by 2 rather than 1. At 17th level, you reduce the circumstance bonus to AC your mark gains from cover by 4 rather than 2.

OPERATIVE'S SPECIALIZATION

As an operative, you have a particular set of skills based on your ongoing training. Choose an operative's specialization. This specialization grants you training in one skill, a skill feat for that skill, and an exploit. At 9th level, you gain the enhanced exploit granted by your specialization. The specializations presented in this book are as follows.

Ghost

You specialize in slipping into a location, completing an objective, and extricating yourself without being discovered, often utilizing stealth tactics, cover identities, disguises, or spy tech. Whether you're an assassin getting close to your target, a spy gathering sensitive intelligence, a grifter out to dupe your mark, or a thief casing the joint for your next job, you're good at blending in and avoiding notice. You're trained in Deception. You gain a skill feat for Deception.

Exploit: You're adept at taking your foes by surprise. You can Aim at targets that are unaware of you as a free action. If you successfully Strike a target who is unaware of you, or has an attitude of friendly toward you, they become slowed 1 for 1 round. On a critical success, they're stunned for 1 round.

Enhanced Exploit: You avoid detection even after making contact with the enemy. You gain the Ghost Tap action.

GHOST TAP

OPERATIVE

You take a stealthy shot then disappear into the background. Make a ranged Strike against a creature, then attempt a Stealth check to Hide. In an urban setting with multiple creatures, you can instead choose to make a Deception check to Hide. You gain a +2 circumstance bonus to this check if the creature was unaware of you or has an attitude of friendly toward you.

Success If the creature could see you, you're now hidden from it instead of observed. If you were hidden from or undetected by the creature, you retain that condition.

Failure You become observed.

Infiltrator

You specialize in bypassing security systems, hazards, traps, and other defenses. From hacking a computer system or cutting power to a building to bypassing a biometric lock and cracking a secure vault, you're skilled at accessing locations without alerting security or tripping safeguards. You're trained in Computers. You gain a skill feat for Computers.

Exploit: You cause technological items and creatures to experience glitches and malfunctions with minimal effort. You gain the Sabotage action.

SABOTAGE

CONCENTRATE MANIPULATE OPERATIVE

You disrupt enemy tech to cover your tracks or gain a tactical advantage. Select a single tech creature or tech item within 15 feet that you can see. If your target is a tech creature, attempt a Computers or Crafting check against the creature's Fortitude DC. If your target is an item, attempt a Thievery check against the item's DC or the Reflex DC of the creature possessing the item, if the item is being carried, held, or worn and the DC would be higher.

If you're an expert in Computers, Crafting, or Thievery, you can use Sabotage on a tech creature or tech item within 30 feet. If you're a master, you can use it within 45 feet. If you're legendary, you can use it within 60 feet.

Critical Success The creature or item becomes glitching 1 for 1 minute.

Success The creature or item becomes glitching 1 for 2 rounds.

Failure Your attempt fails and requires more persistent analysis. The target is immune to your Sabotage until the end of your next turn.

Critical Failure Your attempt backfires. The target is immune to your Sabotage for 10 minutes.

Enhanced Exploit: You can use Sabotage as a free action whenever you critically hit a tech creature with a melee attack or a ranged attack in your first range increment, targeting the triggering creature. You can use Sabotage as a reaction whenever a creature wielding a tech weapon, or a tech creature, critically fails a melee attack roll against you, targeting the triggering weapon or creature.

Skirmisher

You specialize in close quarters missions that require you to operate in crowded and tight spaces, such as inside buildings or vehicles, down narrow alleys, and within crowds. Whether you're a mugger, a bodyguard, an assassin, or an urban mercenary, you favor pistols and can use them efficiently in tight spaces. You're trained in Acrobatics. You gain a skill feat for Acrobatics.

Exploit: You're adept at utilizing pistols in close combat and can employ them in a fight just as well as some might use a sword. Your ranged Strikes with one-handed ranged weapons don't trigger reactions that are triggered by a ranged attack. You gain the Hair Trigger (page 92) feat as a bonus feat.

Enhanced Exploit: Your point-blank shots are particularly deadly. When you make a successful Strike against an

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adjacent enemy with a one-handed ranged weapon, you calculate the damage as if the lowest-rolled weapon damage die for the attack had the maximum result instead. At 17th level, the two lowest-rolled damage dice increase to the maximum result.

Sniper

You specialize in targeting foes from far away and attacking while unseen. Whether you're peeking around a corner, perching on a distant rooftop, or aiming from the back line of a squad formation, you favor sniper rifles and prefer to line up the perfect shot rather than rush into combat. You're trained in Stealth. You gain a skill feat for Stealth.

Exploit: You ignore the volley trait of guns you wield. You gain one of the following operative feats as a bonus feat: Keep Them in Your Sights or Scope Sight.

Enhanced Exploit: If you fail your first ranged Strike against your mark using a sniper rifle, that Strike doesn't count toward your multiple attack penalty, and you ignore your sniper rifle's unwieldy trait until the end of your turn.

Striker

You specialize in hand-to-hand combat and prefer to fight using your fists or lightweight melee weapons, rather than guns. Whether you're a daredevil who lives for the thrill, a martial artist who likes to show off, or an assassin who kills with a personal touch, you take the fight to your foes and use your body as a weapon. You're trained in Athletics. You gain a skill feat for Athletics. You can choose Strength as your key attribute.

Exploit: You have expert proficiency with unarmed and one-handed melee weapons with the agile trait instead of with martial guns. Whenever you increase your proficiency with martial guns, you instead increase your proficiency with one-handed agile melee weapons and simple guns.

In addition, when you Aim, you can Aim with and apply the benefits to a one-handed melee weapon with the agile trait rather than with a ranged weapon. Any operative feat that has a requirement of "you're wielding a gun," also has a new optional requirement that you can select instead: "you're wielding a one-handed melee weapon with the agile trait." Any operative feat that instructs you to "make a ranged Strike" instead can instead be interpreted as "make a melee Strike with a one-handed melee weapon with the agile trait."

You gain the Reactive Step reaction.

REACTIVE STEP ↗

OPERATIVE | **MOVE**

Trigger A creature within your reach leaves a square during a move action it's using.

You're able to move deftly around your foes, getting out of tricky situations or managing to put yourself into a place where you hold the advantage. You Step twice, ending as close as possible to the triggering creature.

Enhanced Exploit: You find yourself able to overwhelm foes that you study. You gain the Overwhelming Strike free action.

OVERWHELMING STRIKE ♦

OPERATIVE

Trigger Your Strike hits a creature you've designated as your mark and deals damage.

You apply one of the following overwhelms, which lasts until the end of your next turn.

- **Overwhelm** The target becomes off-guard.
- **Overwhelm** The target becomes suppressed.
- **Overwhelm** The target can't Take Cover or benefit from cover.

MOBILE RELOAD

Your gun is a part of you, and you've learned to reload while performing other actions. Whenever you Interact to reload a ranged weapon, you can also Step or Stride.

OPERATIVE FEATS

At 1st level and every even-numbered level, you gain an operative class feat.

SKILL FEATS

2ND

At 2nd level and every 2 levels thereafter, you gain a skill feat. You must be trained or better in the corresponding skill to select a skill feat.

FOCUSED

3RD

You're highly focused, and little can distract or sway you from your course of action. Your proficiency rank for Will saves increases to expert.

GENERAL FEATS

3RD

At 3rd level and every 4 levels thereafter, you gain a general feat.

ON THE MOVE

3RD

You're fast on your feet, hard to pin down and able to better maneuver against foes who might try to pin you down. You gain a +5-foot status bonus to your Speed. This bonus increases by 5 feet for every 5 levels you have beyond 3rd. Additionally, you gain the Tactical Advance action.

TACTICAL ADVANCE ♦

FLOURISH | **MOVE** | **OPERATIVE**

Requirements You're not encumbered.

You dodge, roll, and weave out of danger, leaving no openings as you move across the battlefield. Stride up to half your Speed. This movement doesn't trigger reactions.

SKILL INCREASES

3RD

At 3rd level and every 2 levels thereafter, you gain a skill increase. You can use this increase to either become trained in one skill you're untrained in, or to become an expert in one skill in which you're already trained.

At 7th level, you can use skill increases to become a master in a skill in which you're already an expert, and at 15th level, you can use them to become legendary in a skill in which you're already a master.

KEY TERMS

You'll see the following key terms in many operative class features.

Aim: An action used to focus on a target and deal extra precision damage (page 88).

Expend: The number of charges or ammunition a ranged weapon consumes each time the weapon is fired.

Flourish: Actions with this trait are special techniques that require too much exertion for you to perform frequently. You can use only one action with the flourish trait per round.

Gun: Any ranged weapon with the analog or tech trait.

Mark: The target of your Aim.

SPECIALIZED SKILL SET**3RD**

At 3rd level, 7th level, and 15th level, you gain a skill feat. This feat must be for the trained skill from your operative's specialization.

ANCESTRY FEATS**5TH**

In addition to the initial ancestry feat you started with, you gain an ancestry feat at 5th level and every 4 levels thereafter.

MASTER GUNNER**5TH**

You're a highly skilled sharpshooter and never go anywhere without your gun. Your proficiency rank increases to master with simple and martial guns, and increases to expert with advanced guns. You gain access to the critical specialization effects for all guns for which you have expert proficiency.

URBAN OPERATOR**5TH**

You're accustomed to working in urban environments and can move swiftly through the crowded cityscape. You ignore difficult terrain from trash and crowds, and greater difficult terrain from urban environment trash and crowds are only difficult terrain for you.

OPERATIVE'S EDGE**7TH**

You've developed keen awareness and attention to detail. Your proficiency rank for Perception increases to master. In addition, you gain a +2 circumstance bonus to initiative rolls, making you faster to react during combat. If you take the Incredible Initiative feat, your circumstance bonus to initiative rolls becomes +3 instead.

OPERATIVE REFLEXES**7TH**

You've learned to move quickly to avoid explosions, sentry turrets, and worse. Your proficiency rank for Reflex saves increases to master. When you roll a success on a Reflex save, you get a critical success instead.

WEAPON SPECIALIZATION**7TH**

You've learned how to inflict greater injuries with the weapons you know best. You deal 2 additional damage with weapons and unarmed attacks in which you are an expert. This damage increases to 3 if you're a master, and 4 if you're legendary.

OPERATIVE RESILIENCE**9TH**

You have a hardy physique. Your proficiency rank for Fortitude saves increases to expert.

MASTERFUL ADVANCE**11TH**

When you use Tactical Advance, you can Stride up to your Speed, rather than up to half your Speed.

OPERATIVE EXPERTISE**11TH**

Your techniques are now harder to resist. Your proficiency rank for your operative class DC increases to expert.

LIGHT ARMOR EXPERTISE**13TH**

You've learned how to dodge while wearing light or no armor. Your proficiency ranks for light armor and unarmored defense increase to expert.

LEGENDARY GUNNER**13TH**

You're known across the galaxy for your skill with guns. Your proficiency rank increases to legendary with simple and martial guns, and to master with advanced guns. Your proficiency rank increases to expert with simple weapons, martial weapons, and unarmed attacks.

CRITICAL AIM

The first time in a round when you Aim and successfully make a ranged Strike against your mark, add your weapon's critical specialization effect to the attack even if you did not score a critical hit.

GREATER WEAPON SPECIALIZATION 15TH

Your damage from weapon specialization increases to 4 with weapons and unarmed attacks in which you're an expert, 6 if you're a master, and 8 if you're legendary.

RESOLVE

You've steeled your mind with resolve. Your proficiency rank for Will saves increases to master. When you roll a success on a Will save, you get a critical success instead.

TACTICAL BARRAGE**17TH**

You unleash a devastating barrage of attacks upon your mark. Your multiple attack penalty for attacks against your mark is -3 (-2 with an agile weapon) on your second attack of the turn instead of -5, and -6 (-4 with an agile weapon) on your third or subsequent attack of the turn, instead of -10.

GALAXY RENOWNED**19TH**

You're renowned throughout the galaxy for your skills and efficiency. Your proficiency rank increases to legendary with advanced guns. Your proficiency rank for your operative class DC increases to master. When you use Tactical Advance, you can Stride up to double your Speed, rather than up to your Speed.

INCREDIBLE SENSES**19TH**

Your eyes are incredibly sharp even without a scope. Your proficiency rank for Perception increases to legendary.

LIGHT ARMOR MASTERY**19TH**

Your skill with light armor improves, increasing your ability to dodge blows. Your proficiency ranks for light armor and unarmored defense increase to master.

OPERATIVE FEATS

At every level that you gain an operative feat, you can select one of the following feats. You must satisfy any prerequisites before selecting the feat.

1ST LEVEL**CREATIVE COVER ♦****FEAT 1****OPERATIVE**

Requirements trained in Crafting or Thievery

You use your knowledge of engineering alongside your surroundings to create flimsy obstacles and barriers on the fly that you can use to take cover. You Interact to create a simple barrier from surrounding materials, then Take Cover behind this barrier to gain lesser cover (rather than the standard cover usually granted by Taking Cover). This barrier does not otherwise grant lesser cover to anyone. At the end of your next turn, this simple barrier breaks down, becoming ineffective. This barrier has AC 10 and is immediately destroyed when it is dealt any damage.

If you have the Barricade feat, you instead Barricade, then Take Cover behind your barricade (gaining standard cover, as usual for Taking Cover). This barrier still breaks down at the end of your next turn, but it is much sturdier as your knowledge lets you employ additional construction methods. The barrier has AC 10, Hardness equal to half your level, and Hit Points equal to twice your level.

OPERATIVE FEATS

Use this table to look up operative feats by name.

Feat	Level
360 No Scope	14
Always Ready	4
Bloody Wounds	4
Bullet Fever	14
Burst Fire	16
Cloaking Field	16
Clustered Shots	14
Combat Reflexes	20
Creative Cover	1
Danger Awareness	2
Defensive Gunner	2
Deflecting Fire	6
Destructive Dash	6
Devastating Aim	4
Disarming Shot	6
Double Draw	4
Double Tap	2
Dual Aim	12
Elusive Target	1
Explosive Deflection	16
Extreme Accuracy	16
Fish in a Barrel	14
Follow-Up Fire	14
Grazing Shot	12
Hair Trigger	2
Hampering Shot	4
Impeding Shot	10
Infinite Aim	20
Instant Reload	16
Instinctive Aim	1
Keep Them In Your Sights	1
Kick it into Overdrive	6
Kill Shot	18
Kill Steal	2
Line 'em Up	12
Mobile Aim	1
Muzzle Flash	10
Opening Volley	8
Opportune Retort	10
Overwhelming Shot	12
Parkour	8
Peek	2
Practiced Escape	10
Relentless Aim	18
Running Shot	12
Scope Sight	1
Skirmish Strike	6
Sprint	10
Stop Them In Their Tracks	4
Swift Reposition	2
Switch Target	4
Tactical Assault	18
Tactical Swap	6
Toppling Shot	8
Twin Shooter	8
Uncanny Deflection	8
Unhindered Advance	6
Urbanite	10
Weakening Shot	1

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ELUSIVE TARGET ◆**FEAT 1****OPERATIVE**

Trigger The attack roll for a Strike targeting you fails or critically fails.

You move out of the way, eluding your attackers. You Step.

INSTINCTIVE AIM ◆**FEAT 1****OPERATIVE**

You draw your gun and take careful aim with the same motion. You Interact to draw a gun, then Aim with that gun.

KEEP THEM IN YOUR SIGHTS**FEAT 1****OPERATIVE**

You always keep a target marked and in your sights, even if they move. When you Aim, the benefits apply if your mark is within your weapon's first or second range increment, rather than only within the first.

MOBILE AIM ◆**FEAT 1****OPERATIVE**

You're rarely still, and you've learned to reliably hit your targets even while moving. You Stride, then Aim with a gun you're wielding.

SCOPE SIGHT**FEAT 1****OPERATIVE**

Viewing your marks through a scope is as instinctive as opening your eyes. Whenever you Aim, you can Interact to Activate a sight weapon upgrade.

WEAKENING SHOT ◆◆**FEAT 1****OPERATIVE**

Requirements You're wielding a gun.

You target a creature's limbs or other appendages to weaken them. You Aim, then make a ranged Strike at your mark. If the Strike hits, the creature becomes your choice of clumsy 1 or enfeebled 1 until the end of your next turn (clumsy 2 or enfeebled 2 on a critical hit).

2ND LEVEL**DANGER AWARENESS****FEAT 2****OPERATIVE**

You have an intuitive sense that alerts you to danger. You gain a +1 circumstance bonus to Perception checks to find traps and hidden, undetected, and unnoticed creatures; to AC against attacks made by traps and hidden, undetected, and unnoticed creatures; and to saves against traps. Even if you aren't Searching, you get a check to find traps that normally require you to be Searching. You still need to meet any other requirements to find the trap. If your initiative result is tied with an opponent, you always go first.

DEFENSIVE GUNNER**FEAT 2****OPERATIVE**

You've learned to safely defend yourself with guns, shielding your body and deflecting blows with stock and barrel. Guns

you wield gain the parry trait. If an appropriate weapon already has the parry trait, increase the circumstance bonus to AC it grants when used to parry from +1 to +2.

DOUBLE TAP ◆◆**FEAT 2****OPERATIVE**

Requirements You're wielding a gun.

You fire two shots at the same target in quick succession. You Aim, then make two Strikes against your mark. Apply the multiple attack penalty normally. If both attacks hit, combine their damage. You add any precision damage only once, to the attack of your choice. Apply the target's resistances and weaknesses only once.

HAIR TRIGGER ◆**FEAT 2****OPERATIVE**

Trigger A creature within your first range increment uses a manipulate action or a move action, makes a ranged attack, or leaves a square during a move action.

Requirements You're wielding a gun.

You attempt a ranged Strike against the triggering creature. If the attack is a critical hit and the trigger was a manipulate action, you disrupt that action. This Strike doesn't count toward your multiple attack penalty, and your multiple attack penalty doesn't apply to this Strike.

KILL STEAL ◆**FEAT 2****OPERATIVE**

Trigger An ally ends their turn.

Requirements You're wielding a gun and an enemy was hit two or more times by the same ally this turn.

You fire a quick shot at a creature your ally is focusing their attacks on. You Aim at a creature that meets the requirements, then make a Strike against that creature.

PEEK ◆**FEAT 2****OPERATIVE**

You attack, then duck out of the way to avoid retaliation and errant gunfire. Make a ranged Strike, then Take Cover.

SWIFT REPOSITION ◆**FEAT 2****OPERATIVE**

Trigger You are about to roll a Reflex saving throw, but you haven't rolled yet.

Sensing danger, you leap and twist your body, course correcting midair to a more advantageous position. You gain a +2 circumstance bonus to the triggering Reflex save. Regardless of the outcome, you can Leap or Step.

4TH LEVEL**ALWAYS READY** ◆◆◆**FEAT 4****OPERATIVE**

Trigger You are about to roll initiative.

You're ready for anything—even an ambush. You Interact to draw a weapon. At the beginning of your first turn, Aim at a target as a free action.

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BLOODY WOUNDS**FEAT 4****OPERATIVE**

You're capable of targeting your mark's vital arteries, leaving bloody wounds. When you critically hit your mark, you deal persistent bleed damage to your mark equal to your number of Aim damage dice.

DEVASTATING AIM**FEAT 4****OPERATIVE**

Your well-placed shots inflict devastating wounds on your targets. When you Aim, increase the precision damage dice from d4s to d6s.

DOUBLE DRAW ◊**FEAT 4****OPERATIVE**

Requirements You have two free hands.

You have practiced dual wielding and smoothly draw two weapons at once. When you Interact to draw a one-handed weapon, you draw another one-handed weapon as a free action.

HAMPERING SHOT ◊**FEAT 4****OPERATIVE**

Requirements You're wielding a gun.

You aim to hinder your foe. You Aim, then make a ranged Strike at your mark. If the Strike hits, the creature becomes off-guard until the end of your next turn.

STOP THEM IN THEIR TRACKS ◊**FEAT 4****OPERATIVE**

Prerequisites trained in Intimidation

Requirements You've Aimed at a target.

With your mark in your sights, you order your target to halt in their tracks and surrender. You attempt to Demoralize your mark. This check doesn't take the -4 circumstance penalty if the target doesn't share a language with you. On a critical success, your mark is also immobilized for 1 round.

SWITCH TARGET ◊**FEAT 4****OPERATIVE**

Trigger The creature you are currently Aimed at gains the dying or unconscious condition.

Requirements You're wielding a gun.

As your target falls, you immediately home in on the next. You Aim at a different creature.

6TH LEVEL**DEFLECTING FIRE ↗****FEAT 6****OPERATIVE**

Trigger You are the target of a ranged attack.

Requirements You're aware of the attack, are not off-guard against it, and are wielding a gun.

You attempt to deflect the oncoming projectile with a well-timed shot from your gun. Expend an amount of ammunition from your gun equal to its usage, as if you had fired the gun. You gain a +4 circumstance bonus to AC against the triggering

attack. If the attack misses, you have deflected it. You can't deflect unusually massive ranged projectiles, such as missiles or a steel beam.

DESTRUCTIVE DASH ➤**FEAT 6****OPERATIVE**

Requirements You are in an environment with suitable material to tear up, such as an urban environment.

You dash across the battlefield, tearing up your surroundings and toppling nearby objects as you go to make it harder for your foes to maneuver or to give chase. Stride up to your Speed. The squares that you pass through becomes difficult terrain.

A creature within reach of one of the affected squares can clean the area with an Interact action, removing any difficult terrain you created in the square.



DISARMING SHOT ➤**FEAT 6****OPERATIVE****Requirements** You're wielding a gun.

You attempt to disarm your foe with a well-aimed shot. You Aim, then make a ranged Strike at your mark. If the Strike hits, select a weapon your target is wielding or an item your target is holding. The target takes a -2 circumstance penalty to attacks with the item, or other checks requiring a firm grasp on the item, as long as the creature holds the item or until the creature Interacts to change its grip on the item. On a critical success, you knock the selected weapon or item out of the target's grasp.

KICK IT INTO OVERDRIVE ➤**FEAT 6****OPERATIVE****Frequency** once per hour**Trigger** Your turn begins.

With a steady breath and a moment of intense focus, you push yourself beyond your limits, gaining incredible speed for a short period of time. You become quickened until the end of your turn and you can use the extra action only to Stride.

When you use this ability, you can instead choose to become quickened until the end of your next turn, but at the end of this duration, you become fatigued for 2 rounds as your body recovers. You can still only use the extra action from quickened to Stride with this effect.

SKIRMISH STRIKE ➤**FEAT 6****FLOURISH OPERATIVE**

You attack as you move, staying mobile as you fight and keeping your enemies on their toes. Either Step and then Strike, or Strike and then Step.

TACTICAL SWAP ➤**FEAT 6****OPERATIVE****Frequency** once per round.

Prerequisites Your last ranged Strike this turn missed or hit and failed to damage the target.

You swap weapons with a practiced motion. You Interact to swap your current weapon for another. Make a Strike against that enemy with your new weapon, but don't count the multiple attack penalty of the prior Strike when calculating the attack roll with this attack.

UNHINDERED ADVANCE**FEAT 6****OPERATIVE****Requirements** Tactical Advance

When you use Tactical Advance, you ignore difficult terrain and greater difficult terrain.

8TH LEVEL**OPENING VOLLEY** ➤**FEAT 8****OPERATIVE**

Requirements You're wielding a gun and melee weapon or a combination weapon.

You shoot your target, then follow up with a melee attack to keep the pressure on your foe. Make a ranged Strike with

the required weapon. If the Strike is successful, your next melee attack this round against the same target gains a +2 circumstance bonus to the attack roll.

PARKOUR ➤**FEAT 8****OPERATIVE****Frequency** once per round

You dash forward, unhindered by obstacles or walls. Stride up to your Speed. You must start your movement on a horizontal surface. During this movement, you can Leap over obstacles and gaps, and run up vertical surfaces, like walls, at your full Speed. If you end the Stride off the ground, you fall after taking your next action, or when your turn ends, whichever comes first (though you can Grab an Edge, if applicable).

TOPPLING SHOT ➤**FEAT 8****OPERATIVE****Requirements** You're wielding a gun.

You aim your shots to unbalance your foe, sending them back or knocking them over. You Aim, then make a ranged Strike at your mark. If the Strike hits, the target is knocked back 5 feet. If this forced movement would cause them to collide with a creature or object, both the target and the creature (if any) are dealt bludgeoning damage equal to your Aim damage. On a critical hit, the target is also knocked prone.

TWIN SHOOTER**FEAT 8****OPERATIVE****Prerequisites** Double Draw

You are especially dangerous with twin guns. As long as you're wielding two simple guns, they gain the agile trait.

UNCANNY DEFLECTION**FEAT 8****OPERATIVE****Prerequisites** Deflecting Fire

Your well-aimed bullets fly unerringly toward your foes, even after deflecting an attack. When you succeed with Deflecting Fire, as part of that reaction, you can immediately make a ranged gun Strike with the same gun you used for Deflecting Fire. This Strike doesn't use ammunition, as it utilizes the same ammunition expended for Deflecting Fire.

10TH LEVEL**IMPEDING SHOT** ➤**FEAT 10****FLOURISH OPERATIVE****Requirements** You're wielding a gun.

You hinder your target. You Aim, then make a ranged Strike at your mark. If the Strike hits, the target is slowed 1 until the end of its next turn. If the target is flying, it also falls 10 feet.

MUZZLE FLASH ➤**FEAT 10****OPERATIVE****Requirements** You're wielding a gun.

You aim to distract your foe. You Aim, then make a ranged Strike at your mark. If the Strike hits, the creature becomes

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dazzled until the end of your next turn if it's within your first range increment.

OPPORTUNE RETORT ↘

FEAT 10

OPERATIVE

Trigger A creature critically fails on a melee attack roll against you.

You take advantage of the opening in your foe's defenses. Make a ranged Strike against the triggering creature.

PRACTICED ESCAPE ↗

FEAT 10

OPERATIVE

Trigger A creature grabs, immobilizes, or restrains you.

You've trained in close quarters combat and react instinctively to attempts to pin you down or keep you restrained. You attempt to Escape. If you succeed or critically succeed, you can also Stand or Step.

SPRINT ➡ OR ➡➡

FEAT 10

OPERATIVE

You sprint at top speed, whether to chase down a foe or flee a dangerous situation. Stride up to four times. You can increase the number of actions this activity takes to 3 to Stride up to six times.

URBANITE

FEAT 10

OPERATIVE

Prerequisites master in Stealth

You know how to be overlooked in urban environments. You move at full Speed in crowds and can use cover from crowds to Hide and Sneak, gaining a +2 circumstance bonus on your Stealth checks when in a crowd of at least 10 creatures and a +4 circumstance bonus on your Stealth checks when in a crowd of at least 100 creatures.

12TH LEVEL

DUAL AIM

FEAT 12

OPERATIVE

Your sharpshooter skills improve. You can have two marks at a time instead of one. When you Aim, you can select two marks, rather than one.

GRAZING SHOT ↗

FEAT 12

FLOURISH OPERATIVE

Requirements You have a mark.

You take your time to line up a shot that's sure to hit. Make a ranged Strike with your gun at your mark. It gains the following failure effect.

Failure Your attack deals minimum damage to the target. (Calculate this damage as if every die you would roll has a result of 1.)

LINE 'EM UP ➡

FEAT 12

OPERATIVE

Requirements You're wielding a gun.

You fire a single bullet that flies through multiple foes. Make a ranged Strike with your gun at a target within your first

range increment. Apply this attack against all creatures in a straight line between you and your target. This attack ignores any lesser cover the targets would provide one another. Roll damage only once and apply it to each creature you hit. Line 'em Up counts as two attacks for your multiple attack penalty.

OVERWHELMING SHOT ➡➡

FEAT 12

OPERATIVE

You pierce through your foe's resistance with a well-timed shot. You Aim, then make a Strike at your mark and select one of the following damage types: acid, bludgeoning, cold, electricity, fire, mental, piercing, poison, slashing, or sonic damage. Your shot ignores an amount of the target's resistance to the selected damage type equal to your level. If the creature has a weakness to the selected damage type, increase that weakness by an amount equal to half your level. A creature's immunities are unaffected.

RUNNING SHOT ➡➡

FEAT 12

FLOURISH OPERATIVE

Requirements You are wielding a gun.

You rush forward, firing a precisely aimed shot at your enemy while you're on the move. Aim and then Stride up to your Speed. At any point during this movement, you can make a ranged Strike with the gun you're wielding.

14TH LEVEL

360 NO SCOPE ➡➡

FEAT 14

OPERATIVE

Prerequisites Parkour

Requirements You are wielding a gun.

You fire a trick shot as part of performing a daredevil maneuver, meshing the art of over the top movement with an incredible display of firearm control. You Parkour and then Aim. You can make a ranged Strike with the gun you're wielding during this movement, including when you are falling.

BULLET FEVER ↗

FEAT 14

OPERATIVE

Trigger You take damage that would reduce you to 0 Hit Points.

Frequency once per hour

You fly into a frenzy with your last ounce of strength. Instead of being knocked out, you are reduced to 1 Hit Points, gain a number of temporary Hit Points equal to your level plus your key attribute modifier for 1 minute, increase your wounded value by 1, and enter a frenzy. You can't voluntarily end your frenzy. While in a frenzy caused by Bullet Fever:

- You automatically apply precision damage to all targets as though you were Aiming.
- You take a -2 circumstance penalty to AC.
- You take a -2 circumstance penalty to Will saves.
- You can't take actions that don't have the attack or move traits except to Reload your weapons.

When Bullet Fever ends, you lose any remaining temporary Hit Points from Bullet Fever.

CLUSTERED SHOTS ◀▶**FEAT 14****FORTUNE** | **OPERATIVE**

Requirements You are wielding a gun with at least three expend worth of ammunition.

You shoot a spray of bullets at a target with a display of expert marksmanship. You Aim, then make a ranged Strike at your mark and subtract three times your weapon's expend from its magazine. Roll the attack twice and use the better result. The attack ignores circumstance penalties to the attack roll and any flat check required due to the target being concealed or hidden.

FISH IN A BARREL ◀▶**FEAT 14****OPERATIVE**

As the old adage goes: hitting easy targets is like shooting fish in a barrel. You Aim, then make a ranged Strike at a prone or immobilized creature not benefiting from cover. Treat a success as a critical success. If you roll a critical success, the target is off-guard and suppressed until the beginning of your next turn.

**FOLLOW-UP FIRE** ◀▶**FEAT 14****FLOURISH** | **OPERATIVE**

Requirements You are wielding two guns and your last action was a ranged Strike that missed.

Frequency once per round

When at first you don't succeed, shoot again. Make a second ranged Strike using the weapon you're wielding that you didn't fire with. This Strike doesn't count the multiple attack penalty from the prior attack but does count towards future multiple attack penalties.

16TH LEVEL**BURST FIRE****FEAT 16****OPERATIVE**

Prerequisites Double Tap

You squeeze the trigger and release a calculated burst of fire. If you make your second Strike from Double Tap with the same gun, Double Tap counts as one attack when calculating your multiple attack penalty, and you apply your precision damage bonus from Aim to both Strikes.

CLOAKING FIELD ◀▶**FEAT 16****OPERATIVE**

Frequency once per hour

You bend light and background vibrations around yourself, either through expertise or a bit of technological ingenuity, allowing you to avoid detection. You become invisible for 10 minutes. This makes you undetected to all creatures, though the creatures can attempt to find you, making you hidden instead. If you use a hostile action, the effect ends after that hostile action is completed. While your cloaking field is active, security cameras, sentries, and other surveillance do not detect you unless they possess special senses that normally see through invisibility.

EXPLOSIVE DEFLECTION**FEAT 16****OPERATIVE**

Prerequisites Deflecting Fire

Grenades are volatile but you've learned to trigger them mid-air. You can trigger Deflecting Fire when you would be in the area of a grenade detonation. Determine if you succeed at your save before anyone else in the area. If you successfully save against a grenade using Deflecting Fire, you trigger the grenade midair, causing it to explode before it reaches you. Select a space of your choice directly between you and the attacker. The deflected grenade explodes in the selected space and you do not need to save again if you are in the new space.

EXTREME ACCURACY**FEAT 16****OPERATIVE**

Prerequisites Keep Them in Your Sights

When you Aim, the benefits apply if your mark is within range

up to your weapon's fourth range increment. Additionally, you ignore the penalty for attacking your mark at up to four range increments away.

INSTANT RELOAD**FEAT 16****OPERATIVE****Frequency** once per round

Hours of practice swiftly loading magazines has finally paid off. You can reload as a free action.

**PLAYTESTING THE OPERATIVE**

The StarFriends see the operative as a dedicated damage dealer with a potent set of skills they use to help their party troubleshoot challenges. This class is meant to be simple to pick up while offering ways to customize your character as you level!

As the team approached Starfinder Second Edition, they decided to focus on the operative's role as a damage dealer, allowing the envoy to shine a bit more in the troubleshooter role. But don't worry, the team doesn't intend for operatives to do nothing but shoot! You players get to choose a specialization based on your playstyle. This specialization gives you a set of skills, allowing you to act as troubleshooter in certain situations—ghosts are beguiling, infiltrators are tech-savvy, skirmishers are agile, snipers are sneaky, and strikers are burly.

No matter which flavor you choose, all operatives have a way to deal extra damage to a target using Aim. This works sorta like a rogue's sneak attack. Aiming gives your next attack precision damage, starting at 1d4 and increasing as you level up. You even get to double this number if you crit! Aim might represent something different depending on your specialization; a sniper might line up their rifle's sights for the perfect shot, a skirmisher might point both pistols at their foe, or a striker might focus their attacks on a weakness they noticed up close.

Guns are an operative's best friends. Remember, Starfinder Second Edition has a "ranged meta," meaning that everyone's packing a gun or some other ranged weapon, so a lot of combats happen at a distance using cover and tactical positioning, rather than up close and personal like in Pathfinder Second Edition. Sniping—shooting from long range or while hidden—is a playstyle built into the operative, and the team hopes you spend some time playtesting it. You might need a big map to put the sniper operative through its paces!

Close combat enjoyers should try out the striker specialization, which the team hopes to establish as a strong option for that playstyle. Don't forget to pack a sidearm for when your allsix isn't enough. Skirmisher is another up-close option for operatives, using pistols instead of melee weapons.

Here's the team's biggest question for all you playtesters: is playing the operative fun? This class should be simple to play, but not too simplistic. When playing an operative, you should feel like a powerful damage dealer with options besides following the same "rotation" of actions in every combat. Go headshot the big bad, then parkour off a building like a space badass—wait, can I say that?

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18TH LEVEL**KILL SHOT ➡➡ OR ➡➡➡****FEAT 18****FLOURISH | OPERATIVE****Requirements** You're wielding a gun.

You take careful aim at your mark and shoot to kill. You Aim, then make a ranged Strike against your mark. If this attack is a success (but not a critical success), you deal maximum damage. Calculate this damage as if every die you would roll has a maximum result. On a critical success, roll the result normally, but if the double damage would be less than the result of a maximum damage on a normal success, use the maximum damage on the success instead.

If you spent three actions and your attack was a critical success, then you deal maximum damage and double the damage of that result as normal.

RELENTLESS AIM**FEAT 18****OPERATIVE**

You carefully aim your shots so your bullets ricochet off solid surfaces and find their target. When you Aim at targets within your first range increment, you ignore up to greater cover that they would otherwise have against your attacks.

TACTICAL ASSAULT ➡➡➡**FEAT 18****FLOURISH | OPERATIVE****Requirements** You're wielding a gun.

Stride up to twice. You can make up to three ranged Strikes during this movement. Each ranged Strike you make must target a different creature within your first range increment (calculated from the point at which you took your attack at that target). Each attack counts toward your multiple attack penalty, but doesn't increase your penalty until you have made all your attacks.

20TH LEVEL**COMBAT REFLEXES****FEAT 20****OPERATIVE**

Your extensive training has transformed you into a living weapon. At the start of each enemy's turn, you gain an additional reaction you can use on only that turn to use an operative reaction.

INFINITE AIM**FEAT 20****OPERATIVE**

You're a sharpshooter even without a scope or stance. You can Aim as a free action.


SOLARIAN

You are a conduit for the stellar forces of the cosmos—a solar knight. The powers of gravity and light represent the extremes of these forces, and you can attune yourself between them. As an agent of this cycle, you manifest an array of solar equipment, and use your own connection to stellar forces to empower them. Regardless of which extreme of the stellar spectrum you prefer, you can change your attunement between them to take advantage of bespoke powers earned through hard meditation and practice.

KEY ATTRIBUTE

STRENGTH

At 1st level, your class gives you an attribute boost to Strength.

HIT POINTS



+ Constitution modifier

You increase your maximum number of HP by this number at 1st level and every level thereafter.

DURING COMBAT ENCOUNTERS...

You get into the thick of things, getting close to foes and attacking with your manifestations. You shift between battlefield control and close attacks, depending on your current solar attunement.

DURING SOCIAL ENCOUNTERS...

Your stellar arrangement helps determine how you act in social circles. You might be a chatterbox who makes friends easily or use lies or displays of your abilities to cow those around you.

WHILE EXPLORING...

You want to be near the front of the group to quickly get into the fight. You want to overcome challenges, like moving debris, climbing strange terrain, or otherwise maneuvering in alien environments.

IN DOWNTIME...

You balance your downtime between necessary meditations and using your skills for labor. You might also create your own dedicated following and build a monastery to train a new generation of solarians.

YOU MIGHT...

- Meditate to find an answer to a specific issue, thinking through possible eventualities before deciding on the correct course of action.
- Surprise others with cunning uses of your stellar abilities, performing feats that others weren't expecting or knew you could do.

OTHERS PROBABLY...

- Expect you to bore them with constant talk of stars and cosmic phenomena.
- Have some jealousy of your powers and the strange feats you can achieve without the use of magic.
- Think you'll be the voice of reason in a group.



SOLARIAN ADVANCEMENT

Your Level	Class Features
1	Ancestry and background, attribute boosts, initial proficiencies, stellar attunement, solar manifestations, solarian arrangement, solarian feat
2	Skill feat, solarian feat
3	General feat, indomitable body and mind, skill increase
4	Skill feat, solarian feat
5	Ancestry feat, attribute boosts, skill increase, solarian weapon expertise
6	Skill feat, solarian feat
7	General feat, pensive assessor, skill increase, weapon specialization
8	Skill feat, solarian feat
9	Advanced revelation, ancestry feat, skill increase, willful defiance
10	Attribute boosts, skill feat, solarian feat
11	Armor expertise, general feat, skill increase
12	Skill feat, solarian feat
13	Ancestry feat, skill increase, solarian weapon mastery
14	Skill feat, solarian feat
15	Attribute boosts, controlled body, general feat, greater revelation, greater weapon specialization, skill increase
16	Skill feat, solarian feat
17	Ancestry feat, armor mastery, skill increase
18	Skill feat, solarian feat
19	General feat, solar paradigm, skill increase
20	Attribute boosts, skill feat, solarian feat

CLASS FEATURES

You gain these abilities as a solarian. Abilities gained at higher levels list the level at which you gain them next to the features' names.

ANCESTRY AND BACKGROUND

In addition to what you get from your class at 1st level, you have the benefits of your selected ancestry and background, as described in Chapter 2.

ATTRIBUTE BOOSTS

In addition to what you get from your class at 1st level, you have four free boosts to different attribute modifiers. At 5th level and every 5 levels thereafter, you boost four different attribute modifiers. If an attribute modifier is already +4 or higher, it takes two boosts to increase it; you get a partial boost, and you must boost that attribute again at a later level to increase it by 1.

INITIAL PROFICIENCIES

At 1st level, you gain a number of proficiencies that represent your basic training. These proficiencies are noted at the start of this class.

STELLAR ATTUNEMENT

As a solarian, your existence cycles between the aspects of stars. You begin with two aspects: photon (the power of stars to emit heat, light, and plasma) or graviton (the power of stars to attract and imprison objects through gravity). At any time, you are considered graviton-attuned, photon-attuned, or unattuned. Many of



INITIAL PROFICIENCIES

At 1st level, you gain the listed proficiency ranks in the following statistics. You are untrained in anything not listed unless you gain a better proficiency rank in some other way.

PERCEPTION

Expert in Perception

SAVING THROWS

Trained in Fortitude

Expert in Reflex

Expert in Will

SKILLS

Trained in Athletics

Trained in one or more skills determined by your stellar arrangement

Trained in a number of additional skills equal to 3 plus your Intelligence modifier

ATTACKS

Trained in simple weapons

Trained in martial weapons

Trained in unarmed attacks

DEFENSES

Trained in light armor

Trained in medium armor

Trained in unarmored defense

CLASS DC

Trained in solarian class DC

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your abilities have additional effects based on your current attunement, and some abilities swap your current state of attunement to another state.

Your default state of attunement is dictated by the favored attunement of your selected stellar arrangement (see page 102). In encounter mode, you can use the Attune action to re-attune to your favored state. In exploration mode, you can take the Attunement Control activity to ensure that you are in constant control of what state of attunement you begin combat in, regardless of your favored attunement.

ATTUNE ♦

CONCENTRATE **SOLARIAN**

Frequency once per round

You steady your body and mind and attune yourself to your stellar focus. If you are unattuned or not in your favored state, you become attuned to the favored attunement of your stellar arrangement. You can also manifest any of your solar manifestations if they are currently dormant, and if you have the free hands to use them.

Special In addition to the above usage, you can also Attune as a free action when you roll initiative.

ATTUNEMENT CONTROL

CONCENTRATE **EXPLORATION** **SOLARIAN**

While exploring, you have an attuned state of your choosing. If you Attune as a free action when you roll initiative, you can select your attunement regardless of your stellar arrangement's favored attunement.

SOLAR MANIFESTATIONS

Your deep understanding of the stellar forces of the universe manifests in a variety of tangible ways. You can create and maintain all three different manifestations: solar flare, a solar nimbus, and a solar weapon. Your manifestations temporarily vanish if you become unattuned.

Solar Flare

A small mote of solar power hovers nearby or appears embedded on some part of your body, such as the palm of your hand or on your face. This flare of energy can unleash energy in a short range. Your solar flare is otherwise treated as a martial ranged weapon in the brawling weapon group.

SOLAR SHOT ♦

ATTACK **ATTUNED** **SOLARIAN**

You use your flare to unleash a directed blast of energy at a target. Make a ranged Strike against the AC of a creature in range. Add your Strength modifier to the damage roll. Your attunement determines the damage type and maximum range of the attack.

Graviton-Attuned 1d8 bludgeoning, 15 feet. On a critical success, you can attempt a Trip using your Athletics even if you don't have a free hand or are not adjacent to the target.

Photon-Attuned 1d6 fire, 30 feet. On a critical success, the target also takes 1d6 persistent fire damage.

Level (+4) The damage increases by one die.

Solar Nimbus

A layer of photonic energy surrounds you, overlaying your body or worn armor. This layer of star stuff provides you with protection that works alongside existing armor. It appears as a layer of glowing light or solid darkness, depending on your current state of attunement. The general appearance and shape of the nimbus is your choice and could appear as a thin layer of energy or imposing spiked energy armor layered atop your existing equipment. This design has no impact on its function and doesn't provide any additional bonuses.

NIMBUS SURGE ↘

ATTUNED **SOLARIAN**

Trigger You take damage from a melee attack.

Your nimbus reacts to trauma.

Graviton-Attuned The triggering creature must succeed at a Fortitude save against your class DC or be pushed 5 feet away from you.

Photon-Attuned The triggering creature takes fire damage equal to half your level (rounded up).

Solar Weapon

Through sheer will, you can call forth a tangible weapon comprised of the essence of stars. When you Attune, you can manifest your weapon as part of the action. When manifesting your weapon, it appears in a free hand of your choice, unless it has the free-hand trait, at which point it can manifest in any hand. Your solar weapon is a martial melee weapon. It deals 1d8 of your choice of bludgeoning, piercing, or slashing damage. You can select up to two of the following traits for your weapon. Alternatively, you can select the reach trait for your weapon instead of selecting two of the following traits.

- Disarm
- Grapple
- Parry
- Sweep
- Versatile (B/P/S only)
- Free-Hand
- Nonlethal
- Shove
- Trip

You can select one of the following weapon groups for your weapon to be a part of.

- Axe
- Club
- Hammer
- Pick
- Spear
- Brawling
- Flail
- Knife
- Polearm
- Sword

You can change the properties of your solar weapon through the Re-Forge Solar Weapon activity (page 101). Your solar weapon gains additional benefits based on your current attunement.

Graviton-Attuned When you successfully Strike a creature using your solar weapon, that creature treats all squares adjacent to the square where they were struck as being difficult terrain until the end of its next turn.

Photon-Attuned When you successfully Strike a creature with your solar weapon, you deal an additional amount of fire damage equal to half your level (rounded up).

RE-FORGE SOLAR WEAPON

CONCENTRATE EXPLORATION SOLARIAN

You spend 10 minutes focusing on the composition of your solar weapon. You can change the damage type of your weapon (typically between bludgeoning, piercing, or slashing), the currently selected traits for your weapon, and the weapon group your weapon belongs to. Your weapon maintains your selections until the next time you Re-Forge Solar Weapon.

SOLARIAN ARRANGEMENT

As adherents of the cycle of creation and destruction, solarians maintain strong personal beliefs that attach themselves to specific aspects of the cycle. At 1st level, your arrangement grants you a favored attunement, which determines your starting attunement state in combat (unless you've used the Attunement Control exploration action) and what state the Attune action attunes you to. It also provides you with an initial revelation, and proficiency with a particular skill. You also gain advanced and greater revelations at later levels. The solarian arrangements are described in detail on page 102.

SOLARIAN FEATS

At 1st level and every even-numbered level, you gain a solarian class feat. These begin on page 105.

SKILL FEATS

2ND

At 2nd level and every 2 levels thereafter, you gain a skill feat. Skill feats can be found in Chapter 5 and have the skill trait. You must be trained or better in the corresponding skill to select a skill feat.

GENERAL FEATS

3RD

At 3rd level and every 4 levels thereafter, you gain a general feat. General feats are listed in Chapter 5.

INDOMITABLE BODY AND MIND

3RD

Through meditation and perseverance, you've gained a broader control of your body. Your proficiency rank in Fortitude saves increases to expert. When you roll a success at a Fortitude or Will save against a mental or incapacitation effect, you can choose to change your current attunement.

SKILL INCREASES

3RD

At 3rd level and every 2 levels thereafter, you gain a skill increase. You can use this increase either to increase your proficiency rank to trained in one skill you're untrained in, or to increase your proficiency rank in one skill in which you're already trained to expert.

At 7th level, you can use skill increases to increase your proficiency rank to master in a skill in which you're already an expert, and at 15th level, you can use them to increase your proficiency rank to legendary in a skill in which you're already a master.

ANCESTRY FEATS

5TH

In addition to the initial ancestry feat you started with, you gain an ancestry feat at 5th level and every 4 levels thereafter. The list of ancestry feats available to you can be found in your ancestry's entry in Chapter 2.

SOLARIAN WEAPON EXPERTISE

5TH

You unlock further understanding of the many weapons of the cosmos. Your proficiency ranks for simple weapons, martial weapons and unarmed attacks increase to expert. You gain access to the critical specialization effects for your solar weapon.

SCALED ABILITIES

Similar to spells, some solarian abilities get more powerful as you increase in level. In these cases, the ability ends with one or more "Level" entries. This either lists the levels at which the ability gets an upgrade or has an entry with a plus sign that describes a benefit that increases on a regular basis. For instance, Solar Flare has a "Level (+4)" entry and would get stronger at 5th, 9th, 13th, and 17th levels.

SOLARIAN WEAPON CRYSTALS

In addition to the effects gained from your attunement, your solar weapon also benefits from specialized solarian weapon crystals (page 194). These items increase the effectiveness of your solar weapon in a similar way to how runes work for Pathfinder weapons (*Pathfinder GM Core* 236).

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KEY TERMS

You'll see the following key traits in many solarian class features.

Attuned: You can't use abilities with the attuned trait while you're unattuned. Many attuned abilities require you to be specifically graviton-attuned or photon-attuned, while others can grant additional benefits based on your current stellar attunement.

Cycle: Actions with the cycle trait change your current stellar attunement to its opposite state. When you take such an action with this trait, you benefit from the additional effect of your current attunement if the action had the attuned trait, but once you complete the action, your attunement changes to its counterpart (so graviton-attuned if you were photon-attuned before taking the action, or vice versa).

Disharmony: Actions with the disharmony trait change your current stellar attunement to being unattuned. When you take such an action with this trait, you benefit from the additional effect of your current attunement if the action had the attuned trait, but once you complete the action, you become unattuned.

Flourish: Actions with the flourish trait are special techniques that require too much exertion for you to perform frequently. You can only use one action with the flourish trait per round.

Manifestation: Feats with this trait enhance or alter your solar manifestations (flare, nimbus, and weapon), or allow you to create a new type of solar manifestation.

PENSIVE ASSESSOR

7TH

Your careful training and honed senses give you increased awareness of your surroundings. Your proficiency rank for Perception increases to master. In addition, you gain a +2 circumstance bonus to Perception checks for initiative, making you faster to react during combat. This bonus increases to +3 if you have the Incredible Initiative general feat.

WEAPON SPECIALIZATION

7TH

You've learned how to inflict greater injuries with the weapons you've practiced with most. You deal 2 additional damage with weapons and unarmed attacks in which you're an expert. This damage increases to 3 if you're a master, and 4 if you're legendary.

WILLFUL DEFIANCE

9TH

Your meditative practices steel you against mental intrusions. Your proficiency rank for Will saves increases to master. When you roll a success on a Will save against a mental or incapacitation effect, you get a critical success instead.

ARMOR EXPERTISE

11TH

You have spent so much time in armor that you know how to make the most of its protection. Your proficiency ranks for light and medium armor, as well as for unarmored defense, increase to expert. You gain the armor specialization effects of light and medium armor.

SOLARIAN WEAPON MASTERY

13TH

Your weapon becomes an extension of yourself. Your proficiency ranks for simple weapons, martial weapons and unarmed attacks increases to master. Your proficiency rank for your solarian class DC increases to expert.

CONTROLLED BODY

15TH

You instinctively react to sudden danger by manipulating subtle gravitational forces to get out of harm's way. Your proficiency rank for Reflex saves increases to master. When you roll a success on a Reflex save, you get a critical success instead.

GREATER WEAPON SPECIALIZATION 15TH

Your damage from weapon specialization increases to 4 with weapons and unarmed attacks in which you're an expert, 6 if you're a master, and 8 if you're legendary.

ARMOR MASTERY

17TH

You are able to deftly protect yourself in almost any situation. Your proficiency ranks for light, and medium armor, as well as for unarmored defense, increase to master.

SOLAR PARADIGM

19TH

Your proficiency rank for your solar weapon increases to legendary. Your proficiency rank for your solarian class DC increases to master.

SOLARIAN ARRANGEMENTS

Each solarian follows a specific stellar arrangement that determines how they approach their lives and operate in combat. These arrangements determine what attunement state a solarian begins encounter mode in, as well as access to additional abilities and skills.

The arrangements presented here represent the three primary states in which a solarian exists: focusing on graviton-attunement, photon-attunement, or a balance between both.

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BALANCED

You find yourself existing between the gravitic and photonic extremes of stellar forces, believing that a balance between the two is where one finds perfection. This means that you often swap between attunements in your daily life and enjoy using graviton and photon abilities in an interwoven tapestry.

Favored Attunement: Graviton and Photon. Choose which attunement you have outside of combat, and when using the Attune action you can select which attunement you wish to be.

Revelations: initial: Binaric Assault; advanced: Ascended Stability; greater: Astrological Sense

Arrangement Skill: Medicine or Society

INITIAL REVELATION

BINARIC ASSAULT ➡➡

ATTUNED FLOURISH SOLARIAN

You coordinate your attacks with both your solar flare and solar weapon. Make a Strike with your solar weapon and a Solar Shot, each using your current multiple attack penalty and both at the same target. You can make these attacks in whichever order you desire. If an attack hits, resolve the damage and effects, then swap your current attunement. This counts as two attacks when calculating your multiple attack penalty. If both attacks fail to hit, you become unattuned.

ADVANCED REVELATION

9TH

ASCENDED STABILITY ↗

SOLARIAN

Trigger An ability or effect would cause you to become unattuned.

You take a fraction of a moment to re-center yourself and remember the balance that calms the violent spectrums of the cycle. You do not become unattuned and remain in your current attunement state.

GREATER REVELATION

15TH

ASTROLOGIC SENSE ➡

ATTUNED SOLARIAN

Frequency once per 10 minutes

You briefly meditate on your connection to the cosmos and how the interplay between stellar forces can affect your foes. For the remainder of your turn, if an action you take would result in a variable effect based on your attunement, determine the result of both effects. If this determination requires you to roll damage, then roll the damage. If it requires the target to make a save, then have the target roll the save. This only applies to damage or effects that are specified in the attunement options of abilities, so things like the damage roll for your solar weapon are not determined in advance.

Once you've determined the possible effects for both attunement states, you can select which of the two you would like to have occur, regardless of your current attunement. If the ability would change your state, you count as being attuned to whatever attunement state you selected to take effect.

DEGRADANT

You embody the slow degradation of all things. There is a beauty in the dance of stars, and you watch it as eagerly as you watch the interplay between those who come into your orbit.

Favored Attunement: Graviton

Revelations: initial: Black Hole; advanced: Defy Gravity; greater: Singularity

Arrangement Skill: Deception or Intimidation

INITIAL REVELATION

BLACK HOLE ➡➡

ATTUNED CYCLE SOLARIAN

Frequency once per 10 minutes.

Requirement You are graviton-attuned.

You concentrate on the gravitational forces around you, pulling matter towards you in emulation of a cosmic event. Select any number of creatures within a 30-foot radius. Each affected creature takes 1d8 bludgeoning damage and must attempt a Fortitude save against your class DC.

Critical Success The creature is unaffected.

Success The creature takes half damage and is pulled 5 feet towards you.

Failure The creature takes full damage, is pulled 15 feet towards you, and is knocked prone.

Critical Failure The creature takes double damage, is pulled 30 feet towards you, and is knocked prone.

Level (+2) Increase the damage by 1d8.

ADVANCED REVELATION

9TH

DEFY GRAVITY

ATTUNED SOLARIAN

Requirement You are graviton-attuned.

You break the bonds of gravity. You gain a fly Speed equal to your Speed while you are graviton-attuned.

GREATER REVELATION

15TH

SINGULARITY ➡➡➡

ATTUNED DEATH DISHARMONY SOLARIAN

Frequency once per hour.

Requirements You are graviton-attuned.

You concentrate and manifest the pinpoint center of a black hole within 60 feet. This occupies a single 5-foot space. Creatures within the singularity's space take 10d8 void damage with a basic Reflex save against your class DC. Any creature dropped to 0 Hit Points by this effect is torn asunder and pulled into the singularity, leaving no remains. Until the end of your next turn, the singularity's space and all adjacent squares count as an area of supernatural darkness that no creatures (even those with greater darkvision) can see through. Creatures beginning their round within the area of the darkness must succeed a basic Fortitude save against your class DC or become slowed 1 for that round.

Level (+2) increase the damage by 2d8.

SOLARIAN FEATS BY NAME

Use this table to look up operative feats by name.

Feat	Level
Attuned Blow	16
Careful Strike	10
Constellation Vortex	6
Corona	6
Cosmic Alignment	20
Cosmic Infusion	4
Covering Flare	12
Eclipse Strike	2
Empowered Nimbus	4
Flicker Strike	8
Harmonic Convergence	16
Homing Mote	18
Meditative Analysis	1
Mindward Shield	8
Momentum	8
Nimbus Block	6
Perfectly Attuned	20
Plasma Ejection	4
Propulsive Shield	8
Reactive Strike	4
Shattering Impact	2
Solar Barrage	6
Solar Rampart	2
Solar Shield	1
Soul Furnace	10
Star Brand	6
Stellar Paragon	18
Stellar Rush	1
Stellar Shield Collapse	14
Twin Guard	10
Twin Weapons	1
Unstable Flare	14
Wormhole	12

RADIANT

The light of a star shines more brightly than anything else in the cosmos, and you desire to shine just as brightly. As a follower of the radiant path, you channel that cosmic light into bursts of energy that manifest as flames or revitalizing photonic energy. There are few who understand the stellar fire of a star better than you, and you can channel that energy into personal enthusiasm, either by dedicating yourself to a profession or just having a radiant personality that appeals to others and makes you the center of attention.

Favored Attunement: Photon

Revelations: initial: Supernova; advanced: Solar Wind; greater: Big Bang

Arrangement Skill: Crafting or Diplomacy

INITIAL REVELATION**SUPERNOMA** ➔

ATTUNED CYCLE SOLARIAN

Frequency once per 10 minutes

Requirement You are photon-attuned.

You unleash your pent-up aggression, causing it to erupt like the stellar events that end stars. You can choose to affect creatures in a 15-foot or 30-foot emanation. Each affected creature takes 1d8 fire damage and must attempt a Fortitude save against your class DC. If you choose the 30-foot option, you instead deal 1d6 fire damage.

Critical Success The creature is unaffected.

Success The creature takes half damage and is dazzled for 1 round.

Failure The creature takes full damage and is blinded for 1 round.

Critical Failure The creature takes double damage and is blinded for 1 minute.

Level (+1) Increase the damage by 1d8 (or 1d6 for the 30-foot version).

ADVANCED REVELATION

9TH

SOLAR WIND

ATTUNED SOLARIAN

Requirements You are photon-attuned.

You can partly disorporate your body, becoming a blur of stellar matter that travels carried by invisible solar winds. While photon-attuned, you gain a +10-foot circumstance bonus to Speed and can move through the space of a single unwilling creature each time you Stride.

GREATER REVELATION

15TH

BIG BANG ➔

ATTUNED DISHARMONY SOLARIAN

Frequency once per hour.

Requirements You are photon-attuned.

You call upon the cosmic force that created the universe, unleashing a blast of purging cosmic fire that reverts all things to their basic components and overcomes even magical defenses. This fills a 30-foot emanation and deals 10d6 fire damage with a Reflex save against your class DC. You and any number of selected adjacent allies are unaffected by this blast.

Critical Success The creature is unaffected.

Success The creature takes half damage.

Failure The creature takes full damage and 2d6 persistent fire damage.

Critical Failure The creature takes double damage, 4d6 persistent fire damage, and you can attempt to counteract a spell on the creature, using half your level, rounded up, as the counteract rank.

Level (+1) Increase the damage by 1d6.

SOLARIAN FEATS

At each level that you gain a solarian feat, you can select one of the following feats. You must satisfy any prerequisites before taking the feat.

1ST LEVEL

MEDITATIVE ANALYSIS ◀▶

FEAT 1

ATTUNED | SOLARIAN

You briefly meditate on the nature of your foe and their role in the wider cosmos. Attempt a check to Recall Knowledge about a creature. If your check is successful, you gain a +1 circumstance bonus to your next Strike with a solar weapon against the target this round. If your Strike hits, you can choose which attunement benefit you gain for that strike. The subject of your check is temporarily immune to Meditative Analysis for 1 day.

SOLAR SHIELD

FEAT 1

ATTUNED | MANIFESTATION | SOLARIAN

Your solar manifestations now include the ability to create a small shield of celestial energy. This energy shield does not require a hand to use, as it floats near you. You can Raise a Shield (*Player Core* 419), giving you a +1 circumstance bonus to AC until the start of your next turn.

While the shield is raised, you can use the Shield Block reaction (*Player Core* 262) with your shield. The shield has $5 + 2 \times \text{your level Hit Points}$ and no Hardness. Your shield can't be broken, but if it's destroyed, you cannot manifest a new shield for 10 minutes. If your shield vanishes due to you losing attunement, when you Attune to reform it, the shield returns with however many Hit Points it previously had. The shield regains all its lost Hit Points during your daily preparations or whenever you rest for at least 10 minutes, even if it's been destroyed.

Graviton-Attuned Your shield has Hardness equal to half your level rounded up.

Photon-Attuned If your shield is destroyed, adjacent enemies must succeed at a Fortitude save against your class DC or be dazzled for 1 round. On a critical failure they are instead blinded for 1 round.

STELLAR RUSH ◀▶

FEAT 1

ATTUNED | CYCLE | MOVE | SOLARIAN

You rush forward, empowered by your stellar energies, getting into the thick of combat with ease. Stride twice. You gain a +10-foot circumstance bonus to your Speed during these moves.

Graviton-Attuned When you finish your Strides, enemies within 15 feet of you must attempt a Fortitude save against your class DC. On a failure, the foes are pulled directly towards you, ending in an adjacent square if possible. You select the order which foes are moved.

Photon-Attuned The squares you moved through during your stride are suffused with solar energy until the start of your next turn. Creatures on each side of the squares are concealed from creatures on the opposite side. Creatures in these spaces are unaffected.

TWIN WEAPONS

FEAT 1

ATTUNED | MANIFESTATION | SOLARIAN

You can manifest a second solar weapon. When you do so, you can choose its traits separately from your first weapon. When you Attune you can choose to manifest both weapons in the same action as long as you have free hands for each. Add the agile and twin traits to the list of weapon traits you can apply to your solar weapons.

2ND LEVEL

ECLIPSE STRIKE ◀▶

FEAT 2

ATTUNED | CYCLE | SOLARIAN

Your attacks create a brilliant eclipse, making you harder to hit through foes. Make a melee Strike with your solar weapon or use Solar Shot. On a hit, you create an impressive display of solar energy between you and your foe. Creatures attempting to target you through your struck target increase the level of cover you receive by one level: lesser cover becomes standard cover, or standard cover becomes greater cover in the case of larger creatures. This effect lasts until the start of your next turn.

Graviton-Attuned Until the start of your next turn, whenever you wouldn't have any cover against an attack, you gain the benefits of lesser cover against that attack.

Photon-Attuned If a creature's attack would have cover from the creature you struck, that creature takes a -1 circumstance penalty to its attack. This lasts until the start of your next turn.

SHATTERING IMPACT ◀▶

FEAT 2

ATTUNED | DISHARMONY | FLOURISH | SOLARIAN

You pour all your effort into making a single attack with your solar weapon that has such force it shatters the weapon. Strike with your solar weapon. Increase the size of the weapon damage die by one step (page 172). Your solar weapon shatters and must be manifested to continue using it.

Graviton-Attuned If you hit your target, they take a -10-foot status penalty to Speed until the start of your next turn.

Photon-Attuned If you hit your target, they take additional persistent fire damage equal to half your level rounded up.

SOLAR RAMPART

FEAT 2

SOLARIAN

Prerequisites any initial revelation

Your training has helped you adapt to ever-heavier armor. You are trained in heavy armor. Whenever you gain a class feature that grants you expert or greater proficiency in medium armor, you also gain that proficiency in heavy armor. You treat armor you wear of 2 Bulk or higher as though it were 1 Bulk lighter (to a minimum of 1 Bulk).

4TH LEVEL

COSMIC INFUSION

FEAT 4

ATTUNED | MANIFESTATION | SOLARIAN

You suffuse your attunement with additional energy. Anytime you deal fire damage or persistent fire damage as a result of

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being photon-attuned, you can instead choose to deal vitality damage or persistent vitality damage.

While graviton-attuned, Strikes with your solar weapon cause the target to count all squares within 10 feet as being difficult terrain instead of just adjacent squares.

EMPOWERED NIMBUS

FEAT 4

ATTUNED **MANIFESTATION** **SOLARIAN**

You've mastered using your nimbus to diffuse incoming damage. When you Nimbus Surge, you gain resistance equal to half your level (rounded up). The type of resistance depends on your current attunement.

Graviton-Attuned Your resistance applies to physical damage (bludgeoning, piercing, and slashing).

Photon-Attuned Your resistance applies to the following types of energy damage: acid, cold, electricity, fire, and sonic.

PLASMA EJECTION

FEAT 4

ATTUNED **CYCLE** **FLOURISH** **SOLARIAN**

You unleash an ejection of plasma, hitting every creature in your choice of a 10-foot emanation centered on yourself or in a 30-foot line. Each creature in the area takes 3d6 fire damage with a basic Reflex save against your class DC. A creature that critically fails its save takes 1d8 persistent electricity damage.

Graviton-Attuned A creature failing the save is knocked prone.

Photon-Attuned Increase the fire damage to d8s.

Level (+2) The damage increases by 1d6 (or 1d8 if you're photon-attuned).

REACTIVE STRIKE

FEAT 4

SOLARIAN

Trigger A creature within your reach uses a manipulate action or a move action, makes a ranged attack, or leaves a square during a move action it's using.

You lash out at an occupied foe. Make a melee Strike against the triggering creature. If your attack is a critical hit and the trigger was a manipulate action, you disrupt that action. This Strike doesn't count toward your multiple attack penalty, and your multiple attack penalty doesn't apply to this Strike.

6TH LEVEL

CONSTELLATION VORTEX

FEAT 6

ATTUNED **CONCENTRATION** **SOLARIAN**

You will into being a copy of your solar weapon, causing it to circle around you in a vortex that leaves constellation patterns in its wake. Any creature that starts its turn adjacent to you takes an amount of damage equal to the weapon damage of your solar weapon with a basic Reflex save against your class DC. You can use a single action, which has the concentrate trait, to add another weapon to the vortex, up to a maximum of 3 weapons at any time. Each added weapon increases the damage of the effect by 1. The vortex lasts for 1 round before shattering, but you can Sustain the vortex for up to 1 minute.

You can spend 1 action to shatter your vortex early. When it shatters, the vortex deals an amount of damage equal to your

level with the same type as your solar weapon, plus 1 for each additional weapon in the vortex, to all adjacent creatures. Once your shatter the vortex, you cannot recreate it for 1d4+1 rounds.

Graviton-Attuned Increase the damage of the vortex by 2 per weapon (including the first).

Photon-Attuned Add 1 fire damage per weapon (including the first).

Level (+3) The damage from each additional weapon increases by 2.

CORONA

FEAT 6

ATTUNED **SOLARIAN**

You unleash a corona of stellar energy in a 10-foot emanation around yourself. If your attunement changes, then the effect of your corona immediately changes. You can Sustain the effect for up to 1 minute. Your corona ends if you become unattuned.

Graviton-Attuned The area of your corona is darkness that prevents light from entering the area. This acts as a *darkness* spell with a spell rank equal to half your level.

Photon-Attuned The area of your corona is suffused with solar light shedding bright light in the area and dim light out to double the size of the emanation. Invisible creatures within the bright light of your emanation become concealed, while creatures already concealed are no longer concealed.

NIMBUS BLOCK

FEAT 6

ATTUNED **MANIFESTATION** **SOLARIAN**

Prerequisites Solar Shield

You've combined the strength of your defensive powers such that your solar nimbus bolsters your solar shield. When you Shield Block a melee attack with your solar shield, as long as either you or your shield take damage from the attack, you can use Nimbus Surge as a free action.

SOLAR BARRAGE

FEAT 6

ATTUNED **DISHARMONY** **FLOURISH** **SOLARIAN**

You can fire off multiple shots with your solar flare in short succession. Make two Solar Shots against separate targets and with a -2 circumstance penalty. Both attacks count toward your multiple attack penalty, but the penalty doesn't increase until after you've made both attacks.

STAR BRAND

FEAT 6

ATTUNED **MANIFESTATION** **SOLARIAN**

Requirements Your last action this turn was a successful Strike with a solar weapon or a successful Solar Shot.

You mark the target of your last attack with a potent brand of solar energy that keeps it visible and improves the effects of your attacks against them. Triple the range of your Solar Shot when targeting a branded creature. An invisible creature affected by the brand, or who later becomes invisible, becomes concealed instead. If the branded creature was already concealed for any other reason, it is no longer concealed.

The brand lasts until the creature is slain, you mark another creature with a brand, or 10 minutes pass.

8TH LEVEL

FLICKER STRIKE ◀

FEAT 8

ATTUNED CYCLE SOLARIAN TELEPORTATION

You attack a target with your solar weapon and use the speed of light to shift to another foe within range. Make a Strike with your solar weapon. If your attack succeeds, select a creature within a range equal to your current Speed. You teleport to any square in range that's within reach of the creature you selected and make another melee Strike against that creature. If your initial Strike fails, you don't teleport and the action ends.

Graviton-Attuned Increase the range to double your Speed.**Photon-Attuned** If a Strike made as part of this action is a critical success, the struck target is dazzled until the end of its next turn.

MINDWARD SHIELD

FEAT 8

ATTUNED MANIFESTATION SOLARIAN

Prerequisites Solar Shield

Your solar shield acts as an anchor for your mind as much as your body. When you Raise your Shield, you gain the shield's circumstance bonus to Will saves.

Special If you have the Shield Block reaction, damage you take as a result of a Will save can trigger that reaction, even if the damage isn't physical damage.

MOMENTUM ◀

FEAT 8

ATTUNED FLOURISH SOLARIAN

Requirements Your last action this turn was a successful melee Strike.

You use the momentum of your last attack to maneuver around the battlefield, either by leaving photonic images or making great gravity-assisted leaps. Step twice.

Graviton-Attuned Increase the movement of your Step actions to 10 feet.**Photon-Attuned** You leave an afterimage in the square you moved out of at the beginning of this action. This image lasts until the end of your next turn or until another creature enters the space. This afterimage counts as an ally to you and your allies for the purposes of flanking.

PROPELLUSIVE SHIELD

FEAT 8

ATTUNED SOLARIAN

Prerequisites Solar Shield

You fire blasts of solar energy through your raised shield, harnessing its gravitational force to propel your attacks. When you use Solar Shot while you have your Solar Shield raised, you can deal 1 damage per damage die of your Solar Shot to your solar shield (bypassing its Hardness). If you do, increase the Solar Shot's range by 10 feet and add effects based on your attunement.

Graviton-Attuned Add bludgeoning damage equal to the amount dealt to your solar shield. Gain a +2 circumstance bonus to the Trip attempt on a critical success.

Photon-Attuned Add fire damage equal to the amount dealt to your solar shield. Increase the persistent fire damage on a critical success to 1d8.

10TH LEVEL

CAREFUL STRIKE ◀

FEAT 10

ATTUNED FLOURISH SOLARIAN

You focus on your solar weapon's trajectory so you can adjust it up to the last possible moment to turn a missed attack into a glancing blow. Make a melee Strike with your solar weapon. It gains the following failure effect.

Failure Your attack deals any damage it would have dealt on a hit, counting all damage dice as though they rolled a 1, and gains the usual benefits of your attunement when making solar weapon Strikes.

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SOUL FURNACE ◊

CONCENTRATION | HEALING | SOLARIAN

Frequency once per day per affliction

Your soul becomes fuel, burning away your life force to stem the tide. Choose an affliction on yourself, such as a curse, disease, or poison. Lose a number of Hit Points equal to the level of the affliction. Make a new saving throw against the affliction as though you were at the end of its listed interval. If you roll a failure on this save, then there is no effect. If you roll a critical failure on this save, you get the failure result instead.

FEAT 10**12TH LEVEL****TWIN GUARD** ◊**FEAT 10**

DISHARMONY | SOLARIAN

Prerequisites Twin Weapons

Trigger A creature within your reach critically hits you with a melee Strike and you are wielding two solar weapons.

You raise one of your weapons to intercept a particularly deadly attack. You gain resistance to the attack equal to your level. One of your solar weapons shatters and must be manifested to continue using it.

**COVERING FLARE** ◊**FEAT 12**

ATTUNED | FLOURISH | SOLARIAN

You use your solar flare to cover yourself as you close in on your foes. You Stride twice; at any point during this movement, you can make a Solar Shot attack. If the attack hits, the target is also suppressed until the end of its next turn.

WORMHOLE ◊**FEAT 12**

ATTUNED | CYCLE | SOLARIAN

Frequency once per hour

You force a rip in space that acts as a tunnel to a nearby location. Create two wormholes in unoccupied squares that are within 100 feet, visible to you, and at least 15 feet apart. If a creature enters the space of a wormhole, it emerges onto any adjacent space to the other wormhole that the creature desires. If there is no valid space for the creature to enter, then both wormholes collapse and the creature remains in the space where it entered the first wormhole. The wormholes last for 1 round before collapsing, but you can Sustain the wormholes for up to 1 minute. The attuned effects of this ability only apply to your attunement when you create the wormholes.

Graviton-Attuned A creature beginning its turn adjacent to a wormhole must succeed at a Fortitude save against your class DC or be pulled into the wormhole.

Photon-Attuned A creature entering the wormhole becomes concealed until the start of its next turn.

14TH LEVEL**STELLAR SHIELD COLLAPSE** ◊**FEAT 14**

ATTUNED | SOLARIAN

Prerequisites Solar Shield**Trigger** Your Solar Shield is destroyed while you have it raised.

Requirements You haven't used Black Hole or Supernova within the last 10 minutes.

Your Solar Shield collapses on itself, with destructive results.

Graviton-Attuned Immediately use Black Hole as a free action (if you have the Black Hole revelation).

Photon-Attuned Immediately use Supernova as a free action (if you have the Supernova revelation).

UNSTABLE FLARE ◊**FEAT 14**

ATTUNED | DISHARMONY | FLOURISH | SOLARIAN

Prerequisites Solar Barrage

You supercharge your solar flare and unleash multiple simultaneous blasts at all foes in an area. Make a Solar Shot with a -2 penalty against each enemy within a 15-foot-radius burst centered at any point within your Solar Shot's current range. Each attack counts toward your multiple attack penalty, but you do not increase your penalty until you have made all your attacks.

Graviton-Attuned You may Step once as a free action immediately before or after making your attacks.

Photon-Attuned You're concealed to each target of this attack until the start of your next turn.

16TH LEVEL

ATTUNED BLOW

FEAT 16

SOLARIAN

Requirements You are unattuned.

You can use your manifestations immediately upon attuning yourself. When you take the Attune action, you can make a Strike with your solar weapon or a Solar Shot as a free action after you become re-attuned.



PLAYTESTING THE SOLARIAN

The Starfinder team's awfully curious to hear your feedback on the solarian class. The team sees the solarian as a "solar knight" and a class that balances between its attunements to unleash a whole bunch of hurt on its enemies and provide some interesting combat control abilities. A lot to do for just one class, gree?

The solarian frontloads a lot of abilities, with different states of attunement and a lot of manifestations to balance around, meaning there's a lot to keep track of. Is there too much going on with the solarian and would it be better cutting back some of the manifestations—well, we're hoping you can help us with that in playtesting! The question is, does the solarian have too much going on at 1st-level, and if so, where could we streamline it? Or does the solarian work as a more "advanced class" in the core slate of classes?

The idea of attunement and swapping between states of attunement is another side of the solarian coin that the team wants to see play out on the table. I mention a coin there, because the Starfinder team has found it useful to keep a coin in front of them while playing a solarian so they can tell what attunement they're in—might make for a fine prop one day. Still, there's a lot of room for expanding attunement in the future, possibly even adding new attunement states for different variants of the class. Does having different effects based on your attunement create a fun play experience by swapping between and planning out your actions to reach a desired attunement? We're curious to hear all about it!

Revelations really change things up, and they're like those fun "ultimate" abilities you find in the vidgames! Some revelations, like for the degradant or radiant, are basically usable once per combat, but by Damoritosh do they make an impact (or explosion... or implosion). The balanced arrangement is a bit different and provides a bit of consistent gameplay difference with its Binaric Assault ability. The team is hoping to hear some epic stories about how solarians use these abilities to really shake-up the game (or implode the game, because it's a black hole).

Oh, how about close combat? The solarian's a bit different than the other classes in this book, because it really focuses on getting up-close and personal with their enemies. The solarian is all about being in melee, or close enough that it might as well be in melee. Does that work in Starfinder, and do the solarian's abilities let it close the gap? Oh, and not THE Gap, just to be clear. No one's crossing that thing... well... not that I know of!

HARMONIC CONVERGENCE

FEAT 16

SOLARIAN

Dissonance grants you a modicum of clarity and a brief second wind in stressful situations. When you use an action with the disharmony trait, you gain a number of temporary Hit Points equal to half your level.

18TH LEVEL

HOMING MOTE

FEAT 18

ATTUNED MANIFESTATION SOLARIAN

You've come to rely on ranged motes as much as you do your solar weapon. Triple the range of your Solar Shot. When using Solar Shot against foes within its original range, you ignore concealment and cover the target has.

STELLAR PARAGON

FEAT 18

ATTUNED SOLARIAN

You extend the control of stellar forces to affect your foes. Creatures that hit you with an attack suffer consequences based on your attunement.

Graviton-Attuned The creature takes a -2 circumstance penalty to their attacks for the next round after hitting you. If they strike you again, then they increase the penalty to a -3 circumstance penalty stacking with their multiple attack penalty.

Photon-Attuned The creature takes 3d6 fire damage.

20TH LEVEL

COSMIC ALIGNMENT

FEAT 20

SOLARIAN

You understand the full breadth of the cosmic plan. You're permanently quickened. You can use your extra action only to Attune, Strike with your solar weapon, or make a Solar Shot.

PERFECTLY ATTUNED

FEAT 20

ATTUNED SOLARIAN

You have absolute control and understanding of your attunement with the stellar forces of the cosmos. If you would become graviton or photon-attuned, you instead become perfectly-attuned. When you are perfectly-attuned, you can choose which attunement bonus to benefit from (either graviton or photon-attuned) when using any of your abilities. If any of your abilities require you to be in a specific attunement state, being perfectly-attuned counts as your choice of graviton or photon-attuned.

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 SOLDIER

You are a master of area weapons, heavy armor, and taking punishment. You stand in the thick of the battle and unleash devastating salvos against your foes, while taking withering fire in return. By laying down a barrage of suppressing fire with powerful weapons, you set your allies up to fulfill their respective roles, while encouraging enemies to focus on you.

KEY ATTRIBUTE

CONSTITUTION

At 1st level, your class gives you an attribute boost to Constitution.

HIT POINTS

10

+ Constitution modifiers

You increase your maximum number of HP by this number at 1st level and every level thereafter.

DURING COMBAT ENCOUNTERS...

You set yourself up on the battlefield to rain down fire with heavy weapons. You then take abuse from foes as they advance through your attacks.

DURING SOCIAL ENCOUNTERS...

You often stand back and let others do the talking, while threatening with your sheer bulk. Sometimes you might surprise others with an insightful take.

WHILE EXPLORING...

You're at the front of the group. You position yourself so you can take advantage of your weaponry but also act as a shield for your allies.

IN DOWNTIME...

You generally work long and exhausting jobs. You might take time to retrain certain things you've learned, or tinker with your heavy weapons and procure new ammunition and upgrades.

YOU MIGHT...

- Use your heavy weapons to take the brunt of the enemy's attention in combat, relishing the attention while taking heavy fire.
- Rush forward into danger, knowing that your sheer bulk and endurance will see you through.

OTHERS PROBABLY...

- Rely on you to take the lead and absorb incoming fire.
- Assume there's not much more to you than wielding big weapons and taking a beating.
- Appreciate what just your simple presence brings to the negotiating table.

SOLDIER ADVANCEMENT

Your Level	Class Features
1	Ancestry and background, attribute boosts, initial proficiencies, suppressing fire, primary target, soldier fighting styles, walking armory, soldier feat
2	Skill feat, soldier feat
3	Fearsome bulwark, general feat, reflex expertise, skill increase
4	Skill feat, soldier feat
5	Ancestry Feat, attribute boosts, perception expertise, skill increase, soldier weapon expert
6	Skill feat, soldier feat
7	Armor expertise, general feat, skill increase, soldier expertise, tough as nails, weapon specialization
8	Skill feat, soldier feat
9	Ancestry feat, skill increase
10	Attribute boosts, skill feat, soldier feat
11	General feat, skill increase, soldier's resolution
12	Skill feat, soldier feat
13	Ancestry feat, armor mastery, skill increase
14	Skill feat, soldier feat
15	Attribute boosts, general feat, skill increase, soldier mastery, unshakable juggernaut
16	Skill feat, soldier feat
17	Ancestry feat, legendary armor, skill increase
18	Skill feat, soldier feat
19	General feat, legendary soldier, skill increase
20	Attribute boosts, skill feat, soldier feat

CLASS FEATURES

You gain these abilities as a soldier. Abilities gained at higher levels list the level at which you gain them next to the features' names.

ANCESTRY AND BACKGROUND

In addition to what you get from your class at 1st level, you have the benefits of your selected ancestry and background, as described in Chapter 2.

ATTRIBUTE BOOSTS

In addition to what you get from your class at 1st level, you have four free boosts to different attribute modifiers. At 5th level and every 5 levels thereafter, you boost four different attribute modifiers. If an attribute modifier is already +4 or higher, it takes two boosts to increase it; you get a partial boost, and you must boost that attribute again at a later level to increase it by 1.

INITIAL PROFICIENCIES

At 1st level, you gain a number of proficiencies that represent your basic training. These proficiencies are noted at the start of this class.

SUPPRESSING FIRE

You have a knack for using powerful weapons to hinder your foes and prevent them from operating at their peak. If you make an attack with a weapon that has the area trait (such as from the Area Fire or Auto-Fire actions), you use it in a manner that suppresses your targets. Enemies in the affected area who fail



INITIAL PROFICIENCIES

At 1st level, you gain the listed proficiency ranks in the following statistics. You are untrained in anything not listed unless you gain a better proficiency rank in some other way.

PERCEPTION

Trained in Perception

SAVING THROWS

Expert in Fortitude

Trained in Reflex

Expert in Will

SKILLS

Trained in Intimidation

Trained in a number of additional skills equal to 3 plus your Intelligence modifier

ATTACKS

Trained in simple weapons

Trained in martial weapons

Trained in unarmed attacks

DEFENSES

Trained in all armor

Trained in unarmored defense

CLASS DC

Trained in soldier class DC

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their save against your attack become suppressed (page 256) until the start of your next turn. A suppressed target takes a -1 circumstance penalty on attack rolls and takes a -10-foot status penalty to its Speeds. Some Soldier abilities and class feats interact further with the suppressed condition.

PRIMARY TARGET

You can pick out a single target to bring down greater fire on when unleashing the full devastation of your powerful area weaponry. When you make an attack with an area of effect weapon (such as from the Area Fire or Auto-Fire actions), you can choose a single creature either adjacent to the center point of the attack or the closest to you within a cone or line to be your primary target. After resolving the area of effect attack, make a ranged Strike using your weapon against the selected target. Ignore the unwieldy trait on your weapon when using this action. This follow-up Strike consumes an amount of ammo from the weapon equal to its expend, and you can't make this additional Strike if you don't have sufficient ammo. If two or more creatures are equidistant or closest, you can choose which one is your primary target. If you successfully hit your primary target with this Strike, then that target is suppressed until the start of your next turn. This Strike uses the same multiple attack penalty as your Area Fire or Auto-Fire action but doesn't count toward your multiple attack penalty.

SOLDIER FIGHTING STYLES

As a soldier, you applied yourself to a specific style of combat. Your style determines how you tend to approach combat and often changes how you take advantage of your ability to suppress targets. Choose a soldier fighting style. The fighting styles presented in this book are as follows.

Action Hero

You believe that almost any problem can be solved by shooting your way out. Somehow, your sheer bravado and over-the-top actions have a way of working out for you, despite logic often suggesting otherwise. To you, there's no problem that a copious amount of bullets or laser blasts can't cure, though you can sometimes mix it up and find other solutions if you need. You've become a specialist at wielding automatic weapons and can employ them to devastating effect when confronted with foes.

When you successfully make a ranged Strike with a weapon with the automatic trait, you suppress the target until the start of your next turn. In addition, when you Auto-Fire, the size of the cone is equal to the weapon's full range increment instead of half. When using the Auto-Fire action, you can designate a target anywhere in the cone to be your primary target instead of the target closest to you.

Armor Storm

Your armor is like an extension of your skin (or other appropriate surface layer), and you're able to leverage it alongside the heavy weapons you employ. Foes you suppress quickly stumble while attempting to overcome your durability, granting you an edge in absorbing their incoming firepower. You likely move to the forefront and try to focus your enemy's attention on yourself.

You never count as being in the area of a ranged weapon you've made an attack with. You gain resistance equal to half your level (minimum 1) against attacks made by suppressed targets.

You can Disarm, Grapple, Reposition, Shove, or Trip even if you don't have a free hand. You gain a +1 status bonus to Athletics checks to Disarm, Grapple, Reposition, Shove, and Trip suppressed foes. When you successfully Disarm, Grapple, Reposition, Shove, or Trip a creature, it becomes suppressed until the start of your next turn.

Bombard

There's nothing like a reliable heavy gun (or maybe several) to get you through tough times. You've come to terms with the fact that your weapons might sometimes hit your allies but work to minimize such instances of "friendly fire." In fact, you've honed your skill with heavy weapons so much that all but the most indirect of strikes cause your allies to duck down or force them to adapt to the havoc you unleash.

When you attack with an area weapon, you adjust the shot to allow allies to better avoid it. You can select a number of allies within the area of your weapon's fire equal to half your Constitution modifier. Selected allies are unaffected by your attacks. In addition, enemies who succeed (but not critically succeed) their save against an area attack you make are still suppressed until the start of your next turn.

Close Quarters

While you still have the necessary training to employ heavy weapons, you've learned that it's important to keep a backup for when foes get too close. You may be a skilled Veskarium trooper who knows their way around a doshko, or a devotee of Zon-Shelyn who brings holy wrath with a painglaise. Blows with heavy close combat weapons punish your foes just as effectively as when you fire a rotolaser or a missile launcher.

When you successfully make a Strike with a two-handed melee weapon, you suppress the target until the start of your next turn. In addition, you gain the Punitive Strike reaction.

PUNITIVE STRIKE

Trigger A creature within your reach uses a manipulate action, makes a ranged Strike, uses a move action, or leaves a square during a move action it's using.

Your foe's momentary lapse in defense gives you an opening. Ignore the unwieldy trait on your weapon when using this action. Make a melee Strike against the triggering creature. If your attack hits, the target is suppressed, and if the trigger was a move action, you disrupt that action. This Strike doesn't count toward your multiple attack penalty, and your multiple attack penalty doesn't apply to this Strike.

Erudite Warrior

Not every situation should be solved with a gun and sometimes it's better to just talk things through. You've come to appreciate specific facets of a galactic culture and can hold your own in a conversation to avoid unnecessary conflict. However, should a conflict arise, you're the first to display your aptitude with your weapons, cowing foes with your skill.

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You're trained in Diplomacy or Society and a Lore skill of your choice. When you gain armor expertise, you gain expert proficiency in Diplomacy or Society (whichever you selected). This increases to master proficiency in the selected skill when you gain armor mastery and again to legendary when you gain legendary armor. You also gain the Oppressive Presence action.

OPPRESSIVE PRESENCE ♦

Frequency once per round

You unnerve foes with a look, or similarly attract their attention through your subtle movements or words. Target an enemy creature you can see within 60 feet. The target becomes suppressed until the start of your next turn. If the targeted enemy targets you with a Strike or other offensive action, it loses the suppressed condition from this effect.

WALKING ARMORY

You wield heavy equipment and can carry it. When determining your Strength for using armor, you can instead choose to use your Constitution modifier. If you already meet the Strength requirement for the armor you're wearing, reduce that armor's Bulk by 1 (to a minimum of 1). In addition, increase the amount of Bulk you can carry before becoming encumbered by half your Constitution modifier rounded up. Increase your maximum carried Bulk by your Constitution modifier.

SOLDIER FEATS

At 1st level and every even-numbered level, you gain a soldier class feat. These begin on page 114.

SKILL FEATS

2ND

At 2nd level and every 2 levels thereafter, you gain a skill feat. Skill feats can be found in Chapter 5 and have the skill trait. You must be trained or better in the corresponding skill to select a skill feat.

FEARSOME BULWARK

3RD

Your sheer mass terrifies foes when they see you. You can use your Constitution modifier instead of your Charisma modifier on Intimidation checks, and instead of your Strength modifier on Athletics checks to Reposition or Shove.

SKILL INCREASES

3RD

At 3rd level and every 2 levels thereafter, you gain a skill increase. You can use this increase either to increase your proficiency rank to trained in one skill you're untrained in, or to increase your proficiency rank in one skill in which you're already trained to expert.

At 7th level, you can use skill increases to increase your proficiency rank to master in a skill in which you're already an expert, and at 15th level, you can use them to increase your proficiency rank to legendary in a skill in which you're already a master.

GENERAL FEATS

3RD

At 3rd level and every 4 levels thereafter, you gain a general feat. General feats are listed in Chapter 5.

REFLEX EXPERTISE

3RD

Your reactionary defenses grow stronger. Your proficiency rank for Reflex saves increases to expert.

ANCESTRY FEATS

5TH

In addition to the initial ancestry feat you started with, you gain an ancestry feat at 5th level and every 4 levels thereafter. The list of ancestry feats available to you can be found in your ancestry's entry in Chapter 2.

PERCEPTION EXPERTISE

5TH

You remain alert to threats around you and can react a moment's notice. Your proficiency rank for Perception increases to expert.

SOLDIER WEAPON EXPERT

5TH

You've learned how to use your weapons in a way that pulverizes your foes and makes the best use of your area attacks. Your proficiency ranks for simple weapons and martial weapons increases to expert. You gain access to the critical specialization effects for weapons with the area or automatic traits.

ARMOR EXPERTISE

7TH

Your proficiency ranks for light, medium, and heavy armor, as well as for unarmored defense, increase to expert. You gain the armor specialization effects for medium and heavy armor.

SOLDIER EXPERTISE

7TH

Your ability to unleash area of effect attacks and utilize your equipment improves. Your proficiency rank for your soldier class DC increases to expert.

TOUGH AS NAILS

7TH

Your proficiency rank for Fortitude saves increases to master. When you roll a success on a Fortitude save, you get a critical success instead.

WEAPON SPECIALIZATION

7TH

You've learned how to inflict greater injuries with the weapons you know best. You deal 2 additional damage with weapons and unarmed attacks in which you're an expert. This damage increases to 3 if you're a master, and 4 if you're legendary.

SOLDIER'S RESOLUTION

11TH

Your proficiency rank for Will saves increases to master. When you roll a success on a Will save, you get a critical success instead.

ARMOR MASTERY

13TH

Your proficiency ranks for light, medium, and heavy armor, as well as for unarmored defense, increase to master.

SOLDIER MASTERY

15TH

Through skill and dedication, you've mastered devastating weapons. Your proficiency rank for your soldier class DC

KEY TERMS

You'll see the following key term in many soldier class features.

Area Fire: Is a special action that can most often be made with weapons that have the area trait. This type of action is used to launch weapons that affect a wide area, such as a cone, line or a radius. See page 173 for more details on area weapons and the Area Fire action.

Auto-Fire: Is a special action that can most often be made with weapons that have the automatic trait. This type of action is used to fire weapons in rapid succession, affecting all foes in a wide cone. See page 173 for more details on automatic weapons and the Auto-Fire action.

Suppressed: Suppressed is a condition often applied by the soldier when using area and automatic weapons against targets. Suppressed creatures might receive additional conditions and other negative effects using feats with the suppressed trait; a soldier can only apply one such feat each time they use an action that confers the suppressed trait. For more information on suppressed, see page 256.

increases to master. Your proficiency ranks for unarmed attacks, simple weapons, and martial weapons increase to master.

UNSHAKABLE JUGGERNAUT**15TH**

Your proficiency rank for Fortitude saves increases to legendary. When you roll a critical failure on a Fortitude save, you get a failure instead. When you fail a Fortitude save against an effect that deals damage, you halve the damage you take.

LEGENDARY ARMOR**17TH**

Your proficiency ranks for light, medium, and heavy armor, as well as for unarmored defense, increase to legendary.

LEGENDARY SOLDIER**19TH**

Your actions are the stuff of legends, and your skill with controlling your weapons is unmatched. Your proficiency rank for your soldier class DC increases to legendary.

SOLDIER FEATS

At every level that you gain a soldier feat, you can select one of the following feats. You must satisfy any prerequisites before selecting the feat.

1ST LEVEL**BURST OF STRENGTH****FEAT 1****FORTUNE** **SOLDIER****Frequency** once per hour

Trigger You fail or critically fail an Athletics check to Disarm, Grapple, Reposition, Shove, or Trip.

Whether by a quippy personal catchphrase or a particularly motivating insult, your bellows rally your inner reserves of strength while startling your opponent. You can reroll the triggering check, but you must use the new result, even if it's worse.

PIN DOWN**FEAT 1****SOLDIER**

Requirements Your last action was an Area Fire or Auto-Fire attack, and you are wielding a weapon with the area or automatic trait.

You can suppress creatures in your blast zone by pinpointing a shot to impact near them. Select one creature that was in the area of effect of your prior attack. That creature must attempt a save against your attack again, as though it were in the area of effect from the prior attack. This effect suppresses the target, but doesn't deal damage or create any of your attack's normal effects.

QUICK SWAP**FEAT 1****SOLDIER**

Trigger You are wielding a two-handed weapon and an enemy creature moves adjacent to you.

You can switch weapons in stressful situations to quickly set yourself up to punish incoming foes. You stow your current weapon and draw another two-handed weapon. If you have multiple sets of arms, you can instead choose a set to become active.

READY RELOAD**FEAT 1****SOLDIER**

Requirements You're wielding a two-handed ranged weapon with a reload of 2 or more, and your last action was an attack action that consumed ammunition from the weapon.

Reloading a weapon can be a delicate process, but you've mastered how to do so in the middle of combat, beginning the process while still in the act of firing your weapon.

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You Interact to reload your weapon, reducing its reload cost by 1. Unlike most Interact actions, you don't need a free hand to reload your ranged weapon in this way.

WARNING SPRAY ◊

SOLDIER

Trigger You roll initiative.

Requirements You are wielding a weapon with the area or automatic trait.

As combat begins, you unleash an undirected snapshot with your weapon, forcing advancing foes to cower on approach. Make an Area Fire or Auto-Fire with your weapon. Your selected weapon cannot be a grenade or a missile launcher. Creatures in the area take no damage but must still make a save to avoid being suppressed or take other effects your area attack would normally impose.

FEAT 1

WHIRLING SWIPE ◊◊

SOLDIER

Requirements You are wielding a two-handed melee weapon.

You swipe your close combat weapon in a wide swing that leaves behind a deadly arc. Your weapon gains the area (burst 5 feet) and unwieldy traits until the end of the turn. If your weapon has reach, the burst radius becomes the reach of your weapon. Make an attack using Area Fire, with the burst centered on a corner of your square. You are excluded from the burst. Targets in range take damage as though struck with a melee Strike you make with your weapon, but they must succeed at a basic Reflex save as normal. If you're using a weapon with the backswing or sweep trait, you gain a +1 circumstance bonus to the save DC of the attack.

FEAT 1

2ND LEVEL

MENACING LAUGHTER ◊

AUDITORY **SOLDIER**

Your laughter (or suitable war cry) can somehow be heard over the din of your weapons fire. Attempt an Intimidation check to Demoralize each creature within 30 feet who is suppressed.

FEAT 2

RELENTLESS ENDURANCE ↗

FEAT 2

SOLDIER

Frequency once per hour

Trigger You take damage.

You come back stronger, ready to continue the fight and push onward in battle. You gain 1d8+4 temporary Hit Points that last for 1 minute. Increase this amount by 1d8+4 for every 4 levels you have beyond 2nd level.

SHOT ON THE RUN ◊◊

FEAT 2

SOLDIER

Requirements You are wielding a weapon with the area or automatic trait.

By readying your weapon while on the move, you can do some of your weapon's setup in advance of firing. Stride up to your Speed and make an Area Fire or Auto-Fire attack.

YOU'LL HAVE TO GO THROUGH ME! ◊◊

FEAT 2

SOLDIER

You brace yourself to defend your allies behind you. Make an Area Fire or Auto-Fire. Until the start of your next turn, if you would be moved by a forced movement effect, you move 10 feet less. Until the start of your next turn, you gain the Living Shield reaction. Using a move action ends this effect.

Activate—Living Shield ↗ Trigger An enemy damages your ally who is benefiting from cover provided by you; **Effect** Reduce the triggering damage your targeted ally takes by an amount equal to your level plus your Constitution modifier. You take an amount of damage equal to the damage negated.

SOLDIER FEATS BY NAME

Use this table to look up soldier feats by name.

Feat	Level
Ammunition Conservation	8
Anchoring Impacts	10
Angled Shot	12
Bring It On!	8
Brutal Barrage	10
Bullet Hell	12
Burst of Strength	1
Collateral Witness	4
Close Combat Bully	10
Come Get Some!	10
Concentrated Shot	8
Coordinated Fire	18
Covering Fire	6
Damoritosh's Grip	18
Dance!	10
Death Blossom	12
Deflect Missile	8
Din of Chaos	18
Excavating Bombardment	16
Fanning the Hammer	14
Fog of War	6
Hammer the Nail	12
Hybrid Technique	20
I'll Be Back	6
Intimidating Taunt	6
Light 'Em Up	16
Living Typhoon	20
Load-Bearing Hero	12
Menacing Laughter	2
My Little Friend	10
Offensive Defense	6
Out of the Park	18
Overkill	16
Overwatch	8
Overwhelming Assault	4
Pin Down	1
Punishing Salvo	4
Quick Swap	1
Ready Reload	1
Relentless Endurance	2
Rocket Jump	12
Run Hot	8
Run, Cowards!	14
Scattering Fire	14
Shell Shower	10
Shot on the Run	2
Shoving Shot	4
Soldier's Training	16
Special Delivery	14
Spread the Love	18
Stock Striker	4
Terror-Forming	14
Vector Reflector	14
Warning Spray	1
Whirling Swipe	1
Widen Area	4
You'll Have To Go Through Me!	2

4TH LEVEL

COLLATERAL WITNESS ◆

FEAT 4

SOLDIER

Trigger You reduce your primary target to 0 Hit Points using Auto-Fire.

With a subtle gesture of your weapon and a stare, you remind a survivor of your onslaught that there's more where that came from. Demoralize a single creature that was in the area of your Auto-Fire with a +2 circumstance bonus. If you have legendary proficiency in Intimidation or if you have the action hero fighting style and the target of Collateral Witness is the enemy closest to you, you can use this as a free action with the same trigger.

OVERWHELMING ASSAULT

FEAT 4

SOLDIER

You overcome the defenses of suppressed foes. Your multiple attack penalty for attacks against suppressed targets is -4



(-3 with an agile weapon) on your second attack of the turn instead of -5, and -8 (-7 with an agile weapon) on your third or subsequent attack of the turn, instead of -10.

PUNISHING SALVO ◆

FEAT 4

SOLDIER

Requirements Your last action this turn was an Area Fire attack. A concentrated barrage can bring most enemies low. You make a follow-up ranged Strike against your primary target. Ignore the unwieldy trait on your weapon when using this action. This does not make a new area attack, and is treated as a Strike made using primary target.

SHOVING SHOT ◆◆

FEAT 4

SOLDIER

Requirements You are wielding a weapon with the area or automatic trait.

You use the blast of your weapon to push back your adversary in preparation for an explosive shot. Attempt an Athletics check to Shove a target within your weapon's first range increment, and then make an Area Fire or Auto-Fire ranged attack, selecting the target of your Shove as the primary target. This attack uses the same multiple attack penalty as your Shove. If using an area (burst) weapon, the target of the Shove is pushed away from the center point. If your Shove failed, decrease the save DC of your area attack by 1 (or 2 on a critical failure).

STOCK STRIKER

FEAT 4

SOLDIER

You wield bulky firearms as a melee weapon against those who seek to close into melee range. Any two-handed firearm you wield gains the parry trait and can be used as a two-handed melee weapon to make a stock attack that deals 1d6 bludgeoning damage, is in the brawling group, and has the analog trait. If the firearm is above commercial grade, the stock gains the same additional damage dice and tracking benefits as the firearm, but does not benefit from upgrades installed in the firearm.

WIDEN AREA ◆

FEAT 4

MANIPULATE | SOLDIER

Requirements You are wielding a weapon with the area or automatic trait.

You set up your area weapon to affect more targets. If the next action you use is to make an attack with a weapon that has an area of burst, cone, or line, increase the area of that attack. Add 5 feet to the radius of a burst that normally has a radius of at least 10 feet (a burst with a smaller radius is not affected). Add 5 feet to the length of a cone or line that is normally 15 feet long or smaller, and add 10 feet to the length of a larger cone or line.

6TH LEVEL

COVERING FIRE ◆ OR ◆◆

FEAT 6

SOLDIER

You unleash a hail fire to cover your allies. The number of actions you spend determines how you can use this ability.

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- ❖ Make a ranged Strike against a target and select one ally within range of the same attack. If your Strike hits your target, you deal no damage, but the targeted foe becomes suppressed and takes a -2 circumstance penalty on attacks made against your ally until the end of your next turn.
- ❖ Make an Area Fire and select an ally within the first range increment of your weapon. Your ally doesn't need to be inside the area of effect of your Area Fire. Any foes you suppress with your Area Fire take a -2 circumstance penalty on attacks made against your selected ally until the end of your next turn.

FOG OF WAR ◊

FEAT 6**SOLDIER**

Requirements You are wielding a weapon with the area or automatic trait.

The smoke from your unleashed weapon fire conceals you from any enemies who may be left standing. Make an Area Fire or Auto-Fire attack. You leave behind a cloud of smoke within the area that lasts until the end of your next turn or until dissipated by a strong wind. Creatures in the area have the concealed condition, and all other creatures are concealed to them.

I'LL BE BACK ◊

FEAT 6**SOLDIER**

Frequency once per day

Requirements You were unconscious and regain consciousness. Even when you're downed, you somehow get right back into the thick of things once recovered. You can immediately Stand and Interact to draw a weapon or grab an unattended weapon.

INTIMIDATING TAUNT ◊

FEAT 6**CONCENTRATE MENTAL SOLDIER VISUAL**

Prerequisites trained in Intimidation

You taunt your enemy mercilessly. Attempt an Intimidation check and compare it to the Will DC of one enemy creature within 60 feet. The target is then temporarily immune to any use of Intimidating Taunt for 1 hour. This action has the auditory trait or visual trait, depending on how you taunt your enemy.

Critical Success On their next turns, any hostile actions that the creature takes must include you as a target or include you in the area as long as you are visible to the target, otherwise the action takes a -2 circumstance penalty if its an attack or reduces the save DC by 2.

Success As success, but only the first hostile action that the creature takes is affected.

Failure The creature is unaffected.

OFFENSIVE DEFENSE ◊

FEAT 6**SOLDIER**

Requirements You have a forcefield upgrade in your armor or are holding a shield with the tech trait.

You overcharge your defensive screen to create a concussive blast that repulses nearby foes. You take the Area Fire action, using your forcefield or shield instead of a weapon. This attack deals 2d10 bludgeoning damage and is in the shield group. It affects creatures within 5 feet of you and has the tracking

+1 trait. A creature who fails or critically fails its Reflex save against your Area Fire is knocked back 5 feet.

Special If you use a superior forcefield or shield, this attack has the tracking +2 trait; if elite, it does 3d10 damage; if ultimate, it has the tracking +3 trait; if paragon, it deals 4d10 damage.

8TH LEVEL

AMMUNITION CONSERVATION

FEAT 8**SOLDIER**

Requirements You are wielding an automatic weapon.

By using direct and methodical burst fire, you can conserve your ammunition without compromising your destructive potential. Your Auto-Fire only expends one usage per target in the area.

BRING IT ON! ◊

FEAT 8**SOLDIER**

Requirements You are wielding a two-handed weapon.

You lower your guard while bracing yourself for the inevitable blows of predatory opportunists. Until the start of your next turn, you take a -2 circumstance penalty to AC and gain resistance to all damage equal to half your level. If you have the armor storm fighting style, you gain resistance equal to your level against attacks made by suppressed enemies.

CONCENTRATED SHOT ◊

FEAT 8**SOLDIER**

Requirements You are wielding a weapon with the area or automatic trait.

Focusing your fire lets you pick out a target for immediate destruction. Make a ranged Strike against a target with your weapon, without using the area effect. You gain a +4 circumstance bonus to damage on that Strike. This bonus increases to +6 at 11th level and +8 at 15th level. If making this Strike with an automatic weapon, you consume ammo as though you used Auto-Fire against 3 enemies.

DEFLECT MISSILE ↘

FEAT 8**ATTACK SOLDIER**

Trigger A bomb or missile is thrown or launched within or through your firearm's range.

Requirements You are wielding a weapon with the area or automatic trait.

Soldiers who fight from trenches often use bursts of automatic fire to deflect incoming bombs and missiles by shooting them out of the air. Use one expend of the weapon's ammunition. Make an attack roll against the Reflex DC of the missile or grenade attack. On a success, you deflect it, causing it to veer harmlessly off course or fail to detonate entirely.

OVERWATCH ↘

FEAT 8**SOLDIER**

Trigger A suppressed creature within the first range increment of your ranged weapon makes a ranged attack or leaves a square during a move action it's using.

You concentrate fire on a specific target operating within your weapon's threat range. Make a ranged Strike against that

triggering creature. If using a weapon with the area trait, treat this as a Strike made using primary target. If your attack is a critical hit and the triggering action was a move action, you disrupt that action. Ignore the unwieldy trait on your weapon when using this reaction.

RUN HOT ◀▶**FEAT 8****SOLDIER**

Requirements You are wielding a weapon with the area trait. You hold down the trigger and push your weapons to their absolute limits with a ceaseless barrage of constant firepower. Make an Area Fire attack with a weapon you're currently wielding. Immediately after resolving this attack, make a second Area Fire with the same weapon. Ignore the unwieldy trait on your weapon when using this action. Creatures affected by the second Strike gain a +2 circumstance bonus to their save.

After you use this action, your weapon becomes unusable for 1 round as it cools off.

10TH LEVEL**ANCHORING IMPACTS****FEAT 10****SOLDIER** **SUPPRESSED**

Prerequisites suppressing fire

Your suppressing attacks can pin down foes in place, preventing them from moving at more than a crawling pace. When you suppress a target with one of your attacks, increase the speed penalty to a -20-foot status penalty for the duration of the suppressed condition. If the effect that imparted the suppressed condition was a critical hit, or the target critically failed the effect and becomes suppressed, then the target also becomes stunned 1.

BRUTAL BARRAGE ◀▶**FEAT 10****SOLDIER**

Requirements You are wielding a weapon with the area or automatic trait.

You prepare the perfect shot, able to tear through those closest to the impact point. If your next action is to Area Fire or Auto-Fire, add two additional weapon damage dice to targets who are adjacent to the center point of impact, or within the first 10 feet of a cone or line effect.

CLOSE COMBAT BULLY**FEAT 10****SOLDIER**

Prerequisites close quarters fighting style

You are particularly adept at taking advantage of foes who get close to you, lashing out with vicious strikes anytime someone tries to act near you. At the start of each of your turns when you regain your actions, you gain an additional reaction that can be used only to make a Punitive Strike.

COME GET SOME! ↗**FEAT 10****SOLDIER**

Frequency once per day

Trigger You are reduced to 0 Hit Points and dying.

You fight on to the absolute last, pushing yourself to make one last attack at a foe. Make a melee or ranged Strike with a -2 circumstance penalty, or make an Area Fire or Auto-Fire attack with the DC decreased by 2. Once you make a Strike as part of this action, you fall unconscious.

DANCE!**FEAT 10****SOLDIER** **SUPPRESSED**

Prerequisites suppressing fire

You compel enemies to avoid your attacks by aiming for their feet. When you suppress a target with one of your attacks, they also become off-guard until the start of their turn.

In addition, when Auto-Firing in a cone that affects only a single foe, they take a -1 circumstance penalty to Reflex saves made against the attack.

MY LITTLE FRIEND ◀▶**FEAT 10****SOLDIER**

Frequency once per round

Whether it is your first, your most powerful, or just your most expensive, you have a weapon you favor over any other. You can only have one such favored weapon. If you lose your favored weapon, you can name a new one during your daily preparations. When you suppress a target with an attack from your favored weapon, attempt to Demoralize that creature as a free action. A creature targeted by this is immune for the next 24 hours.

SHELL SHOWER ◀▶**FEAT 10****SOLDIER**

Frequency once per round

Whether you got tired of getting hit in the face or slipping on bullet cases in the middle of a fight, you've learned how to direct your weapon's spent ammunition or vented energy while firing off a barrage. After you make an Area Fire or Auto-Fire attack with a weapon, make any number of adjacent squares difficult terrain. If a square was already difficult terrain, it instead becomes greater difficult terrain.

12TH LEVEL**ANGLED SHOT ◀▶****FEAT 12****SOLDIER**

Requirements You are wielding an area (line) weapon.

By carefully angling your shot you can direct the line of your weapon to strike from an unexpected angle. Make an Area Fire with your weapon. You can choose one solid surface within the line's range to ricochet your shot off, continuing the line for the remainder of its distance in one direction of your choice. When determining if a target has cover from your attack, determine the target's cover from the point where you ricochet your shot from instead of you. A creature that is in the same line's attack more than once doesn't take any additional damage.

BULLET HELL ◀▶**FEAT 12****SOLDIER**

Requirements You are wielding an automatic or area (cone) weapon.

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You fire your weapon in sustained bursts to unleash a consistent deluge of firepower that causes terrain to become treacherous to those attempting to move through it. Make an Area Fire or Auto-Fire attack with your weapon. Until the start of your next turn, any creature that moves through the area you attacked takes 1d4 damage of the same type as the weapon fired per square traversed, with a basic Reflex save made at the end of each move action they make through the area. On a failure, they become suppressed until the start of your next turn.

DEATH BLOSSOM ➤➤➤

FEAT 12

SOLDIER

Prerequisites Run Hot

Requirements You are wielding a weapon with full ammunition and the area or automatic trait.

Spinning in place you fire indiscriminately to completely clear out the room. You Area Fire (even if using an automatic weapon), affecting each creature in an emanation around you with a radius equal to the range of the weapon. Creatures in the area take a -1 circumstance penalty to Reflex saves made against this attack, due to the cataclysmic nature of the raining fire. This action expends all the weapon's ammunition. You can't designate a primary target with this attack.

HAMMER THE NAIL

FEAT 12

SOLDIER

Prerequisites Shoving Shot

You adjust the angle of your firepower to maximize the impact of your shot on your foes' bodies. Increase the distance you Shove your opponent with Shoving Shot to 10 feet on a success or 20 feet on a critical success. In addition, on a critical success, the target is knocked prone after moving. When you use Shoving Shot, you also Shove the target 5 feet on a failure.

LOAD-BEARING HERO ➡

FEAT 12

SOLDIER

Trigger You and one other adjacent ally make a Reflex or Fortitude save from the same source.

Whether holding up a crumbling ceiling or jumping into a fireball, you interpose yourself between the worst effects and the rest of your party. The result of your save becomes one degree worse, but the result of your ally's save becomes one degree higher.

ROCKET JUMP ➤➤

FEAT 12

SOLDIER

Requirements You are wielding an area (burst) weapon or missile launcher.

You fire your weapon as you jump, using the explosion to propel yourself to new heights or just out of a situation more dangerous than an explosion. You make an Area Fire and then Leap, using your weapon to add a status bonus to the distance traveled equal to double the burst or splash radius of your weapon. You must be somewhere within the area of the weapon's area attack, but you don't have to save against the effect of your attack.

Movement made as part of this action does not trigger

reactions, though the Area Fire still triggers them normally.

14TH LEVEL

FANNING THE HAMMER ➤

FEAT 14

SOLDIER

Requirements You are wielding a weapon with the area or automatic trait.

You hold down the trigger and continue blasting. Make an Auto-Fire or Area Fire attack ignoring the unwieldy trait on your weapon when using this action. You don't designate a primary target with this attack, and creatures you damage with this attack do not gain the suppressed condition.

RUN, COWARDS!

FEAT 14

SOLDIER

You use your weapon to help corral panicked enemies. An enemy who critically fails a save against your Area Fire or Auto-Fire is fleeing for 1 round. If you were visible, they flee from you, otherwise they flee from the site of impact.

SCATTERING FIRE ➤➤

FEAT 14

SOLDIER

Requirements You are wielding a weapon with the area or automatic trait.

Your overwhelming onslaught scatters enemies like leaves in the wind. Make an Area Fire or Auto-Fire attack. Enemies who fail their saves against the attack are Shoved 5 feet away (10 feet on a critical failure). If using an area (burst) weapon, the target of the Shove is pushed away from the center point. Your primary target is Shoved 5 feet on a hit and 10 feet on a critical hit.

A Shoved creature loses any benefits it had from Taking Cover (including against your follow-up Strike made against your primary target).

SPECIAL DELIVERY ➤➤

FEAT 14

SOLDIER

Requirements You are wielding a weapon with the area or automatic trait and are adjacent to an ally.

You can quickly adapt your weapon to launch your ally, either with the force of the weapon or its explosion, and launch them across the battlefield. Pick a willing adjacent ally of up to your size or smaller and move them to an unoccupied space you can see within the first range increment of your weapon. Their movement doesn't trigger reactions. Your ally ends this movement on their feet and doesn't take damage from the fall. If your ally ends this movement within melee reach of at least one enemy, they can make a melee Strike against an enemy within their reach as a reaction. If that attack hits, the creature becomes suppressed.

TERROR-FORMING ➤➤

FEAT 14

SOLDIER

Requirements You are wielding a weapon with the area or automatic trait.

Your weapon blasts apart the battlefield and leaves it a ruinous

waste. Make an Auto-Fire or Area Fire attack. You don't designate a primary target, but instead make each square in the area of your attack difficult terrain. If a square was already difficult terrain, it becomes greater difficult terrain. Any difficult or greater difficult terrain created by this action remains in place and cannot be changed without extensive engineering or magic.

VECTOR REFLECTOR

FEAT 14

SOLDIER

Trigger A suppressed enemy damages you with a Strike.

You use your armor to absorb some of the kinetic energy of your opponent's attack. You gain resistance to all damage against the triggering attack equal to half your level (or your level if you have the armor storm fighting style). If the foe is within reach, you Shove the enemy, making an Athletics check as normal.

16TH LEVEL

EXCAVATING BOMBARDMENT

FEAT 16

SOLDIER

Requirements You are wielding a weapon with the area or automatic trait.

You can use the explosive power of your weapons to create trenches. Make an Area Fire or Auto-Fire attack. You turn any number of contiguous squares within the area of your attack into a trench that can provide cover for a prone creature. The gradual incline of this crude trench can be traversed without climbing, treating the square as difficult terrain.

The exact terrain that can be affected by



this ability is at the GM's discretion, but should include most types of solid terrain or any locations that could conceivably be adjusted by weapon fire.

LIGHT 'EM UP

FEAT 16

SOLDIER **SUPPRESSED**

Requirements You are wielding a weapon with the area or automatic trait.

Your opponents can run, but they can't hide! You spray your area weapon in the general direction of an unseen enemy, revealing its location. Make an Auto-Fire or Area Fire attack. If the primary target is concealed, you don't need to attempt a flat check to target it, and if it's hidden, the DC of the flat check to target it is 5. When you suppress a concealed creature with this attack, the debris around it helps reveal its current position and no flat check is needed to target it; If it is hidden, the DC of the flat check to target it becomes 5 and the creature can't become undetected. This benefit lasts as long as the creature remains suppressed.

OVERKILL

FEAT 16

SOLDIER **SUPPRESSED**

Sometimes there's no better way to assure success than to pin a hapless enemy with concentrated firepower. When you suppress a target of an attack with an area or automatic weapon and only one creature was in the area of the attack, or you used the Concentrated Shot feat, the target takes persistent bleed damage equal to a single one of your weapon dice. If you critically hit with your primary target Strike, add a second die to the persistent damage.

SOLDIER'S TRAINING

FEAT 16

SOLDIER

Constant drills and combat experience leave you with reflexes capable of making snap decisions. Choose one soldier class feat you have that is or grants a reaction. At the start of your turn, you gain an additional reaction that you can only use for the selected class feat or an action granted by the selected class feat.

You can change the reaction selected for this feat when you make your daily preparations as long as the new feat meets the requirements.

18TH LEVEL

COORDINATED FIRE

FEAT 18

AUDITORY **SOLDIER**

Requirements You are wielding a weapon with the area or automatic trait.

With a mighty bellow, you unload your weapon to give your allies the cover they need to rally. Make an Area Fire or Auto-Fire attack without a primary target. Give a verbal order as part of your firing. Every ally within 30 feet who hears and understands your order can take a reaction to follow your order to Stride, Take Cover, or Reload.

DAMORITOSH'S GRIP**FEAT 18****SOLDIER**

You have become a legendary soldier on par with the saints of Damoritosh and needn't choose between the destructive power of your firearm and the honor of your personal armament. You can wield a two-handed melee weapon in one hand and a two-handed weapon with the area or automatic trait in the other hand. This does not allow you to wield two two-handed melee weapons or two two-handed guns.

DIN OF CHAOS**FEAT 18****SOLDIER** **SUPPRESSED****Prerequisites** suppressing fire

The roar of your gun and subsequent explosions rout those caught in the chaos of your attack. When you suppress a target with one of your attacks, they become deafened for the duration of the suppressed condition. If the effect that imparted the suppressed condition was a critical hit, or the target critically failed the effect and became suppressed, then the target also becomes confused for 1 round.

OUT OF THE PARK**FEAT 18****SOLDIER****Prerequisites** Scattering Fire

The explosive force of your attacks can send an enemy flying. When you use Scattering Fire, the primary target of your area attack is pushed outside of the furthest edge of your area attack instead of being Shoved.

SPREAD THE LOVE ➡➡**FEAT 18****SOLDIER****Requirements** You are wielding a weapon with the area or automatic trait.

You line up your attack to blast two targets within your blast zone with equal ferocity. Make an Auto-Fire or Area Fire attack. Choose two different targets within the area of the attack as primary targets when resolving this attack.

20TH LEVEL**HYBRID TECHNIQUE** ➡➡**FEAT 20****SOLDIER****Requirements** You are wielding a weapon with the area or automatic trait.

You can combine methods into a new deadly hybrid technique. Choose two soldier feats that take 2 actions and require you wield a weapon with one or more specific traits. Make a single Auto-Fire or Area Fire attack with the benefits and additional effects of both feats.

LIVING TYPHOON**FEAT 20****SOLDIER**

Your destructive power has become second nature as enemies stand in awe of your overwhelming firepower. You can use the Area Fire or Auto-Fire attacks as a single action. However, you can never make more than two Area Fire or Auto-Fire attacks in the same round.

**PLAYTESTING THE SOLDIER**

So, I came in with allsix blastin'!

The soldier is a class that's all about laying down heavy weapons fire and taking damage for their allies. They're like a real-life tank...in that they can take a lot of punishment and fire really big guns.

There's a lot happening with the suppressed condition, which is a humble condition that slows foes and gives them a penalty to attack rolls. The Starfinder team is sure curious about the soldier at higher levels, where it might have too much going on when suppressing foes, so that's something they're on the lookout for. Can you make a soldier that is applying a bunch of suppression effects, and if you do, is it fun to play or just a lot of tracking that? You tell us!

While the soldier is meant to be a walking man-sized warmander (that's a type of Veskarium mech), is Constitution as a main attribute too much for the soldier? Should it be more focused on Dexterity or Strength? Certainly, some of the fighting styles are going to really push you one way or another, with the close quarters style setting you up for a good time in melee, while the bombard is gonna let ya... bombard! Do the fighting styles add enough to the gameplay, or should they be expanded to give more as you progress?

You'll also see that the soldier isn't really the "one shot, one kill" kind of fella—that's more the Operative's role. The Soldier is about laying down a ton of fire, maybe not being as accurate as their allies, but able to control the battlefield through big areas of effect or controlling lanes with the tactic of forcing enemies to spread out or locking them down through suppression. A fighting style like close quarters changes that up, and lets the soldier get more into the melee mix, but often with big two-handed weapons that act as backups at close range. Basically, soldiers get to use the biggest and driftiest weapons.

The Soldier really balances its ability to take hits with its options to shoot a lot of guns. So, the team is gonna want to see how tough those choices are. Does it make more sense to just ignore some of the defensive stuff and go fully into shooting? Does it make sense to be entirely focused on defensive abilities? Is there some fun in picking and choosing from both options as you're leveling up? Well, just like my brother said when he went to go surfing on Vesk-2, "That's the fun of testing things out!" We'll just ignore that my brother hasn't called home lately...

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WITCHWARPER

A strange paradoxical event forever altered your existence, and now you can manipulate reality. You explore the infinite possibilities of the multiverse, possibly visualizing variant timelines. You create fields that subvert space and time, allowing you to cast powerful magic. You've learned to focus on an anchoring memory, concept, or object to help you identify reality.

KEY ATTRIBUTE

INTELLIGENCE

At 1st level, your class gives you an attribute boost to Intelligence.

HIT POINTS

8

+ Constitution modifier

You increase your maximum number of HP by this number at 1st level and every level thereafter.

DURING COMBAT ENCOUNTERS...

You reshape terrain and manipulate events to match alternate realities. You cast powerful spells or recenter yourself through your anchor when you've pushed your power past the limit.

DURING SOCIAL ENCOUNTERS...

You might solve problems with deductive reasoning or by determining mathematic probabilities, drawing on your deep, mystic knowledge of the multiverse.

WHILE EXPLORING...

You seek magical auras and provide guidance regarding supernatural phenomena you encounter. You might use spell gems to bypass obstacles and protect yourself from dangerous environments.

IN DOWNTIME...

You learn new spells, craft magic items, or imbue spell gems for your party. You might travel to other dimensions or distant star systems as part of your training or embark on such journeys by accident.

YOU MIGHT...

- Travel to distant destinations and hunt for secret knowledge.
- Struggle to remain present without being distracted by all the possibilities you see.
- Remember an encounter with bizarre forces that gave you power.

OTHERS PROBABLY...

- Are intimidated by your unpredictable abilities or worry your warps might be dangerous.
- Dismiss your precognition or doubt your grip on your current reality.
- Hope you can solve their problems by rewriting reality.

WITCHWARPER ADVANCEMENT

Your Level	Class Features
1	Ancestry and background, attribute boosts, initial proficiencies, paradox, anchor, quantum field, witchwarper spellcasting, spell repertoire
2	Skill feat, witchwarper feat
3	2nd-rank spells, anchoring spells, general feat, signature spells, skill increase
4	Skill feat, witchwarper feat
5	3rd-rank spells, attribute boosts, ancestry feat, reflex expertise, skill increase
6	Skill feat, witchwarper feat
7	4th-rank spells, advanced paradox, expert spellcaster, general feat, skill increase
8	Skill feat, witchwarper feat
9	5th-rank spells, ancestry feat, magical fortitude, skill increase
10	Attribute boosts, skill feat, witchwarper feat
11	6th-rank spells, general feat, greater paradox, perception expertise, skill increase
12	Skill feat, witchwarper feat
13	7th-rank spells, ancestry feat, defensive aura, skill increase, weapon specialization
14	Skill feat, witchwarper feat
15	8th-rank spells, attribute boosts, general feat, master spellcaster, skill increase
16	Skill feat, witchwarper feat
17	9th-rank spells, ancestry feat, transcendent will, skill increase
18	Skill feat, witchwarper feat
19	General feat, legendary spellcaster, skill increase, quantum thesis, warped infinities
20	Attribute boosts, skill feat, witchwarper feat

CLASS FEATURES

You gain these abilities as a witchwarper. Abilities gained at higher levels list the levels next to their names.

ANCESTRY AND BACKGROUND

In addition to the abilities provided by your class at 1st level, you have the benefits of your selected ancestry and background, as described in Chapter 2.

ATTRIBUTE BOOSTS

In addition to what you get from your class at 1st level, you have four free boosts to different attribute modifiers.

At 5th level and every 5 levels thereafter, you get four free boosts to different attribute modifiers. If an attribute modifier is already +4 or higher, it takes two boosts to increase it; you get a partial boost, and must boost that attribute again at a later level to increase it by 1.

INITIAL PROFICIENCIES

At 1st level you gain a number of proficiencies that represent your basic training. These are noted in the sidebar on this page.

PARADOX

Your existence is somehow contrary to the status quo of the universe, causing quantum ripples that empower your spellcasting talent and open doorways to strange worlds. Perhaps you're from an alternate reality or a different timeline, or perhaps you experienced a phenomenon that altered your path, discovered a



INITIAL PROFICIENCIES

At 1st level, you gain the listed proficiency ranks in the following statistics. You are untrained in anything not listed unless you gain a better proficiency rank in some other way.

PERCEPTION

Trained in Perception

SAVING THROWS

Trained in Fortitude

Trained in Reflex

Expert in Will

SKILLS

Trained in one skill determined by your paradox

Trained in a number of additional skills equal to 3 plus your Intelligence modifier

ATTACKS

Trained in simple weapons

Trained in unarmed attacks

DEFENSES

Trained in light armor

Trained in unarmored defense

SPELLS

Trained in spell attack modifier

Trained in spell DC

CLASS DC

Trained in witchwarper class DC

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time-glitching alien device, or developed a thesis on quantum magical theory. Whatever your story, you've become a living paradox.

At 1st level, select your paradox, which determines the tradition of your spells, additional spells you learn, additional trained skills, and the effects of your quantum field. You also gain Focus Points and special focus spells called warp spells based on your paradox. The paradoxes presented in this book are found on page 127.

ANCHOR

Whatever paradox altered the course of your existence, something helps keep you anchored to reality. This may be a physical object you carry, memories of your home or loved ones, or even a concept or ideal you obsess over. At 1st level, select an anchor. The anchors presented in this book are found on page 128.

QUANTUM FIELD

You can draw on paradoxical forces to create a reality-warping quantum field. This might manifest as a haze in the air that shows shimmers of alternate realities or appear as walls of glowing magical equations only you can understand. The effects of your quantum field are determined by your paradox. You can further enhance and manipulate your quantum field through your witchwarper feat selections and by casting warp spells. You can activate or extend the duration of your quantum field by using reality-warping magic.

You have the Warp Reality action, which lets you activate your quantum field. This action gains the arcane or occult trait based on the tradition of your selected paradox.

WARP REALITY

CONCENTRATE **WITCHWARPER**

Requirements It's your turn, and your quantum field isn't active.

Your quantum field activates and lasts as long as you Sustain it (up to 10 minutes) or until the end of your next turn. Your quantum field is a 15-foot-radius burst centered on a point you choose within 100 feet. While your quantum field is active, you can use actions that have the anchoring trait. Your quantum field's other specific effects are determined by your paradox. You can choose whether creatures in the area are affected by your quantum field.

Your quantum field automatically deactivates if you're knocked out, you dismiss it, or if you move more than 100 feet away from it.

WITCHWARPER SPELLCASTING

Your paradox grants you magical power. You can cast spells using the Cast a Spell activity. As a witchwarper, when you cast spells, you might describe your revelations about other realities aloud, accompanied by elegant gestures while arcane equations or occult symbols blaze around you.

Each day, you can cast up to three 1st-rank spells. You must know spells to cast them, and you learn them via the spell

repertoire class feature. The number of spells you can cast each day is called your spell slots.

As you increase in level as a witchwarper, your number of spells per day increases, as does the highest rank of spells you can cast, as shown on the table below.

Some of your spells require you to attempt a spell attack to see how effective they are, or have your enemies roll against your spell DC (typically by attempting a saving throw). Since your key attribute is Intelligence, your spell attack modifiers and spell DCs use your Intelligence modifier. Details on calculating these statistics appear on page 403 of *Pathfinder Player Core*.

Heightening Spells

When you get spell slots of 2nd rank and higher, you can fill those slots with stronger versions of lower-rank spells. This increases the spell's rank, heightening it to match the spell slot. You must have a spell in your spell repertoire at the rank you want to cast in order to heighten it to that rank. Many spells have specific improvements when they are heightened to certain ranks.

Cantrips

Some of your spells are cantrips. A cantrip is a special type of spell that doesn't use spell slots. You can cast a cantrip at will, any number of times per day. A cantrip is always automatically heightened to half your level rounded up—this is usually equal to the highest rank of witchwarper spell slot you have. For example, as a 1st-level witchwarper, your cantrips are 1st-rank spells, and as a 5th-level witchwarper, your cantrips are 3rd-rank spells.

Warp Spells

You can create bizarre and powerful magical phenomena known as warp spells. You learn your initial warp spell. These visual flourishes might include floating equations, visions of alternate realities with distinct properties, or subtle alterations as reality warps around you. Warp spells are a type of focus spell. It costs 1 Focus Point to cast a warp spell, and you start with a focus pool of 1 Focus Point. You refill your focus pool during your daily preparations, and you can regain 1 Focus Point by spending 10 minutes using the Refocus activity to contemplate infinite worlds or conduct quantum magical research.

Focus spells are automatically heightened to half your level rounded up, much like cantrips. Focus spells don't require spell slots, and you can't cast them using spell slots. Taking feats can give you more focus spells and increase the size of your focus pool, though your focus pool can never hold more than 3 Focus Points. Focus Points are described on page 298 of *Pathfinder Player Core*.

Warp spells have the anchoring trait (page 126), unlike other focus spells. This trait means you can only use warp spells while your quantum field is activated, and you can choose to sustain your quantum field when you cast warp spells.

You learn warps based on your paradox.

WITCHWARPER SPELLS PER DAY

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

* The quantum thesis class feature gives you a 10th-rank spell slot that works a bit differently from other spell slots.

SPELL REPERTOIRE

The collection of spells you can cast is called your spell repertoire. At 1st level, you learn two 1st-rank spells of your choice and four cantrips of your choice, as well as an additional spell and cantrip from your paradox. You choose these from the common spells from the tradition corresponding to your paradox. You can cast any spell in your spell repertoire by using a spell slot of an appropriate spell rank.

You add to this spell repertoire as you increase in level. Each time you get a spell slot (see Witchwarper Spells per Day), you add a spell to your spell repertoire of the same rank. At 2nd level, select another 1st-rank spell; at 3rd level, you gain a new spell from your paradox and two other 2nd-rank spells, and so on. When you add spells, you might add a higher-rank version of a spell you already have, so you can cast a heightened version of that spell.

Though you gain them at the same rate, your spell slots and the spells in your spell repertoire are separate. If a feat or other ability adds a spell to your spell repertoire, it wouldn't give you another spell slot, and vice versa.

Swapping Spells in Your Repertoire

As you gain new spells in your repertoire, you might want to replace some of the spells you previously learned. Each time

you gain a level and learn new spells, you can swap out one of your old spells for a different spell of the same rank. This spell can be a cantrip, but you can't swap out spells gained from your paradox. You can also swap out spells by retraining during downtime.

SKILL FEATS

2ND

At 2nd level and every even-numbered level thereafter, you gain a skill feat. Skill feats can be found in Chapter 5 and have the skill trait. You must be trained or better in the corresponding skill to select a skill feat.

WITCHWARPER FEATS

2ND

At 2nd level and every even-numbered level thereafter, you gain a witchwarper class feat. These feats begin on page 129.

ANCHORING SPELLS

3RD

You become more familiar with magic you practice regularly, drawing on those spells as another anchor to reality. When you are inside or adjacent to your quantum field and cast a signature spell (page 126), the spell gains the anchoring trait.

GENERAL FEATS

3RD

At 3rd level and every 4 levels thereafter, you gain a general feat. General feats are listed in Chapter 5.

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KEY TERMS

You'll see the following key terms in many witchwarper abilities.

Anchoring: You can use abilities with the anchoring trait only while your quantum field is activated. If you use the ability on your turn, in addition to their stated effects, they automatically Sustain your quantum field.

Spellshape: Actions with the spellshape trait tweak the properties of your spells. These actions usually come from spellshape feats. You must use a spellshape action directly before Casting the Spell you want to alter. If you use any action (including free actions and reactions) other than Cast a Spell directly after, you waste the benefits of the spellshape action. Any additional effects added by a spellshape action are part of the spell's effect, not of the spellshape action itself.

Zone: These actions apply an additional effect to your quantum field. You may apply the effects of a zone only to a quantum field that doesn't have a zone effect.

SIGNATURE SPELLS**3RD**

You've learned to cast some of your spells more flexibly. For each spell rank you have access to, choose one spell of that rank to be a signature spell. You don't need to learn heightened versions of signature spells separately; instead, you can heighten these spells freely. If you've learned a signature spell at a higher rank than its minimum, you can also cast all its lower-rank versions without learning those separately. If you swap out a signature spell, you can choose a replacement signature spell of the same spell rank at which you learned the previous spell. You can also retrain specifically to change a signature spell to a different spell of that rank without swapping any spells; this takes as much time as retraining a spell normally does.

SKILL INCREASES**3RD**

At 3rd level and every 2 levels thereafter, you gain a skill increase. You can use this increase either to increase your proficiency rank to trained in one skill you're untrained in, or to increase your proficiency rank in one skill in which you're already trained to expert.

At 7th level, you can use skill increases to increase your proficiency rank to master in a skill in which you're already an expert, and at 15th level, you can use them to increase your proficiency rank to legendary in a skill in which you're already a master.

ANCESTRY FEATS**5TH**

In addition to the ancestry feat you started with, you gain an ancestry feat at 5th level and every 4 levels thereafter. The list of ancestry feats available to you can be found in your ancestry's entry in Chapter 2.

REFLEX EXPERTISE**5TH**

Your awareness of possible dangers, through incredible analysis or an understanding of the wider multiverse, increases your reflexes. Your proficiency rank for Reflex saves increases to expert.

ADVANCED PARADOX**7TH**

Through further experimentation and research, you have discovered secrets of your paradox and unlocked new abilities. You gain the advanced warp spell associated with your paradox.

EXPERT SPELLCASTER**7TH**

Extended practice of magic has improved your capabilities. Your proficiency ranks for class DC, spell attack modifier, and spell DC increase to expert.

MAGICAL FORTITUDE**9TH**

Magical power has improved your body's resiliency. Your proficiency rank for Fortitude saves increases to expert.

GREATER PARADOX**11TH**

Further research into your paradox has uncovered greater secrets. You gain the greater warp spell associated with your paradox.

PERCEPTION EXPERTISE**11TH**

You remain alert to threats around you. Your proficiency rank for Perception increases to expert.

DEFENSIVE AURA**13TH**

The flow of magic through your spellcasting and your defensive training combine to help you avoid attacks. Your proficiency ranks in light armor and unarmored defense increase to expert.

WEAPON SPECIALIZATION

You inflict greater injuries with the weapons you know best. You deal 2 additional damage with weapons and unarmed attacks in which you are an expert. This damage increases to 3 if you're a master and 4 if you're legendary.

MASTER SPELLCASTER

Your spells are among the most potent across all possible worlds. Your proficiency ranks for class DC, spell attack modifier, and spell DC increase to master.

TRANSCENDENT WILL

The intense experiences you've accumulated through your studies or travels have strengthened your mental fortitude. Your proficiency rank for Will saves increases to master. When you roll a success on a Will save you get a critical success instead.

LEGENDARY SPELLCASTER

19TH

You push past the boundaries of magical theory to embody the pinnacle of spellcasting. Your proficiency ranks for spell attack modifier and spell DC increase to legendary.

QUANTUM THESIS

19TH

You command the most potent magic and can cast spells of truly incredible power. Add two common 10th-rank spells of your tradition to your repertoire. You gain a single 10th-rank spell slot you can use to cast these spells, using witchwarper spellcasting. Unlike other spell slots, you don't gain more 10th-rank spells as you level up, and they can't be used for abilities that let you cast spells without expending spell slots or abilities that give you more spell slots. You can take the Quantum Research witchwarper feat to gain a second slot.

WARPED INFINITIES

19TH

You have mastered reality and can make it your plaything. The radius of your quantum field becomes 100 feet. When you activate or Sustain your quantum field, you can modify the area of its effect by excluding any number of squares.

PARADOXES

Your paradox represents an event or force that forever altered you. You've come to understand your paradox through intense study and experimentation, and it's become the source of your magic powers. Your paradox determines your magical tradition, your paradox skill, the spells added to your spell repertoire, your warp spells, and the unique effect of your quantum field. Warp spells are listed beginning on page 241. An asterisk (*) indicates spells from *Pathfinder Player Core*.

ANALYST

There's a hidden code that powers the universe and realms beyond, and somehow you can tap into it by focusing your intellect—you can see the equations. By manipulating probability to suit your strategic needs, you can control the flow of combat just as well as the flow of a conversation or strings of digital information.

Spellcasting Tradition arcane; **Paradox Skill** Computers

Granted Spells cantrip: *analyze target*; 1st: *wisp ally*; 2nd: *sift the sphere*; 3rd: *holographic memory*; 4th: *read omens**; 5th: *wave of warning*; 6th: *telekinetic strangulation*; 7th: *true target**; 8th: *akashic revival*; 9th: *foresight**

Warp Spells initial: *warp probability*; advanced: *alternate outcome*; greater: *quantum analysis*

Quantum Field You see and understand infinite possibilities and complex theoretical equations as clearly as though they were etched into your surroundings. When you Seek or Recall Knowledge, you can apply the result against two related creatures, hazards, unattended objects, and effects in your quantum field. Whenever you sustain your quantum field, you can Seek or Recall Knowledge

13TH

WITCHWARPER FEATS BY NAME

Use this table to look up witchwarper feats by name.

Feat	Level
Additional Warp Spell	6
Anchoring Strike	1
Borrow Spell	14
Butterfly Effect	8
Cantrip Expansion*	2
Complete Transposition	18
Conceal Spell*	2
Danger Zone	8
Debris Zone	1
Effortless Concentration*	16
Energy Ablation*	2
Enlarge Quantum Field	6
Folded Paradoxes	16
Fundamental Understanding	2
In Another Life	12
Infinite Magic	18
Meandering Mind	4
Mind-Blowing Spell	16
Multiverse Magic	14
Nonlethal Spell*	2
Otherworldly Spell	1
Persistent Quantum Field	14
Predict Outcome	8
Predictive Positioning	2
Quantum Aura	6
Quantum Entanglement	8
Quantum Negation	20
Quantum Pulse	1
Quantum Recycle	4
Quantum Research	20
Quantum Transposition	6
Quicken Casting*	10
Radiant Zone	4
Reach Spell*	1
Reality's Anchor	12
Scrub Psyche	2
Sense Abnormalities	12
Share Quantum Aura	10
Shift Energy	10
Soothing Anchor	1
Spellsurge Ammo	4
Steady Spellcasting*	6
Twisted Dark Zone	10
Warp Wounds	2
Widen Spell*	1
Zone Overlap	16

*Feats found in *Pathfinder Player Core*

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against an appropriate target in your quantum field as a free action.

ANOMALY

Your existence itself is an anomaly that defies the normal parameters of your current reality. You might have encountered something that disrupted your core existence, or you crossed the veil from an alternate reality. You create a bubble of altered reality, projecting elements of other realities into your current universe.

Spellcasting Tradition arcane; **Paradox Skill** Deception

Granted Spells cantrip: *eldritch lance*; 1st: *shifting surge*; 2nd: *soul surge*; 3rd: *void whispers*; 4th: *eldritch wrath*; 5th: *chrono push*; 6th: *telekinetic strangulation*; 7th: *void scour*; 8th: *void vessel*; 9th: *call cosmos*

Warp Spells initial: *warp terrain*; advanced: *world warp*; greater: *parallel forms*

Quantum Field Your movements blur as images of alternate iterations of you flicker around your current form, and your speech echoes with a chorus of otherworldly sounds. Any time an enemy within the quantum field attempts an action with the concentrate trait, the action is disrupted unless they succeed at a DC 5 flat check.

GAP INFLUENCED

The Gap shaped you in some way, whether through enduring study or personal experience. Perhaps you were born during the Gap or lived through it thanks to an incredible lifespan, stasis technology, or time travel. You might even be a scholar of the Gap who peered back in time and glimpsed a scrambled shred of truth; whatever the case, it's left you curious to learn more about that mysterious era.

Tradition occult; **Paradox Skill** Society

Granted Spells cantrip: *daze**; 1st: *destruction protocol*; 2nd: *verdant code*; 3rd: *discharge*; 4th: *explosion of rot*; 5th: *overload systems*; 6th: *corrosive haze*; 7th: *light scour*; 8th: *desiccate*; 9th: *detonate magic*

Warp Spells initial: *warp presence*; advanced: *forget*; greater: *reality wipe*

Quantum Field Supernatural static swirls around you, making thoughts slippery for those unaccustomed to your presence. You are concealed to creatures within your quantum field. When a creature within your quantum field hits you with an attack, you lose this benefit against that creature until the start of your next turn.

PRECOG

Some event has unstuck you in time. You might come from the distant past or a far-flung future. Perhaps you've traveled from some forsaken timeline to stop a cataclysmic event. Whatever the reason, you're now gifted with the ability to see and manipulate time in a way that few others comprehend.

Tradition occult; **Paradox Skill** Piloting

Granted Spells cantrip: *injury echo*; 1st: *fleet step**; 2nd: *instant virus*; 3rd: *flashfire*; 4th: *cairn form*; 5th: *overload systems*; 6th: *rocket dash*; 7th: *contingency**; 8th: *moment of renewal**; 9th: *implosion**

Warp Spells initial: *warp time*; advanced: *accelerate*; greater: *time loop*

Quantum Field You have a modicum of control of the flow of time that surrounds you, allowing you to speed yourself and others up, or decrease the flow of time for others. An enemy creature that uses a move action inside your quantum field takes a -5-foot status penalty to its Speed during that action. You and your allies gain a +5-foot status bonus to Speed when you use a move action inside your quantum field during that action.

ANCHORS

Your anchor keeps you centered, reminds you of what's real, or otherwise helps counter the disorienting effects of causing paradoxes. When you interact with or think about your anchor, you might display a physical tic, speak a meaningful phrase, or mentally reorder your scattered thoughts. You select your anchor at 1st level. Your anchor grants you a benefit and an anchoring action.

CORE MEMORIES

Precious memories keep you connected to reality. These memories might involve your family, upbringing, or home world. They might be a series of formative events in your life, such as key turning points, critical decisions, or the serendipitous events which led you to meet someone important to you. Whatever the nature and number of your memories, you can focus on them to remind yourself which of the infinite possible realities impacts you the most: your own.

Anchor Benefit You can access core memories from a small part of you that still exists in another reality. During your daily preparations, choose a skill you're trained in. You gain Assurance in that skill. If you are expert in that skill and the skill has the Recall Knowledge action, you gain Automatic Knowledge in that skill.

Anchoring Action Restorative Recollection

RESTORATIVE RECOLLECTION

ANCHORING | CONCENTRATE | WITCHWARPER

Frequency once per round

Despite being stunned, there is a part of your mind in another reality still processing your situation. Decrease your stunned value by 2 or slowed value by 1. If you already lost an action this turn due to that condition, you can Recall Knowledge with any skill you are trained in.

FOCAL POINT

You're intensely focused on a specific subject or idea, to the point that other things fade into the background—even paradoxes and alternate realities. Your focal point might be a field of study, an abstract concept, a hobby, or even your favorite media.

Anchor Benefit Your single-minded focus helps you concentrate. If a reaction would disrupt your spellcasting action, attempt a DC 15 flat check. If you succeed, your action isn't disrupted.

Anchoring Action Intense Focus

INTENSE FOCUS

ANCHORING | CONCENTRATE | WITCHWARPER

Frequency once per round

Your focus becomes so intense that you can easily reassess your condition and surroundings. Reduce the value of your clumsy condition by 1, or ignore the effects of the suppressed condition until the start of your next turn.

TANGIBLE OBJECT

A small object, usually something you wear or can hold with one appendage, gives you comfort. It might be a trinket or article of clothing with sentimental value, a gadget to fidget with, or perhaps it just has a texture you find pleasing. The object is a physical thing, and not a digital or illusory product. Touching or thinking about the item helps you quiet the paradoxical ideas in your mind and focus on what's around you and what is tangible.

Anchor Benefit The presence or weight of your chosen object helps ground you in this reality. You gain a +1 circumstance bonus to both Perception checks and Will saves against illusions and holograms. When you come within 10 feet of an illusion or hologram that can be disbelieved, the GM rolls a secret check for you to disbelieve it, even if you didn't spend an action to Interact with the illusion or hologram.

Anchoring Action Touch Something Real

TOUCH SOMETHING REAL

ANCHORING | CONCENTRATE | WITCHWARPER

Frequency once per round**Requirements** You have a free hand.

Briefly touching or fidgeting with your anchor helps you evaluate your situation clearly. Decrease the value of your frightened or stupefied condition by 1. If you have none of these conditions, you instead gain a +1 circumstance bonus to Will saves against fear effects until the start of your next turn.

WITCHWARPER FEATS

At each level that you gain a witchwarper feat, you can select one of the following feats. You must satisfy any prerequisites before taking the feat.

1ST LEVEL

ANCHORING STRIKE**FEAT 1**

FORTUNE | WITCHWARPER

Requirements Your quantum field is active.

Battle can be disorienting, but for you, the intense mental effort of striking your targets lends you additional clarity and focus. Make a Strike. The Strike gains the following success and critical success effects.

Critical Success The Strike gains the anchoring trait. You can reroll the damage dice rolled for this strike, but you must use the second result, even if it's worse.

Success The Strike gains the anchoring trait.

DEBRIS ZONE**FEAT 1**

ANCHORING | WITCHWARPER | ZONE

Whether covered in debris, partially flooded, or otherwise troublesome to traverse, the area of your quantum field becomes difficult terrain.

OTHERWORLDLY SPELL**FEAT 1**

CONCENTRATE | MANIPULATE | SPELLSHAPE | WITCHWARPER

Your spell has an odd appearance or cosmetic effect. It seems to come from another world, making it harder to identify and counter. If the next action you use is to Cast a Spell, creatures with the ability to Cast that Spell don't automatically know what the spell is. In addition, creatures that witness your spellcasting take a -2 circumstance penalty to checks to identify the spell with Recall Knowledge and checks to counteract the spell and its effects.



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QUANTUM PULSE ♦

WITCHWARPER

Trigger You roll initiative.

You're always ready to let loose with your paradoxical abilities and can create your field with a thought. As combat begins, you release a pulse of quantum energy, activating your quantum field as if you'd used Warp Reality.

FEAT 1**SOOTHING ANCHOR** ♦**FEAT 1**

WITCHWARPER

Frequency once every 10 minutes**Requirements** Your last action was to use the anchoring action granted by your anchor.

You concentrate more deeply on your anchor to soothe yourself. You gain temporary Hit Points equal to your witchwarper level, which last for 1 round.

2ND LEVEL**FUNDAMENTAL UNDERSTANDING** ♦**FEAT 2**

WITCHWARPER

Prerequisites analyst paradox**Trigger** A creature within your quantum field casts a spell that you don't have in your spell repertoire, or a trap or similar object casts such a spell. You must be aware of the casting.

As long as you are trained in the appropriate skill for the spell's tradition and it's a common spell, you automatically identify the spell being cast (you still roll to attempt to get a critical success, but can't get a worse result than a success). You or a visible ally within 60 feet targeted by this spell gain a +1 circumstance bonus to your saving throw or your AC against it (or a +2 if you rolled a critical success).

PREDICTIVE POSITIONING ♦**FEAT 2**

TELEPORTATION | WITCHWARPER

Prerequisites precog paradox**Frequency** once every 10 minutes**Trigger** An enemy damages you.

You react to danger by repositioning to a space you would occupy in a different reality, free from incoming danger. You gain resistance to all damage against the triggering attack equal to 2 + your level. You instantly teleport up to your Speed to an area within your quantum field. This movement doesn't trigger reactions based on movement and ignores hazards and terrain, but can't pass through walls or other such obstructions.

SCRUB PSYCHE ♦**FEAT 2**

FORTUNE | MENTAL | WITCHWARPER

Prerequisites gap influenced paradox**Trigger** You or an ally fail a save against a mental effect while within your quantum field.

All traces of the triggering effect are scrubbed from the target's conscious mind, allowing them to reroll a saving throw against the triggering effect. You must use the second result, even if it's worse.

WARP WOUNDS ♦**FEAT 2**

ANCHORING | FORTUNE | WITCHWARPER

Prerequisites anomaly paradox**Trigger** You take damage from an enemy.**Requirements** An enemy or willing ally is in your quantum field.

Your reality shifts to partially overlap with another in which someone else was damaged instead of you. You gain resistance to all damage against the triggering attack equal to half your level, and one enemy or willing ally in your quantum field takes damage equal to the amount of damage prevented this way.

4TH LEVEL**MEANDERING MIND** ♦**FEAT 4**

ANCHORING | WITCHWARPER

Requirements Your quantum field is active.

You allow your mind to wander to things you find pleasant, briefly shutting out all realities and protecting you from harm. You gain a +2 circumstance bonus to saving throws until the start of your next turn. While your mind is meandering, if you roll a success at a saving throw against a mental effect, you get a critical success instead.

QUANTUM RECYCLE ♦**FEAT 4**

WITCHWARPER

Frequency once per day**Trigger** You cast a 2nd rank or higher spell where the spell targets a creature or area within your quantum field.

You expertly manipulate the effects of your quantum field to ensure that some of the energy from your spell is preserved and can be harnessed again. You regain an expended spell slot one spell rank lower than the triggering spell.

RADIANT ZONE ♦**FEAT 4**

ANCHORING | INCAPACITATION | LIGHT | WITCHWARPER | ZONE

The reality you conjure is much brighter than your own. The area of your quantum field becomes bright light. Creatures in your quantum field must attempt a Fortitude save against your class DC; creatures with light blindness treat their result as one step worse.

Critical Success The creature is unaffected.**Success** The creature is dazzled for 1 round.**Failure** The creature is blinded for 1 round and dazzled for 1 minute. The creature can spend an Interact action rubbing its eyes to end this blinded condition.**Critical Failure** As failure, but the creature can't use an Interact action to end the blinded condition.**SPELLSURGE AMMO** ♦**FEAT 4**

WITCHWARPER

Frequency once per turn**Trigger** You cast a non-cantrip spell.

You siphon spell energy into one weapon or grenade you're wielding. Until the end of your turn, the weapon or grenade deals extra force damage equal to the rank of the spell and

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gains the magical trait if it didn't have it already. If the spell deals damage, the extra damage becomes the same type as the triggering spell.

6TH LEVEL

ADDITIONAL WARP SPELL FEAT 6

WITCHWARPER

Prerequisites expert in a paradox skill for a paradox other than your chosen paradox

You learn the initial warp spell of the chosen paradox.

ENLARGE QUANTUM FIELD FEAT 6

ANCHORING | CONCENTRATE | WITCHWARPER

Your quantum field slowly encroaches on reality. Increase your quantum field's radius by 10 feet. Until your quantum field deactivates, once per turn when you Sustain the quantum field, increase its radius by an additional 5 feet (to a maximum of 50 additional feet).

QUANTUM AURA FEAT 6

WITCHWARPER

Each time you use Warp Reality to activate your quantum field, you can choose for your quantum field to be an aura around you that moves with you. If you do, your Warp Reality action gains the aura trait and the quantum field you create is a 10-foot-radius emanation targeting you.

QUANTUM TRANSPOSITION FEAT 6

ANCHORING | CONCENTRATE | WITCHWARPER

You reposition your quantum field by slipping it through a crack in the fabric of reality to a new position within 100 feet. You can't use this feat if your quantum field is an emanation.

8TH LEVEL

BUTTERFLY EFFECT FEAT 8

MISFORTUNE | WITCHWARPER

Frequency once every 10 minutes

Trigger A creature critically succeeds at a saving throw against a spell you cast. The spell must be a single-target spell.

You find a reality in which you attempted the triggering spell against a different target. The new target must be within the spell's original range, within 30 feet of the spell's original target, and must not be an original target of the spell. The new target immediately attempts a save against the spell as if it were the original target.

DANGER ZONE FEAT 8

ANCHORING | WITCHWARPER | ZONE

Your quantum field is extremely dangerous. Any creature that moves through the area takes 2d6 damage, with a basic Reflex save against your class DC at the end of each move action they take through the area. You select the damage type the first time each day you use this ability: acid, bludgeoning, cold, electricity, fire, piercing, slashing, or sonic. Increase the number of damage dice by one at 12th, 16th, and 20th levels.

PREDICT OUTCOME

FEAT 8

WITCHWARPER

Frequency once per hour

You spend 10 minutes opening yourself to the mysteries of the multiverse by peering across the timelines or analyzing probability simulations. You gain the effects of *augury*, except you learn only about the dangers ahead; any results of "good" are instead "nothing," and results of "mixed" are instead "bad." If you are legendary in Arcana or Occultism, you take only 1 minute to Predict Outcome.

QUANTUM ENTANGLEMENT

FEAT 8

ANCHORING | CONCENTRATE | WITCHWARPER

You prevent creatures from leaving your quantum field and returning to reality. Until the start of your next turn, any creature who begins their turn inside your quantum field must succeed at a Will saving throw against your witchwarper class DC to move outside your quantum field. On a failure, the action is disrupted. A creature who succeeds at this save is immune to your Quantum Entanglement for 24 hours.

10TH LEVEL

SHARE QUANTUM AURA

FEAT 10

ANCHORING | CONCENTRATE | MANIPULATE | WITCHWARPER

Prerequisites Quantum Aura

Frequency once every 10 minutes

You temporarily share your quantum field with an ally. You cause your quantum field to emanate from an ally you can see instead of yourself. The ally gains all the benefits of your quantum field, and your warp spells originate from your ally instead of you until your quantum field deactivates. If you cast warp spells at other targets, you must still have line of sight to the target, but the spell originates from your ally for purposes of determining its range and line of effect.

SHIFT ENERGY

FEAT 10

MANIPULATE | SPELLSHAPE | WITCHWARPER

You draw on magical energy from another reality and infuse it into a spell you cast in this reality. If the next action you use is to Cast a Spell that deals damage, the spell instead deals a different type of damage, determined by rolling a d6, as detailed on the table below. If the result is a type of damage already dealt by the spell, roll again until you get a different result. This applies to all damage the spell deals, including persistent damage and damage caused by an ongoing effect of the spell, such as the damage caused by *corrosive haze*. A creature's immunities are unaffected.

D6	DAMAGE TYPE
1	acid
2	cold
3	fire
4	electricity
5	void
6	sonic

TWISTED DARK ZONE ◊

ANCHORING | WITCHWARPER | ZONE

You expose this reality to a realm of pure darkness filled with gibbering voices and otherworldly entities. The area of your quantum field functions as though it were an area of 2nd-rank *darkness*. Creatures that begin their turn in the area must succeed at a Will save against your class DC or become confused for 1 round. They are then immune for 24 hours.

12TH LEVEL**IN ANOTHER LIFE**

WITCHWARPER

When you rest, you see versions of yourself in other realities. During your daily preparations, select one ancestry feat for your ancestry that you meet the prerequisites for and don't already have. You gain that feat until your next daily preparations.

FEAT 10**REALITY'S ANCHOR****FEAT 12**

WITCHWARPER

You're akin to an anchor for the reality that you exist within and can achieve a deeper focus when given time to meditate on your nature. Whenever you Refocus, completely refill your focus pool and gain one bonus focus point until your next daily preparations.

SENSE ABNORMALITIES**FEAT 12**

DETECTION | WITCHWARPER

You have a sixth sense for ambient magic. You can sense the presence of magic auras as though you were always using a 1st-rank *detect magic* spell. This detects magic in your field of vision only. When you Seek, you gain the benefits of a 3rd-rank *detect magic* spell on things you see (in addition to the normal benefits of Seeking). You can turn this sense off and on with a free action at the start or the end of your turn.

14TH LEVEL**BORROW SPELL ◊****FEAT 14**

CONCENTRATE | WITCHWARPER

Frequency once per day

Trigger You use an action which Sustains your quantum field, and the quantum field is still active.

Reaching across time and space, you can borrow a spell from a version of yourself in another reality. During this turn, you can cast one spell without spending a spell slot to do so. The spell must be in your repertoire and at least 1 rank lower than your highest-rank witchwarper spell slot.

MULTIVERSE MAGIC**FEAT 14**

WITCHWARPER

Your paradoxical nature allows you to access magic not associated with your spellcasting tradition. You can have one spell in your spell repertoire (not one on your paradox's spell list) that is not from your spellcasting tradition. Select this spell when you select this feat. You can cast that spell as a spell of your spellcasting tradition and it becomes a signature spell. You can change the spell you choose when you gain a level.

PERSISTENT QUANTUM FIELD ◊**FEAT 14**

WITCHWARPER

Frequency once per day

By spending more time to manifest it you can create a stable quantum field. This functions as Warp Reality with a duration of 1 minute.

16TH LEVEL**FOLDED PARADOXES****FEAT 16**

WITCHWARPER

Prerequisites master in a paradox skill for a paradox other than your chosen paradox, and you've learned the initial warp spell of that paradox

Your paradoxical nature has become multifaceted. You learn the advanced warp spell of the chosen paradox.



MIND-BLOWING SPELL**FEAT 16****MANIPULATE MENTAL SPELLSHAPE WITCHWARPER VISUAL**

You cast a spell that's suffused with visual effects from another world, shocking those who interact with its casting. If the next action you use is to Cast a Spell, any creature that attempts to use a reaction triggered by your Cast a Spell activity takes a -2 circumstance penalty to attack rolls and skill checks rolled as part of the reaction. Any creature that fails an attack roll or skill check rolled as part of the reaction takes a -2 circumstance penalty to AC against the spell's spell attack roll and a -2 circumstance penalty to saving throws against the spell.

**PLAYTESTING THE WITCHWARPERS**

This class is literally out of this world!

And now it's in the core rules?! I'm sure y'all are curious to see how we're handling witchwarpers in Second Edition. Let's dive in! I'm sure we won't fall into another dimension, or get sucked through time, or anything paradoxical like that. Totally sure!

Speaking of paradoxes, you've got four to choose from! They're the main character creation choice you can make to set your witchwarper apart from others. We'd love to know what paradoxes you like best. Are some of them as wildly popular as Strawberry Machine Cake, while others can't even get a gig in Little Akiton?

Hey, look! One of the paradoxes is the precog, which is neato—didn't that used to be a whole class?!

The Starfinder team thinks merging precog and witchwarper into the same reality makes a lot of narrative and mechanical sense, and precogs brought another super duper concept along: anchors! They're a bit different, though. The team likes the idea that witchwarpers need something to keep them connected to reality, since they're making such a big mess every time they create paradoxes. You get to pick from three anchors, and each gives you a little benefit, plus an action you can take to help you out of difficult situations. The action also has the brand new "anchoring" trait, which helps keep your reality-warps going! A few other actions also have the anchoring trait, like your focus spells, signature spells, and some feats you can pick up.

What's all that mean? The team wants your feedback on the witchwarper's action economy. They've got spells, but they've also got Warp Reality, anchoring actions, and more. What's it feel like to play a witchwarper? Do you find yourself using your unique anchoring action, or is it too situational? Does it feel like you'd need six arms to have any chance of sustaining the quantum field on top of your spellcasting and movement? That's a lot of plates to spin!

The team tried out other versions of the witchwarper—some with no anchor at all, and some that had minor drawbacks when they used Warp Reality unless they also managed to use an anchoring action. Too complicated for a core class, gree? We hope we've found the right balance, both narratively and mechanically, for the anchor and paradox.

Oh, I almost forgot! You might read the anchors and think, "witchwarpers sound neurodivergent!" While not every witchwarper will be neurodivergent, the team wanted to represent the boundless array of wonderful minds present among our staff and players. Lean into this as much or as little as you'd like—after all, witchwarpers embody infinite possibility!

ZONE OVERLAP**FEAT 16****ANCHORING WITCHWARPER ZONE**

Requirements Your quantum field is active with one zone affecting it.

You cause a second zone to overlap your quantum field. You can choose to apply another zone you're able to create, or apply the existing zone again, improving its effects as follows: Danger Zone deals 2d6 extra damage, Debris Zone becomes greater difficult terrain, Twisted Dark Zone ignores the temporary immunity of creatures who previously attempted a save for 1 round, and Radiant Zone forces creatures to attempt another saving throw.

18TH LEVEL**COMPLETE TRANSPOSITION****FEAT 18****ANCHORING TELEPORTATION WITCHWARPER**

Prerequisites Quantum Transposition

When you use Quantum Transposition to move your quantum field, you can teleport any number of creatures within the quantum field's original area to squares of your choice in the its new area. You also teleport any items they're wearing or holding. Your Quantum Transposition action gains the teleportation trait. Each target may attempt a Will save against your witchwarper class DC. Targets who succeed at the save are unaffected.

INFINITE MAGIC**FEAT 18****WITCHWARPER**

You draw spells from other worlds, even when your own magic reserves are spent. Twice per day, you can cast a spell after you've run out of spell slots of the appropriate spell rank; the two spells you cast with this feat must be of different spell ranks.

20TH LEVEL**QUANTUM NEGATION****FEAT 20****WITCHWARPER**

You expose a target to a reality in which they don't exist. You learn the *quantum negation* warp spell (page 242).

QUANTUM RESEARCH**FEAT 20****WITCHWARPER**

Prerequisites quantum thesis

You become a true embodiment of your paradox and surpass what mortals can achieve in your reality. You gain an additional 10th-rank spell slot.

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CHAPTER 4:

SKILLS



While your character's attributes represent their raw talent and potential, their skills represent their training and experience at performing certain tasks. In this chapter, you'll learn about skills as they exist in Starfinder, with new skills and updated uses for existing skills.



A brief description of the skill is followed by a list of actions anyone can use, and then the actions you can perform only if you are trained in that skill. Some actions list sample tasks for each rank to give you a better sense of what you can accomplish as your proficiency increases. As the actions of a skill aren't comprehensive, there may be times when the GM asks you to attempt a skill check without using any of the listed actions, or times when the GM asks you to roll using a different key attribute modifier.

Most skills include entries for success and failure, as well as descriptions of what occurs on a critical success or a critical failure. If either of the critical entries is absent, treat those results as a success or failure, as normal.

Starfinder incorporates two new skills: Computers and Piloting. Both of these new skills represent important elements of the setting, from interacting with complex technology to operating vehicles, starships, and even mechs! This chapter details these new skills, as well as re-presenting skills that exist in the Pathfinder Roleplaying Game with updated uses.

COMPUTERS < INT >

Computers is your ability to work with computer systems and some technological pieces of equipment. Even if you're untrained in Computers, you can use it for the following general skill actions.

- **Access Infosphere** (see below) to learn a variety of information from the local settlement's computer network.
- **Recall Knowledge** (*Pathfinder Player Core* 231) about computers, virtual equipment, and computer programs, including vidgames and fabrication programs.

ACCESS INFOSPHERE

CONCENTRATE **EXPLORATION** **SECRET**

Requirements You are using a computer with infosphere access.

You attempt to access a local network, known as an infosphere, to come up with information on a topic. This typically takes

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10 minutes of research to find information, with results like Recalling Knowledge on a topic. Larger investigations or topics could require several hours, while single-word answers of information common to that settlement's infosphere may only take a minute, based on the GM's discretion. Significant and longer investigations should use the research subsystem (*GM Core* 190). The GM determines the DC based on the topic you're researching. This can be further influenced by the quality of the local infosphere, what information it might possess on the topic, and how well organized it is.

Critical Success You find the information you were searching for. If this was used on a topic you could have used Recall Knowledge on, you instead find this information in 1 minute.

Success You find the information you were looking for.

Critical Failure You find misleading information thanks to incorrect data or online pranksters. The GM provides you false information on your topic of investigation (or decides to give you no information, as on a failure).

COMPUTERS TRAINED ACTIONS

You must be trained in Computers to use it to Decipher Writing or Disable a Device.

- **Decipher Writing** (*Player Core* 228) that's in a programming language.
- **Disable a Device** (*Player Core* 247) that's computerized or virtual.

HACK

EXPLORATION

Requirements You have a hacking toolkit.

You try to access, control, or make changes to an active, secured system. In most cases, this is going to be an attempt made against a local computer system that you access directly or indirectly through the use of a hacking toolkit. Attempt a Computers check to determine if you can access the targeted system. Computers with improved systems might require multiple successes to access.

Critical Success You access the system, or you achieve two successes toward accessing a system requiring more than one success. You leave no trace of your tampering.

Success You access the system, or you achieve one success toward accessing a system that requires more than one success.

Failure You fail to access the system or achieve any success toward accessing a system that requires more than one success. Some computerized systems might have security measures that activate on a failure.

Critical Failure You activate specially ingrained security protocols or completely lock yourself out of the system. Being locked out of a system prevents you from attempting another check to access it for the next hour.

PROGRAM

DOWNTIME | MANIPULATE

You spend your time creating lines of computer code that can be integrated into various computerized systems. You need the Programmer skill feat to write computer code,

programming items that have the virtual trait. You must have the formulas to craft these items, but they can often be found sold by other programmers on an infosphere. You can buy lines of code from other programmers to help complete your virtual item. You can use the Program action to create formulas for tech items if you have the Inventor skill feat. You can use the Program action to create tech items without the virtual trait by using a creator capsule if you have the Fabricator skill feat.

Critical Success Your attempt is successful. Each additional day spent Programming reduces the code needed to complete the item by an amount based on your level + 1 and your proficiency rank in Computers.

Success Your attempt is successful. Each additional day spent Programming reduces the materials needed to complete the item by an amount based on your level and your proficiency rank.

Failure You fail to complete the item. You can salvage some of the code you've written for its full value. If you want to try again, you must start over.

Critical Failure You fail to complete the item. 10% of the code you've written or purchased is unusable, but you can salvage the rest. If you want to try again, you must start over.

PILOTING



Piloting represents your ability to command mechs, drive vehicles, pilot starships, and navigate. This also represents your basic knowledge related to identifying notable models or parts belonging to most piloted (and some semi-autonomous) crafts. Even if you're untrained, you can Recall Knowledge.

- **Recall Knowledge** (*Player Core* 231) about models of mechs, vehicles or starships; areas of piloting significance (like notable black holes or interstellar phenomena); and specific equipment or parts that might be installed on a mech, vehicle, or starship.

PILOTING TRAINED ACTIONS

DRIVE (VARIES)

MOVE

Requirements You are piloting a vehicle.

You pilot your vehicle to move. Decide how many actions you intend to spend before you begin Driving. The effects depend on the number of actions you spend. You can't Drive through spaces occupied by creatures, even if they are allies.

❖ Attempt a Piloting check. On a success, the vehicle moves up to its Speed and can turn normally. On a failure, the vehicle moves its Speed in a straight line. On a critical failure, the vehicle moves its Speed in a straight line and becomes uncontrolled.

❖ (reckless) The vehicle moves up to twice its Speed in a straight line at the vehicle's current heading.

❖ (reckless) You take a -5 penalty on your piloting check to maintain control of the vehicle. The vehicle moves up to three times its Speed in a straight line at the vehicle's current heading.

RECKLESS PILOTING

Actions that have the reckless trait push the pilot and the vehicle beyond the normal parameters for safe operation, and the pilot risks losing control of the vehicle. When performing a reckless action, the pilot must first attempt an appropriate piloting check to keep control of the vehicle, with the following effects. Resolve this piloting check before resolving the action itself.

Success The action occurs as described.

Failure The vehicle moves its Speed in a straight line along its most recent heading, drifting up to 45 degrees at the GM's discretion, and becomes uncontrolled.

UNCONTROLLED VEHICLES

Some situations can cause a pilot to lose control of their vehicle. Most commonly, this is due to a failed piloting check for a reckless action, but it can also occur if a round passes without a pilot using a move action to control the vehicle or Stopping the vehicle. A vehicle can also become uncontrolled if the pilot becomes unable to act during a move action to control the vehicle. An uncontrolled vehicle continues to move each round at its most recent pilot's initiative position. The distance it moves each round is 10 feet less than on the previous round, always in a straight line at its current heading until it crashes or it comes to a stop.

At your discretion, it could slow down more if it's on uneven terrain, difficult terrain, on an upward slope, or facing other adverse conditions; by the same token, it could stay at the same speed or even accelerate if it's on a downward slope or other advantageous condition. An uncontrolled vehicle in motion interacts with obstacles, other vehicles, and creatures using the effects of the Run Over action, except that the distance it moves is dictated by the factors above instead of the Speed specified in that action.

NAVIGATE

EXPLORATION | SECRET

You plan a short journey. While this is most often used when traveling with a mech, vehicle, or starship, the same skill can be used to determine the optimal route to take while traveling on foot. This lets you plan a general heading on a planetoid or guide your starship on an in-system voyage. If you are navigating a short journey, you typically attempt a Piloting check only once per day, but some environments or changes might necessitate rolling more often. The GM determines the DC and how long this activity takes (usually just a minute or so). More unusual locales or those you're unfamiliar with might require you to have a minimum proficiency rank to Navigate.

Critical Success You get an excellent sense of where you are. If you are in an environment with cardinal directions, you know them exactly.

Success You gain enough orientation to avoid becoming hopelessly lost. If you are in an environment with cardinal directions, you have a sense of those directions.

PLOT COURSE

EXPLORATION | SECRET

You prepare for a longer journey into the stars, likely making use of your starship's Drift Engine (or similar FTL device). Attempt a Piloting check to determine if you can chart a suitable path to your ultimate destination. The GM determines how long this activity takes and the DC (GM Core 52-53).

Critical Success You manage to reach your destination in half the expected time (minimum 1 day).

Success You create a usable navigational plan that gets you to your intended destination on time.

Failure Your plan has several problems, and you end up reaching your destination late.

Critical Failure You arrive in an unfamiliar star system, requiring you to plot a new course to your destination (likely at an increased DC due to the unfamiliar starting point).

RUN OVER ➤➤➤

MOVE | RECKLESS

Requirements You are piloting a vehicle.

You try to run over creatures or ram another vehicle with your vehicle. If you maintain control of your vehicle, it moves up to twice its Speed in a straight line at the vehicle's current heading. You attempt to run over any creatures in your path two sizes smaller than the vehicle or smaller, and you can attempt to ram one target creature or object in your path one size smaller than the vehicle or larger.

Each creature in your path, including a rammed target, takes the vehicle's collision damage (basic Reflex save at vehicle's collision DC). If the rammed target is a vehicle, its pilot can attempt a piloting check in place of this Reflex save, with the same results. If the target of your ram takes damage, you and your vehicle each take collision damage (no save) and your movement ends.

STOP ♦♦♦

MANIPULATE

Requirements You are piloting a vehicle in motion.

You bring the vehicle to a stop.

STUNT ♦♦♦

MANIPULATE | MOVE | RECKLESS

You perform a stunt while Driving your vehicle, temporarily improving its effective capabilities at the risk of losing control. Drive your vehicle and choose a stunt. All piloting checks attempted as part of your Stunt receive the listed penalty, including piloting checks made to take a reckless action. If the Drive action and

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STUNTS

Stunt	Penalty	Benefit
Back Off	-1	Move half Speed backwards.
Evade	-1	Move half Speed to gain a +1 status bonus to AC.
Flip and Burn	-1	Move half Speed, then turn and direction.
Barrel Roll	-2	Move half Speed to gain a +2 status bonus to AC.
Flyby	-2	Move half Speed through an enemy square.
Drift	-2	Move half Speed sideways without turning.
Turn in Place	-2	Turn, then move full Speed.

Stunts are both reckless, you must attempt the piloting check to keep control of the vehicle twice.

TAKE CONTROL

MANIPULATE

Requirements You are aboard a vehicle and adjacent to its controls.

You take control of a vehicle. Attempt a Piloting check; on a success, you become the vehicle's pilot, or regain control of the vehicle if it was uncontrolled. Some vehicles have complicated controls that cause this action to become a multi-action activity, and most vehicles take at least 3 actions if they aren't activated.

ACROBATICS

DEX

ACROBATICS UNTRAINED ACTIONS

You can attempt these actions even if you are untrained in Acrobatics.

- **Balance** (*Player Core* 233) to move across narrow surfaces.
- **Tumble Through** (*Player Core* 233) to move through the space of one enemy.

ACROBATICS TRAINED ACTIONS

You must be trained in Acrobatics to use these actions.

- **Maneuver in Flight** (*Player Core* 233) to try a special maneuver while flying.
- **Squeeze** (*Player Core* 233) to fit through a small space.

ARCANA

INT

ARCANA UNTRAINED ACTIONS

Even if you are untrained in Arcana, you can Recall Knowledge.

- **Recall Knowledge** (*Player Core* 231) about arcane theories, rituals, magical traditions, creatures of arcane significance (such as dragons and beasts), and the Elemental, Astral, and Void planes.

ARCANA TRAINED ACTIONS

You must be trained in Arcana to attempt the following actions.

- **Decipher Writing** (*Player Core* 228) about arcane theory, including arcane spells and rituals.
- **Identify Magic** (*Player Core* 230) from the arcane tradition.
- **Learn a Spell** (*Player Core* 230) from the arcane tradition.
- **Borrow an Arcane Spell** (*Player Core* 234) if you are an arcane caster who prepares their spells.

ATHLETICS

STR

ATHLETICS UNTRAINED ACTIONS

Even if you are untrained in Athletics, you can attempt the following actions.

- **Climb** (*Player Core* 234) to move up, down, or across an incline.

ATHLETICS IN LOW GRAVITY

Various Athletics actions function differently in zero gravity. Leap allows you to move in any direction twice the distance you would move if you had Leapt in normal gravity (up to twice your Speed). Shove and Reposition move targets twice their normal speed and changes the direction they float. Trip causes the target to change the direction they float on a Success and become untethered on a Critical Success. The grabbed condition removes the untethered condition unless all the creatures in a grab are untethered, and the direction the creatures in a grab float usually follows the direction of the grabbing creature.

ADDITIONAL IMPERSONATION RULES

Using a holoskin (page 212) or shapeshifting abilities may allow you to disguise in less time, but assuming a new disguise can still take 10 minutes to get into character and practice your mannerisms as this new creature, at the GM's discretion.

You can use this skill to pretend to be someone else on the infosphere, but without a hackers toolkit anyone can use the Hack action to uncover your identity without having to compare it to your Computers DC.

- **Force Open** (*Player Core* 234) to force open a door, container, or even smash through a wall.
- **Grapple** (*Player Core* 235) to attempt to grab a creature or object.
- **High Jump** (*Player Core* 235) to Leap as high as you can.
- **Long Jump** (*Player Core* 235) to Leap as far as you can.
- **Shove** (*Player Core* 235) to push a creature away from you.
- **Swim** (*Player Core* 235) to propel yourself through liquid.
- **Trip** (*Player Core* 236) to attempt to knock down an enemy.

ATHLETICS TRAINED ACTIONS

You may only attempt to Disarm a target if you are trained in Athletics.

- **Disarm** (*Player Core* 236) knock an object out of someone's grasp.

CRAFTING



CRAFTING UNTRAINED ACTIONS

Even if you are untrained in crafting, you can Recall Knowledge and Repair.

- **Recall Knowledge** (*Player Core* 231) about the value of items, tech gear, engineering, unusual materials, and tech creatures. The GM determines which creatures this applies to, but it usually includes constructs.
- **Repair** (*Player Core* 236) allows you to repair damaged equipment.

CRAFTING TRAINED ACTIONS

You must be trained in crafting to Craft.

- **Craft** (*Player Core* 236) new items from raw materials.
- **Earn Income** (*Player Core* 228) in your spare time to help fund your adventures.

DECEPTION



DECEPTION UNTRAINED ACTIONS

Even if you are untrained in Deception, you can attempt to Create a Diversion, Lie, and Impersonate others.

- **Create a Diversion** (*Player Core* 237) to draw someone's attention somewhere else so you can hide.
- **Impersonate** (*Player Core* 238) to disguise yourself as someone else.
- **Lie** (*Player Core* 238) to fool someone into believing something is true.

DECEPTION TRAINED ACTIONS

You must be trained in Deception to Feint.

- **Feint** (*Player Core* 239) an enemy to catch them off-guard.

DIPLOMACY



DIPLOMACY UNTRAINED ACTIONS

Even if you are untrained in diplomacy, you can attempt to Gather Information, Make an Impression, or Request something of someone.

- **Gather Information** (*Player Core* 239) by canvassing local areas or online infospheres to learn more about a specific topic.
- **Make an Impression** (*Player Core* 239) with others to make them more helpful.
- **Request** (*Player Core* 239) a favor from someone.

INTIMIDATION



INTIMIDATION UNTRAINED ACTIONS

Even if you are untrained in Intimidation, you can attempt to Coerce or Demoralize other characters.

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- **Coerce** (Player Core 240) someone into doing something they might not want to do.
- **Demoralize** (Player Core 240) to strike fear into other creatures.

LORE



LORE UNTRAINED ACTIONS

Even if you are untrained in a specific Lore subcategory, you can Recall Knowledge.

- **Recall Knowledge** (Player Core 231) to learn more about your specific Lore subcategory.

LORE TRAINED ACTIONS

You must be trained in a Lore subcategory to Earn Income with that skill.

- **Earn Income** (Player Core 228) in your spare time to help fund your adventures.

MEDICINE



MEDICINE UNTRAINED ACTIONS

Even if you are untrained in Medicine, you can attempt to Administer First Aid.

- **Administer First Aid** (Player Core 241) to stabilize dying creatures and stop persistent bleed damage.

MEDICINE TRAINED ACTIONS

You must be trained in Medicine to treat the disease, poison, or wounds of a patient.

- **Treat Disease** (Player Core 242) allows you to care for a diseased creature.
- **Treat Poison** (Player Core 242) allows you to care for a poisoned creature.
- **Treat Wounds** (Player Core 242) allows you to heal an injured creature.

NATURE



NATURE UNTRAINED ACTIONS

Even if you are untrained in Nature, you can Command an Animal and Recall Knowledge.

- **Command an Animal** (Player Core 242) to make an animal follow an order.
- **Recall Knowledge** (Player Core 231) about fauna, flora, geography, weather, the environment, natural creatures (like animals, beasts, fey, and plants), the Universe, the First World, and the Elemental Planes.

NATURE TRAINED ACTIONS

You must be trained in Nature to attempt the following actions.

- **Identify Magic** (Player Core 230) from the primal tradition.
- **Learn a Spell** (Player Core 230) from the primal tradition.

OCCULTISM



OCCULTISM UNTRAINED ACTIONS

Even if you are untrained in Occultism, you can Recall Knowledge.

- **Recall Knowledge** (Player Core 231) about eldritch mysteries; esoteric cults; creatures of occult significance (like aberrations, spirits, and oozes); and esoteric planes like the Astral Plane, Creation's Forge, the Ethereal Plane, the Netherworld, and the Void.

OCCULTISM TRAINED ACTIONS

You must be trained in Occultism to attempt the following actions.

- **Decipher Writing** (Player Core 228) including eldritch script and encrypted occult esoterica.

INFOSPHERE REPUTATION

Your influence on an infosphere is measured using the same attitudes as NPCs your character knows offline (GM Core 200). However, your character's activities and other people's attitudes toward your character on a public infosphere are easier to find and can result in characters having a different initial attitude based on your online activities.

Using an alias can fool those who lack the skill or interest in figuring out your identity, often requiring a character to Hack or Gather Information against your Computers DC to figure out your identity and find your content. This can also result in having a single NPC harbor different attitudes toward your character and their online persona. In the event the NPC uncovers the truth, they tend to side with the more hostile attitude.

INFOSPHERE ANONYMITY

Checks using Deception, Diplomacy, and Intimidation are much harder when you post anonymously on the infosphere, whether or not you are using an unremarkable or throwaway account. In most cases, you should treat all checks made using these skills online as one degree of success worse, depending on the circumstances of the check and the likelihood of someone taking the infosphere content seriously. This is especially true on attempts to Lie, Make an Impression, and Coerce.

COMMON STARFINDER LORE SUBCATEGORIES

You can learn any Lore skill your GM gives you permission to take. The following list covers a wide variety of common Lore topics appropriate for most campaigns. Backgrounds often grant you a Lore skill from this list.

Subcategory
Art Lore
Augmentation Lore
Cooking Lore
Corporate Lore
Gambling Lore
Infosphere Lore
Labor Lore
Legal Lore
Life Science Lore
Media Lore
Mining Lore
Music Lore
Physical Science Lore
Piracy Lore
Sports Lore
Underworld Lore
Vidgame Lore
Warfare Lore
Lore about a specific deity (Abadar Lore, Zon-Shelyn Lore, etc.)
Lore about a specific creature or narrow category of creatures (Giant Lore, Robot Lore, Vampire Lore, etc.)
Lore about a specific planet (Akiton Lore, Triaxus Lore, etc.)
Lore about a specific plane other than the Universe, or the plane in which the game is set if not the Universe (Astral Plane Lore, Heaven Lore, Outer Rifts Lore, etc.)
Lore about a specific public organization (Hellknights Lore, Starfinder Society Lore)
Lore about a specific settlement (Absalom Station Lore, Cuvacara Lore, etc.)

- **Identify Magic** (*Player Core* 230), particularly curses and magic from the occult tradition.
- **Learn a Spell** (*Player Core* 230) from the occult tradition.

PERFORMANCE



PERFORMANCE UNTRAINED ACTIONS

Even if you are untrained in Performance, you can Perform and Recall Knowledge.

- **Perform** (*Player Core* 243) any kind of act to impress observers.
- **Recall Knowledge** (*Player Core* 231) about impressive performances, specific songs or plays, or creatures who use song or dance abilities (such as magic songs or dances).

PERFORMANCE TRAINED ACTIONS

You must be trained in Performance to attempt the following actions.

- **Earn Income** (*Player Core* 228) by performing.

RELIGION



RELIGION UNTRAINED ACTIONS

Even if you are untrained in Religion, you can Recall Knowledge.

- **Recall Knowledge** (*Player Core* 231) about the gods (page 244), their edicts and anathema, their mythology and culture, creatures of religious significance (like celestials, fiends, and undead), Creation's Forge, the Void, and the Outer Spheres.

RELIGION TRAINED ACTIONS

You must be trained in Religion to attempt the following actions.

- **Decipher Writing** (*Player Core* 228) of a religious nature, including holy books, allegories, and proverbs.
- **Identify Magic** (*Player Core* 230), particularly divine blessings and curses and magic from the divine tradition.
- **Learn a Spell** (*Player Core* 230) from the divine tradition.

SOCIETY



SOCIETY UNTRAINED ACTIONS

Even if you are untrained in Stealth, you can attempt these actions.

- **Recall Knowledge** (*Player Core* 231) about the celebrities, history, laws, social structures, and cultural nuances of an organized society.
- **Subsist** (*Player Core* 232) in a settlement without having to spend credits.

SOCIETY TRAINED ACTIONS

- **Decipher Writing** (*Player Core* 228) that's a coded message, text written in an incomplete or archaic form, or in some cases, text in a language you don't know.
- **Create Forgery** (*Player Core* 244) to create a document that appears to have been written by someone else.

STEALTH



STEALTH UNTRAINED ACTIONS

Even if you are untrained in Stealth, you can attempt these actions.

- **Conceal an Object** (*Player Core* 244) to hide a small object from others.
- **Hide** (*Player Core* 244) to make yourself hidden rather than observed.
- **Sneak** (*Player Core* 245) to move while hidden.

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SURVIVAL



SURVIVAL UNTRAINED ACTIONS

Even if you are untrained in Survival, you can attempt these actions.

- **Sense Direction** (*Player Core* 246) to orient yourself and navigate complex paths.
- **Subsist** (*Player Core* 232) in the wilderness to look for food and shelter.

SURVIVAL TRAINED ACTIONS

You must be trained in Survival to attempt the following actions.

- **Cover Tracks** (*Player Core* 246) to make yourself harder to track.
- **Track** (*Player Core* 246) to follow someone.

THIEVERY



THIEVERY UNTRAINED ACTIONS

Even if you are untrained in Thievery, you can attempt these actions.

- **Palm an Object** (*Player Core* 246) to hide a small object from others.
- **Steal** (*Player Core* 246) to take something without being noticed.

THIEVERY TRAINED ACTIONS

You must be trained in Thievery to attempt the following actions, which also often benefit from the use of tools (such as those in an infiltrator's toolkit). Some checks to Disable a Device or Pick a Lock may require tools to attempt the check at all.

- **Disable a Device** (*Player Core* 247) to use manual skills to shut down a hazard or other device. This includes rudimentary technological devices.
- **Pick a Lock** (*Player Core* 247) to use manual skills to access or manipulate a device. This includes non-digital technological locks.

ONLINE PRESENCE

Performing online can attract the attention of entire civilizations across an infosphere, jettisoning your character to untold heights of stardom. However, infospheres can develop dramatically different opinions of a performer, and once you post a performance, your career can wane or sour without spending a downtime activity to monitor it.

DIGITAL TRANSLATIONS

While once heralded as a game changer to adventurers and diplomats alike, being able to translate speech using an app on a comm unit has had some unforeseen problems. Despite their accuracy and breadth, there are nuances of speech that the programs often fail to properly explain. As such, you're always limited to your proficiency bonus in Society when attempting checks with the linguistic trait when using a comm unit to facilitate communications with a creature whose language you do not share.



NAVIGATING THE NEON JUNGLE

As cities develop and buildings compete for space, they form labyrinthine qualities that can make them difficult to navigate, even with the use of digital maps. Construction, demolition, detours, and traffic make these tools less reliable in more bustling settlements, especially those on space stations or worlds with hostile environments where livable real estate is an exceptionally finite resource. Even an up-to-date digital navigator won't be able to find all the paths and shortcuts that require a Sense Direction check to find without a local guide.

USING SKILLS IN STARFINDER

The many worlds of the Starfinder setting are full of computers, machines, and magitech your character can interact with by using skills. Most skills work just like they did on old Golarion, but at a far more advanced level of technology. For example, crafters fuse synthetic materials in complex techniques that often require mechanical or magical assistance, and some artisans even create virtual items that only come to life through computer apps.

Computers and Piloting are new skills that represent the technical expertise required to analyze, operate, and repair technology. Technologies like computers and starships are part of everyday life in the Pact Worlds. Most people learn the basics of how to use these technologies in school or on the job, but your character's training represents specializing in a skill beyond the novice level and achieving expert, master, or legendary represents deeper knowledge and expertise.

USING COMPUTERS

Computers are everywhere in Starfinder, from portable datapads to the bulky terminals found inside facilities and starships. Most characters carry their own personal computers in the form of comm units. Comm units can send messages, connect to wireless networks, and run some basic apps (for more information, see page 210). A comm unit has many of the functions one would compare to modern-day mobile devices, including the ability to contact others, store data, and contain applications of various different designs and uses.

Gaining access to a computer without proper authorization requires you to Hack the device or terminal. You can also Hack most electronic locks or digitally controlled devices. Once you access a computer, you can view and use its apps and programs—which could be anything from an intergalactic comm unit to a control board for a space station's life support systems. Typically, this activity doesn't require you to attempt another check. Some computers contain data that might be relevant to your character's mission or contain secret lore. Sensitive data is sometimes protected by additional digital security measures, which could require another Computers check to Hack at the GM's discretion.

One of the most widespread uses for computers is browsing the infosphere. Infospheres are countless wireless networks broadcasting information and entertainment across the galaxy. Infospheres are only accessible with a computer (or magic). Anyone with a computer or appropriate spell can use the Access Infosphere action untrained (page 134). While connected to an infosphere, you might visit chat rooms, forums, and livestreams where you can talk to people (and AIs) about a variety of topics. While on the infosphere, you might participate in conversations as your genuine self or conceal your identity behind an avatar and screen name. Accessing an infosphere also allows you to use some other skills online without needing training in Computers.

You can attempt a Deception check to Impersonate someone using a fake digital identity instead of a disguise, and you can Lie on the infosphere as normal. These activities might involve catfishing with a false identity or trolling in chat rooms to create animosity or achieve a goal through duplicity. Creating a convincing online presence to support your fraudulent activities typically takes 10 minutes and requires a computer, but quickly generating a simple burner account might work if you're not trying to imitate a specific individual, at the GM's discretion.

You can attempt a Diplomacy check to Gather Information on an infosphere while skimming chat rooms and forums for the latest gossip about a person or topic. You can Make an Impression or Request from someone you meet on the infosphere as normal. Due to the instantaneous nature of infosphere communication and the ability to juggle multiple conversations at once, such activities might take less time than they would without a wireless connection, at the GM's discretion. While performing these actions online is expedient, it is still vital to take these actions in

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PLAYTESTING SKILLS

It just wouldn't be Starfinder without the tech. We get it—zoomin' around in a spaceship and hacking into computers are some of our absolute favorite parts of the game, too. That's why we need you to playtest, playtest! Did we mention... playtest?

When you're running playtest games with your nufriends, watch out when skills (and skill feats) pop up in game. Let us know if anything's missing—for instance, if you know what you want your character to do but can't think of any skills to make it happen, you might have found a situation that needs a new rule! If you wanna help the StarFriends make a better game, you should really focus on trying out Computers and Piloting.

GMs, listen up! Don't forget tech items when you're planning a playtest session. Consider the secret data (or juicy gossip) characters might find on a computer inside a facility, starship, or an enemy's device. Maybe the guard has a comm unit with incriminating message logs, or the derelict starship computer contains data about a new alien life-form. But you gotta have the skills to pay the bills, so characters better get to rollin' those Computers checks if they want access to all that sweet data.

But what about Piloting? Vehicles are coming in *Starfinder GM Core*, and we'll be putting starships through their paces in a future playtest. Don't worry nufriends—you don't have to start an interstellar war to test out piloting! Remember that just using Recall Knowledge can give some pretty drift information about a starship or vehicle that might lead the players to an awesome discovery. Vehicles are all over the place. Characters might rent a hovercar or swipe an energycle to get around a city or take an all-terrain transport out into the wilds. Maybe they Take Control of a gravtrain and—ok, actually, that's not my best idea, don't do that!

If characters wanna get from point A to B and there's a whole lotta SPAAAAAAACE in between those points, they can just hop aboard a shuttle or take their own ship out for a spin. (Give 'em a ship, what could go wrong?) Piloting checks decide whether it's a bumpy ride or smooth trip. And if your players REALLY wanna get into a fight, just resolve combat narratively or through skill challenges (running it kinda like a complex hazard) for now. I promise, we'll playtest that good space pew-pew soon!

Don't forget, GMs, you can always check out *A Cosmic Birthday* and *Empires Devoured* for more ideas about using Computers and Piloting in your playtest game.

person, as you might uncover additional information or clues when physically investigating a site.

You can attempt an Intimidation check to Coerce or Demoralize someone on the infosphere, with a critical failure resulting in your device's tracking ID being banned or blocked for a variable duration (typically at least 1 week, depending on the moderation staff of that digital location). A successful Computers check might bypass this limitation, at the GM's discretion. Alternatively, a Diplomacy check might be used to convince moderators of your innocence.

USING PILOTING

Over the course of a typical Starfinder campaign, your character and their adventuring party might travel across the galaxy, perhaps visiting distant planets or zipping back home to your favorite port of call. Thanks to an abundance of magitech and Triune's gift of Drift travel, starships are a popular (and surprisingly affordable) method of transportation in the Pact Worlds system, throughout Near Space, and even into the far depths of the uncharted space of the Vast. Many people own their starships, and many more can afford passage on budget transports.

Whenever you encounter a starship, you can use Piloting to Recall Knowledge about the vessel and try to learn more information about its model, manufacturer, origins, or allegiances. This can provide important information in an investigation, or clues on how to defeat an enemy starship or vehicle in a combat.

When you're in control of a starship, you typically attempt a Piloting check for activities like launching from a spaceport, setting a course through an asteroid field, or landing on a planet. The GM determines the DC and how long this activity takes. Critical success represents a smooth ride, while a failure causes a stall, and critical failure results in a collision or some other consequence, as determined by the GM.

If you're piloting a starship in a stressful situation, you might Drive with precision or try to perform reckless Stunts—or switch to Over Run and try to smash through anything in your path! If you lose or give up control over a starship (for instance, if you fail at a Stunt), you can Take Control of the cockpit to avert disaster.

As a copilot or other crew member, you can Navigate a shorter trip in the system or Plot a Course for a long jaunt into the Drift. You can also take control of a scanner or interface with the ship's computer by attempting a Computers check. Such an activity might involve helping to chart a course or discovering information about nearby objects in space (including other starships) with the same results as a Piloting check, at the GM's discretion.

The rules for tactical starship combat will appear in a future product for the full release of Starfinder Second Edition, after undergoing their own rigorous playtest. See page 252 for more information about life aboard a starship in Starfinder.

You can also use Piloting to drive vehicles. The upcoming *Starfinder GM Core* will contain more information on available vehicles that can be piloted, whether through the jungles of Castrovil or on the streets of an Aballonian megaplex city!

CHAPTER 5: FEATS



All kinds of experiences and training can shape your character beyond what you learn by advancing in your class. Abilities that require a degree of training but can be learned by anyone—not only members of certain ancestries or classes—are called general feats.



For most classes, you gain a general feat when you reach 3rd level and every 4 levels thereafter. Each time you gain a general feat, you can select any feat with the general trait whose prerequisites you satisfy.

General feats also include a subcategory of skill feats, which expand on what you can accomplish via skills. These feats also have the skill trait. Most characters gain skill feats at 2nd level and every 2 levels thereafter. When you gain a skill feat, you must select a general feat with the skill trait; you can't select a general feat that lacks the skill trait. The level of a skill feat is typically the minimum level at which a character could meet its proficiency prerequisites.

Feats marked with a “U” are uncommon; these feats aren’t widely available or might have a negative impact on play, so you should consult your GM before taking them. For more information on rarity rules, see page 11 of *Pathfinder Player Core*.

Feats marked with a “PC” can be found in the *Pathfinder Player Core*. These feats will be reprinted in the future *Starfinder Player Core* rulebook.

ADDITIONAL SPOONS

AUDITORY	EMOTION	EXPLORATION	GENERAL	LINGUISTIC	MENTAL	SKILL
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Prerequisites master in Diplomacy

Frequency once per day

You help an ally renew their reserve of mental energy or get through an ordeal using a combination of audio clues and therapeutic exercises. After spending 10 minutes with your ally, attempt a Diplomacy check to reduce that ally's clumsy, enfeebled, or stupefied condition value by 1, or reduce it by 2 on a critical success. You can reduce only one condition at a time.

The DC for this activity's Diplomacy check is the DC of the effect that caused the condition or a level-appropriate DC based on GM discretion. Additional elements can also influence this DC, and if a character has experienced a major traumatic event, they might require more dedicated counseling from a medical professional. A creature can benefit from Additional Spoons only once every 24 hours.

FEAT 7

GENERAL FEATS

Feat	Level	Prerequisites	Benefits
Adopted Ancestry ^{PC}	1	–	Gain access to ancestry feats from another ancestry
Armor Proficiency ^{PC}	1	–	Become trained in a type of armor
Augmented Body	1	–	Gain a free augmentation
Barricade	1	–	Create fragile cover from nearby junk
Breath Control ^{PC}	1	–	Hold your breath longer and gain benefits against inhaled threats
Canny Acumen ^{PC}	1	–	Become an expert in a saving throw or Perception
Diehard ^{PC}	1	–	Die at dying 5, rather than dying 4
Divine Weapon Training ^U	1	Deific Obedience or ability to cast domain spells from a deity you worship	You can use your deity's favored weapon
Fast Recovery ^{PC}	1	Constitution +2	Regain more HP from rest, recover faster from disease
Feather Step ^{PC}	1	Dexterity +2	Step into difficult terrain
Fleet ^{PC}	1	–	Increase your Speed by 5 feet
Incredible Initiative ^{PC}	1	–	+2 to initiative rolls
Shield Block ^{PC}	1	–	Ward off a blow with your shield
Toughness ^{PC}	1	–	Increase your maximum HP and reduce the DCs of recovery checks
Weapon Proficiency ^{PC}	1	–	Become trained in a weapon type
Ancestral Paragon ^{PC}	3	–	Gain a 1st-level ancestry feat
Prescient Planner ^{PC}	3	–	Procure a piece of adventuring gear
Untrained Improvisation ^{PC}	3	–	Become more adept at using untrained skills
Expeditious Search ^{PC}	7	Master Perception	Search areas in half the time
Incredible Investiture ^{PC}	11	Charisma +3	Invest up to 12 magic items

AKASHIC EYE ♦

FEAT 7

UNCOMMON GENERAL SKILL VISUAL

Prerequisites master in Occultism

Frequency once per 10 minutes

One of your eyes has developed into a conduit for the Akashic Records, allowing you to see potential pasts, presents, and futures of a creature simply by looking at it. You Recall Knowledge using Occultism instead of any other skill as though Occultism were applicable to perform Recall Knowledge for that creature.

Critical Success You recall accurately and gain two pieces of additional information or context.

Success You recall accurately and gain a piece of additional information or context and a piece of erroneous knowledge, but you don't have any way to differentiate which is which.

Failure You gain a piece of additional information or context and a piece of erroneous information.

Critical Failure You gain two pieces of erroneous information.

AKASHIC TRANSCENDENCE

FEAT 15

UNCOMMON GENERAL SKILL

Prerequisites legendary in Occultism, Akashic Eye

Your eye has opened to the greater truth of the universe, allowing you perceive and decipher the constant flow of

data as time and space unfolds before you. You can use Akashic Eye once per round instead of once every 10 minutes.

ARCANE INTUITION ♦

FEAT 7

GENERAL SKILL

Prerequisites master in Arcana, Arcane Sense

You've developed a special sense that lets you see the fundamental construction of spells and other ongoing magical effects. You immediately gain the effects of the *detect magic* arcane innate spell from your Arcane Sense without needing to Cast the Spell, and you gain a +1 circumstance bonus to counteract checks against spells and ongoing magical effects. If you're legendary in Arcana, you gain a +2 circumstance bonus instead.

AUGMENTED BODY

FEAT 1

GENERAL

You've acquired or developed an augmentation in your body. You install one augmentation (page 196) with an item level equal to your character level or lower. This augmentation doesn't count against your total implant limit. The first time you take this feat, the augmentation you receive is free as long as its item level is 1 or lower. You can upgrade this augmentation by swapping it out with another augmentation

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SKILL FEATS

Feat	Level	Prerequisites	Benefits
VARYING SKILLS			
Assurance ^{PC}	1	Trained in at least one skill	Receive a fixed result on a skill check
Dubious Knowledge ^{PC}	1	Trained in Recall Knowledge skill	Learn true and erroneous knowledge on failed check
Quick Identification ^{PC}	1	Trained in Arcana, Nature, Occultism, or Religion	Identify Magic in 1 minute or less
Recognize Spell ^{PC}	1	Trained in Arcana, Nature, Occultism, or Religion	Identify a spell as a reaction as it's being cast
Skill Training ^{PC}	1	Intelligence +1	Become trained in a skill
Trick Magic Item ^{PC}	1	Trained in Arcana, Nature, Occultism, or Religion	Activate a magic item you normally can't activate
Seasoned ^{PC}	1	Trained in Alcohol Lore, Cooking Lore, or Crafting	+1 to Craft food and drink, including elixirs and potions
Without a Trace	1	Trained in Deception, Stealth, or Underworld Lore	Clean a crime scene
Automatic Knowledge ^{PC}	2	Expert in Recall Knowledge action, Assurance in the relevant skill	Recall Knowledge as a free action once per round
Break Curse ^{PC}	7	Master in Occultism or Religion	Use your knowledge to break curses
Quick Recognition ^{PC}	7	Master in Arcana, Nature, Occultism, or Religion; Recognize Spell	Identify spells as a free action

when you gain a level or by spending downtime replacing the augmentation as though changing out a feat. When you swap out the augmentation, you must pay the difference between the original and new augmentation each time you upgrade.

AUGMENTATION SPECIALIST**FEAT 1****GENERAL | SKILL****Prerequisites** trained in Medicine

You have the medical knowledge necessary to safely install augmentations, whether on yourself, on your allies, or as a business. You can install and remove augmentations. You can Earn Income using Medicine as an augmentation surgeon in a settlement that sells augmentations. You can install augmentations on yourself or other creatures using Medicine to reduce their price as detailed in the Craft downtime activity. If you're an expert in Medicine, you can install an augmentation in 10 minutes per item level of the augmentation. If you're a master in Medicine, you can install an augmentation in 1 minute per item level.

BARRICADE**FEAT 1****GENERAL | MANIPULATE**

You hastily create a barricade using nearby items, junk, or debris. The barricade provides lesser cover for you and one other ally, though you can Take Cover to increase this benefit to standard cover. The barricade is flimsy and falls apart at the end of your next turn. There isn't normally enough material for you to build a second barricade in the same space unless you're in a particularly cluttered area (at the GM's discretion).

BLEND IN**FEAT 1****GENERAL | SKILL****Prerequisites** trained in Society

You know how to blend in and become a forgettable face in the crowd. While in a settlement, you can use Society in place of Deception when Impersonating a non-specific individual.

COMBAT HACK**FEAT 2****ATTACK | GENERAL | MANIPULATE | SKILL****Prerequisites** expert in Computers

Requirements You are holding or wearing a hacking kit and have a free hand.

You've seen enough tech problems to know how to cause them, even during a fight. Attempt a Computers check to Hack an adjacent creature, hazard, or item with the tech trait. The DC is equal to the creature or hazard's Fortitude DC or the Fortitude DC of the creature holding the object. Otherwise, the GM sets the DC for the check based on the item's level. Regardless of your result, the target is temporarily immune to your attempts to Combat Hack it for 10 minutes.

Critical Success The target becomes glitching 2 for 1 round.

Success The target becomes glitching 1 for 1 round.

Critical Failure If the target has the glitching condition, reduce the value of its glitching condition by 1.

CREATURE WHISPERER**FEAT 7****GENERAL | SKILL****Prerequisites** master in Nature

You've developed an understanding of the natural world after bonding with a wide variety of animals. You spend 10 minutes attempting to communicate with an animal. Attempt a Nature

SKILL FEATS

Feat	Level	Prerequisites	Benefits
ACROBATICS			
Cat Fall ^{PC}	1	Trained in Acrobatics	Treat falls as shorter than they are
Crowd Surfing	1	Trained in Acrobatics	Move at full speed through crowds
Quick Squeeze ^{PC}	1	Trained in Acrobatics	Move swiftly as you Squeeze
Steady Balance ^{PC}	1	Trained in Acrobatics	Maintain your balance in adverse conditions
Dive for Cover	2	Expert in Acrobatics	Quickly get prone and take cover
Nimble Crawl ^{PC}	2	Expert in Acrobatics	Crawl at a faster rate
Sniper Stance	2	Expert in Acrobatics	Fire effectively while prone
Kip Up ^{PC}	7	Master in Acrobatics	Stand up for free without triggering reactions
ARCANA			
Arcane Sense ^{PC}	1	Trained in Arcana	Cast <i>detect magic</i> at will as an arcane innate spell
Arcane Intuition	7	Master in Arcana, Arcane Sense	See how to unravel magic
Unified Theory ^{PC}	15	Legendary in Arcana	Use Arcana for checks for all magical traditions
ATHLETICS			
Combat Climber ^{PC}	1	Trained in Athletics	Fight more effectively as you Climb
Deadlift	1	Trained in Athletics	Briefly carry more than normal
Hefty Hauler ^{PC}	1	Trained in Athletics	Increase your Bulk limits by 2
Quick Jump ^{PC}	1	Trained in Athletics	High Jump or Long Jump as a single action
Titan Wrestler ^{PC}	1	Trained in Athletics	Disarm, Grapple, Shove, or Trip larger creatures
Underwater Marauder ^{PC}	1	Trained in Athletics	Fight more effectively underwater
Get Down!	2	Expert in Athletics	Pull an ally out of danger
Powerful Leap ^{PC}	2	Expert in Athletics	Jump farther and higher
Rapid Mantel ^{PC}	2	Expert in Athletics	Pull yourself onto ledges quickly
Switch Places	2	Expert in Athletics	Switch places with an ally
Quick Climb ^{PC}	7	Master in Athletics	Climb swiftly
Quick Swim ^{PC}	7	Master in Athletics	Swim quickly
Wall Jump ^{PC}	7	Master in Athletics	Jump off walls
Cloud Jump ^{PC}	15	Legendary in Athletics	Jump impossible distances

check against a DC determined by the GM; this is usually the animal's Will DC, but circumstances might adjust the precise DC. On a success, you communicate basic information to the animal, such as a prey's direction or where something might be buried. On a critical failure, the creature refuses to communicate with you for 24 hours and might become hostile if it isn't already accustomed to you.

CRITICAL CARE**FEAT 7****GENERAL | SKILL****Prerequisites** master in Medicine, Inject Serum

You attempt to pinpoint a vital part of your patient's anatomy to maximize your healing serums. You can roll a Medicine check to deliver a healing serum and compare it to the target's Fortitude DC, even if you target yourself or a willing creature. Regardless of your result, the target is temporarily immune to your attempts to use Critical Care on it for 24 hours.

Critical Success You heal the maximum amount listed for the consumable.

Success You heal the target normally.

Critical Failure The ammunition and consumable are destroyed, and you provide no healing.

CROWD CONTROL**FEAT 2****GENERAL | SKILL****Prerequisites** expert in Diplomacy

You can skillfully influence crowds. You gain a +2 circumstance bonus to Diplomacy checks against crowds. The first time each round you Stride into a square containing a crowd, you can attempt a DC 20 Diplomacy check to move the crowd out of your way. A GM might use a different DC under certain circumstances, such as when the crowd has a level or set DC to disperse.

Critical Success As success, and the crowd departs from all adjacent squares as you move.

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SKILL FEATS

Feat	Level	Prerequisites	Benefits
COMPUTERS			
Digital Diversion	1	Trained in Computers	Use a tech item as a distraction
Fabricator	1	Trained in Computers	You can print usable equipment
Hologram Skeptic	1	Expert in Computers	Recognize holograms
Phishing Expertise	1	Trained in Computers	Defraud people using phony credentials
Phreaker	1	Trained in Computers	Hack systems without a toolkit
Programmer	1	Trained in Computers	You can program virtual items
Combat Hack	2	Expert in Computers	Disable tech in combat
Machine Magic	2	Expert in Computers	Craft hybrid items using computers
Fool the Camera	7	Master in Computers	You know how to foil cameras
CRAFTING			
Electrical Engineer	1	Trained in Crafting	Power items with improvised power sources
Pharmaceutical Crafting	1	Trained in Crafting	Craft medicinal items
Specialty Crafting ^{PC}	1	Trained in Crafting	Gain bonuses to Craft certain items
Quick Install	1	Trained in Crafting	Install upgrades quickly
Quick Repair ^{PC}	1	Trained in Crafting	Repair items quickly
Communal Crafting ^{PC}	2	Trained in Crafting	Other PCs can help you Craft
Inventor ^{PC}	2	Expert in Crafting	Use Crafting to create item formulas
Magical Crafting ^{PC}	2	Expert in Crafting	Craft magic items
Percussive Maintenance	2	Expert in Crafting	Fix a glitching tech item
Tech Crafting	2	Expert in Crafting	Craft technological items
Impeccable Crafting ^{PC}	7	Master in Crafting, Specialty Crafting	Craft items more efficiently
Scavenger	7	Master in Crafting	Repurpose technological creatures
Craft Anything ^{PC}	15	Legendary in Crafting	Ignore most requirements for crafting items

Success The crowd disperses from squares you move into.

Failure The crowd doesn't move, but you can continue moving.

Critical Failure The crowd forcefully resists you and disrupts your Stride.

CROWD SURFING**FEAT 2****GENERAL | SKILL**

Prerequisites trained in Acrobatics

You navigate crowds without slowing down. You can move at full Speed in crowds. Treat areas truly packed with people as difficult terrain instead of greater difficult terrain.

DAZZLING PERFORMANCE**FEAT 7****GENERAL | SKILL**

Prerequisites master in Performance, Sparkling Performance

You shine even brighter on stage. When you use Sparkling Performance, creatures within your light's radius must attempt a Fortitude save against your class DC or spell DC (whichever is higher). Your allies are immune to this effect.

Critical Success The creature is unaffected.

Success The creature is dazzled for 1 round.

Failure The creature is dazzled for 2 rounds.

Critical Failure The creature is dazzled for 1 minute.

DEADLIFT ♦**FEAT 1****GENERAL | SKILL**

Prerequisites trained in Athletics

Requirements You aren't fatigued.

For 1 minute, you can carry 4 more Bulk than normal before becoming encumbered. The amount you can carry increases to 6 at expert, 8 at master, and 10 at legendary. When the benefits of this feat end, you become fatigued for 10 minutes.

DEIFIC OBEDIENCE**FEAT 7****GENERAL | SKILL**

Prerequisites master in Religion, follower of a specific religion

You've dedicated yourself to a deity or pantheon. As long as you follow the edicts and anathema of that deity, you gain their granted 1st-rank spell as a divine innate spell you can cast once per day. If you're a master in Religion, the spell is heightened to 3rd rank; if you're legendary, the spell is heightened to 4th rank. If you repeatedly break your deity's edicts or perform anathemas, you lose this ability, and it can only be regained with an *atone* ritual (*Pathfinder Player Core* 390).

SKILL FEATS

Feat	Level	Prerequisites	Benefits
DECEPTION			
Charming Liar ^{PC}	1	Trained in Deception	Improve a target's attitude with your lies
Face in the Crowd	1	Trained in Deception	Hide in a crowd
Favored Disguise	1	Trained in Deception	Change into a specific disguise easily
Lengthy Diversion ^{PC}	1	Trained in Deception	Remain hidden after you Create a Diversion
Lie to Me ^{PC}	1	Trained in Deception	Use Deception to detect lies
Confabulator ^{PC}	2	Expert in Deception	Reduce the bonuses against your repeated lies
Feign Death	2	Expert in Deception	Pretend to die
Kiss it Better	2	Expert in Deception	Convince an ally they're uninjured
Quick Disguise ^{PC}	2	Expert in Deception	Set up a disguise in less time
Slippery Secrets ^{PC}	7	Master in Deception	Evasive attempts to uncover your true nature
Master Troll	15	Legendary in Deception	Lie with viral memes
DIPLOMACY			
Bargain Hunter ^{PC}	1	Trained in Diplomacy	Earn Income by searching for deals
Group Impression ^{PC}	1	Trained in Diplomacy	Make an Impression on multiple targets more easily
Hobnobber ^{PC}	1	Trained in Diplomacy	Gather Information rapidly
No Cause for Alarm ^{PC}	1	Trained in Diplomacy	Reduce creatures' frightened condition values
Crowd Control	2	Expert in Diplomacy	You can move the hearts and bodies of crowds
Glad-Hand ^{PC}	2	Expert in Diplomacy	Make an Impression on a target you've just met
Additional Spoons	7	Master in Diplomacy	Spend 10 minutes to Counteract certain effects
Shameless Request ^{PC}	7	Master in Diplomacy	Make Requests of others with lesser consequences
Legendary Negotiation ^{PC}	15	Legendary in Diplomacy	Quickly parley with foes

DIVE FOR COVER**FEAT 2****GENERAL | SKILL****Prerequisites** expert in Acrobatics

When threatened, you can quickly take a dive and find somewhere to hunker down. You Leap, land prone, and immediately Take Cover to hunker down and gain greater cover against ranged attacks, even if you don't have an object to get behind.

DIGITAL AMBASSADOR**FEAT 1****GENERAL | SKILL****Prerequisites** expert in Society

You understand the nuances of different cultures and the limitations of computer-assisted translation apps well enough to communicate as if you actually knew the language. You don't take penalties for using translation apps to Coerce, Influence, Lie, Make an Impression, or Request. If you're a master in Society, you can use translation apps for any linguistic action without any penalties.

DIGITAL DIVERSION**FEAT 1****GENERAL | SKILL****Prerequisites** trained in Computers

Whether it's a sudden comm unit ping or a warning alarm on an equipment display, you can Create a Diversion by using

Computers instead of Deception on a target carrying, wearing, or wielding a tech item.

DIVINE WEAPON TRAINING**FEAT 2****UNCOMMON | GENERAL****Prerequisites** Deific Obedience or ability to cast domain spells from a deity you worship

You gain access to your deity's favored weapon and become trained in that weapon. Whenever you gain a class feature that grants you expert or greater proficiency with a given weapon or weapons, you also gain that proficiency for this weapon.

ELECTRICAL ENGINEER**FEAT 1****GENERAL | SKILL****Prerequisites** trained in Crafting

You can fuel battery-powered devices by drawing electricity from different sources. Doing so takes 1 minute of work and an adjacent source of power appropriate to the device. If the source of power is a technological creature or hazard, it must have been destroyed within the last 10 minutes and provides charges equal to twice its level. If the source is a facility capable of charging a battery, the battery-powered device operates as if the battery were always fully charged. If you're a master in Crafting, you can connect a device to a power source as a 3-action activity. If you're legendary, it takes 1 action.

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SKILL FEATS

Feat	Level	Prerequisites	Benefits
INTIMIDATION			
Group Coercion ^{PC}	1	Trained in Intimidation	Coerce multiple targets simultaneously
Intimidating Glare ^{PC}	1	Trained in Intimidation	Demoralize a creature without speaking
Intimidating Shot	1	Trained in Intimidation	Fire your weapon to Demoralize
Quick Coercion ^{PC}	1	Trained in Intimidation	Coerce a creature quickly
Intimidating Prowess ^{PC}	2	Strength +3, expert in Intimidation	Gain a bonus to physically Demoralize a target
Lasting Coercion ^{PC}	2	Expert in Intimidation	Coerce a target into helping you longer
Battle Cry ^{PC}	7	Master in Intimidation	Demoralizes foes when you roll for initiative
Terrified Retreat ^{PC}	7	Master in Intimidation	Cause foes you Demoralize to flee
Scare to Death ^{PC}	15	Legendary in Intimidation	Scare a target so much, they might die
LORE			
Additional Lore ^{PC}	1	–	Become trained in another Lore subcategory
Experienced Professional ^{PC}	1	Trained in Lore	Prevent critical failures when Earning Income
Unmistakable Lore ^{PC}	2	Expert in Lore	Recall Knowledge about your Lore more effectively
Legendary Professional ^{PC}	15	Legendary in Lore	Gain renown for your Lore
MEDICINE			
Augmentation Specialist	1	Trained in Medicine	Install or uninstall augmentations
Battle Medicine ^{PC}	1	Trained in Medicine	Heal yourself or an ally in battle
Inject Serum	1	Trained in Medicine	Administer healing items with weapons
Continual Recovery ^{PC}	2	Expert in Medicine	Treat Wounds on a patient more often
Robust Recovery ^{PC}	2	Expert in Medicine	Greater benefits from Treat Disease and Treat Poison
Unusual Treatment ^{PC}	2	Expert in Medicine	Treat Wounds tends to additional conditions
Ward Medic ^{PC}	2	Expert in Medicine	Treat several patients at once
Advanced First Aid ^{PC}	7	Master in Medicine	Use First Aid to reduce frightened and sickened condition values
Critical Care	7	Master in Medicine, Inject Serum	Get bonus healing with inject serum
Legendary Medic ^{PC}	15	Legendary in Medicine	Remove disease, blinded, deafened, doomed, or drained

EXPRESS DRIVER**FEAT 1****GENERAL SKILL****Prerequisites** trained in Piloting

You can optimize your vehicle's performance, coaxing extra speed and choosing paths to avoid slowdowns. When calculating your travel Speed for the day while Piloting a vehicle, you can attempt a Piloting check to increase your vehicle's travel Speed for long-term overland or aerial travel. The DC is determined by the GM but is typically based on the vehicle's piloting DC or a difficulty based on the environment, whichever is harder. On a success, increase your vehicle's travel Speed by half. This has no effect on your vehicle's movement in encounters or on starships traveling through the Drift.

FABRICATOR**FEAT 1****GENERAL SKILL****Prerequisites** trained in Computers

You know how to configure and print items out of UPBs in creator capsules. You use technology to move efficiently and

quickly produce technological items that you might need by employing effective 3D-printing tools. You must have the formula to create an item in a creator capsule (page 211) and pay an amount of UPBs equal to the material price of the item. You Craft the item using a Computers check instead of a Crafting check, multiplying the reduction of materials necessary to complete the item by 2 for a tactical creator capsule, 3 for advanced, 4 for superior, 5 for elite, 6 for ultimate, and 7 for paragon.

Unlike normal Crafting, this process takes 1 hour instead of 4 days, and you reduce the materials needed for each hour of Crafting, but on a critical failure, you ruin 50% of the raw materials used so far, instead of 10%. When you select this feat, you gain formulas for four common tech items of 2nd level or lower.

You can't use this ability to create magical equipment unless you have Magical Crafting. If you have Magical Crafting, then you can also use this feat to use Computers to construct magitech items that have the tech and magical traits.

SKILL FEATS

Feat	Level	Prerequisites	Benefits
NATURE			
Natural Medicine ^{PC}	1	Trained in Nature	Use Nature to Treat Wounds
Creature Whisperer	7	Master in Nature	Talk to animals
Predator's Eye	7	Master in Nature	You gain darkvision
Raptor's Eye	15	Legendary in Nature, darkvision	See far away
OCCULTISM			
Oddity Identification ^{PC}	1	Trained in Occultism	Recognize magic involving minds, fortune, or secrets
Schooled in Secrets ^{PC}	1	Trained in Occultism	Gather Information about and Impersonate members of secret societies
Bizarre Magic ^{PC}	7	Master in Occultism	Your magic becomes more difficult to identify
Akashic Eye ^U	7	Master in Occultism	Your eye sees the Akashic Records
Akashic Transcendence ^U	15	Legendary in Occultism, Akashic Eye	You're a manifestation of the Akashic Records
PERFORMANCE			
Fascinating Performance ^{PC}	1	Trained in Performance	Perform to fascinate observers
Impressive Performance ^{PC}	1	Trained in Performance	Make an Impression with Performance
Just Kidding	1	Trained in Performance	Play off a faux pas as a joke
Sparkling Performance	1	Trained in Performance	Your performance sparkles
Virtuosic Performer ^{PC}	1	Trained in Performance	+1 with a certain type of performance
Inappropriate Joke	2	Expert in Performance	Throw people off their rhythm with humor
Method Actor ^U	2	Expert in Performance	Assume a persona
Dazzling Performance	7	Master in Performance, Sparkling Performance	Perform to dazzle observers
Legendary Performer ^{PC}	15	Legendary in Performance, Virtuosic Performer	Gain renown for your Performance

FACE IN THE CROWD**GENERAL SKILL****Prerequisites** trained in Deception

You know how to get lost in a crowd and hide among it, moving like fluid within its ranks and losing yourself in the bustle. You can use cover from crowds to Hide and Sneak, gaining a +2 circumstance bonus to your Stealth checks when in a crowd of at least 10 creatures and a +4 circumstance bonus to your Stealth checks when in a crowd of at least 100 creatures. Hidden creatures don't count as members of a crowd. Halve the number of creatures required to get these bonuses if you're a master in Deception.

FEAT 1

disguise and gain an additional favored disguise you can employ at expert, master, and legendary proficiency in Deception.

FAVORED DISGUISE**GENERAL SKILL****Prerequisites** trained in Deception

You create a favored disguise that you can call upon at a moment's notice. When you Impersonate, you can decide that the disguise becomes your favored disguise. If you have a holoskin (page 212) or can Change Shape, you can always adopt your favored disguise when Impersonating. You still roll Deception for the Impersonate check but count any critical failure results as failures instead. You can have one favored

FEAT 1**FEIGN DEATH****GENERAL SKILL****Prerequisites** expert in Deception**Trigger** You take damage.

You lie prone and Impersonate a corpse. As long as you don't take any actions requiring anything other than your mind, you appear dead. To see through your ruse, a creature must succeed at a check against your Deception DC, either by Seeking or Recalling Knowledge. You can Ready an Action without ending this effect if you're a master in Deception.

FLY ANYTHING**GENERAL SKILL****Prerequisites** legendary in Piloting

You can intuit how even the most interesting vehicles function. You can pilot a ship even if it would be physiologically impossible for you, including those that require telepathy or other supernatural abilities. You can use Piloting instead of Crafting to Repair a part of a vehicle, starship, or mech with a -2 circumstance penalty as long as you have the appropriate parts

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SKILL FEATS

Feat	Level	Prerequisites	Benefits
PILOTING			
Express Driver	1	Trained in Piloting	Drive long distances quickly
Stunt Maneuver	2	Expert in Piloting	Perform reckless Stunts with ease
Power Slide	3	Expert in Piloting	Turn a vehicle quickly
Take the Wheel	3	Expert in Piloting	Wrest control of a moving vehicle
Push It	7	Master in Piloting	Make a vehicle go faster
Fly Anything	15	Legendary in Piloting	You use Piloting to fly alien vessels and repair craft
RELIGION			
Holy Talisman	1	Trained in Religion, follower of a specific religion	Construct a temporary holy symbol
Student of the Canon ^{PC}	1	Trained in Religion	More accurately recognize the tenets of your faith or philosophy
Deific Obedience	7	Master in Religion, follower of a specific religion	Access basic divine spellcasting from your deity
Sanctify Space	7	Master in Religion, follower of a specific religion	Dedicate a space to a deity
Divine Guidance ^{PC}	15	Legendary in Religion	Find guidance in the writings of your faith
Spiritual Eye	15	Legendary in Religion	Tell if a creature would be affected by spirit damage

available to you. You can use Piloting instead of Computers to Hack a vehicle, starship, or mech with a -2 circumstance penalty.

FOOL THE CAMERA**FEAT 7****GENERAL | SKILL****Prerequisites** master in Computers

Using combinations of the right attire and actions at the exact moment, you know how to fool security cameras and tech items that confer special senses, such as scopes. Whenever you use the Avoid Notice, Hide, or Sneak actions, you're always considered to be taking precautions against special senses from tech items. In addition, you gain a +2 circumstance bonus to your Stealth DC to Avoid Notice by cameras and technological hazards.

GET DOWN!**FEAT 2****GENERAL | SKILL****Prerequisites** expert in Athletics

Trigger A willing adjacent ally becomes the target of a ranged attack or is in the area of an effect that deals damage and requires a Reflex saving throw.

You pull a standing ally down to take cover from the triggering attack. You and your ally fall prone. Your ally gains the benefits of Take Cover to hunker down and gains greater cover against the triggering ranged attack, gaining a +4 circumstance bonus to AC and Reflex saves until the beginning of their next turn.

HOLOGRAM SKEPTIC**FEAT 1****GENERAL | SKILL****Prerequisites** expert in Computers

You easily spot the tiny glitches and imperfections in holograms. Even if you aren't Searching, you always attempt a check to disbelieve holograms and effects with the illusion and tech traits that normally require you to Search or Interact with them.

HOLY TALISMAN**FEAT 1****GENERAL | SKILL****Prerequisites** trained in Religion, follower of a specific religion

You can construct and bless a temporary religious symbol of your deity in 10 minutes. While such talismans are traditionally scraps of paper with the symbol drawn on them, they can take many forms, including body art, a sticker, or even a sanctified virtual emoji. You can create a talisman only for yourself and for the deity your worship. Once per day, you can choose to gain a +2 status bonus to initiative rolls if engaged in an act that corresponds to your deity's edicts. If you violate your deity's anathema, the talisman destroys itself, and you take a -1 status penalty to initiative rolls until your next daily preparations.

INAPPROPRIATE JOKE**FEAT 2****AUDITORY | GENERAL | LINGUISTIC | MENTAL | SKILL****Prerequisites** expert in Performance

Trigger A creature within 30 feet uses a concentrate action.

You tell a joke that disrupts your target's concentration and throws off its rhythm. Attempt a Performance check against its Will DC. Regardless of your result, the target is temporarily immune to your Inappropriate Jokes for 24 hours.

Critical Success The target becomes stupefied 2 for 1 round.

Success The target becomes stupefied 1 for 1 round.

Critical Failure You laugh at your own joke and can't use actions with the auditory trait until the end of your next turn or until you spend an action to catch your breath.

INJECT SERUM**FEAT 1****GENERAL | SKILL****Prerequisites** trained in Medicine

You skillfully administer various medicinals using injection weapons. You load an injection weapon with a poison, potion,

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SKILL FEATS

Feat	Level	Prerequisites	Benefits
SOCIETY			
Courtly Graces ^{PC}	1	Trained in Society	Get along in noble society
Digital Ambassador	1	Trained in Society	Communicate effectively with a translator
Management Material	1	Trained in Society	Act like a professional
Multilingual ^{PC}	1	Trained in Society	Learn two new languages
Plant Rumor	1	Trained in Society	Argue by damaging reputation
Read Lips ^{PC}	1	Trained in Society	Read the lips of people you can see
Sign Language ^{PC}	1	Trained in Society	Learn sign languages
Streetwise ^{PC}	1	Trained in Society	Use Society to Gather Information and Recall Knowledge
That's Not What I Heard	7	Master in Society	Make up an online rumor
Legendary Codebreaker ^{PC}	15	Legendary in Society	Quickly Decipher Writing using Society
Legendary Linguist ^{PC}	15	Legendary in Society, Multilingual	Create pidgin languages to communicate with anyone

serum, or other consumable or injected item. You can load the dart into an injection weapon as part of the same action.

INTIMIDATING SHOT

FEAT 1

GENERAL | SKILL

Prerequisites trained in Intimidation

You attempt to Demoralize a foe within your ranged weapon's range by firing it into the air, using ammo equal to the weapon's expend. This check doesn't take a -4 circumstance penalty if the target doesn't share a language with you.

JUST KIDDING

FEAT 1

AUDITORY | EMOTION | FORTUNE | GENERAL | LINGUISTIC | MENTAL | SKILL

Prerequisites trained in Performance

Trigger An ally critically fails to Coerce, Make an Impression, or Request.

You attempt to play off a social misstep as a joke. Attempt a Performance check against the same DC as your ally's check. If you succeed, your ally treats their critical failure as a failure.

KISS IT BETTER

FEAT 2

GENERAL | MANIPULATE | SKILL

Prerequisites expert in Deception

Requirements You have a hand free and are adjacent to an ally who isn't at full Hit Points.

You perform a token medical effort to convince an ally they've recovered from an injury. Attempt a Deception check with the same DC as for Treat Wounds. On a success, the target gains half the corresponding amount of Hit Points as temporary Hit Points. These temporary Hit Points last 1 round. Kiss It Better doesn't remove the wounded condition. Increase the DC by 2 if you aren't holding or wearing a medkit. The target is temporarily immune to Kiss it Better for 24 hours.

MACHINE MAGIC

FEAT 2

GENERAL | SKILL

Prerequisites expert in Computers

You can Craft hybrid items. When you select this feat, you gain formulas for four common hybrid items of 2nd level or lower. You must have the Inventor feat to craft hybrid formulas.

MANAGEMENT MATERIAL

FEAT 1

GENERAL | SKILL

Prerequisites trained in Society

Whether through lucky circumstance or your own hard work, you have learned the decorum of the corporate world and are comfortable faking your way through everything from completing a routine occupational task to negotiating a high-stakes business deal. Anyone who speaks with you regarding a job, workplace, or occupational skill set assumes you're a professional in that setting unless you intentionally present yourself differently. You can use Society to Make an Impression on a professional or to Impersonate a type of professional or a specific individual professional. If you use the normally required skills in those situations, you receive a +1 circumstance bonus to the check instead.

MASTER TROLL

FEAT 15

GENERAL | MENTAL | SKILL

Prerequisites legendary in Deception

Requirements You or your target are using a comm unit, datapad, or other computer.

You've curated a collection of viral memes and infosphere lingo that you use as an arsenal to enhance your trickery. Attempt a Deception check against the target's Will DC. On a success, the target is off-guard, and on a critical success, it's confused for 1 round. In addition, the target's reaction gives you information about it as though you'd attempted to Recall Knowledge using an appropriate skill and received the same result on your roll. Regardless of your result, the target is temporarily immune to your attempts to Master Troll it for 24 hours.

METHOD ACTOR

FEAT 2

UNCOMMON | GENERAL | SKILL

Prerequisites trained in Performance



You create and take on new personas, completely immersing yourself in them. It takes 7 days of downtime to workshop a new character. Each new character you workshop can have a unique set of anathema and edicts. By taking 10 minutes to center yourself, you can immerse yourself completely in the persona of a character you've workshopped. Violating that character's anathema, failing to uphold their edicts, acting incongruously with their backstory or personality, or critically failing at a Performance check as part of your character causes you to drop this persona and lose the benefits of this feat for the next 24 hours. While in character, you can use Performance in place of Deception, Diplomacy, or Intimidation checks to Coerce, Gather Information, Impersonate, Lie, Make an Impression, or Request.

PERCUSSIVE MAINTENANCE ♦

FEAT 2

ATTACK GENERAL SKILL

Prerequisites expert in Crafting

Requirements You're holding a tech item that has the glitching condition.

You try to repair an item by smashing it against a hard surface. Attempt a DC 10 flat check.

Critical Success Reduce the glitching condition by 2.

Success Reduce the glitching condition by 1.

PHARMACEUTICAL CRAFTING

FEAT 1

GENERAL SKILL

Prerequisites trained in Crafting

You can Craft medicinal items and poisons, though some have other requirements. When you select this feat, you gain formulas for four common pharmaceutical items of 2nd level or lower.

PHISHING EXPERTISE

FEAT 1

GENERAL SKILL

Prerequisites trained in Computers

You're skilled at phishing fraud schemes that disguise your infosphere accounts, digital fingerprint, and other data to fool users into giving you valuable information. You can Create a Forgery using Computers instead of Society. Digital forgeries are compared against your Computers DC. Using information gained from a successful forgery usually requires additional checks, including Deception and Society, and casting too wide a net runs the risk of a potential victim figuring out your ruse and turning you in to the authorities.

PHREAKER

FEAT 1

GENERAL SKILL

Prerequisites trained in Computers

You've learned how to hack using traditional methods that are more convenient but often less secure, such as calling a data center's automatic help line and entering a unique tone to access a connected server. You can use Computers to Disable a Device or Hack a system using any computer, comm unit, or terminal instead of a hacking toolkit (page

SKILL FEATS

Feat	Level	Prerequisites	Benefits
STEALTH			
Experienced Smuggler ^{PC}	1	Trained in Stealth	Conceal items from observers more effectively
Terrain Stalker ^{PC}	1	Trained in Stealth	Sneak in certain terrain without attempting a check
Quiet Allies ^{PC}	2	Expert in Stealth	Roll a single Stealth check when sneaking with allies
Foil Senses ^{PC}	7	Master in Stealth	Take precautions against special senses
Swift Sneak ^{PC}	7	Master in Stealth	Move your full Speed while you Sneak
Legendary Sneak ^{PC}	15	Legendary in Stealth, Swift Sneak	Steal what would normally be impossible to steal
SURVIVAL			
Experienced Tracker ^{PC}	1	Trained in Survival	Track at your full Speed at a -5 penalty
Forager ^{PC}	1	Trained in Survival	Forage for supplies to provide for multiple creatures
Survey Wildlife ^{PC}	1	Trained in Survival	Identify nearby creatures through signs and clues
Urban Survivalist	1	Trained in Survival	Use Survival to navigate and forage for supplies in cities
Terrain Expertise ^{PC}	1	Trained in Survival	+1 to Survival checks in certain terrain
Monster Crafting ^{PC}	7	Master in Survival	Craft items using monster parts
Planar Survival ^{PC}	7	Master in Survival	Use Survival to Subsist on different planes
Legendary Survivalist ^{PC}	15	Legendary in Survival	Survive extreme conditions
THIEVERY			
Pickpocket ^{PC}	1	Trained in Thievery	Steal or Palm an Object more effectively
Subtle Theft ^{PC}	1	Trained in Thievery	Your thefts are harder to notice
Wary Disarmament ^{PC}	2	Expert in Thievery	+2 to AC or saves against devices or traps while disarming
Quick Unlock ^{PC}	7	Master in Thievery	Pick a Lock with 1 action
Legendary Thief ^{PC}	15	Legendary in Thievery, Pickpocket	Steal what is normally impossible to steal

212). If you're an expert in Computers and the equipment you use is at least 3rd level, you gain a +1 item bonus to Disable a Device or Hack.

PLANT RUMOR ↗**FEAT 1**

AUDITORY | GENERAL | LINGUISTIC | MENTAL | SKILL

Prerequisites expert in Society

Trigger A creature attempts a check using Deception, Diplomacy, or Intimidation against another creature's Will DC.

You intercede in a conversation to subtly damage another's reputation and make their argument less compelling. The creature targeted by the triggering check gains a +2 circumstance bonus to its Will DC for that check.

POWER SLIDE ➔ TO ➔➔**FEAT 3**

GENERAL | SKILL

Prerequisites expert in Piloting

You throw the vehicle into a barely controlled skid, turning sharply to evade pursuit. You Drive with a -2 penalty to your Piloting check, gaining the effects of the Drive action for the same number of actions you spent to Power Slide. At the end of the movement, if you succeed, you can turn the vehicle up to 90 degrees. If you critically succeed at your Piloting check, you can instead turn the vehicle up to 180 degrees.

PREDATOR'S EYE**FEAT 7**

GENERAL | SKILL

Prerequisites master in Nature

Through a combination of experience and primal magic, you've developed a bestial eye that can see as well as any predator. You gain darkvision.

PROGRAMMER**FEAT 1**

GENERAL | SKILL

Prerequisites trained in Computers

You can write computer programs. You can Earn Income using Computers, spending your time programming apps for clients. You can also program your own apps by Crafting items with the virtual trait. You can help Craft tech items that don't have the virtual trait with characters who have the Fabricator or Machine Magic skill feats, but you can only cover half the item's cost in raw materials.

PUSH IT**FEAT 7**

GENERAL | SKILL

Prerequisites master in Piloting

You can push your vehicle's performance beyond the limits envisioned by its makers. Whenever you succeed at a Piloting check, the vehicle you're piloting gains a +10-foot

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circumstance bonus to all its Speeds until the end of your turn. If you critically succeed, this bonus increases to +15 feet.

QUICK INSTALL

FEAT 1

GENERAL **SKILL**

Prerequisites

trained in Crafting

You take only 1 minute to Install an Upgrade. If you're legendary in Crafting, you can Install an Upgrade as a 3-action activity.

RAPTOR'S EYE

FEAT 15

GENERAL **SKILL**

Prerequisites

legendary in Nature, darkvision

Your eye magnifies distant targets as well as a scope. You can adjust your sight in that eye as a single action to Seek a specific creature with a +2 circumstance bonus to your Perception check, or Seek to search a 10-foot square up to 100 feet away for any undetected or hidden creatures or objects. You don't take penalties for an object or creature being too far away unless you're more than 2 miles away.

ROBUST RECOVERY

FEAT 2

GENERAL **SKILL**

Prerequisites

expert in Medicine

You learned folk medicine to help recover from diseases and poisons, and using it diligently has made you especially resilient. When you Treat a Disease or a Poison, or someone else uses one of these actions on you, increase the circumstance bonus granted on a success to +4, and if the result of the patient's saving throw is a success, the patient gets a critical success.

SANCTIFY SPACE

FEAT 7

CONCENTRATE **GENERAL** **SKILL**

Prerequisites

master in Religion, follower of a specific religion

Frequency

once per day

Requirements

You have a religious symbol of a deity.

You dedicate a 30-foot area to a deity by using the deity's religious symbol and saying a 10-minute prayer. If you're legendary in Religion, you can dedicate a 60-foot area. Until the next time you make daily preparations, all creatures in the area who follow the deity's edicts gain a +1 status bonus to AC, attack rolls, damage rolls, and saving throws against any creatures who violate the deity's anathema in the area. Once a creature violates the deity's anathema within the sanctified space, they're susceptible to this effect, even if they leave the area and return. Likewise, once a creature fails to uphold the deity's edicts while within the sanctified space, it no longer receives this bonus, even if it leaves the area and returns. Creatures who are in egregiously negative standing with a deity can't use this feat to sanctify a space for that deity and, subject to the GM's discretion, might violate that deity's anathema simply by being in a sanctified space.

SCAVENGER

FEAT 7

GENERAL **SKILL**

Prerequisite

master in Crafting

You can repurpose parts from technological creatures. You can use the body of a technological creature to help Craft items, expending it toward the item's raw material cost. (The GM makes the determination if the creature's entry doesn't list any valuable materials from its body.) If the creature or one of the creature's abilities, including spells, uses a trait shared by the item you're Crafting, you gain a +1 circumstance bonus to your check. If you spend additional days working on the item, reduce the price using the creature's level instead of your own. Certain items might require specific creatures in their Craft requirements.

SNIPER STANCE

FEAT 2

GENERAL **SKILL**

Prerequisites

expert in Acrobatics

You lie low as part of your tactical acumen. You don't take a penalty to attack rolls with guns while prone. In addition, you can spend 1 action to adjust your position while remaining prone and ignore the off-guard penalty until the beginning of your next turn.

SPARKLING PERFORMANCE

FEAT 1

GENERAL **SKILL**

Prerequisites

trained in Performance

Your presence lights up the stage. You can Create a Diversion using Performance instead of Deception. If you're a master in Performance, you can create sparkles when you attempt a Performance check, casting dim light in a 20-foot radius. If you're legendary in Performance, you can cast bright light in a 20-foot radius and attempt to counteract a darkness effect using your Performance modifier as your counteract modifier.

SPIRITUAL EYE

FEAT 15

GENERAL **SECRET** **SKILL** **VISUAL**

Prerequisites

legendary in Religion

Frequency

once per round

You've developed a supernatural sense in one of your eyes that lets you discern whether or not a creature is susceptible to spirit damage. Attempt a Religion check against the target's Will DC or Deception DC (whichever is higher). Regardless of your result, the target is temporarily immune to your Spiritual Eye for 24 hours.

Critical Success As success, and you determine if the creature has resistance or weakness to effects with the holy trait that deal spirit damage, has resistance or weakness to effects with the unholy trait that deal spirit damage, is undead, or is possessed.

Success You determine whether or not the creature is susceptible to spirit damage.

Critical Failure Your eye catches a glimpse or absence of spiritual energy, leading you to believe the creature is susceptible to spirit damage when it isn't, or vice versa.

STUNT MANEUVER

FEAT 2

GENERAL **SKILL**

Prerequisites

expert in Piloting

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Whether you're a natural ace or a veteran pilot, you can push a vehicle to perform incredible stunts. Remove the reckless trait when you attempt a Stunt with a -1 penalty. If you're a master in Piloting, remove the reckless trait when you attempt a Stunt with a -2 penalty or lower. If you're legendary in Piloting, remove the reckless trait from any Stunt you attempt.

SWITCH PLACES ♦

FEAT 2

GENERAL MOVE SKILL

Prerequisites expert in Athletics

Requirements You're adjacent to an ally.

You deftly swap positions with a nearby ally. This is forced movement for your ally. Both you and your ally must be able to use actions with the move trait to use Switch Places, and you both must be able to fit in the squares you move to if your size is different.

THAT'S NOT WHAT I HEARD ♦

FEAT 7

AUDITORY CONCENTRATE EMOTION GENERAL LINGUISTIC MENTAL SKILL

Prerequisites master in Society

You attempt to convince someone that you've seen rumors about them on the infosphere that could ruin their reputation. Choose a target within 30 feet and attempt a Society check against its Will DC.

Critical Success The target becomes distracted and takes a -3 status penalty to Will saves and Diplomacy checks for 1 minute. The target can end this effect early by checking a comm unit or other computer as a single action that has the manipulate trait, or with the assistance of another creature checking for it.

Success As critical success, but the penalty is -2.

Critical Failure The target doesn't care about your accusation or knows it's a lie, ruining your reputation and giving you a -2 circumstance penalty to your Deception, Diplomacy, and Society checks for 1 minute.

TAKE THE WHEEL ♦

FEAT 3

GENERAL SKILL

Prerequisites expert in Piloting

Diving into a moving vehicle and seizing the controls is nothing new for you. You Board and Take Control of an adjacent vehicle.

TECH CRAFTING

FEAT 2

GENERAL SKILL

Prerequisites expert in Crafting

You can Craft tech items, though some have other requirements. When you select this feat, you gain formulas for four common tech items of 2nd level or lower.

URBAN SURVIVALIST

FEAT 1

GENERAL SKILL

Prerequisites trained in Survival

You can use Survival in place of Society to Subsist in cities, space stations, and other settlements. You can also use Survival instead of Perception to notice hazards in these environments; if you find a hazard in this way, you can also use Survival instead of Thievery to Disable the Device.

WITHOUT A TRACE

FEAT 1

GENERAL SKILL

Prerequisites trained in Deception, Stealth, or Underworld Lore

You're an expert at destroying or removing incriminating evidence from a crime scene. When using the Cover Tracks exploration activity, anyone tracking you must succeed at a Perception check against your Deception, Stealth, or Underworld Lore DC (whichever is highest). If you spent 10 minutes cleaning up a crime scene, anyone investigating the scene must succeed at a Perception check against your Deception, Stealth, or Underworld Lore DC (whichever is highest) to uncover any hidden evidence.





CHAPTER 6: EQUIPMENT

To make your mark on the galaxy, you'll need to have the right equipment, including armor, weapons, augmentation, and other gear. This chapter presents the various equipment that you can purchase during character creation. You can usually find these items for sale in most cities and other large settlements.



Your character
starts with
150 credits.

Your character starts out with 150 credits to spend on any common items from this chapter. Credits are a galactic currency used to barter and trade for goods in the Starfinder setting. Items with an uncommon rarity can be purchased only if you have special access from abilities you selected during character creation, or your GM gives you permission to purchase them.

Once you've purchased your starting items, there are three main ways to gain new items and equipment: you can find them during an adventure, make them using the Crafting skill, or purchase them from a vendor.

CREDITS AND CURRENCY

The basic currency of the Pact Worlds (and Starfinder overall) is the credit. Interplanetary business is conducted through the trade of credits standardized by the strenuous banking regulations of various interstellar powers and organizations, like the Church of Abadar. Though not every civilization uses the Pact credit as its basis of currency, many have converted over. In cases where a civilization hasn't converted over, there are often agreements in place to determine the relative worth of a credit compared to local currency. Except when dealing with completely hostile

civilizations or undiscovered regions of space, the Pact credit is usable in almost any circumstance.

Pact credits themselves are a combination of both digital and physical currency assets. One person might contain all their credits on a digital datacrypt that is protected by the most rigorous of protections and authenticated by reputable banking institutions. Another person might keep their wealth on privately minted plastic chips that have been magically enhanced to contain a specific aura that can be authenticated by any basic device capable of scanning currency.

CREDSTICKS

Most people in Starfinder keep their wealth on a protected item known as a credstick. These devices are often flat and roughly the size of a human finger. They range in dimensions and quality, but at the end of the day, they are just a means of conveniently carrying and spending money. Usage of these devices is determined by the owner, and a credstick can accept or spend funds with as simple an action as tapping it near a suitable banking device, or it can require rigorous audio or biometric imprints in order to activate. Some advanced credsticks even have a magical component that might require a mental password or the recitation of a specific spell to access stored funds.

Credsticks aren't gateways to the entirety of one's wealth, and larger stores of credits are often kept secured in banks, personal vaults, or secure databases. Instead, a credstick is a safe and anonymous means of moving credits around without being traced. Adventurers and common citizens alike often keep a credstick on their person to handle any purchases they might be called upon to make, while also only keeping just enough credits on them that losing the credstick wouldn't result in bankruptcy.

Individuals in the Pact Worlds keep credsticks on them, and other civilizations that interact with the Pact often convert local funds into credits and keep a credstick on them with their converted gains. Sometimes a person might carry several credsticks on their person, dedicating each one to a different use, or simply trading the stick away if they want to make a purchase of a predefined amount. If ever the number of credsticks on a person becomes too cumbersome, it's easy enough to move the funds between individual sticks and discard emptied sticks to save on space, however a credstick always has a negligible bulk.

OTHER CURRENCY

Art objects, gems, raw materials (such as those used for the Craft activity), and relics of long-dead cultures can be used much like currency: you can sell them for the same Price you can buy them.

UNIVERSAL POLYMER BASE (UPB)

A universal polymer base, or UPB, is a tiny multifunction component, not much larger than a grain of rice. Used in the crafting of most common galactic goods, UPBs can be configured to act as a brace, capacitor, circuit, diode, fastener, insulator, lens, modulator, pipe, resistor, and dozens of other constituent parts. UPBs can even be spun out into fabric, broken down into component chemicals, reconstituted into new chemicals, or supplemented with base materials (such as dirt or sand) to form massive braces or walls. The right combination of hundreds or even thousands of UPBs can create everything from a comm unit to a laser weapon to powered armor. In their raw form, UPBs have a bulk of 1 per 1,000 UPBs.

UPBs are so ubiquitous that they are usable as currency in many major settlements and trade hubs. While credsticks are a more convenient and secure way to carry value, UPBs have the advantage of direct utility and untraceability.

Characters can use UPBs in place of credits for crafting items using maker's kits, and are in fact necessary for the use of certain tools, such as creator capsules (see page 211) which form the building blocks crafting in Starfinder.

CREDITS AND GOLD

The standard currency in Starfinder is the credit. In Pathfinder, the standard currency is typically in gold pieces (gp). Essentially, the conversion rate between credits and gp is that 10 credits = 1 gp. Use this conversion to determine the expected wealth for a PC of a given level in Starfinder using the Character Wealth table on page 61 of *Pathfinder GM Core*.

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SKIPPING GRADES IN CRAFTING

While you may attempt to upgrade an item directly from commercial to paragon in 1 day, doing so makes the DC of the Crafting attempt significantly higher and thus results in a higher likelihood of failure. It also makes it more difficult to craft using fewer materials when you have a formula than if you attempt to Craft the item one grade at a time. When upgrading multiple grades at once, you can only apply a cost reduction based on the cost to get to the next lowest grade.

For example, if Chk Chk wanted to upgrade his commercial painglaive into a tactical painglaive the DC would be 16 and it would cost 350 UBP to complete in 1 day. If he uses a formula, he can spend one or more days crafting to reduce the UBP cost using the Craft activity, up to half (175 UBP) as normal. Chk Chk could upgrade his commercial painglaive into an advanced painglaive in one day with a DC 19 Crafting check and 650 UBP, but he would still be limited to reducing the cost by 175 UBP.

At any time, Chk Chk can stop upgrading his weapon and use it at whatever grade he achieved in the Crafting process, keeping track of whatever UBP he's invested up to that point for future Crafting attempts even if the weapon gets damaged during the interruption.

CARRYING AND USING ITEMS

A character carries items in three ways: held, worn, and stowed. Held items are in your hands; a character typically has two hands, allowing them to hold an item in each hand or a single two-handed item using both hands. Worn items are tucked into pockets, belt pouches, bandoliers, weapon sheaths, and so forth, and they can be retrieved and returned relatively quickly. Stowed items are in a backpack or a similar container, and they are more difficult to access.

Drawing a worn item or changing how you're carrying an item usually requires you to use an Interact action (though to drop an item, you use the Release action instead). Changing Equipment on page 161 lists some ways that you might change the items you're holding or carrying, and the number of hands you need to do so.

Many ways of using items require you to spend multiple actions. For example, drinking a serum worn at your belt requires using an Interact action to draw it and then using a second action to drink it as described in its Activate entry (page 215).

BULK

Carrying especially heavy or unwieldy items can make it more difficult for you to move, as can overloading yourself with too much gear. The Bulk value of an item reflects how difficult the item is to handle, representing its size, weight, and general awkwardness. If you have a high Strength score, you usually don't need to worry about Bulk unless you're carrying numerous substantial items.

Bulk Limits

You can carry an amount of Bulk equal to 5 plus your Strength modifier without penalty; if you carry more, you gain the encumbered condition. You can't hold or carry more Bulk than 10 plus your Strength modifier.

Bulk Values

Items can have a number to indicate their Bulk value, or they can be light (indicated by an L) or negligible (indicated by a –) for the purpose of determining Bulk. For instance, defiance series armor is 3 Bulk, a dueling sword is 1 Bulk, a knife or spell gem is light, and a credstick is negligible. Ten light items count as 1 Bulk, and you round down fractions (so 9 light items count as 0 Bulk, and 11 light items count as 1 Bulk). Items of negligible Bulk don't count toward Bulk unless you try to carry vast numbers of them, as determined by the GM.

Estimating an Item's Bulk

As a general rule, an item that weighs 5 to 10 pounds is 1 Bulk, an item weighing less than a few ounces is negligible, and anything in between is light. Particularly awkward or unwieldy items might have higher Bulk values. For example, a 10-foot pole isn't heavy, but its length makes it difficult for you to move while you have one on your person, so its Bulk is 1. Items made for larger or smaller creatures have greater or lesser Bulk (*Pathfinder Player Core* 270).

BULK OF CREATURES

Size of Creature	Bulk
Tiny	1
Small	3
Medium	6
Large	12
Huge	24
Gargantuan	48

Bulk of Creatures

You might need to know the Bulk of a creature, especially if you need to carry someone off the battlefield. The table that follows lists the typical Bulk of a creature based on its size, but the GM might adjust this number. Constructs or many creatures with the Tech trait weigh more.

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In some situations, you might drag an object or creature rather than carry it. If you're dragging something, treat its Bulk as half. Typically, you can drag one thing at a time, you must use both hands to do so, and you drag slowly—roughly 50 feet per minute—unless you have some means to speed it up. Use the total Bulk of what you're dragging, so if you have a sack laden with goods, use the sum of all the Bulk in it instead of an individual item within.

WIELDING ITEMS

Some abilities require you to wield an item, typically a weapon. You're wielding an item any time you're holding it in the number of hands needed to use it effectively. When wielding an item, you're not just carrying it around—you're ready to use it. Other abilities might require you to be wearing the item, to be holding it, or simply to have it.

CHANGING EQUIPMENT

Change	Hands	Action
Draw or put away a worn item, swap one item for another, or pick up an item ¹	1 or 2	Interact
Pass an item to or take an item from a willing creature ²	1 or 2	Interact
Drop an item to the ground	1 or 2	Release
Detach a shield or item strapped to you	1	Interact
Change your grip by removing a hand from an item	2	Release
Change your grip by adding a hand to an item	2	Interact
Retrieve an item from a backpack ³ , sack, or similar container	2	Interact

¹ If you retrieve a two-handed item with only one hand, you still need to change your grip before you can wield or use it.

² A creature must have a hand free for someone to pass an item to them, and they might then need to change their grip if they receive an item requiring two hands to wield or use.

³ Retrieving an item stowed in your own backpack requires first taking off the backpack with a separate Interact action.

IMPROVING EQUIPMENT

Most types of armor, shields, and weapons in Starfinder come in a variety of grades. Each grade represents an improved version of that piece of equipment and should be sought after once your character reaches the appropriate level. While higher-level versions of equipment are available on the open market, many adventurers prefer going through the effort of upgrading their existing gear rather than buying new.

GRADES OF EQUIPMENT

Equipment typically comes in seven grades: commercial, tactical, advanced, superior, elite, ultimate, and paragon. While most armor, shields, and weapons can exist in any

grade from commercial to paragon, some equipment doesn't exist at certain grades and must be initially purchased or crafted at a higher grade. Equipment other than armor, weapons, and shields only exist at grades specifically listed in the item and cannot be upgraded to a higher grade if it's not listed.

Armor, shields, and weapons (pages 166, 169, and 180 respectively) are typically listed using their lowest available grade, usually commercial. Each grade beyond the first provides the equipment with additional statistics as given in the tables listed for the appropriate item. Equipment listed with multiple grades in their entry do not use these charts and instead use the statistics listed for each grade in their description.

Armor, shields and weapons gain more upgrade slots as they improve. Upgraded armor adds more AC and gains the resilient trait, improving the saving throws of their wielder by the listed value. Upgraded weapons have improved damage dice and gain the tracking trait, improving their attack rolls by the listed value. Upgraded shields have increased Hardness, Hit Points, and BT.

UPGRADING EQUIPMENT

A character who is trained or better in Crafting can upgrade an item using the original item and UPBs (page 159) as raw materials using the same process as the Craft activity, except as noted here. The original item provides raw materials equal to its price. The DC of the Crafting check to upgrade an item is determined by the item level of the finished product. You do not need the formula to upgrade an item, as the instructions can be found readily available on any infosphere and are usually provided as a complimentary file when you purchase the equipment, but Crafting without a formula means you will have to provide raw materials equal to the item's price. It only takes 1 day to upgrade an item by spending the remaining portion of its Price in materials.

If you have the formula for the item you can upgrade an item by supplying UPB equal to half the difference between the two items, but you must work multiple days to reduce the materials needed to complete the item as usual with the Craft activity. You cannot improve an item to a higher-grade version if you are not capable of Crafting items of that level.




ARMOR

Armor increases your character's defenses, but some medium or heavy armor can hamper movement. If you want to increase your character's defense beyond the protection their armor provides, they can use a shield. When they're in a vacuum, their armor's environmental protections can keep them alive, enabling self-contained breathing and shielding them from the hazards of space. Armor and its environmental protections protect your character only while they're wearing it.



Armor Class =
10

- + Dexterity modifier
(up to your armor's Dex Cap)
- + proficiency bonus
- + armor's item bonus to AC
- + other bonuses
- + penalties

ARMOR CLASS

Your **Armor Class (AC)** measures how well you can defend against attacks. When a creature attacks you, your Armor Class is the DC for that attack roll.

Use your proficiency bonus for the category (light, medium, or heavy) or the specific type of armor you're wearing. If you're not wearing armor, use your proficiency in unarmored defense.

DONNING AND REMOVING ARMOR

Getting in and out of armor is time consuming—so make sure you're wearing it when you need it! Donning and removing armor are both activities involving many *Interact* actions. It takes 1 minute to don light armor, 5 minutes to don medium or heavy armor, and 1 minute to remove any armor.

ENVIRONMENTAL PROTECTION

The galaxy is a vast and wondrous place, with countless dangers and worlds within it, but space is inhospitable and incredibly deadly. Every type of modern armor has built-in environmental protections which, when activated, protect you from the vacuum of space, to ensure that you can survive for a few days if you must make repairs to the hull of a starship, explore an airless alien world, or endure exposure to an environmental breach in a space station. Some armors do this through an environmental field (a minor force field specially tuned to protect from a vacuum that doesn't reduce damage from attacks), while others can be closed with helmets and airtight seals. While using your armor's environmental protections, your armor can protect you from the dangerous environmental effects of a vacuum and can facilitate self-contained breathing. This allows you to survive and breathe while within a vacuum or a submerged area of non-damaging liquid. This protection doesn't protect you from smoke inhalation, inhaled poisons, thick or thin atmospheres, toxic atmospheres, or corrosive atmospheres.

Armor environmental protections work only while within a vacuum or non-damaging liquids. In all other environments, armor is designed to cycle down, refill its air supply, and filter in the surrounding environment by entering low-power mode. This enables the armor to conserve power and air for when it's needed, and to ensure its delicate systems are operating at peak efficiency. To protect yourself from other environmental dangers, such as radiation, you can install armor upgrades into your armor's upgrade slots, as detailed on page 186.

Armor Protections: All non-archaic armors, except those with the exposed trait, allow you to breathe and survive in a vacuum or in non-hazardous underwater environments. This does not prevent inhaled toxins or similar effects from entering your armor's systems. The

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wearer can activate or deactivate an armor's protections with an Interact action. Every armor can maintain its protection for a number of days equal to its item level before it needs to recharge.

ACTIVATION AND DURATION

A suit of armor's environmental protections last for a number of days equal to its item level. Activating or deactivating these environmental protections takes a single Interact action if you are wearing the suit. Activating the environmental protections on a suit of armor worn by a willing creature takes 2 actions and has the manipulate trait. Thanks to built-in safeguards and security protocols, you can't turn off the environmental protections of an unwilling creature.

The duration of a suit's environmental protections is utilized in 1-day increments. Recharging this duration requires access to a functioning starship or an environment recharging station (publicly available in most technologically advanced or technologically average settlements) and takes 10 minutes. Most of the recharging stations that replenish devices, such as batteries (page 183), also recharge armor's environmental protections, and using them to recharge suits is typically free of charge. Other functions of the armor that do not have a duration still work normally.

ARMOR STATISTICS

The Unarmored table provides the statistics for the various forms of protection without wearing armor. The Armor table provides the statistics for suits of armor that can be purchased and worn, organized by category. The columns in both tables provide the following statistics.

CATEGORY

The armor's category—unarmored, light armor, medium armor, or heavy armor—indicates which proficiency bonus you use while wearing the armor.

AC BONUS

This number is the item bonus you add for the armor when determining Armor Class.

DEXTERITY MODIFIER CAP (DEX CAP)

This number is the maximum amount of your Dexterity modifier that can apply to your AC while you are wearing a given suit of armor. For example, if you have a Dexterity modifier of +4 and you are wearing commercial defrex hide, you apply only a +2 bonus from your Dexterity modifier to your AC while wearing that armor.

CHECK PENALTY

While wearing your armor, you take this penalty to Strength- and Dexterity-based skill checks, except for those that have the attack trait. If you meet the armor's Strength threshold (see Strength), you don't take this penalty.

SPEED PENALTY

While wearing armor, you take the penalty listed in this entry to your Speed, as well as to any other movement types you have, such as a climb Speed or swim Speed, to a minimum Speed of 5 feet. If you meet the armor's Strength threshold (see below), you reduce the penalty by 5 feet.

STRENGTH

This entry indicates the Strength modifier at which you are strong enough to overcome some of the armor's penalties. If your Strength modifier is equal to or greater than this value, you no longer take the armor's check penalty, and you decrease the Speed penalty by 5 feet (to no penalty if the penalty was -5 feet, or to a -5-foot penalty if the penalty was -10 feet).

BULK

This entry gives the armor's Bulk, assuming you're wearing the armor and distributing its weight across your body. A suit of armor that's carried usually has 1 more Bulk than what's listed here (or 1 Bulk total for armor of light Bulk). An armor's Bulk is increased or decreased if it's sized for creatures that aren't Small or Medium in size, following the rules on page 270 of *Pathfinder Player Core*.

UPGRADES

Armor can be customized with upgrades, which include technological armor modifications and armor fusions. This indicates how many upgrades the armor can utilize.

GROUP

Each type of clothing and armor belongs to an armor group, which classifies it with other armor of similar type, material, and construction. Some abilities reference armor groups, typically to grant armor specialization effects, as described on page 164.

ARMOR TRAITS

The traits for each suit of armor appear in this entry. Armor can have the following traits.

Analog: This armor eschews advanced electronics, computers systems, and electric power sources but was manufactured and calibrated using advanced technology. This armor is immune to abilities that target technology. Armor runes (GM Core 226) don't function on this armor unless this armor also has the archaic trait. Analog armor usually has the exposed trait.

Archaic: This armor is crafted using traditional methods and materials but is susceptible to modern weapons. All armors from Pathfinder have the archaic trait. Armor runes (GM Core 226) function normally with archaic armor.

Bulwark: This armor covers you so completely that it provides benefits against some damaging effects. On Reflex saves to avoid a damaging effect, such as a commercial frag grenade or *overheat*, you add a +3 modifier instead of your Dexterity modifier.

Comfort: This armor is so comfortable that you can rest normally while wearing it.

Exposed: This armor doesn't come with environmental protections. All armor from Pathfinder has the exposed trait.

DAMAGING ARMOR

Your armor's statistics are based on the materials they're composed of and the means of construction—their armor group. It's not likely your armor will take damage (see Item Damage, *Pathfinder Player Core* 269).

Material	Hardness	HP	BT
Ceramic	5	20	10
Chain	9	36	18
Cloth	1	4	2
Composite	7	28	14
Leather	4	16	8
Plate	9	36	18
Polymer	3	12	6

Flexible: The armor is flexible enough that it doesn't hinder most actions. You don't apply its check penalty to Acrobatics or Athletics checks.

Noisy: This armor is loud or awkward and likely to alert others to your presence. The armor's check penalty applies to Stealth checks even if you meet the required Strength modifier.

Ponderous: The armor has moving parts or other complications that lengthen the wearer's initial reaction time. While wearing the armor, you take a -1 item penalty to initiative rolls. If you don't meet the armor's required Strength score, this penalty increases to be equal to the armor's check penalty if it's worse.

Resilient: This armor has been developed with several integrated recalibration and defensive systems. While wearing this armor, you gain an item bonus to saving throws equal to the listed value.

Tech: This armor incorporates electronics, computer systems, integrated power sources, and a comm unit. Armor runes (*GM Core* 226) don't function on this armor.

ARMOR SPECIALIZATION EFFECTS

Certain class features can grant you additional benefits with certain armors. This is called an armor specialization effect. The exact effect depends on which armor group your armor belongs to, as listed below. Only medium and heavy armors have armor specialization effects.

Ceramic: This tough, light-weight plating is common on spacesuits. It resists heat and other environmental hazards. You gain resistance to acid, cold, fire, and electricity damage equal to 1 + the armor's resilience value for medium armor, or 2 + the armor's resilience value for heavy armor.

Chain: This armor is so flexible it can bend with a critical hit and absorb some of the blow. Reduce the damage from critical hits by either 4 + the armor's resilience value for medium armor, or 6 + the armor's resilience value for heavy armor. This can't reduce the damage to less than the damage rolled for the hit before doubling for a critical hit.

Composite: The numerous overlapping pieces of this armor protect you from piercing attacks. You gain resistance to piercing damage equal to 1 + the armor's resilience value for medium armor, or 2 + the armor's resilience value for heavy armor.

Leather: The thick second skin of the armor disperses blunt force to reduce bludgeoning damage. You gain resistance to bludgeoning damage equal to 1 + the armor's resilience value for medium armor, or 2 + the armor's resilience value for heavy armor.

Plate: The sturdy plate provides no purchase for a cutting edge. You gain resistance to slashing damage equal to 1 + the armor's resilience value for medium armor, or 2 + the armor's resilience value for heavy armor.

Polymer: This flexible armor protects you from dispersed heat and force. You gain resistance to area damage equal to 1 + the armor's resilience value for medium armor, or 2 + the armor's resilience value for heavy armor.

ARMOR DESCRIPTIONS

Each type of armor is described in more detail below.

Abadarcorp Travel Suit: AbadarCorp executives popularized these armored business suits for boardrooms and diplomatic meetings. Contingent force fields and concealed plating protect the wearer in hostile situations. Higher grades of travel suits offer more protection—along with a designer label.

Aegis Series: Aegis armor is a starmetal-infused suit that encases its wearer entirely, including an attached visorless helmet. Sensors built into the suit feed sensory information to the wearer, and powered limbs aid maneuvers. Movement in an aegis suit is clumsy, but powerful.

UNARMORED

Armor	Item Level	Price (Credits)	AC Bonus	Dex Cap	Check Penalty	Speed Penalty	Bulk	Upgrades	Group	Armor Traits
No armor	-	-	+0	-	-	-	-	-	-	Exposed
Flight Suit	1	10	+0	+5	-	-	L	0	Cloth	Analog, Comfort

Armored Coat: This overcoat is made of real or synthetic leather and reinforced with armored plates. Armored coats are often tailor-made to match the wearer's personal style. Standard versions are issued to military officers as part of their uniforms.

Carbon Skin: This form-fitting suit of carbon fiber encases the body. Mass-produced versions are usually dull-gray, functional garments, while pricier, bespoke suits dazzle like diamonds.

Defiance Series: This squad armor is a molded shell of reinforced polycarbon attached to a helmet with a tinted, retractable visor.

Defrex Hide: Made from the hide of a ferocious mammal native to Vesk-2, this light armor is especially popular among vesk. Tanned slabs of the creature's thick hide are stitched together with metal wires, and the joints are reinforced with metal studs or scales.

Estex Suit: This bulky flight suit is reinforced with thin polycarbon panels sewn between layers of tactical fabric.

Flight Suit: This comfortable coverall is made from lightweight thermal fabric and often adorned with patches displaying personal insignia, military rank, or even favorite hobbies or sports teams.

Freebooter Armor: Freebooter armor is named for the pirates and outlaws who often wear these outfits. Freebooter armor typically consists of a breastplate worn under a jacket or flight suit, heavy boots and gloves, a helmet, and hidden straps and holsters for concealing weapons.

Hardlight Series: A projector fastened to a belt or lapel encases the wearer's body in this shimmering hardlight shell. Military-issue hardlight armor follows a predictable standard, but private users enjoy a range of customizable fashion options.

Hidden Soldier Armor: This suit of heavy armor features a slotted helmet that reveals only the wearer's eyes. This ceramic suit consists of a breastplate, shoulder guards, bracers, and greaves that flex with the body's movements.

Kyokor Plating: This heavy armor incorporates a full-coverage polycarbon suit studded with ports and sockets and layered with plates from Daimalko's infamous colossi. Kyokor plating comes with boots, gloves, and a helmet with a clear visor.

Microcord Armor: This light armor is woven from ultralight fibers that flex with a wearer's movements but turn hard as steel on impact.

Quilted Armor: This armor is made of layered fabrics stitched together and is popular with scavengers. On Akiton, some suits of quilted armor are actually constructed of heirloom blankets and garments repurposed for protection.

Second Skin: Soft but resilient fabric contours perfectly to the wearer's body, offering basic protection without

sacrificing comfort. Second skin is commonly worn underneath casual clothing.

Shotalashu Armor: Flexible but sturdy plates layered together form this traditional armor worn by lashunta cavalry on Castrovel. In times past, a shotalashu cavalry member forged their armor from their mount's shed skin, or more rarely, the skin of a fallen mount, to honor them in future battles.

Skyfire Armor: These decorative suits of medium armor feature exaggerated shoulder guards, stylized dragon wings, and Skyfire logos across the breastplate's back and chest, and are often plated with gold or other attractive metals. Typical Skyfire armor sacrifices upgrade space for style.

Swarmsuit: Specialized nanites form a mesh suit that changes to fit wearers with unique or transformable physiologies.

Tempweave: Tempweave suits are reinforced hooded garments woven with thermal fabric and venting wires, popularly worn for trips to Castrovel's jungles and other humid climates.

Thinplate: This sleek but rigid plate armor is often constructed from translucent materials to show off a wearer's dermal circuitry and worn under baggy clothing.

Veskarium Imperial Plate: This heavy armor is made of interlocking metal plates contoured to the wearer's body with a scalelike pattern. Tailguards and clawed gloves are standard for this armor.



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LIGHT ARMOR

Armor (Commercial)	Item Level	Price (Credits)	AC Bonus	Dex Cap	Check Penalty	Speed Penalty	Strength	Bulk	Upgrades	Group	Armor Traits
Abadarcorp Travel Suit	0	10	1	3	-	-	+0	L	2	Cloth	Exposed, tech
Armored Coat	0	20	2	2	-1	-	+2	2	1	Leather	Comfort, flexible, tech
Carbon Skin	0	30	1	4	-1	-	+0	1	1	Polymer	Tech
Estex Suit	0	30	1	3	-1	-	+1	L	1	Cloth	Comfort, flexible, tech
Hardlight Series	0	50	2	3	-1	-	+1	1	1	Chain	Flexible, noisy, tech
Microcord Armor	0	25	2	3	-1	-	+1	1	1	Polymer	Tech
Quilted Armor	0	15	2	2	-1	-	+1	1	1	Cloth	Comfort, tech
Second Skin	0	20	1	4	-1	-	+0	L	0	Polymer	Comfort, flexible, tech
Tempweave	0	45	1	4	-1	-	+0	1	1	Composite	Tech

MEDIUM ARMOR

Armor (Commercial)	Item Level	Price (Credits)	AC Bonus	Dex Cap	Check Penalty	Speed Penalty	Strength	Bulk	Upgrades	Group	Armor Traits
Defrex Hide	0	25	3	2	-2	-5	+2	2	1	Leather	Tech
Freebooter Armor	0	65	4	1	-2	-5	+3	2	1	Plate	Tech
Shotalashu Armor	0	40	3	2	-2	-5	+2	2	1	Composite	Tech
Skyfire Armor	0	60	3	2	-2	-5	+2	2	0	Ceramic	Flexible, tech
Swarmsuit	0	75	4	1	-2	-5	+3	2	1	Chain	Flexible, noisy, tech

HEAVY ARMOR

Armor (Commercial)	Item Level	Price (Credits)	AC Bonus	Dex Cap	Check Penalty	Speed Penalty	Strength	Bulk	Upgrades	Group	Armor Traits
Aegis Series	0	300	6	0	-3	-10	+3	3	0	Plate	Bulwark, tech
Defiance Series	0	200	5	1	-3	-10	+3	3	1	Plate	Tech
Hidden Soldier Armor	0	285	5	1	-3	-10	+4	3	1	Ceramic	Bulwark, tech
Kyokor Plating	0	250	6	0	-3	-10	+4	4	1	Plate	Bulwark, tech
Thinplate	0	275	5	1	-3	-10	+3	3	1	Composite	Tech
Veskarium Imperial Plate	0	325	6	0	-3	-10	+4	5	1	Composite	Bulwark, tech

ARMOR IMPROVEMENTS

Grade	Level	Improvement Price	Total Price	Upgrades	AC Bonus	Traits
Commercial	0	-	-	-	+0	-
Tactical	5	+1,600 credits	1,600 credits	+0	+1	Resilient +1
Advanced	8	+3,400 credits	5,000 credits	+1	+1	Resilient +1
Superior	11	+9,000 credits	14,000 credits	+1	+2	Resilient +2
Elite	14	+31,000 credits	45,000 credits	+2	+2	Resilient +2
Ultimate	18	+195,000 credits	240,000 credits	+3	+3	Resilient +3
Paragon	20	+460,000 credits	700,000 credits	+3	+3	Resilient +3



CARBON SKIN



HARDLIGHT
SERIES



MICROCORD
ARMOR



AEGIS SERIES



SHOTALASHU
ARMOR



FREEBOOTER
ARMOR



DEFIANCE SERIES

SHIELDS

A shield can increase your character's defense beyond the protection their armor provides. Your character must be wielding a shield in one hand to make use of it, and it grants its bonus to AC only if they use an action to Raise a Shield. This action grants the shield's bonus to AC as a circumstance bonus until their next turn starts. A shield's Speed penalty applies whenever your character is holding the shield, whether they have raised it or not.



Raise a Shield is the action most commonly used with shields. Most shields must be held in one hand, so you can't hold anything with that hand and Raise a Shield, and you lose its benefits if that hand is no longer free. A compact shield and an irising shield don't take up your hand, so you can Raise a Shield with a compact shield or irising shield if the hand is free or if it's holding a light object that's not a weapon. You lose the benefits of Raise a Shield if that hand no longer meets these conditions. Irising shields and phase shields only count as a shield when deployed, as noted in their description. You can't Raise a Shield with an irising shield or phase shield unless it's deployed.

When you have a riot shield or mobile bulwark raised, you can use the Take Cover action (*Player Core* 418) to increase the circumstance bonus to AC to +4. This lasts until the shield is no longer raised, or until any of the normal conditions that end Take Cover occur, whichever comes first. If you would provide lesser cover against an attack, having your riot shield or mobile bulwark raised provides standard cover against it (and other creatures can Take Cover as normal using the cover from your shield).

If you have access to the Shield Block reaction (from your class or from a feat), you can use it while Raising your Shield to reduce the damage you take by an amount equal to the shield's Hardness. Both you and the shield then take any remaining damage.

SHIELD STATISTICS

Shields have statistics that follow the same rules as armor: Price, Speed Penalty, and Bulk. Full rules for shields can be found in *Pathfinder Player Core* on page 274, while the information here pertains to unique options for Starfinder equipment.

SHIELD TRAITS

Shields can have the following traits.

Analog: This shield eschews advanced electronics, computers systems, and electric power sources, but was manufactured and calibrated using advanced technology. This shield is immune to abilities that target technology.

Shield runes (*GM Core* 232) do not function on this shield unless this shield also has the archaic trait.

Archaic: This shield is crafted using traditional methods and materials but is not suitable for withstanding attacks from modern weapons. All shields from Pathfinder have the archaic trait. Shield runes (*GM Core* 232) function normally with archaic shields.

Compact: You can Raise a Shield with your compact shield as long as you have that hand free or are holding a light object that's not a weapon in that hand.

Hefty: This shield is so heavy that raising it takes more effort. Raising a Shield with the hefty trait is a 2-action activity unless your Strength modifier equals or exceeds the number with the trait. A hefty shield grants its wielder standard cover.

Installed: Some shields aren't held but are installed as armor or weapon upgrades. You can Raise a Shield installed as an armor upgrade as normal. Shields can be installed only into weapons with the parry trait. When you use a parry weapon with a shield upgrade to get a bonus to your AC, the shield upgrade emits an inertial dampening barrier and you automatically Raise a Shield. If you use the weapon for any other purpose, the shield is no longer raised, and you no longer receive a bonus to your AC. You can't Raise a Shield installed as an upgrade in any other way.

Retractable: This shield can collapse into a smaller form attached to an armguard, gauntlet, glove, or jewelry for ease of travel and to free up hands. You can use an Interact action to deploy or retract the shield. You can't Raise a Shield if the shield is retracted. While it's deployed, you can Raise the Shield as long as you have that hand free or are holding an object of light Bulk that's not a weapon in that hand. The shield impedes the use of your hand while it's deployed. Though you can still hold items in that hand, you can't wield weapons in that hand or operate anything that takes two hands.

Tech: This shield incorporates electronics, computer systems, and integrated power sources. Shield runes (*GM Core* 232) don't function on these types of shields, and they take technological shield upgrades.

SHIELD DESCRIPTIONS

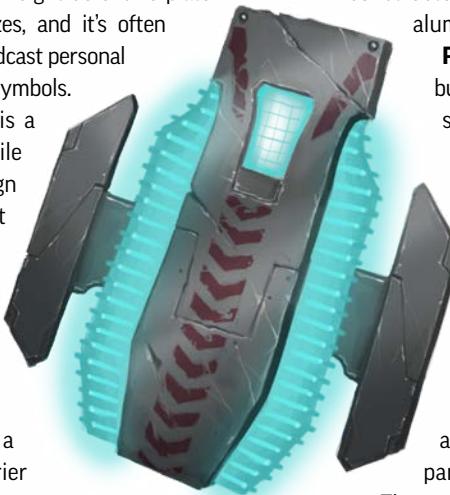
Each type of shield is described in more detail below. Designer versions of even the most basic tactical shields are available, often tailored to match a wielder's aesthetic—irising shields molded to look like flowers and sunbursts, deflecting shields with a kaleidoscope effect, and collage riot shields are some of the most popular custom options.

Carbon Shield: This durable yet lightweight defensive plate comes in a variety of shapes and sizes, and it's often customized with LED displays that broadcast personal insignia or an organization's colors and symbols.

Compact Shield: This sleek shield is a favorite of operatives and other mobile combatants. Its most common design is a polycarbon panel contoured to fit snugly over a forearm or other limb.

Deflecting Field: This shield isn't held—instead, it's installed as an armor or weapon upgrade. A deflecting field appears as a translucent panel integrated into the upgraded item and creates a temporary protective hardlight barrier when activated.

Irising Shield: An irising shield is made of flexible polycarbon with a retractable design. When



retracted, an irising shield looks like a decorative bangle, gauntlet, or glove. When deployed, its panels flare out and form a miniature circular shield.

Mobile Bulwark: This bulky shield is advertised as the ultimate protection in battle for those strong enough to hoist them. Mobile bulwarks create an iconic rectangular silhouette and are popular with heavily armored mercenaries and soldiers, notably among the Veskarium military and some orders of Hellknights. A mobile bulwark is often

constructed of carbon steel, with a transparent aluminum view port.

Phase Shield: A phase shield is an intricate but durable technological device worn strapped to a limb that projects a protective hardlight barrier when deployed. Phase shields are translucent and tinted, with fully customizable colors and image projectors. Many wielders choose an image of a celebrity, a loved one, or pleasant scenery to bolster their spirits in dire situations.

Riot Shield: Riot shields are constructed from sheets of transparent aluminum reinforced with nanocarbon panels layered over polymers or resins.

These sleek shields are designed to protect most of the wielder's body when raised while allowing them to march in tight tactical formations.

SHIELDS

Shield	Level	Price (Credits)	AC Bonus ¹	Speed Penalty	Bulk	Hardness	HP (BT)	Traits
Carbon Shield, Commercial	0	25	+2	—	1	5	20 (10)	Analog
Compact Shield, Commercial	0	15	+1	—	L	4	8 (4)	Analog, Compact
Deflecting Field, Commercial	0	10	+1	—	— ²	2	4 (2)	Installed, Tech
Irising Shield, Commercial	0	10	+1	—	L	3	6 (3)	Retractable, tech
Mobile Bulwark, Commercial	0	200	+3/+4 ²	-10 ft.	4	6	24 (12)	Analog, Hefty
Phase Shield, Commercial	0	20	+2	—	—	5	10 (5)	Retractable, tech
Riot Shield, Commercial	0	100	+2/+4 ²	-5 ft.	2	5	20 (10)	Analog

¹ Gaining a shield's circumstance bonus to AC requires using the Raise a Shield action (*Player Core* 419).

² Getting the higher bonus for a riot shield requires using the Take Cover action (*Player Core* 418) while the shield is raised.

SHIELD IMPROVEMENTS

Grade	Level	Upgrade Price	Total Value ¹	Hardness	HP	BT
Commercial	0	—	—	—	—	—
Tactical	5	+750 credits	750 credits	+3	+46	+23
Advanced	8	+2,250 credits	3,000 credits	+3	+56	+28
Superior	11	+6,000 credits	9,000 credits	+3	+68	+34
Elite	14	+16,000 credits	25,000 credits	+5	+80	+40
Ultimate	18	+55,000 credits	80,000 credits	+6	+100	+50
Paragon	20	+240,000 credits	320,000 credits	+7	+120	+60

¹Total value does not include the price of the base commercial armor.

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Most characters in Starfinder carry weapons, ranging from simple sidearms and tactical rifles to powered tri-bladed axes called doshkos. Full details on how you calculate the bonuses, modifiers, and penalties for attack rolls and damage rolls are given on pages 400–403 and 406–407 of *Pathfinder Player Core*, but they're summarized here, followed by the rules for weapons and dozens of weapon choices.



Melee Attack

Modifier =

Strength modifier

(or optionally Dexterity for a finesse weapon)

+ proficiency bonus

+ other bonuses

+ penalties

Ranged Attack

Modifier =

Dexterity modifier

+ proficiency bonus

+ other bonuses

+ penalties

Melee Damage Roll =

Damage die of weapon (or unarmed attack)

+ Strength modifier

+ other bonuses

+ penalties

Ranged Damage Roll =

Damage die of weapon

+ Strength modifier
(for thrown weapons)

+ other bonuses

+ penalties

ATTACK ROLLS

When making an attack roll, determine the result by rolling 1d20 and adding your attack modifier for the weapon or unarmed attack you're using. Modifiers for melee and ranged attacks are calculated differently.

Bonuses and penalties apply to these rolls, just like with other types of checks. Weapons with the tracking trait (page 176) add an item bonus to your attack rolls, improving your ability to hit targets.

MULTIPLE ATTACK PENALTY

If you use an action with the attack trait more than once on the same turn, your attacks after the first take a penalty called a multiple attack penalty. Your second attack takes a -5 penalty, and any subsequent attacks take a -10 penalty.

The multiple attack penalty doesn't apply to attacks you make when it isn't your turn (such as attacks made as part of a reaction). You can use a weapon with the agile trait (page 173) to reduce your multiple attack penalty.

DAMAGE ROLLS

When the result of your attack roll with a weapon or unarmed attack equals or exceeds your target's AC, you hit your target! Roll the weapon or unarmed attack's damage die and add the relevant modifiers, bonuses, and penalties to determine the amount of damage you deal.

Ranged weapons don't normally add an ability modifier to the damage roll, though thrown weapons add your full Strength modifier.

At higher levels, most characters also gain extra damage from weapon specialization.

CRITICAL HITS

When you make an attack and succeed with a natural 20 (the number on the die is 20), or if the result of your attack exceeds the target's AC by 10, you achieve a critical success (also known as a critical hit).

If you critically succeed at a Strike, your attack deals double damage (*Player Core* 407). Other attacks, such as spell attack rolls and some uses of the Athletics skill, describe the specific effects that occur when their outcomes are critical successes.

UNARMED ATTACKS

Almost all characters start out trained in unarmed attacks. You can Strike with your fist or another body part, calculating your attack and damage rolls in the same way you would with a weapon. Unarmed attacks can belong to a weapon group (page 172), and they might have weapon traits (page 172). However, unarmed attacks aren't weapons, and effects and abilities that work with weapons never work with unarmed attacks unless they specifically say so.

The unarmed attacks table (*Player Core* 277) lists the statistics for an unarmed attack with a fist, though you'll usually use the same statistics for attacks made with any other parts of your body. Certain ancestry feats, class features, and spells give access to special, more powerful unarmed attacks such as tails or claws. Details for those unarmed attacks are provided in the abilities that grant them.

IMPROVISED WEAPONS

If you attack with something that wasn't built to be a weapon, such as a chair or a vase, you're making an attack with an improvised weapon. Improvised weapons are simple weapons. You take a -2 item penalty to attack rolls with an improvised weapon. The GM determines the amount and type of damage the attack deals, if any, as well as any weapon traits the improvised weapon should have.

WEAPON STATISTICS

Each of the weapons in the weapon tables (pages 180–182) lists the statistics for various melee and ranged weapons that you can purchase. The tables present the following statistics.

DAMAGE

This entry lists the weapon's damage die and the type of damage it deals: B for bludgeoning, P for piercing, or S for slashing. Some weapons also deal other damage types: A for acid, C for cold, E for electricity, F for fire, M for Mental, Po for Poison, or So for sonic.

RANGE

Ranged and thrown weapons have a range increment. Attacks with these weapons work normally up to that distance. Attack rolls beyond a weapon's range increment take a -2 penalty for each additional multiple of that increment between you and the target. Attacks beyond the sixth range increment are impossible.

For example, a commercial semi-auto pistol takes no penalty against a target up to 60 feet away, a -2 penalty against a target beyond 60 feet but up to 120 feet away, a -4 penalty against a target beyond 120 feet but up to 180 feet away, and so on, up to 360 feet.

RELOAD

While all weapons need some amount of time to get into position, many ranged weapons also need to be loaded and reloaded. This entry indicates how many Interact actions it takes to reload a weapon's magazine (see below). This can be 0 if drawing specialized ammunition and firing the weapon are part of the same action. If an item takes 2 or more actions to reload, the GM determines whether they must be performed together as an activity, or if you can spend some of those actions during one turn and the rest during your next turn.

An item with an entry of “–” must be drawn to be thrown, which usually takes an Interact action just like drawing any other weapon. Reloading a ranged weapon and drawing a thrown weapon both require a free hand. Switching your grip to free a hand and then to place your hands in the grip necessary to wield the weapon are both included in the actions you spend to reload a weapon.

BULK

This entry gives the weapon's Bulk. A weapon's Bulk is increased or decreased if it's sized for creatures that aren't Small or Medium size, following the rules in *Player Core* on page 270.

SELECTING WEAPONS

Characters who focus on combat need to carefully consider their choice of weapons, evaluating whether they want to fight in melee or at range, the weapons' damage potential, and the special features of various weapons. Characters who are primarily spellcasters usually just need to pick a backup weapon in the best category they're trained or better in. In Starfinder, it's best to have at least one backup ranged weapon that you can rely on in a firefight, as most combats see some form of ranged combat take place.

When selecting weapons, start by identifying the weapon types you're trained or better in. You should then compare weapons within these types to determine which ones you will have the highest melee or ranged attack modifier with. It's usually considered best practice to select both a melee and ranged weapon during character creation so you can contend with a broader variety of foes and situations.

Weapon Categories

Weapons fall into broad categories depending on how much damage they deal and what traits they have. Martial weapons generally deal more damage than simple weapons, and advanced weapons generally have more advantageous traits than martial weapons with the same damage. Generally, you'll want to select weapons that deal more damage, but if you're a highly skilled combatant, you might want to pick a weapon with interesting traits, even if it has a lower weapon damage die. You can also purchase multiple weapons within your budget, allowing you to switch between them for different situations.

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DAMAGE DICE

Each weapon lists the damage die used for its damage roll. Improved versions of a weapon can deal multiple dice of damage.

Counting Damage Dice

Effects based on a weapon's number of damage dice include only the weapon's damage die. They don't count extra dice from abilities, critical specialization effects, weapon fusions, weapon traits, or the like.

Increasing Die Size

When an effect calls on you to increase the size of your weapon damage dice, instead of using its normal weapon damage dice, use the next larger die, as listed below (so if you were using a d4, you'd use a d6, and so on). If you are already using a d12, the size is already at its maximum. You can't increase your weapon damage die size more than once.

1d4 > 1d6 > 1d8 > 1d10 > 1d12

HANDS

Some weapons require one hand to wield, and others require two. Weapons requiring two hands typically deal more damage. Some one-handed weapons have the two-hand trait, causing them to deal a different size of weapon damage die when used in two hands. In addition, some abilities require you to wield a weapon in two hands. You meet this requirement while holding the weapon in two hands, even if it doesn't require two hands or have the two-hand trait.

Multi-Armed Characters: Characters that have more than two hands, like kasathas, can hold more items and weapons than typically expected. Performing actions with multiple pairs of arms concurrently is a challenge and can't be done without intensive training. You must designate a pair of hands as your active hands. You can change this designation from one pair of hands to another by taking the Switch Hands action. Some feats may adjust your skill with multiple hands. You can only attack with weapons wielded in your active hands.

SWITCH HANDS ♦

You designate a pair of limbs as your active hands. You can only have one pair of hands designated as your active hands at a time.

MAGAZINE

Most weapons have magazines (or take batteries) to allow for multiple shots in rapid succession without the need to reload. The magazine of a weapon indicates how much ammunition it can hold. Weapons listed with charges represent battery-powered weapons and can use batteries up to the same grade as the weapon (so a tactical weapon can use a commercial or tactical battery). Many fire weapons instead utilize petrol, which is sold in tanks and otherwise functions as batteries. Most projectile weapons have magazines that hold a maximum number of cartridges, which act as ammunition. Depending on the specific type of weapon, cartridges could be bolts, darts, flechettes, rounds, or other appropriate ammunition. Most projectile weapons use rounds, while most injection weapons use darts. Cartridges are purchased individually, at a cost of 1 cartridge per credit.

EXPEND

This indicates how much ammunition is consumed with each ranged Strike you make with the weapon. Anytime the weapon is fired, the ammunition in its magazine is lowered by the number indicated. Other abilities might cite the use of Expend as the amount of ammo required to complete the action.

UPGRADES

Weapons can be customized with upgrades, which include technological weapon modifications and weapon fusions. This indicates how many upgrades the weapon can utilize. You can find more about weapon upgrades on page 190.

GROUP

A weapon or unarmed attack's group classifies it with similar weapons. Groups affect some abilities and what the weapon does on a critical hit if you have access to that weapon or unarmed attack's critical specialization effects; for full details, see page 176.

WEAPON TRAITS

The traits a weapon or unarmed attack has are listed in this entry. Any trait that refers to a "weapon" can also apply to an unarmed attack that has that trait.

WEAPON TRAITS

Weapons and unarmed attacks with the weapon trait can have the following traits.

Aeon: You can fit one aeon stone or spell gem into this weapon as a single action

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with the interact trait. While you possess the weapon with an *aeon stone* in its indentation, you gain all the benefits of the *aeon stone* as if it were orbiting your head. While the weapon has a *spell gem* attached, you gain a number of bonus battery charges equal to the *spell gem*'s item level × 5. These charges regenerate during your daily preparations. In addition, you can use the *spell gem* while wielding the weapon, though using the gem in this manner still destroys it.

Agile: The multiple attack penalty you take with this weapon on the second attack on your turn is -4 instead of -5, and -8 instead of -10 on the third and subsequent attacks in the turn.

Analog: This weapon eschews advanced electronics, computers systems, and electric power sources, but was manufactured and calibrated using advanced technology. This weapon is immune to abilities that target technology. Weapon runes (GM Core 236) don't function on this weapon unless this weapon also has the archaic trait.

Arc: The attack arcs to the closest enemy creature within 10 feet of the initial target. If the secondary target's AC is lower than your attack roll result, you deal electricity damage to that creature equal to 1 per weapon damage die.

Archaic: This weapon is crafted using traditional methods and materials but is not suitable for striking modern armor. All weapons from the Pathfinder Roleplaying Game have the archaic trait. Weapon runes (GM Core 236) function normally with archaic weapons.

Area (burst, cone, line): Weapons with this trait can only fire using the Area Fire action.

Area Fire ➡ (area, attack) You hit each creature in the designated area with a range equal to the weapon's range increment (for cone or line) or the designated radius of the explosion (for burst). For burst, you can position the center point anywhere within your first range increment. Any creatures in the area must succeed at a basic Reflex save against your class DC plus the tracking value of the weapon (you do not roll an attack roll). This damage is area damage. Creatures who critically fail this save are subject to effects that occur on a critical hit with this weapon, including the weapon's critical specialization effect. Area Fire has an expend equal to the value listed on the weapon.

Automatic: In addition to a normal Strike, you can fire this weapon using the Auto-Fire action.

Auto-Fire ➡ (area, attack) You hit each creature in a cone with a range equal to half the weapon's range increment without making an attack roll. Any creatures in the area take damage equal to the weapon's damage (basic Reflex save against your class DC plus the tracking value of the weapon). This damage is area damage. Creatures that critically fail this save are subject to effects that occur on a critical hit with this weapon, including the weapon's critical specialization effect. Automatic Fire has an expend equal to the number of targets in the area × 2.

Backstabber: When you hit a flat-footed creature, this weapon deals 1 precision damage in addition to its normal damage. The precision damage increases to 2 on a tracking +3 weapon.

Backswing: You can use the momentum from a missed attack

with this weapon to lead into your next attack. After missing with this weapon on your turn, you gain a +1 circumstance bonus to your next attack with this weapon before the end of your turn.

Boost: You can charge up a weapon with this special property with an Interact action by spending 1 expend of the weapon's magazine. If the boost trait lists one or more traits, apply the traits listed to the next attack you make with this weapon. If the boost trait lists a value, increase the weapon's damage by the listed amount for each weapon die on the next attack you make with the weapon. This increases the weapon's damage and is multiplied on a critical hit. Boosting this weapon more than once before firing it doesn't have any extra effect, and the extra charge dissipates if the weapon is not fired by the end of your next turn.

Breakdown: This weapon can be taken apart into multiple small pieces. While broken down, the weapon is treated as small object with light bulk. Breaking down or reassembling a breakdown weapon is a 3-action activity, which has the manipulate trait and requires two hands.

Caster: This weapon can be powered by casting a spell (including a cantrip) with two or more actions. If you do, resolve the spell normally. Once the spell is cast, if it had the acid, cold, fire, electricity, spirit, sonic, vitality, or void trait, the weapon deals damage of that type instead of its usual damage until the end of your next turn or until you cast another spell. If the spell deals more than one type of damage, choose one when you fire the weapon. If the weapon has the Aeon trait and a *spell gem* installed, you can use one of the previously listed traits if the spell of the *spell gem* slotted in the weapon has that trait, and this does not require you to cast the spell and is a constant effect.

Concealable: This weapon is designed to be inconspicuous or easily concealed. You gain a +2 circumstance bonus to Stealth checks and DCs to hide or conceal a weapon with this trait.

Concussive: These weapons smash as much as puncture. When determining a creature's resistance or immunity to damage from this weapon, use the weaker of the target's resistance or immunity to piercing or to bludgeoning. For instance, if the creature were immune to piercing damage and had no resistance or immunity to bludgeoning damage, it would take full damage from a concussive weapon. Resistance or immunity to all damage or all physical damage applies as normal.

Critical: This weapon uses the critical weapon specialization of the listed weapon type rather than its own.

Deadly: On a critical hit, the weapon adds an additional weapon damage die of the listed size. Roll this after doubling the weapon's damage. The damage from this trait increases for each damage dice the weapon has. For instance, an advanced nano-edge rapier deals an additional 2d8 piercing damage on a critical hit. An ability that changes the size of the weapon's normal damage dice doesn't change the size of its deadly die.

Disarm: You can use this weapon to Disarm with the Athletics skill even if you don't have a free hand. This uses the weapon's reach (if different from your own) and adds the weapon's item bonus to attack rolls (if any) as an item bonus



CARD SLINGER



DISINTEGRATION LASH



NEEDLER PISTOL



SHOOTING STARKNIFE



PULSECASTER PISTOL



PAINGLAIVE



ZERO KNIFE



MISSILE LAUNCHER



SINGING COIL



STELLAR CANNON



REACTION BREACHER

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to the Athletics check. If you critically fail a check to Disarm using the weapon, you can drop the weapon to take the effects of a failure instead of a critical failure. On a critical success, you still need a free hand if you want to take the item.

Fatal: The fatal trait includes a die size. On a critical hit, the weapon's damage die increases to that die size instead of the normal die size, and the weapon adds one additional damage die of the listed size.

Finesse: You can use your Dexterity modifier instead of your Strength modifier on attack rolls using this melee weapon. You still use your Strength modifier when calculating damage.

Forceful: This weapon becomes more dangerous as you build momentum. When you attack with it more than once on your turn, the second attack gains a circumstance bonus to damage equal to the number of weapon damage dice, and each subsequent attack gains a circumstance bonus to damage equal to double the number of weapon damage dice.

Free-Hand: This weapon doesn't take up your hand, usually because it is built into your armor. A free-hand weapon can't be Disarmed. You can use the hand covered by your free-hand weapon to wield other items, perform manipulate actions, and so on. You can't attack with a free-hand weapon if you're wielding anything in that hand or otherwise using that hand. When you're not wielding anything and not otherwise using the hand, you can use abilities that require you to have a hand free as well as those that require you to be wielding a weapon in that hand. Each of your hands can have only one free-hand weapon on it.

Grenade: Weapons with this trait can be thrown as a single action using the Area Fire action (see page 173) as though it had the area (burst) trait.

Injection: This weapon can be filled with a liquid, usually an injury poison. Immediately after a successful attack with the weapon, you can inject the target with the loaded contents with a single Interact action. (If the target is willing, the injection takes only 1 Interact action total.) Refilling the weapon with a new substance requires 3 Interact actions and uses two hands. Ranged weapons and ammunition with the injection trait automatically inject the target without the use of an Interact action.

Kickback: A kickback weapon is extra powerful and difficult to use, and deals 1 additional damage with all attacks. Firing a kickback weapon give a -2 circumstance penalty to the attack roll, but characters with a +2 or higher Strength modifier ignore the penalty. Attaching a kickback weapon to a deployed bipod or tripod can lower or negate this penalty (page 190).

Modular: The weapon has multiple configurations that you can switch between using an Interact action. Typically, switching between configurations of a modular weapon allows it to deal different types of damage (listed in the trait, such as "modular B, P, or S"), though it's possible for a modular weapon's description to list more complicated configurations, including additional traits (such as "modular B (forceful) or S (finesse)").

Nonlethal: Attacks with this weapon are nonlethal (Player

Core 407), and are used to knock creatures unconscious instead of kill them. You can use a nonlethal weapon to make a lethal attack with a -2 circumstance penalty.

Parry: This weapon can be used defensively to block attacks. While wielding this weapon, if your proficiency with it is trained or better, you can spend a single action to position your weapon defensively, gaining a +1 circumstance bonus to AC until the start of your next turn.

Powered: This melee weapon uses a battery. You can activate or deactivate a powered weapon with an Interact action or as part of drawing or stowing it. This weapon comes with a commercial battery installed and uses 1 charge per day (rather than 1 charge per attack). If you try to attack with a powered weapon that's out of charges or is deactivated, it functions as an improvised weapon.

Professional: A weapon with this trait can be used as a tool for the listed skill. Add the weapon's item bonus to attack rolls as an item bonus to skill checks using the listed skill. Your proficiency with this weapon is equal to your proficiency with the listed skill (up to your proficiency in simple weapons).

Ranged Shove: This weapon can be used to Shove with the Athletics skill at a distance up to the weapon's first range increment. The skill check takes a -2 circumstance penalty. You can add the weapon's item bonus to attack rolls as a bonus to the check.

Ranged Trip: The weapon can be used to Trip with the Athletics skill at a distance up to the weapon's first range increment. The skill check takes a -2 circumstance penalty. You can add the weapon's item bonus to attack rolls as a bonus to the check.

Razing: Razing weapons are particularly good at damaging objects, structures, and vehicles. Whenever you deal damage to an object, structure, or vehicle with a razing weapon, the object takes an amount of additional damage equal to double the number of weapon damage dice.

Reach: This weapon is long and can be used to attack creatures up to 10 feet away instead of only adjacent creatures. For creatures that already have reach with the limb or limbs that wield the weapon, the weapon increases their reach by 5 feet.

Shove: You can use this weapon to Shove with the Athletics skill even if you don't have a free hand. This uses the weapon's reach (if different from your own) and adds the weapon's item bonus to attack rolls as an item bonus to the Athletics check. If you critically fail a check to Shove using the weapon, you can drop the weapon to take the effects of a failure instead of a critical failure.

Sweep: This weapon makes wide sweeping or spinning attacks, making it easier to attack multiple enemies. When you attack with this weapon, you gain a +1 circumstance bonus to your attack roll if you already attempted to attack a different target this turn using this weapon.

Tech: Weapons with the tech trait incorporate electronics, computer systems, and power sources. Sometimes the weapons use such little energy that they can rely on integrated power sources (such as melee weapons that don't have a magazine) while others drain batteries with attacks. Weapon

runes (see Pathfinder) do not function on this weapon.

Thought: Weapons with this trait are living creatures that can be communicated with using telepathy. When you wield this weapon and are capable of communicating with it, you can ignore any of the other traits the weapon normally has; this only applies to the other traits listed in the weapon entry, not traits the weapon or actions receive from the use of other abilities or effects. If you can communicate with this weapon, your proficiency with this weapon is equal to your proficiency with simple weapons.

Thrown: You can throw this weapon as a ranged attack; it is a ranged weapon when thrown. You add your Strength modifier to damage as you would for a melee weapon. When this trait appears on a melee weapon, it also includes the range increment. Ranged weapons with this trait use the range increment in the weapon's Range entry.

Tracking: This weapon has been developed with several integrated targeting, stabilizing, and homing systems. Attack rolls with this weapon gain an item bonus equal to the listed value. Area attacks with this weapon gain an item bonus equal to the listed value to the class DCs of saves.

Trip: You can use this weapon to Trip with the Athletics skill even if you don't have a free hand. This uses the weapon's reach (if different from your own) and adds the weapon's item bonus to attack rolls as an item bonus to the Athletics check. If you critically fail a check to Trip using the weapon, you can drop the weapon to take the effects of a failure instead of a critical failure.

Twin: These weapons are used as a pair, complementing each other. If the twin trait lists one or more traits, those traits only apply while you are wielding two weapons of the same type. When you attack with a twin weapon, you add a circumstance bonus to the damage roll equal to the weapon's number of damage dice if you have previously attacked with a different weapon of the same type this turn. The weapons must be of the same type to benefit from this trait, but they don't need to have the same runes.

Two-Hand: This weapon can be wielded with two hands. Doing so changes its weapon damage die to the indicated value. This change applies to all the weapon's damage dice.

Unarmed: An unarmed attack uses your body rather than a manufactured weapon. An unarmed attack isn't a weapon, though it's categorized with weapons for weapon groups, and it might have weapon traits. Since it's part of your body, an unarmed attack can't be Disarmed. It also doesn't take up a hand, though a fist or other grasping appendage generally works like a free-hand weapon.

Unwieldy: Weapons with this trait are large and awkward, can't be fired without cooling down first, or are otherwise difficult to use with repeated attacks. You can't use an unwieldy weapon more than once per round and can't use it to Strike as part of a reaction, such as Reactive Strike.

Versatile: A versatile weapon can be used to deal a different type of damage than that listed in the Damage entry. This trait indicates the alternate damage type. For instance, a piercing weapon that is versatile S can be used to deal piercing or slashing damage. You choose the damage type each time you

make an attack.

Volley: This ranged weapon is less effective at close distances. Your attacks against targets that are within the range listed take a -2 penalty.

CRITICAL SPECIALIZATION EFFECTS

Certain feats, class features, weapon fusions, and other effects can grant you additional benefits when you make a Strike with certain weapons and get a critical success. This is called a critical specialization effect. The exact effect depends on which weapon group your weapon belongs to, as listed below. You can always decide not to add the critical specialization effect of your weapon.

Axe: Choose one creature adjacent to the initial target and within reach. If its AC is lower than your attack roll result for the critical hit, you deal damage to that creature equal to the result of the weapon damage dice you rolled. This amount isn't doubled, and no bonuses or other additional dice apply to this damage.

Bow: If the target of the critical hit is adjacent to a surface, it gets stuck to that surface by the missile. The target is immobilized and must spend an Interact action to attempt a DC 10 Athletics check to pull the missile free; it can't move from its space until it succeeds. The creature doesn't become stuck if it is incorporeal, is liquid (like a water elemental or some oozes), or could otherwise escape without effort.

Brawling: The target must succeed at a Fortitude save against your class DC or be slowed 1 until the end of your next turn.

Club: You knock the target away from you up to 10 feet (you choose the distance). This is forced movement (*Player Core* 422).

Corrosive: The target takes 1d6 persistent acid damage. You gain an item bonus to this acid damage equal to the weapon's item bonus to attack rolls.

Cryo: This weapon freezes part of the target, making it hard for them to move their body. The target is clumsy 1 until the start of your next turn.

Dart: The target takes 1d6 persistent bleed damage. You gain an item bonus to this bleed damage equal to the weapon's item bonus to attack rolls.

Flail: The target is knocked prone unless they succeed at a Reflex save against your class DC.

Flame: The target takes 1d6 persistent fire damage. You gain an item bonus to this fire damage equal to the weapon's item bonus to attack rolls.

Grenade: Varies depending on grenade (page 184).

Hammer: The target is knocked prone unless they succeed at a Fortitude save against your class DC.

Knife: The target takes 1d6 persistent bleed damage. You gain an item bonus to this bleed damage equal to the weapon's item bonus to attack rolls.

Laser: The target must succeed at a Fortitude save against

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your class DC or be dazzled until the start of your next turn.

Mental: The target must succeed at a Will save against your class DC or be stupefied 1 until the start of your next turn.

Missile: The target is knocked back 5 feet from the source of the missile's explosion. This is forced movement (*Player Core* 422).

Pick: The weapon viciously pierces the target, who takes 2 additional damage per weapon damage die.

Plasma: The target takes 1d6 persistent electricity damage. You gain an item bonus to this electricity damage equal to the weapon's item bonus to attack rolls.

Poison: The target must succeed at a Fortitude save against your class DC or be sickened 1 until the start of your next turn.

Polearm: The target is moved 5 feet in a direction of your choice. This is forced movement (*Player Core* 422).

Projectile: The target must succeed at a Fortitude save against your class DC or be slowed 1 until the start of your next turn.

Shield: You knock the target back from you 5 feet. This is forced movement (*Player Core* 422).

Shock: The target must succeed at a Fortitude save against your class DC or be stunned 1.

Sling: The target must succeed at a Fortitude save against your class DC or be stunned 1.

Sniper: The target takes 2 additional damage per weapon damage dice.

Sonic: The target must succeed at a Fortitude save against your class DC or be deafened for 1 minute.

Spear: The weapon pierces the target, weakening its attacks. The target is clumsy 1 until the start of your next turn.

Sword: The target is made off-balance by your attack, becoming off-guard until the start of your next turn.

WEAPON DESCRIPTIONS

Each of the weapons listed in the weapon tables (pages 180–182) are described in more detail below.

SIMPLE MELEE WEAPONS

Baton: This reinforced rod is commonly made from steel alloys and designed to strike and parry incoming blows.

Battleglove: These durable gloves fit over a wielder's hands (or other appendage) and conceal weighted plates or spikes over the knuckles (or equivalent area). While battlegloves are classified as weapons, fashionable versions easily blend in at most venues, blurring the line between accessory and armament.

Knife: Invaluable as both a weapon and a tool, knives come in a variety of shapes, styles, and materials ranging from carbon steel to ceramics. Archaic knives made with outdated materials that predate modern crafting methods are sometimes treated against corrosion to preserve these traditional armaments.

Puzzleblade: This kasathan sword breaks down into interlocking pieces for both storage and transport. Traditionalists practice the art of ritually assembling puzzleblades, with different pieces symbolizing the kasathan virtues of conviction, dedication, moderation, and tradition. Criminals

and smugglers value the puzzleblade for its discreet design.

Shock Pad: This flexible nanocarbon circuit can be installed as an upgrade into gloves, kneepads, or similar appendage protectors to emit a powerful electric shock when forcefully applied to a target.

Zero Knife: Unfolding like a switchblade, a supercooled chamber within this weapon's grip instantly forms a blade of ice with an aura of intense cold.

SIMPLE RANGED WEAPONS

Acid Dart Rifle: This rifle uses compressed air to shoot tiny, chambered darts loaded with components for a highly corrosive compound that remains separated until launched, allowing for nearly unlimited shelf life with minimal risk of accidental exposure.

Arc Pistol: Instead of traditional ammunition, this bulky pistol contains a capacitor that generates arcs of electricity. Its stock is crafted from polycarbon or other synthetic insulators, often tinted bright yellow and inscribed with the universal bolt symbol for high voltage.

Arc Rifle: This rifle's oversized body contains a larger version of an arc pistol capacitor, with a short barrel and polycarbon stock designed to insulate the wielder from high voltage. The arc rifle's larger capacitor allows it to produce a charge with enough power to subdue a rampaging renkroda.

Autotarget Rifle: This short, bulky assault rifle incorporates a piston system that allows the user to switch to auto-fire and unload a magazine with one trigger squeeze.

Crossbolter: This high-tech crossbow uses a series of pistons to propel bolts along its barrel. These quiet-firing semiautomatic weapons are popular in high-density settlements where gunfire might cause a panic.

Laser Pistol: This compact energy pistol is the most popular sidearm in the Pact Worlds thanks to its reliability, durability, and affordability. Most common laser pistols have a heat-treated, lightweight polycarbon body ending in a long, slim barrel.

Laser Rifle: These dependable, mass-produced rifles shoot concentrated beams of energy out of square-shaped barrels. The universal standard Pact Worlds model is highly modifiable and designed to function with a variety of accessories and upgrades, with wielders adapting the laser rifle to their preferences and even kit-bashing it into a nearly unrecognizable weapon.

Needler Pistol: This snub-nosed pistol shoots syringes instead of bullets, allowing the wielder to deliver a dose of medicine or poison from a safe distance. Early needler pistols were red and white peashooters marked with a deity's holy symbol. Antiques and replicas remain on the market, but are curiosities compared to subtler modern designs.

Pulsecaster Pistol: This imposing pistol fires a jolt of paralyzing electricity from its barrel. Its remaining charges are visible as glowing lines of energy radiating down its body. Pulsecaster pistols are often used by bounty hunters and law enforcement who need to keep their targets alive.

Reaction Breacher: This portable reaction cannon launches flak from miniature cluster missiles that can rip through a

fortified structure and anyone unfortunate enough to be inside.

Scattergun: A scattergun is a long-barreled firearm that fires numerous spherical projectiles to hit multiple targets at short distances.

Seeker Rifle: This single-shot sniper rifle is one of the most popular weapons in the Vast thanks to its stability and reliability with minimal upkeep.

Semi-Auto Pistol: This basic pistol automatically ejects used cartridges and loads new ammunition after every shot fired.

Sonic Rifle: This short, sleek rifle features a uniquely efficient yet elegant design. A sonic rifle creates a narrow beam of ultrasound that effectively turns whatever it hits into a speaker, breaking its targets apart with hypersonic vibrations.

Zero Pistol: Zero pistols typically have transparent canisters that reveal current charge levels as blue, supercooled liquid, though some models have switched to digital monitoring. The original zero pistol was a weaponized coolant gun according to urban legend.

MARTIAL MELEE WEAPONS

Aucturnite Chakram: This bladed hoop is carved from a chunk of Aucturn and sculpted to resemble a planet's ring. The material has been found throughout the Pact Worlds and beyond, mysteriously appearing lightyears from Aucturn's original orbit.

Battle Ribbon: This sheer nanocarbon ribbon is sharp enough to cut through flesh without interrupting the traditional battle dances that make the weapon famous. Fabrics, precious metals, and other materials are sometimes embedded into a battle ribbon to create spectacular visual effects.

Bone Scepter: This engraved club of solid bone is said to be tempered in specialized facilities using material from the void, allowing it to ceaselessly drain a target's life energy with each strike.

Cryopike: This polearm's shaft houses rapidly circulating supercooled gas that condenses and channels endothermic energy into a cryogenic blade.

Doshko: The traditional weapon of the Veskarium, this powered poleaxe features one to three triangular blades forged for both wide overhead swings and tactical parrying.

Dueling Sword: Coming in a variety of styles, these traditional and time-tested weapons have been honed with advanced smithing techniques, often employing nanocarbon steel to ensure they never dull or lose their luster.

Fangblade: Sharp, durable teeth line the edges of this motorized sword and spin with the force of an industrial chainsaw. Practiced wielders can leverage the kickback from one swing to skillfully set up the next.

Force Needle: This subtle weapon resembles a grip without a blade. When a full vial of liquid is inserted into the bottom of the hilt, it generates a needle of pure energy to hold and inject the consumed dose of medicine or poison.

Hammer: Valued as both a crafting tool and an effective weapon, this hammer uses specially weighted heads and handles balanced for its wielders' height and physiology to deliver maximum force with each strike.

Nano-edge Rapier: The edge of this precision-crafted foil is sharpened to the thickness of a single atom, using regenerating

nanites to maintain its edge after countless strikes.

Neural Lash: This whiplike tendril of electricity subtly responds to psychic signals. Telepaths who wield a properly calibrated neural lash treat it as an extension of their body.

Phase Cutlass: A phase cutlass resembles a traditional curved sword until it is powered. Then its blade morphs into a shimmering void, dotted with a tiny new star for each life it ends.

Plasma Doshko: Unlike a traditional doshko, this poleaxe uses blades of magnetically stabilized plasma that spin to cleave through multiple enemies with ease.

Plasma Sword: This sword generates a focused beam of plasma around a localized force field powered by a generator in the sword's hilt. The beam only blazes to life when the sword is powered.

Polyglove: This glove features dozens of delicate tools for building or repairing computers and other technological items, making it impossible to manipulate other items in the same hand. Overclocking the polyglove's components generates voltage between a wielder's fingertips.

Pulse Gauntlet: Popularized in underground fighting circles, this heavy-duty nanocarbon glove amplifies and weaponizes sounds made by its wielder, generating a sonic boom strong enough to knock an enemy off their feet.

Shock Truncheon: Popular among security forces, this retractable baton discharges electricity when it strikes a target. A whirring device inside the grip generates voltage, creating a sound like a swarm of buzzing insects when it's fully charged.

Shooting Starknife: This traditional star-shaped blade of lost Golarion is often forged from reinforced carbon steel and treated with chemicals that create an iridescent sheen. When properly balanced and honed, a shooting starknife sings as it slices through the air.

Singing Spear: Classically shaped like an oversized musical note, this spear intones melodious pitches when it strikes, creating a new song with each battle. Masters of the singing spear are called composers, and often record their greatest battles as musical compositions.

Tailblade: Adjustable bands secure this lightweight blade to a tail, tentacle, or similar appendage. Tailblades are often ceremonial and heraldic, with families or orders bequeathing tailblades forged from precious metals or engraved with sacred writing across generations.

Talon: This stylized knife tapers into a curved and serrated blade. When powered, it spews a highly corrosive acid inspired by the armor-melting talons of several species of the Swarm.

MARTIAL RANGED WEAPONS

Arc Emitter: Composed of two four-foot-long protracting rails, this weapon generates arcs of electricity emitted safely away from its wielder.

Assassin Rifle: This sniper rifle breaks down into smaller parts, allowing its wielder to smuggle the weapon without attracting attention. Most assassin rifles are equipped with powerful scopes and digital sights.

Boom Pistol: A boom pistol resembles a megaphone with a trigger, emitting sudden bursts of sound capable of shattering

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bulletproof glass or rupturing organs.

Breaching Gun: This snub-nosed scattergun is commonly used to blast through doors and walls. About half the size of a reaction breacher, this scattergun is infamous for its mighty recoil.

Flamethrower: This bulky, rifle-shaped weapon spews flames using a tank of highly combustible, pressurized chemicals housed in its stock.

Injection Rifle: The injection rifle includes a cannister of poison that fills any empty darts loaded in the chamber. This rifle's precursors were designed to tranquilize dangerous animals for conservation purposes, and some modern wielders use sedative or corrosive darts instead.

Machine Gun: These proven and reliable automatic weapons are capable of firing in short bursts or completely emptying their magazines to clear a battlefield.

Plasma Caster: This compact pistol shoots balls of condensed plasma. Holding down the trigger and safety clip at the same time results in the barrel storing more superheated gas than intended, firing a more powerful blast of plasma in what is commonly referred to as "cooking the caster".

Rotolaser: A rotolaser fires multiple beams of plasma at once. This massive assault rifle has a precisely engineered set of rotating barrels that prevent overheating when spewing auto-fire.

Shirren-Eye Rifle: This sniper rifle comes with a compound technological scope that allows snipers to adjust focus and magnification with natural eye movements instead of using moving parts that might disrupt their aim.

Singing Coil: Resembling a resonant transformer circuit, this stringed instrument produces sound by using high-frequency alternating currents to cause air molecules to vibrate. While most performers play with a magnetized steel bow, some combatants pair the singing coil with a nano-edge rapier.

Stellar Cannon: The rounds of this portable cannon are loaded with carefully positioned mini-missiles packed with flechettes that shred anyone too close to the epicenter of the blast. Spray from a stellar cannon creates a swarm of dazzling sparks that is often compared to fireworks or shooting stars.

Zero Cannon: This triple-barreled cannon's generator churns rapidly, circulating coolant into a blast of endothermic energy. While powered, frost rimes the barrel and stock of this weapon, causing experienced wielders to keep thermal gloves on hand.

ADVANCED MELEE WEAPONS

Disintegration Lash: Appearing as an undulating black snake when powered, this whip crackles with red-tinged energy that sunders whatever it strikes at the atomic level.

Grindblade: The edge of this sword is composed of microsplitting nanoparticles that slice apart targets on a molecular level. The destructive capability of these make even the seemingly broad tip of a grindblade deceptively dangerous.

Painglaive: This fierce but deceptively elegant polearm rips apart enemies with a motor-powered chainsaw blade. An adjustable pulse trigger allows the wielder to channel extra

pain through the weapon.

Skyfire Sword: Famously wielded by warriors of the Skyfire Legion, this flaming blade is powered by burning gas held in place by magnetic fields.

Thermal Dynafan: This warfan is based on a highly modified handheld environmental comfort device. The thermal dynafan rapidly decreases pressure in the air to create a frigid chill. When connected to another dynafan, it can vent the dispersed heat into its twin to create a plume of fire.

ADVANCED RANGED WEAPONS

Aeon Rifle: A mainstay of the Azlanti Star Empire, this sleek laser rifle includes a slot for *aeon* stones to enhance and focus the intensity of its beams.

Artillery Laser: The fast-firing and continuous beams of this laser cannon converge on the target to create enough heat to melt a steel door into slag.

Card Slinger: This ceramic weapon sharpens and fires playing cards, such as those from a harrow deck. Their folding design and innocuous ammunition make it ideal for infiltrating secure locations, especially casinos. While the weapon often relies on lucky hits, in the hands of a gambler familiar with card trajectory, it can become a deadly weapon.

Gyrojet Pistol: Valued for its stopping power, this pistol sports a large caliber reinforced barrel designed to shoot tiny rockets capable of knocking enemies to the ground.

Magnetar Rifle: This rifle uses powerful electromagnets to accelerate simple slugs into deadly, highly accurate projectiles without the use of any moving parts.

Plasma Cannon: This heavy, long-barreled weapon shoots charges of ionized gas that explode in a blast of superheated plasma.

Screamer: Resembling a large directional speaker held in two hands, a screamer produces a deafening rush of sound loud enough to shatter glass and rupture eardrums. At lower volumes, a screamer functions as a portable loudspeaker.

Starfall Pistol: While the original shooting star pistol was a kit-bashed plasma caster, the commercial models reliably fire deadly streams of superheated plasma. Akitonian revelers enjoy discharging these pistols at outdoor celebrations.

Streetsweeper: This enormous portable cannon is equipped with speakers that broadcast dense ultrasonic waves powerful enough to sweep a street clean of anything in its path.



MELEE WEAPONS

SIMPLE MELEE WEAPONS

Weapon (Commercial)	Item Level	Price (Credits)	Damage	Bulk	Hands	Upgrades	Group	Weapon Traits
Baton	0	2	1d6 B	L	1	1	Club	Analog, finesse, parry
Battleglove	0	10	1d4 B	1	1	1	Brawling	Agile, analog, free-hand
Knife	0	2	1d4 P	L	1	1	Knife	Agile, analog, finesse, thrown 10 ft., versatile S
Puzzleblade	0	15	1d8 S	1	2	1	Sword	Analog, breakdown
Shock Pad	0	20	1d6 E	1	1	1	Brawling	Critical (shock), free-hand, powered, tech
Zero Knife	0	15	1d4 C	L	1	1	Knife	Agile, critical (cryo), finesse, powered, tech

MARTIAL MELEE WEAPONS

Weapon (Commercial)	Item Level	Price (Credits)	Damage	Bulk	Hands	Upgrades	Group	Weapon Traits
Aucturnite Chakram	0	15	1d8 S	1	1	1	Knife	Analog, critical (mental), thrown 10 ft.
Battle Ribbon	0	5	1d4 S	L	1	1	Flail	Analog, finesse, reach, trip
Bone Scepter	0	5	1d10 Modular	L	1	1	Club	Analog, modular (C or void)
Cryopike	0	20	1d10 C	1	2	1	Axe	Critical (cryo), powered, reach, tech
Doshko	0	20	1d12 P	1	2	1	Axe	Analog, parry, unwieldy, vesk
Dueling Sword	0	10	1d8 S	1	1	1	Sword	Analog, versatile P
Fangblade	0	27	1d10 S	1	2	1	Axe	Backswing, powered, tech
Force Needle	0	15	1d4 P	1	1	3	Dart	Backstabber, concealable, injection, powered, tech, thrown 20 ft., ysoki
Hammer	0	15	1d8 B	1	2	1	Hammer	Analog, profession (Crafting), shove
Nano-edge Rapier	0	25	1d6 P	1	1	1	Sword	Analog, deadly d8, disarm, finesse
Neural Lash	0	10	1d8 M	1	1	1	Flail	Nonlethal, thought, unwieldy
Painglaise	0	20	1d10 S	1	2	1	Polearm	Powered, reach, tech
Phase Cutlass	0	18	1d6 Modular	1	1	1	Sword	Analog, modular (S or void), powered
Plasma Doshko	0	30	1d10 F	1	2	1	Axe	Critical (plasma), powered, sweep, tech, vesk
Plasma Sword	0	20	1d8 F	1	1	1	Sword	Critical (plasma), powered, tech
Polyglove	0	20	1d6 E	1	1	1	Shock	Powered, professional (Computers), tech
Pulse Gauntlet	0	20	1d4 So	1	1	1	Sonic	Agile, critical (brawling), free-hand, powered, tech
Shock Truncheon	0	20	1d6 E	1	1	1	Club	Modular (arc or nonlethal), powered, tech
Shooting Starknife	0	17	1d4 P	L	1	1	Knife	Agile, analog, deadly d6, finesse, thrown 20 ft., versatile S
Singing Spear	0	20	1d6 So	1	2	1	Spear	Critical (sonic), powered, tech, Thrown 20 ft., versatile (piercing)
Tailblade	0	10	1d4 S	L	0	1	Knife	Agile, analog, finesse, free-hand
Talon	0	20	1d6 S	1	1	1	Knife	Powered, tech, versatile (acid, critical (corrosive))

ADVANCED MELEE WEAPONS

Weapon (Commercial)	Item Level	Price (Credits)	Damage	Bulk	Hands	Upgrades	Group	Weapon Traits
Disintegration Lash	0	32	1d6 A	1	1	1	Corrosive	Finesse, powered, razng, reach, tech



ADVANCED MELEE WEAPONS

Weapon (Commercial)	Item Level	Price (Credits)	Damage	Bulk	Hands	Upgrades	Group	Weapon Traits
Grindblade	0	25	1d8 S	1	1	1	Sword	Analog, critical (knife), fatal d12
Skyfire Sword	0	30	1d10 F	1	1	1	Flame	Powered, Tech, Versatile P
Thermal Dynafan	0	20	1d6 C	1	1	1	Cryo	Finesse, Powered, Tech, Twin (Modular (C or F))

RANGED WEAPONS

SIMPLE RANGED WEAPONS

Weapon (Commercial)	Item Level	Price (Credits)	Damage	Range	Reload	Bulk	Hands	Magazine	Expend	Upgrades	Group	Weapon Traits
Acid Dart Rifle	0	60	1d8 A	90 ft.	1	1	2	5 projectiles	1	1	Corrosive	Analog
Arc Pistol	0	25	1d4 E	30 ft.	1	1	1	10 charges	2	1	Shock	Arc, tech
Arc Rifle	0	60	1d6 E	50 ft.	1	2	2	10 charges	2	1	Shock	Arc, tech
Autotarget Rifle	0	60	1d6 P	30 ft.	2	2	2	10 projectiles	1	1	Projectile	Analog, automatic
Crossbolter	0	25	1d10 P	100 ft.	1	2	2	1 projectile	1	1	Bow	Analog
Laser Pistol	0	30	1d6 F	40 ft.	1	1	1	10 charges	2	1	Laser	Tech
Laser Rifle	0	60	1d8 F	100 ft.	1	2	2	10 charges	2	1	Laser	Tech
Needler Pistol	0	15	1d4 Po	30 ft.	1	1	1	3 projectiles	1	1	Dart	Analog, injection
Pulsecaster Pistol	0	30	1d6 E	30 ft.	1	1	1	10 charges	2	1	Shock	Nonlethal, tech
Reaction Breacher	0	45	1d8 B	100 ft.	2	3	2	3 projectiles	1	1	Projectile	Concussive, razing, tech
Scattergun	0	40	1d6 P	15 ft.	1	1	2	4 projectiles	1	1	Projectile	Analog, area (cone), concussive
Seeker Rifle	0	60	1d10 P	120 ft.	2	2	2	6 projectiles	1	1	Projectile	Analog
Semi-Auto Pistol	0	30	1d6 P	60 ft.	1	L	1	5 projectiles	1	1	Projectile	Analog
Sonic Rifle	0	40	1d6 S	40 ft.	1	2	2	10 charges	2	1	Sonic	Boost 1d4, tech
Zero Pistol	0	30	1d6 C	30 ft.	1	1	1	10 charges	2	1	Cryo	Tech

MARTIAL RANGED WEAPONS

Weapon (Commercial)	Item Level	Price (Credits)	Damage	Range	Reload	Bulk	Hands	Magazine	Expend	Upgrades	Group	Weapon Traits
Arc Emitter	0	95	1d8 E	20 ft.	1	1	2	10 charges	2	1	Shock	Area (cone), nonlethal, tech
Assassin Rifle	0	100	1d10 P	100 ft.	1	1	2	1 projectile	1	1	Sniper	Analog, backstabber, breakdown, fatal d12, unwieldy, volley
Boom Pistol	0	30	1d6 S	40 ft.	1	1	1	10 charges	2	1	Sonic	Boost 1, tech
Breaching Gun	0	30	1d6 P	15 ft.	1	1	2	1 projectiles	1	1	Projectile	Analog, kickback, ranged shove, razing
Flamethrower	0	75	1d10 F	15 ft.	2	2	2	8 petrol	2	1	Flame	Area (cone), tech, unwieldy

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MARTIAL RANGED WEAPONS

Weapon (Commercial)	Item Level	Price (Credits)	Damage	Range	Reload	Bulk	Hands	Magazine	Expend	Upgrades	Group	Weapon Traits
Injection Rifle	0	100	1d8 Po	100 ft.	1	1	2	1 projectile	1	1	Dart	Analog, breakdown, injection, fatal d10, kickback, unwieldy, volley 30 ft.
Machine Gun	0	80	1d8 P	40 ft.	2	2	2	20 projectiles	1	1	Projectile	Analog, automatic
Plasma Caster	0	40	1d8 F	60 ft.	1	2	2	10 charges	2	1	Plasma	Boost 1, tech
Rotolaser	0	60	1d8 F	30 ft.	1	3	2	10 charges	1	1	Laser	Automatic, tech
Shirren-eye Rifle	0	100	1d10 P	100 ft.	1	1	2	1 projectiles	1	1	Sniper	Analog, fatal d12, Kickback, unwieldy, volley
Singing Coil	0	70	1d8 E	40 ft.	1	2	2	10 charges	10	1	Shock	Area (line), professional (Performance), unwieldy, tech
Stellar Cannon	0	40	1d10 P	50 ft.	1	2	2	8 projectiles	1	1	Projectile	Analog, area (burst 10 ft), unwieldy,
Zero Cannon	0	80	1d10 C	40 ft.	1	2	2	10 charges	2	1	Cryo	Area (line), tech, unwieldy

ADVANCED RANGED WEAPONS

Weapon (Commercial)	Item Level	Price (Credits)	Damage	Range	Reload	Bulk	Hands	Magazine	Expend	Upgrades	Group	Weapon Traits
Aeon Rifle	0	30	1d8 F	60 ft.	1	1	2	10 charges	1	0	Laser	Aeon, caster, tech
Artillery Laser	0	60	1d10 F	60 ft.	1	3	2	10 charges	5	1	Laser	Critical (flame), forceful, razing, tech
Card Slinger	0	52	1d4 P	20 ft.	1	L	1	7 projectiles	1	1	Dart	Agile, breakdown, deadly d6, professional (Deception), tech
Gyrojet Pistol	0	30	1d6 B	20 ft.	1	1	1	2 projectiles	1	1	Projectile	Analog, ranged shove, ranged trip, tech
Magnetar Rifle	0	45	1d10 P	60 ft.	2	2	2	6 projectiles	1	1	Projectile	Analog, automatic
Plasma Cannon	0	80	1d12 F	40 ft.	1	2	2	10 charges	2	1	Plasma	Area (burst 5 ft.), tech, unwieldy
Screamer	0	80	1d12 S	15 ft.	1	2	2	10 charges	2	1	Sonic	Area (cone), tech, unwieldy
Starfall Pistol	0	30	1d6 F	20 ft.	1	1	1	10 charges	5	1	Plasma	Area (line), unwieldy, tech
Streetsweeper	0	60	1d8 S	40 ft.	1	2	2	10 charges	2	1	Sonic	Boost 1d4, ranged trip, tech

WEAPON IMPROVEMENTS

Grade	Level	Upgrade Price	Total Value ¹	Upgrades	Damage Dice	Traits
Commercial	0	-	-	+0	1	-
Tactical	2	+350 credits	350 credits	+0	1	Tracking +1
Advanced	4	+650 credits	1,000 credits	+1	2	Tracking +1
Superior	10	+9,000 credits	10,000 credits	+1	2	Tracking +2
Elite	12	+10,000 credits	20,000 credits	+2	3	Tracking +2
Ultimate	16	+80,000 credits	100,000 credits	+2	3	Tracking +3
Paragon	19	+300,000 credits	400,000 credits	+3	4	Tracking +3

¹Total value does not include the price of the base commercial weapon.



AMMUNITION

PROJECTILE AMMO

Ammunition	Item Level	Price	Magazine	Bulk
Projectile Ammo (1)	0	1	-	-

BATTERIES

Ammunition	Item Level	Price	Magazine	Bulk
Battery, Commercial	0	10	10	-
Battery, Tactical	2	20	20	-
Battery, Advanced	4	40	40	-
Battery, Superior	10	60	60	L
Battery, Elite	12	100	100	L

PETROL TANKS

Ammunition	Item Level	Price	Magazine	Bulk
Petrol, Commercial	0	10	8	-
Petrol, Tactical	2	20	16	-
Petrol, Advanced	4	40	40	-
Petrol, Superior	10	60	48	L
Petrol, Elite	12	100	64	L



DUELING SWORD



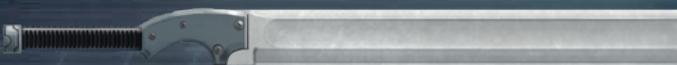
PUZZLE BLADE



FANGBLADE



SHOCK TRUNCHEON



GRINDBLADE



PLASMA SWORD



SKYFIRE SWORD



PLASMA DOSHKO

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GRENADES

Weapons with the grenade trait can be thrown with range of 30 feet using the Area Fire action (see page 173) as though it had the area (burst) trait at the listed radius using a single action instead of two actions. Grenades are consumable items that are always expended when used. Grenades are simple thrown weapons. If you apply the critical specialization effect of grenades, apply the effect listed in each grenade's entry to each creature that rolls a critical failure against the effects of the grenade. They can also be launched from grenade launchers and use the grenade launcher's range instead of the range of the grenade. Unlike most weapons, grenades can bounce off a solid surface (not a creature) once without exploding. This allows for grenades to move in a straight line towards a solid surface, then move up to their remaining distance in another straight line from that point. This allows grenades to potentially bounce out of line of sight.

GRENADE LAUNCHER

ITEM 0+

TECH

Usage held in 2 hands; **Bulk** 3

Activate ♦♦ Area Fire

The rotating barrel of this automatic breechloading launcher holds up to six grenades of any variety, allowing its wielder to choose a different grenade each time they fire. A grenade launcher is considered a martial ranged weapon, has reload of 2, and a range of 40 feet

Type commercial; **Level** 0; **Price** 110 credits

Type tactical; **Level** 2; **Price** 410 credits

The range is 60 feet and gains the tracking +1 trait.

Type superior; **Level** 10; **Price** 10,110 credits

The range is 80 feet and gains the tracking +2 trait.

Type ultimate; **Level** 18; **Price** 100,110 credits

The range is 120 feet and gains the tracking +3 trait.

FRAG GRENADE

ITEM 0+

CONSUMABLE | **GRENADE** | **TECH**

Usage held in 1 hand; **Bulk** L

Activate ♦♦ Area Fire

These fragmentary grenades explode in a cloud of shrapnel and deal piercing damage in a burst with a basic Reflex save.

Type commercial; **Level** 0; **Price** 10 credits; **Critical** 1 persistent bleed damage

The burst radius is 5 feet, the piercing damage is 1d8.

Type tactical; **Level** 2; **Price** 80 credits; **Critical** 1d4 persistent bleed damage

The burst radius is 10 feet, the piercing damage is 1d8.

Type advanced; **Level** 4; **Price** 120 credits; **Critical** 1d4 persistent bleed damage

The burst radius is 10 feet, the piercing damage is 2d8.

Type superior; **Level** 10; **Price** 1,500 credits; **Critical** 1d6 persistent bleed damage

The burst radius is 15 feet, the piercing damage is 2d8.

Type elite; **Level** 12; **Price** 3,000 credits; **Critical** 1d6 persistent bleed damage

The burst radius is 15 feet, the piercing damage is 3d8.

Type ultimate; **Level** 16; **Price** 13,000 credits; **Critical** 1d8 persistent bleed damage

The burst radius is 20 feet, the piercing damage is 3d8.

Type paragon; **Level** 19; **Price** 50,000 credits; **Critical** 1d8 persistent bleed damage

The burst radius is 20 feet, the piercing damage is 4d8.

INCENDIARY GRENADE

ITEM 0+

CONSUMABLE | **FIRE** | **GRENADE** | **TECH**

Usage held in 1 hand; **Bulk** L

Activate ♦♦ Area Fire

These grenades use an ignited chemical to explode in a blast of intense heat and deal fire damage with a basic Reflex save. If you have the critical weapon specialization of grenades, creatures who critically fail their saving throw against incendiary grenades are knocked away from the grenade.

Type commercial; **Level** 0; **Price** 10 credits; **Critical** 5 feet

The burst radius is 5 feet, the fire damage is 1d8.

Type tactical; **Level** 2; **Price** 80 credits; **Critical** 5 feet

The burst radius is 10 feet, the fire damage is 1d8.

Type advanced; **Level** 4; **Price** 120 credits; **Critical** 5 feet

The burst radius is 10 feet, the fire damage is 2d8.

Type superior; **Level** 10; **Price** 1,500 credits; **Critical** 10 feet

The burst radius is 15 feet, the fire damage is 2d8.

Type elite; **Level** 12; **Price** 3,000 credits; **Critical** 10 feet

The burst radius is 15 feet, the fire damage is 3d8.

Type ultimate; **Level** 16; **Price** 13,000 credits; **Critical** 10 feet

The burst radius is 20 feet, the fire damage is 3d8.

Type paragon; **Level** 19; **Price** 50,000 credits; **Critical** 10 feet

The burst radius is 20 feet, the fire damage is 4d8.

FLASH GRENADE

ITEM 0+

CONSUMABLE | **GRENADE** | **LIGHT** | **TECH** | **VISUAL**

Usage held in 1 hand; **Bulk** L

Activate ♦♦ Area Fire

A flash grenade unleashes a blast of bright light that require creatures in the radius to make a Fortitude save.

Type commercial; **Level** 0; **Price** 10 credits

The radius is 5 feet and on a failure the creature is dazzled for 1 round.

Type tactical; **Level** 2; **Price** 80 credits; **Critical** dazzled for 2 rounds

The radius is 10 feet and on a failure the creature is dazzled for 1 round.

Type advanced; **Level** 4; **Price** 120 credits; **Critical** blinded for 1 round

The radius is 10 feet and on a failure the creature is dazzled for 2 rounds.

Type superior; **Level** 10; **Price** 1,500 credits; **Critical** blinded for 1 round

The radius is 15 feet and on a failure the creature is dazzled for 2 rounds.

Type elite; **Level** 12; **Price** 3,000 credits

The radius is 15 feet and on a failure the creature is blinded for 1 round, then dazzled for 1 round.

Type ultimate; **Level** 16; **Price** 13,000 credits; **Critical** blinded for 2 rounds

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The radius is 15 feet and on a failure the creature is blinded for 1 round, then dazzled for 1 round.

Type paragon; **Level** 19; **Price** 50,000 credits

The radius is 20 feet and on a failure the creature is blinded for 2 rounds.

SMOKE GRENADE

ITEM 0+

CONSUMABLE | GRENADE | TECH

Usage held in 1 hand; **Bulk** L

Activate ♦ Area Fire

This grenade unleashes a cloud of smoke in the radius. Creatures within the area have the concealed condition, and all other creatures are concealed to them. The smoke lasts for 1 minute or until dissipated by a strong wind or similar effect.

Type commercial; **Level** 0; **Price** 10 credits; **Radius** 5 ft.

Type tactical; **Level** 2; **Price** 80 credits; **Radius** 10 ft.

Type advanced; **Level** 4; **Price** 120 credits; **Radius** 15 ft.

Type superior; **Level** 10; **Price** 1,500 credits; **Radius** 20 ft.

Type elite; **Level** 12; **Price** 3,000 credits; **Radius** 25 ft.

Type ultimate; **Level** 16; **Price** 13,000 credits; **Radius** 30 ft.

Type paragon; **Level** 19; **Price** 50,000 credits; **Radius** 40 ft.

MISSILES

Missiles are ammunition that can be loaded into and fired from missile launchers. Missiles have a single target and use an attack roll to deal damage, dealing the listed splash damage to anyone in the radius of the intended target (even if you miss your attack roll). Missiles are consumable items that are always expended when used. If you roll a critical hit against the target of a missile and apply the critical specialization effect of missiles, apply the effect only to the target of the attack.

MISSILE LAUNCHER

ITEM 0+

TECH

Usage held in 2 hands; **Bulk** 3

Activate ♦♦ Area Fire

Often mounted on a ship, tripod, or the broad shoulders of a well-armored soldier, this square-shaped launcher can hold 4 missiles and is designed to minimize recoil while keeping its wielder safe from potentially scalding backblast. A missile launcher is a martial ranged weapon, has a reload of 2, and a range of 60 feet.

Type commercial; **Level** 0; **Price** 200 credits

Type tactical; **Level** 2; **Price** 500 credits

The range is 80 feet and gains the tracking +1 trait.

Type superior; **Level** 10; **Price** 10,200 credits

The range is 120 feet and gains the tracking +2 trait.

Type ultimate; **Level** 16; **Price** 100,200 credits

The range is 180 feet and gains the tracking +3 trait.

BALLISTIC MISSILE

ITEM 0+

CONSUMABLE | MISSILE | TECH

Ammunition missile launcher; **Bulk** L

This missile carries an explosive

warhead that deals both bludgeoning damage to its target and fire splash damage in the subsequent explosion.

Type commercial; **Level** 1; **Price** 30 credits

The missile deals 1d8 bludgeoning damage and 1 fire splash damage (5 feet).

Type tactical; **Level** 3; **Price** 100 credits

The missile deals 2d8 bludgeoning damage and 2 fire splash damage (5 feet).

Type advanced; **Level** 5; **Price** 250 credits

It deals 3d8 bludgeoning damage and 3 fire splash (5 feet).

Type superior; **Level** 11; **Price** 2,000 credits

It deals 3d8 bludgeoning damage and 3 fire splash (10 feet).

Type elite; **Level** 13; **Price** 5,000 credits

It deals 4d8 bludgeoning damage and 4 fire splash (10 feet).

Type ultimate; **Level** 17; **Price** 20,000 credits

It deals 4d8 bludgeoning damage and 5 fire splash (20 feet).

Type paragon; **Level** 20; **Price** 90,000 credits

It deals 5d8 bludgeoning damage and 5 fire splash (20 feet).

SERRATED MISSILE

ITEM 0+

CONSUMABLE | MISSILE | TECH

Ammunition missile launcher; **Bulk** L

Upon impacting its initial target, the missile unleashes six rapidly spinning blades that slice apart in a line that continues from the location of the target.

Type commercial; **Level** 1; **Price** 30 credits

It deals 1d8 slashing damage and 1 slashing splash (15-foot line).

Type tactical; **Level** 3; **Price** 100 credits

It deals 2d8 slashing damage and 2 slashing splash (15-foot line).

Type advanced; **Level** 5; **Price** 250 credits

It deals 2d8 slashing damage and 2 slashing splash (20-foot line).

Type superior; **Level** 11; **Price** 2,000 credits

It deals 3d8 slashing damage and 3 slashing splash (30-foot line).

Type elite; **Level** 13; **Price** 5,000 credits

It deals 4d8 slashing damage and 4 slashing splash (40-foot line).

Type ultimate; **Level** 17; **Price** 20,000 credits

It deals 4d8 slashing damage and 4 slashing splash (60-foot line).

Type paragon; **Level** 20; **Price** 90,000 credits

It deals 5d8 slashing damage and 5 slashing splash (80-foot line).





You can personalize armor by purchasing and installing armor upgrades, which grant a wide array of abilities to enhance your character. Armor upgrades are installed into the upgrade slots of armor; one armor upgrade occupies one armor upgrade slot. The number of upgrade slots a specific suit of armor has is noted under that armor's description. You can install an armor upgrade with the Install Upgrade activity, which takes 10 minutes to perform. Unlike many other types of equipment, armor upgrades run on kinetic energy created by your body's motion, and they don't need external batteries. They function only when installed in armor you're wearing properly.

INSTALL UPGRADE

EXPLORATION **MANIPULATE**

Requirements You must use a repair toolkit.

You spend 10 minutes installing an upgrade into a suit of armor or weapon, placing it into an empty upgrade slot. You can also use this activity to uninstall an upgrade. You can't install more upgrades than there are upgrade slots. Installing or uninstalling an upgrade requires using a repair toolkit with two hands.

ACTIVATING ARMOR UPGRADES

Most upgrades grant their benefits continually, so long as you're properly wearing the armor they're installed in. Other armor upgrades produce their effects only when used in the moment, or have a constant ability and an additional ability that you can gain by further spending actions. Either case requires you to use the Activate an Item activity. Activating an item works much like Casting a Spell, in that the activity takes a variable number of actions and can have different components depending on how you Activate the item. This information appears in the upgrade's Activate entry.

LIMITED ARMOR UPGRADES

Some armor upgrades that have special activations and abilities can be activated only a limited number of times per day, as described in the armor upgrade. This limit is independent of any costs for activating the upgrade. This limit resets during your daily preparations. The limit is inherent to the armor upgrade, so if an ability that can be used only once per day is used, it doesn't refresh if the armor upgrade is uninstalled and reinstalled, is installed in another suit of armor, or if another creature tries to activate the upgrade. Similarly, armor has innate overrides that prevent you from installing a duplicate of an armor upgrade you've already used the limited action of and from trying to use that action again.

ENVIRONMENTAL PROTECTIONS

Environmental protections are crucial tools for explorers and combatants alike, allowing any species to operate in hostile conditions ill-suited for its survival. These items function as

ENVIRONMENTAL PROTECTIONS

Item	Level	Price (Credits)	Bulk
Basic environmental protection	0	10	L
Filtered rebreather, commercial	1	150	L
Radiation buffer, commercial	1	130	1
Thermal capacitor, commercial	1	120	L
Filtered rebreather, tactical	6	2,550	L
Radiation buffer, tactical	6	2,150	1
Thermal capacitor, tactical	6	1,800	L
Filtered rebreather, advanced	10	24,100	L
Radiation buffer, advanced	10	22,100	1
Thermal capacitor, advanced	10	21,300	L
Filtered rebreather, superior	14	40,000	L
Radiation buffer, superior	14	35,000	1
Thermal capacitor, superior	14	37,800	L

long as they are worn and, if necessary, can quickly recharge while a character is resting while other functions in an armor enter sleep mode.

BASIC ENVIRONMENTAL PROTECTION UPGRADE 0

TECH

Price 10 credits

Usage installed in armor with the exposed trait; **Bulk** L

Whether using a helmet or crude forcefield, this upgrade protects the user against the vacuum of space. This armor loses the exposed trait for as long as the upgrade is installed.

FILTERED REBREATHER UPGRADE 1+

TECH

Usage installed in armor; **Bulk** L

This armor upgrade supplements your armor's ability to provide fresh air and filters out common contaminants. Armor with this upgrade can provide fresh air for a number of days equal to its level. You also gain a +1 status bonus to Fortitude saves against inhaled effects.

Type commercial; **Level** 1; **Price** 150 credits

Type tactical; **Level** 6; **Price** 2,550 credits

The status bonus is +2.

Type advanced; **Level** 10; **Price** 24,100 credits

The status bonus is +3.

Type superior; **Level** 14; **Price** 40,000 credits

The status bonus is +4.

RADIATION BUFFER UPGRADE 1+

TECH

Usage installed in armor; **Bulk** 1

This armor upgrade is a layer of treated lead lining your armor.

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While you're wearing armor with this upgrade, you gain poison resistance 2 against damage from radiation effects and a +1 status bonus to Fortitude saves against radiation.

Type commercial; **Level 1**; **Price** 130 credits

Type tactical; **Level 6**; **Price** 2,150 credits

The resistance is 4 and the status bonus is +2.

Type advanced; **Level 10**; **Price** 22,100 credits

The resistance is 8 and the status bonus is +3.

Type superior; **Level 14**; **Price** 35,000 credits

The resistance is 12 and the status bonus is +4.

THERMAL CAPACITOR

UPGRADE 1+

TECH

Usage installed in armor; **Bulk L**

This armor upgrade regulates heat, protecting you from extreme temperatures. You are protected from mild cold and mild heat.

Type commercial; **Level 1**; **Price** 120 credits

Type tactical; **Level 6**; **Price** 1,800 credits

You are protected from severe cold and severe heat.

Type advanced; **Level 10**; **Price** 21,300 credits

You are protected from extreme cold and extreme heat.

Type superior; **Level 14**; **Price** 37,800 credits

You are protected from incredible cold and incredible heat.

ARMOR UPGRADES

ACTIVE CAMOUFLAGE

UPGRADE 5+

TECH

Usage installed in armor; **Bulk L**

This armor is equipped with electronic ink that changes the appearance of your armor using shifting patterns that respond to your environment. You gain a +1 item bonus to Stealth checks while wearing the armor.

Type commercial; **Level 5**; **Price** 500 credits

Type tactical; **Level 9**; **Price** 6,500 credits

The item bonus is +2.

Type advanced; **Level 17**; **Price** 140,000 credits

The item bonus is +3.

ADAPTIVE ENERGY SHIELDING

UPGRADE 13

MAGICAL TECH

Price 22,500 credits

Usage installed in armor with the energy shielding upgrade; **Bulk L**

This device fuses magic and technology to detect and change the chemical composition of the insulation installed on your armor, allowing it to react to different sources of energy damage.

Activate—Adapt ↗ **Frequency** once per 10 minutes; **Trigger**

You take acid, cold, electricity, or fire damage; **Effect** Your energy shielding upgrade changes from one energy type to another. This lasts until you Activate this upgrade again or if either upgrade is removed. If you have multiple instances of energy shielding on the same armor, choose one to adapt when you use this reaction.

ARMOR UPDATES

Item	Level	Price (Credits)	Bulk
Darkvision visor	1	150	L
Glamer projector	1	100	L
Quick release sheath	1	100	L
Auto-CPR unit	2	200	L
Load lifter, commercial	2	550	L
Jump jets	3	550	L
Mobility enhancer, commercial	3	1,000	L
Load lifter, tactical	4	750	L
Maneuvering unit, commercial	4	800	L
Active camouflage, commercial	5	500	L
Jet pack, commercial	5	1,600	L
Load lifter, advanced	6	2,100	L
Maneuvering unit, tactical	7	3,200	L
Cloaking device, commercial	8	5,000	L
Explosive defense unit	8	4,200	L
Energy shielding, commercial	8	4,200	L
Active camouflage, tactical	9	6,500	L
Cloaking device, tactical	10	10,000	L
Mobility enhancer, tactical	10	11,000	L
Maneuvering unit, advanced	11	13,400	L
Energy shielding, tactical	12	16,200	L
Adaptive energy shielding	13	22,500	L
Maneuvering unit, superior	15	64,400	L
Active camouflage, advanced	17	140,000	L
Energy shielding, advanced	18	202,200	L
Jetpack, tactical	19	350,000	L

AUTO-CPR UNIT

UPGRADE 2

TECH

Price 200 credits

Usage installed in armor; **Bulk L**

This device monitors your vital signs, including blood pressure, heart rate, respiration, and temperature. When one or more of these vital signs falls below an acceptable level, the device automatically administers aid, injecting you with stimulants and applying resuscitating pressure to your organs if necessary. When you have the dying condition while wearing this armor, the DC of your recovery checks is equal to $8 + \text{your dying value}$ (instead of $10 + \text{your dying value}$).

CLOAKING DEVICE

UPGRADE 8+

MAGICAL TECH

Usage installed in armor; **Bulk L**

Incorporated flexible sheets of panels and light receptors create advanced plasma camouflage to bend light around your body and make you invisible.

Activate—Adapt ♦ (manipulate) **Frequency** once per day; **Effect** You become invisible for 1 minute, gaining the effects of a 2nd-rank *invisibility* spell.

Type commercial; **Level** 8; **Price** 5,000 credits

Type tactical; **Level** 10; **Price** 10,000 credits

The frequency becomes three times per day.

DARKVISION VISOR

UPGRADE 1

TECH

Price 150 credits

Usage installed in armor; **Bulk** L

This visor wraps around your visual organs, enhancing your natural senses. You gain darkvision.

ENERGY SHIELDING

UPGRADE 8+

MAGICAL TECH

Usage installed in armor; **Bulk** L

This armor is specially treated with insulation to protect against a specific type of damage. You gain resistance 5 to acid, cold, electricity, or fire. The crafter chooses the damage type when creating the upgrade. Multiple energy shielding upgrades can be placed into a suit of armor, but each must provide resistance to a different damage type.

Type commercial; **Level** 8; **Price** 4,200 credits

Type tactical; **Level** 12; **Price** 16,200 credits

You gain resistance 10 to the specified damage type.

Type advanced; **Level** 18; **Price** 202,200 credits

You gain resistance 15 to the specified damage type.

EXPLOSIVE DEFENSE UNIT

UPGRADE 8

TECH

Price 4,200 credits

Usage installed in armor; **Bulk** L

These reinforced custom armor plates automatically generate containment fields to protect you from nearby explosions, granting you a +1 item bonus to Reflex saving throws against Area Fire effects (such as grenades and missiles). You can also store a grenade in the explosive defense unit and detonate it without harming yourself.

Activate—Store Grenade ♦♦ (manipulate) **Effect** You place a grenade inside a reinforced compartment in the explosive defense unit. You can Interact to retrieve the grenade normally. You can store only one grenade in the armor upgrade at a time.

Activate—Defensive Detonation ♦ (manipulate) **Requirements**

You have a stored grenade; **Effect** You detonate the grenade stored in the explosive defense unit. The explosion is centered on your space, but the upgrade generates a containment field to protect you from its effects. The grenade otherwise functions as if you had activated it normally.

FORCE FIELD

UPGRADE 1+

TECH

Usage installed in armor; **Bulk** varies

Force fields generate a personal barrier that absorbs damage. A force field's Hit Points are based on its version. While your force field is active, any physical or energy damage you

would take is applied to the force field's Hit Points first, before being applied to your Hit Points (including temporary Hit Points). If damage from an attack or effect reduces the force field to 0 Hit Points, you take any excess damage, the force field deactivates, and it can't be activated again for 10 minutes. Force fields replenish the indicated number of Hit Points each round at the beginning of your turn while they're active.

If your force field is tactical or better, it also protects you from deadly blows. Each time you're critically hit while your force field is active, attempt a flat check against the listed DC. On a success, it becomes a normal hit.

Activate—Raise Force Field ♦ (manipulate) **Frequency** three

times per day; **Effect** Your force field becomes active. It remains active for 1 minute or until it's reduced to 0 Hit Points.

Type commercial; **Level** 1; **Price** 200 credits; **Bulk** L

The force field has 6 Hit Points and replenishes 2 Hit Points on your turn.

Type tactical; **Level** 4; **Price** 1,000 credits; **Bulk** L

The force field has 14 Hit Points, replenishes 3 Hit Points on your turn, and the flat check DC is 20.

Type advanced; **Level** 7; **Price** 3,600 credits; **Bulk** L

The force field has 20 Hit Points, replenishes 4 Hit Points on your turn, and the flat check DC is 19.

Type superior; **Level** 10; **Price** 10,000 credits; **Bulk** L

The force field has 26 Hit Points, replenishes 5 Hit Points on your turn, and the flat check DC is 18.

Type elite; **Level** 13; **Price** 30,000 credits; **Bulk** 1

The force field has 32 Hit Points, replenishes 6 Hit Points on your turn, and the flat check DC is 17.

Type ultimate; **Level** 16; **Price** 100,000 credits; **Bulk** 1

The force field has 37 Hit Points, replenishes 7 Hit Points on your turn, and the flat check DC is 16.

Type paragon; **Level** 19; **Price** 400,000 credits; **Bulk** 1

The force field has 42 Hit Points, replenishes 8 Hit Points on your turn, and the flat check DC is 15.

GLAMER PROJECTOR

UPGRADE 1

MAGICAL TECH

Price 100 credits

Usage installed in armor; **Bulk** L

Metal rings project holographic images onto your armor, completely hiding its real appearance. Glamor projectors come programmed with preset options including casual, corporate, and fashion. You can customize your glamor projector using a computer, like the one in your comm unit.

Activate—Glamorize! ♦ (manipulate) **Effect** You instantly

change the appearance of your armor to any set of normal clothes or any other type of light or heavy armor. This upgrade is capable only of changing the appearance of your armor, not yourself or the rest of your equipment. You can copy the look of any type of clothing, but you don't gain any item bonuses provided by special types of clothing such as luxury fashion attire. Only a creature that is benefiting from truesight or a similar effect can attempt to disbelieve this glamor, opposed by your class DC.

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JETPACK**UPGRADE 5+****TECH****Usage** installed in armor; **Bulk L**

Boosters the size of a backpack attach to the back of your armor and allow you to fly.

Activate—Fly ♦ (manipulate) **Effect** You activate a jetpack to gain a fly Speed of 20 feet. This effect lasts for 1 minute or until you Dismiss it. You can use an action to Fly 0 feet to hover in place, but you are off-guard while doing so. A jetpack can't lift you if you're encumbered.**Type** commercial; **Level** 5; **Price** 1,600 credits**Type** tactical; **Level** 19; **Price** 350,000 credits

Increase the fly Speed of your jetpack to 40 feet. You are not off-guard while hovering in place.

JUMP JETS**UPGRADE 3****TECH****Price** 550 credits**Usage** installed in armor; **Bulk L**

Powerful boosters attached to your armor allow you to fly short distances.

Activate—Jump ♦ (manipulate) **Frequency** once per round; **Effect** You activate the jump jets to get a quick boost. You Fly up to 20 feet with a maximum height of 10 feet, or you Fly up to 20 feet straight up. You must land at the end of this movement or fall. Jump jets can't lift you if you're encumbered.**LOAD LIFTER****UPGRADE 2+****TECH****Usage** installed in armor; **Bulk L**

This series of support braces automatically shifts when you move, allowing you to carry and lift beyond your normal capacity. You can carry an amount of Bulk equal to 6 plus your Strength modifier without becoming encumbered, and you can hold and carry a total Bulk up to 11 plus your Strength modifier.

Type commercial; **Level** 2; **Price** 550 credits**Type** tactical; **Level** 4; **Price** 750 credits

You can carry an amount of Bulk equal to 7 plus your Strength modifier without becoming encumbered, and you can hold and carry a total Bulk up to 12 plus your Strength modifier.

Type advanced; **Level** 6; **Price** 2,100 credits

You can carry an amount of Bulk equal to 8 plus your Strength modifier without becoming encumbered, and you can hold and carry a total Bulk up to 13 plus your Strength modifier.

MANEUVERING UNIT**UPGRADE 4+****TECH****Usage** installed in armor; **Bulk L**

Using internal stabilizers and jets that thrust using compressed gas, armor installed with a maneuvering unit allows you to control the direction you move in zero gravity environments. You are not off-guard or clumsy while untethered in zero-g.

Activate—Thrust ♦ (move) **Requirements** You are in a zero-g environment; **Effect** You move 5 feet in any direction you choose. You begin to float in that direction.**Type** commercial; **Level** 4; **Price** 800 credits**FORCE FIELDS**

Item	Level	Price (Credits)	Bulk
Commercial	1	200	L
Tactical	4	1,000	L
Advanced	7	3,600	L
Superior	10	10,000	L
Elite	13	30,000	1
Ultimate	16	100,000	1
Paragon	19	400,000	1

Type tactical; **Level** 7; **Price** 3,200 credits

When you use Thrust, you move 10 feet in the chosen direction.

Type advanced; **Level** 11; **Price** 13,400 credits

When you use Thrust, you move 15 feet in the chosen direction.

Type superior; **Level** 15; **Price** 64,400 credits

When you use Thrust, you move 30 feet in the chosen direction.

MOBILITY ENHANCER**UPGRADE 3+****TECH****Usage** installed in armor; **Bulk L**

This system of elastic braces and joint support structures reduces the stress armor exerts on your body, allowing you to move faster despite the armor's bulk. Reduce your armor's penalty to Speeds by 5 feet.

Type commercial; **Level** 3; **Price** 1,000 credits**Type** tactical; **Level** 10; **Price** 11,000 credits

The reduction to your armor's penalty to Speeds is 10 feet.

QUICK RELEASE SHEATH**UPGRADE 1****TECH****Price** 100 credits**Usage** installed in armor; **Bulk L**

This articulated compartment installed in your armor can hold an item of no more than light Bulk. You gain a +2 item bonus to Stealth checks and DCs to hide or conceal an item stored inside a quick release sheath, though the sheath provides no protection against magic or other methods that might detect the item. You can Interact to retrieve or stow the item from the sheath normally.





You can personalize weapons by purchasing and installing weapon upgrades, found on the Weapon Upgrades table (page 191). Technological weapon upgrades are called weapon modifications, while hybrid weapon upgrades are called weapon fusions. Weapon upgrades are installed into the upgrade slots on a weapon; one weapon upgrade occupies one weapon upgrade slot. The number of upgrade slots a specific weapon has is noted under that weapon's description. You can install a weapon upgrade with the Install Upgrade activity, which takes 10 minutes to perform. Unlike many other types of equipment, weapon upgrades run on kinetic energy created by your body's motion and don't need external batteries. They function only when installed in a weapon you're wielding.

INSTALL UPGRADE

EXPLORATION | **MANIPULATE**

Requirements You must use a repair toolkit.

You spend 10 minutes installing an upgrade into a suit of armor or weapon, placing the upgrade into an empty upgrade slot. You can also uninstall an upgrade as part of this activity. You can't install more upgrades than there are upgrade slots. Installing or uninstalling an upgrade requires using a repair toolkit and two hands.

ACTIVATING WEAPON UPGRADES

Most upgrades grant their benefits continually, so long as you're wielding the weapon they're installed in. Other weapon upgrades only produce effects when activated or during specific circumstances. Either case requires you to use the Activate an Item activity. Activating an Item works much like Casting a Spell, in that the activity takes a variable number of actions and can have different components depending on how you Activate the Item. This information appears in the upgrade's Activate entry.

LIMITED WEAPON UPGRADES

Some weapon upgrades that have special activations and abilities can be activated only a limited number of times per day, as described in the weapon upgrade. This limit is independent of any costs for activating the upgrade. This limit resets during your daily preparations. The limit is inherent to the weapon upgrade, so if an ability that can be used only once per day is used, it doesn't refresh if the weapon upgrade is uninstalled and reinstalled, is installed in another weapon, or if another creature tries to activate the upgrade.

WEAPON UPGRADE LIMITATIONS

Some upgrades attach to or upgrade a specific part of a weapon. A weapon can only have one such upgrade at a time. These will always be designated in the usage entry of the upgrade, such as "installed in a weapon (sight)".

WEAPON UPGRADES

Weapon upgrades are described in this section.

ANIMATED INTELLIGENCE

UPGRADE 12+

UNCOMMON | **MAGICAL** | **TECH**

Usage installed in a weapon; **Bulk** –

Billed as the pinnacle of military artificial intelligence, *animated intelligence* allows a rudimentary artificial intelligence to magically command a weapon to fight. However, veterans can easily point out the distinct patterns and errors that make it clear the technology has yet to achieve true intelligence.

Activate—Set Free  (concentrate, manipulate) **Effect** You

Release the weapon and it flutters through the air, fighting on its own against the last enemy you attacked, or the nearest enemy to it if your target has been defeated. At the end of your turn each round, the weapon can Fly up to its fly Speed of 30 feet, and then can either Fly again or Strike one creature within its range or reach.

The weapon has a space of 5 feet, but it doesn't block or impede enemies attempting to move though that space, nor does it benefit from or provide flanking. The animated weapon is considered a technological creature for the purpose of effects that can target it. The weapon can't move through an enemy's space. The weapon can't use reactions, and its Fly actions don't trigger reactions.

While it's activated, an animated weapon makes Strikes with an attack modifier of +18 plus its item bonus to attack rolls. It uses the weapon's normal damage but has a +0 Strength and Dexterity modifier. The weapon's abilities that automatically trigger on a hit or critical hit still function, but the weapon can't be activated or benefit from any of your abilities while animated.

Each round, when the weapon finishes using its actions, attempt a DC 6 flat check. On a failure, the activation ends. The weapon falls to the ground and can't be Set Free again for 10 minutes.

Type commercial; **Level** 12; **Price** 20,000 credits

Type tactical; **Level** 16; **Price** 80,950 credits

This weapon has a fly Speed of 50 feet. The weapon makes Strikes with an attack modifier of +27 plus its item bonus to attack rolls. The flat check to determine if the activation ends is DC 5 instead of DC 6.

Type advanced; **Level** 20; **Price** 700,000 credits

This weapon has a fly Speed of 60 feet. The weapon makes Strikes with an attack modifier of +32 plus its item bonus to attack rolls and provides flanking. The flat check to determine if the activation ends is DC 4 instead of DC 6.

BIPOD

UPGRADE 0+

TECH

Usage installed in a weapon with the kickback trait; **Bulk** 1

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A bipod can be attached to powerful weapons—those with the kickback trait—to allow wielders with lower Strength to use them at the cost of mobility. You can set up the bipod with a single Interact action using one appendage, setting the bipod in your square. When using a bipod, you don't take the -2 penalty for firing a kickback weapon, even if your Strength isn't high enough to avoid the penalty. However, you must spend a single Interact action to retrieve the bipod before you can move the weapon to a different position. Deploying or retrieving a bipod with an Interact action doesn't automatically make you observed, like an Interact action normally would, so long as you don't set up or remove the bipod when it's in a spot where creatures can see the bipod itself.

Type commercial; **Level 0**; **Price** 2 credits

Type tactical; **Level 1**; **Price** 100 credits

You can retrieve this quick-folding bipod as a free action instead of an Interact action.

Type advanced; **Level 2**; **Price** 450 credits

Once per round, you can either deploy or retrieve this automatic bipod as a free action instead of an Interact action.

ENTROPIC DESTABILIZER

UPGRADE 8+

MAGICAL TECH VOID

Usage installed in a weapon; **Bulk** –

Tendrils of dark energy soar from the unit affixed to this weapon, coating it and its ammunition in a disturbing purple hue. When you hit with the weapon, add 1d4 void damage to the damage dealt. In addition, on a critical hit, the target takes 2d4 persistent void damage; if the target has a shield raised, the shield takes the same amount of persistent damage (its wielder rolls the flat check to see if the persistent damage ends, or the GM rolls if the shield is no longer in someone's possession). Unlike normal void damage, the void damage from an entropic destabilizer damages objects, constructs, and the like by eroding them away.

Type commercial; **Level 8**; **Price** 5,000 credits

Type tactical; **Level 15**; **Price** 65,000 credits

The void damage dealt by this weapon ignores the target's void resistance or immunity. Increase the persistent void damage dealt on a critical hit to 4d4.

FEAR PROJECTOR

UPGRADE 5+

EMOTION FEAR MAGICAL MENTAL TECH

Usage installed in a weapon; **Bulk** –

This integrated hologram projector makes the wounds caused by the weapon look way worse than they are. When you critically hit with this weapon, the target becomes frightened 1.

Type commercial; **Level 5**; **Price** 1,600 credits

Type tactical; **Level 12**; **Price** 20,000 credits

When you critically hit with this weapon, the target becomes frightened 2.

FIREBURST CHAMBER

UPGRADE 4

TECH

Price 750 credits

Usage installed in a grenade launcher or two-handed weapon with an undermounted grenade launcher; **Bulk** L

WEAPON UPGRADES

Item	Level	Price (Credits)	Bulk
Bipod, commercial	0	2	1
Silencer, commercial	0	10	L
Undermounted grenade launcher, commercial	0	50	1
Bipod, tactical	1	100	1
Sniper's scope, commercial	1	150	L
Uniclamp	1	100	L
Bipod, advanced	2	450	1
Smuggler's grip, commercial	2	400	–
Undermounted grenade launcher, tactical	2	250	1
Retrieval boosters	3	550	–
Sniper's scope, tactical	3	700	L
Fireburst chamber	4	750	L
<i>Ghost killer</i>	4	750	–
<i>Merciful</i>	4	700	–
<i>Fear projector, commercial</i>	5	1,600	–
Smuggler's grip, tactical	6	2,600	–
<i>Entropic destabilizer, commercial</i>	8	5,000	–
<i>Flaming module, commercial</i>	8	5,000	–
<i>Frost module, commercial</i>	8	5,000	–
Loudener, commercial	8	5,000	–
<i>Shock module, commercial</i>	8	5,000	–
<i>Truesight sight, commercial</i>	8	8,000	–
Silencer, tactical	9	7,500	L
Sniper's scope, advanced	9	8,000	L
Undermounted grenade launcher, advanced	10	8,200	1
<i>Animated intelligence, commercial</i> ^U	12	20,000	–
<i>Fear projector, tactical</i>	12	20,000	–
<i>Truesight sight, tactical</i>	13	30,000	–
<i>Entropic destabilizer, tactical</i>	15	65,000	–
<i>Flaming module, tactical</i>	15	65,000	–
<i>Frost module, tactical</i>	15	65,000	–
Loudener, tactical	15	65,000	–
<i>Shock module, tactical</i>	15	65,000	–
<i>Animated intelligence, tactical</i> ^U	16	80,950	–
<i>Quicklock</i> ^U	16	100,000	L
Undermounted grenade launcher, superior	16	79,000	1
Sniper's scope, superior	17	160,000	L
<i>Animated intelligence, advanced</i> ^U	20	700,000	–

A fireburst chamber allows you to direct the detonation of a grenade inside of a grenade launcher or an undermounted grenade launcher.

Activate—Fireburst Mode ♦ (manipulate) **Effect** The grenade launcher or the undermounted grenade launcher gains the area (cone) trait with a range of 15 feet and uses the properties of the grenade it fires instead of using its normal range. You can end this effect with an Interact action.

FLAMING MODULE

FIRE | MAGICAL | TECH

Usage installed in a weapon; **Bulk** –

This module overheats the weapon's striking edge and ammunition. The weapon deals an additional 1d6 fire damage on a successful Strike, plus 1d10 persistent fire damage on a critical hit.

Type commercial; **Level** 8; **Price** 5,000 credits

Type tactical; **Level** 15; **Price** 65,000 credits

Increase the persistent damage on a critical hit to 2d10. Fire damage dealt by this weapon (including the persistent fire damage) ignores the target's fire resistance.

UPGRADE 8+

Price 750 credits

Usage installed on a weapon; **Bulk** –

Mounted on the striking surface or barrel of your weapon, this upgrade lets you harm creatures without physical form. A *ghost killer* weapon is particularly effective against incorporeal creatures, which almost always have a specific vulnerability to *ghost killer* weapons. Incorporeal creatures can touch, hold, and wield *ghost killer* weapons (unlike most physical objects). A creature susceptible to *ghost touch* weapons (see Pathfinder) counts *ghost killer* weapons as *ghost touch*.

FROST MODULE

COLD | MAGICAL | TECH

Usage installed in a weapon; **Bulk** –

This module siphons the heat from the weapon's striking edge and ammunition, powering itself with the excess energy as it chills the air around it. It deals an additional 1d6 cold damage on a successful Strike. On a critical hit, the target is also slowed 1 until the end of your next turn unless it succeeds at a DC 24 Fortitude save.

Type commercial; **Level** 8; **Price** 5,000 credits

Type tactical; **Level** 15; **Price** 65,000 credits

The save DC is 34. Cold damage dealt by this weapon ignores the target's cold resistance.

UPGRADE 8+

LOUDENER

UPGRADE 8+

SONIC | TECH

Usage installed on a weapon without a silencer; **Bulk** L

This specialized cone is installed over the muzzle or hilt of a weapon to use pneumatic pulses and passive acoustics to increase the volume of its attacks, dealing an extra 1d6 sonic damage on a successful Strike. On a critical hit, the target has to succeed at a DC 24 Fortitude save or be deafened for 1 minute (or 1 hour on a critical failure).

Type commercial; **Level** 8; **Price** 5,000 credits

Type tactical; **Level** 15; **Price** 65,000 credits

The save DC is 34, and the deafness is permanent. Sonic damage dealt by this weapon ignores the target's sonic resistance.

MERCIFUL

UPGRADE 4

MAGICAL | TECH

Price 700 credits

Usage installed in a weapon; **Bulk** –

Merciful weapons are sheathed in an unmistakable wispy green aura recognized by both soldiers and law enforcement around the universe. A merciful weapon has the nonlethal trait and can't be used to make a lethal attack. Any persistent damage the weapon would deal is negated.

On a critical hit, a merciful weapon causes the target to become fascinated with the weapon's wielder for 1 minute, as the target is bombarded with feelings of guilt and remorse.

HOST KILLER

UPGRADE 4

MAGICAL | TECH



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This is a mental effect. If you have access to the weapon's critical specialization effect, you choose whether to use it or the merciful effect.

QUICKLOCK

UPGRADE 16

UNCOMMON | MAGICAL | TECH

Price 100,000 credits

Usage installed in a weapon; **Bulk L**

A *quicklock* weapon has multiple tracking devices and additional computer processors to increase the rapidity of its built-in targeting systems, allowing its wielder to strike rapidly. While wielding a *quicklock* weapon, you gain the quickened condition, but you can use the additional action granted only to make a Strike with the weapon.

RETRIEVAL BOOSTERS

UPGRADE 3

TECH

Price 550 credits

Usage installed in a thrown weapon; **Bulk -**

When you make a thrown Strike with this weapon, a complex combination of stabilizers and boosters propels it back into your free hand (or other appendage) after the Strike is complete. If your hands are full when the weapon returns, it falls to the ground in your space.

SHOCK MODULE

UPGRADE 8+

ELECTRICITY | MAGICAL | TECH

Usage etched onto a weapon

This deceptively simple upgrade safely courses electricity through your weapon, dealing an extra 1d6 electricity damage on a hit. On a critical hit, electricity arcs out to deal an equal amount of electricity damage to up to two other creatures of your choice within 10 feet of the target.

Type commercial; **Level 8**; **Price** 5,000 credits

Type tactical; **Level 15**; **Price** 65,000 credits

Electricity damage dealt by this weapon ignores the target's electricity resistance (and the other creatures' on a critical hit).

SILENCER

UPGRADE 0+

TECH

Usage installed in ranged weapon; **Bulk L**

This metallic cylinder is filled with internal sound baffles to reduce the noise of a firearm. The firearm doesn't make a loud noise when fired. However, creatures hit by the ammunition may still cry out in pain.

Type commercial; **Level 0**; **Price** 10 credits

Type tactical; **Level 9**; **Price** 7,500 credits

A *tactical silencer* has the magical trait and is a hybrid item. Shots fired from a *tactical silencer* magically dampen sounds around them. On a critically successful Strike, the target becomes unable to make sound. The target can't use sonic attacks, nor can it use actions with the auditory trait. This also prevents the target from casting spells due to the magical words involved in casting, with the exception of subtle spells. The target can resist the effects of the silencer with a successful DC 27 Will save.

SMUGGLER'S GRIP

UPGRADE 2+

TECH

Usage installed in one-handed weapon (grip); **Bulk -**

These grips are designed to make it easy to conceal your weapon and are frequently used by detectives, smugglers, and those exploring uncontacted planets who don't want to appear hostile. The weapon gains the concealed trait.

Type commercial; **Level 2**; **Price** 400 credits

Type tactical; **Level 6**; **Price** 2,600 credits

A *tactical smuggler's grip* is a hybrid item with the extradimensional, magical, and tech traits. You can pull the weapon into an extradimensional space as an Interact action, leaving behind a palm-sized disk, granting you a +4 item bonus to your Stealth check to Conceal the Object. You can't draw the weapon while it's in the extradimensional space, but you can use an Interact action to retrieve it.

SNIPER'S SCOPE

UPGRADE 1+

TECH

Usage installed in a weapon (sight); **Bulk L**

You can use a telescopic sighting attachment to help aim at enemies who are far away.

Activate—Adjust Sight ♦ (manipulate) **Effect** Increase the range increment of the weapon the scope is attached to by 10 feet. If the weapon has a base range increment of 50 feet or more, increase the range of the weapon by 20 feet instead. This lasts until the beginning of your next turn or until you're no longer wielding the weapon this scope is attached to, whichever comes first.

Type commercial; **Level 1**; **Price** 150 credits

Type tactical; **Level 3**; **Price** 700 credits

The scope grants you a +1 item bonus to visual Perception checks to Seek creatures through the scope.

Type advanced; **Level 9**; **Price** 8,000 credits

The item bonus is +2, and Adjust Sight increases the weapon's range increment by 20 feet or 40 feet based on the range of the weapon.

Type superior; **Level 17**; **Price** 160,000 credits

The item bonus is +3, and Adjust Sight increases the range increment of the weapon by 40 feet or 80 feet based on the range of the weapon.

TRUEVISION SIGHT

UPGRADE 8+

MAGICAL | TECH

Usage installed in a weapon (sight); **Bulk -**

These specialized lenses are made of crystals specially infused with spells as they are cut. They are then installed into sights that conserve their magical energy with the use of integrated computer imagery. You gain a +1 item bonus to visual Perception checks to Seek when looking through the scope.

Activate—See the Truth ♦♦ (manipulate) **Frequency** once per day; **Effect** For the next 10 minutes, while looking through the scope, you can see invisible creatures as though they weren't invisible. Additionally, you can see incorporeal creatures, like ghosts, within 10 feet of an object's surface.

Type commercial; **Level 8**; **Price** 8,000 credits

Type tactical; **Level 13**; **Price** 30,000 credits

The item bonus is +2. When you activate See the Truth, you see the truth of the world. The GM rolls a secret counteract check with a +20 counteract modifier and a counteract rank of 7 against any illusion, morph, or polymorph effect in the area, but only for the purpose of determining whether you see through it, not to end the spell or effect.

UNDERMOUNTED GRENADE LAUNCHER UPGRADE 0+

TECH **UPGRADE**

Usage installed in two-handed weapon; **Bulk 1**

This bracket-mounted grenade launcher is most often advertised for use with fragmentation grenades, but many military and law enforcement officers use this attachment to efficiently deploy utility ordinances such as smoke grenades and flashbangs. Unlike a dedicated grenade launcher, it takes ten minutes to load an undermounted grenade launcher, reassembling the grenade into ammunition by mounting it on a specialized reusable firing cap. Once a grenade has been loaded, it can only be safely removed by disassembling the entire grenade, destroying it in the process.

Activate—Launch ♦ (attack) **Effect** You launch the loaded grenade.

Type commercial; **Level** 0; **Price** 50 credits

This grenade launcher has a range of 20 feet.

Type tactical; **Level** 2; **Price** 250 credits

This grenade launcher has a range of 30 feet and the tracking +1 trait.

Type advanced; **Level** 10; **Price** 8,200 credits

This grenade launcher has a range of 40 feet and the tracking +2 trait.

Type superior; **Level** 16; **Price** 79,000 credits

This grenade launcher has a range of 50 feet and the tracking +3 trait.

UNICLAMP

UPGRADE 1

TECH

Price 100 credits

Usage installed in a weapon; **Bulk L**

This is the ultimate all-purpose accessory item for holding everything from a fire extinguisher or flashlight to a musical instrument or comm unit. You can securely attach a single piece of tech gear of up to 1 Bulk to a uniclamp when you install the upgrade. You can activate the attached item using the same number of hands you use to wield your weapon, while still wielding your weapon. The uniclamp can be properly configured to handle only non-magical tech gear and doesn't function with weapons or shields. The GM might determine that some items don't fit on certain weapons.

SOLARIAN CRYSTALS

A solarian crystal is a special gemstone harvested from the coronal ejections of stars and used to enhance the power of a solarian's solar weapon. There are two forms of solarian crystals: core crystals and orbital crystals. Core crystals offer the most basic and essential benefits: a *weapon*

SOLARIAN WEAPON CRYSTALS

Item	Level	Price (Credits)
CORE CRYSTALS		
+1 weapon potency	2	350
Striking, commercial	4	650
+2 weapon potency	10	9,350
Striking, tactical	12	10,650
+3 weapon potency	16	89,350
Striking, advanced	19	310,650
ORBITAL CRYSTALS		
Fixed point	6	2,000
Gluon, commercial	6	2,360
Graviton, commercial	7	3,600
Photon, commercial	7	3,600
Gluon, tactical	9	6,600
Gluon, advanced	12	18,900
Graviton, tactical	14	45,000
Photon, tactical	14	45,000
Stellar blast ^U	14	45,000
Gluon, superior	15	61,400

potency crystal adds a bonus to the solar weapon's attack rolls, and the *striking* crystal adds extra weapon damage dice. Orbital crystals, by contrast, grant more varied effects—typically powers that take effect each time the weapon is used.

A solarian can absorb a solarian crystal into their body by spending an Interact action, which lets them access the crystal's powers. Unless otherwise specified, a solarian can only absorb a *weapon potency* and *striking* crystal into their body, and then a number of orbital crystals equal to the value of the *weapon potency* crystal they have absorbed. A solarian can remove an absorbed crystal by spending an Interact action to eject it from their body. A crystal absorbed into a solarian can't be interacted with in any other way.

You can upgrade solarian crystals to higher-level versions using the process described on page 161.

Solarian crystal abilities must be activated following the rules for activating items on page 186.

Core Solarian Crystals

These crystals provide essential benefits to a solarian's solar weapon by increasing its accuracy and damage potential.

STRIKING

MAGICAL

Usage absorbed into solarian

This gem contains the condensed matter of a star, useful in enhancing the stellar connection of a solarian. This increases the weapon damage dice of a solar weapon to two instead of

CRYSTAL 4+

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one. For instance, a *commercial striking crystal* would make a solar weapon deal 2d8 damage instead of 1d8.

Type commercial; **Level** 4; **Price** 650 credits

Type tactical; **Level** 12; **Price** 10,650 credits

The solar weapon deals three weapon damage dice.

Type advanced; **Level** 19; **Price** 310,650 credits

The solar weapon deals four weapon damage dice.

WEAPON POTENCY

CRYSTAL 2+

MAGICAL

Usage absorbed into solarian

This item crystallizes the focus needed to replicate the actions of a star. Attack rolls with solar weapons gain a +1 item bonus, and the weapon can benefit from one orbital crystal.

Type +1 weapon potency; **Level** 2; **Price** 350 credits

Type +2 weapon potency; **Level** 10; **Price** 9,350 credits

The item bonus to attack rolls is +2, and the weapon can benefit from two orbital crystals.

Type +3 weapon potency; **Level** 16; **Price** 89,350 credits

The item bonus to attack rolls is +3, and the weapon can benefit from three orbital crystals.

Orbital Solarian Crystals

These crystals add special abilities to a solar weapon beyond the basics of core solarian crystals. Some orbital solarian crystals affect your solar shot or other aspects of your solar mote instead of, or in addition to, your solar weapon. If a solarian absorbs multiple orbital crystals of the same type, only the highest-level one applies.

FIXED POINT

CRYSTAL 6

MAGICAL

Price 2,000 credits

Usage absorbed into solarian

A *fixed point crystal* gives you greater control over the cycle of energies in your solar mote.

Activate–Halt Cycle ◊ (concentrate) **Frequency** once per 10 minutes; **Trigger** You critically hit with your solar weapon or solar shot as part of an action with the cycle trait; **Effect**

You can choose whether to change your attunement state or remain in your current attunement state.

GLUON

CRYSTAL 6+

MAGICAL

Usage absorbed into solarian

A *gluon crystal* harnesses entropy to cause serious lasting wounds. When you hit a creature with your solar weapon, you deal an extra 1d4 persistent bleed damage. On a critical hit, the target is clumsy 1 until it recovers from the persistent bleed damage.

Type commercial; **Level** 6; **Price** 2,360 credits

Type tactical; **Level** 9; **Price** 6,600 credits

The persistent bleed damage increases to 1d6.

Type advanced; **Level** 12; **Price** 18,900 credits

The persistent bleed damage increases to 1d8.

Type superior; **Level** 15; **Price** 61,400 credits

The persistent bleed damage increases to 1d10.

GRAVITON

MAGICAL

Usage absorbed into solarian

A *graviton crystal* increases the flow of gravitons from your solar mote into your solar weapon, accelerating its impact and possibly trapping foes within its gravity field. When you hit a creature with your solar weapon while graviton attuned, you deal an extra 1d6 damage of your solar weapon's damage type. On a critical hit while you're graviton attuned, the target must succeed at a DC 23 Fortitude save or be slowed 1 until the end of your next turn.

Type commercial; **Level** 7; **Price** 3,600 credits

Type tactical; **Level** 14; **Price** 45,000 credits

The save DC is 31, and the target is slowed 1 for 2 rounds. Additionally, when you hit an immobilized creature with your solar weapon while graviton attuned, the target must succeed at a DC 31 Fortitude save or be knocked prone.

PHOTON

CRYSTAL 7+

MAGICAL

Usage absorbed into solarian

A *photon crystal* increases the flow of photons from your solar mote into your solar weapon, burning and blinding your foes. When you hit a creature with your solar weapon while photon attuned, you deal an extra 1d6 fire damage. On a critical hit while you're photon attuned, the target must succeed at a DC 23 Fortitude save or be blinded for 1 round.

Type commercial; **Level** 7; **Price** 3,600 credits

Type tactical; **Level** 14; **Price** 45,000 credits

The save DC is 31, and the target is blinded for 2 rounds. Damage dealt by your solar weapon while photon attuned ignores the target's resistance to fire.

STELLAR BLAST

CRYSTAL 14

UNCOMMON MAGICAL

Price 45,000 credits

Usage absorbed into solarian

Stellar blast crystals channel your solar energy into the point of impact when you attack, creating a small explosion. While you're attuned, Strikes with your solar weapon or solar shot deal splash damage equal to the number of weapon damage dice. This is bludgeoning damage if you're graviton attuned or fire damage if you're photon attuned. You're immune to this splash damage.



AUGMENTATIONS

Many explorers and mercenaries modify their own bodies with technological or biological gear called augmentations. These are modifications to your body that give you special abilities and bonuses. Once installed, they become part of your body and generally can't be affected by abilities that destroy or disable objects or target technological items or creatures. As far as attacks and abilities are concerned, a cybernetic or vat-grown arm is no more (or less) vulnerable than your original biological limb.



The most common types of augmentations are biotech, cybernetics, and magitech. Apex augmentations, which enhance your attributes, can be any of these types.

IMPLANTATION

Getting an augmentation installed requires the services of a professional cybernetic surgeon or someone with master or legendary proficiency in Medicine. A session with a cybernetic surgeon usually takes 1 hour per 2 item levels of the augmentation (minimum 1 hour). The price of such implantations typically includes the procedure. Most major settlements are home to reputable augmentation clinics. Verces is an especially popular destination for cybernetics, while Bretheda is a beacon for biotech advancements.

As augmentations can apply to any of the numerous ancestries across the universe, there is no set usage. While an augmentation's entry suggests body parts, the GM can allow other applications.

Implant Limit

You're limited to a number of implanted augmentations equal to 1 plus your Constitution modifier (minimum 1). A surgeon implanting an augmentation in your body must remove one of your existing augmentations if you're already at the limit. You can have multiple augmentations to the same part of your body, such as your skin, brain, or feet, as long as you're within the overall implant limit. Some augmentations don't count against your implant limit, as indicated in the item's description.

REMOVING AUGMENTATIONS

Removing an augmentation usually occurs during surgery. Because augmentations are coded to your body, it's not possible to resell an old augmentation, nor can you re-implant one into a different person. Most reputable service providers offer to uninstall any unwanted existing augmentations as part of installing a new one.

ACTIVATING AUGMENTATIONS

Many augmentations work continuously. Augmentations with an Activate entry usually require you to concentrate or Interact to gain an additional boost or ability. Once activated,

the ability can't be used again for a set amount of time, as it recharges from its use. Each augmentation indicates how frequently it can be used.

BIOTECH

Biotech augmentations include modifications to your DNA combined with implants of biological origin that integrate into your physiology. Biotech augmentations aren't magical, though many originate from (or imitate) creatures that are magical in nature.

CLIMBING SUCKERS

AUGMENTATION 3+

BIOTECH

The soles of your feet, palms of your hands, or the surfaces of other appropriate appendages are covered in fleshy slats that can open and close to improve your climbing grip. You gain a climb Speed based on the version of climbing suckers you have installed. You don't benefit from climbing suckers unless you leave your appendages uncovered or are wearing custom clothing. Different versions have certain armor restrictions.

Type commercial; **Level** 3; **Price** 500 credits

You gain a 15-foot climb Speed as long as you're wearing light armor or no armor.

Type tactical; **Level** 7; **Price** 3,300 credits

You gain a 25-foot climb Speed while wearing light armor or no armor, or a 15-foot climb Speed while wearing medium armor.

DRAGON GLAND

AUGMENTATION 2+

BIOTECH

You implant an arcanicus gland modified to function for a creature of your ancestry at the back of your throat. When the organ is biocrafted, choose your augmentation's damage type from the following list: acid, cold, electricity, fire, or sonic. You gain the following activation.

Activate—Exhale ♦ (manipulate) **Frequency** once per 10 minutes; **Effect** Each creature in a 15-foot cone takes damage with a basic Reflex save against your class DC. The damage depends on the augmentation's version.

Type commercial; **Level** 2; **Price** 300 credits

The damage is 2d6.

Type tactical; **Level** 7; **Price** 3,300 credits

The damage is 4d6.

Type advanced; **Level** 12; **Price** 18,200 credits

The damage is 6d6.

Type superior; **Level** 17; **Price** 135,000 credits

The damage is 10d6.

Type elite; **Level** 20; **Price** 610,000 credits

The damage is 14d6.

GILL SHEATH**AUGMENTATION 1****BIOTECH****Price** 200 credits

Oxygen-filtering nodules line the outside of your lungs. If you breathe in water, the gill sheath filters the oxygen into your lungs. This allows you to breathe underwater or in the air. You exhale normally.

PREHENSILE TAIL**AUGMENTATION 3+****BIOTECH**

You have a long tail attached to the base of your spine, or another suitable location on your body, improving your overall balance and climbing ability. You gain a +1 item bonus to Acrobatics checks and Athletics checks to Climb. Using your tail, you can Grab an Edge even when your hands are otherwise occupied or restrained.

Type commercial; **Level** 3; **Price** 500 credits**Type** tactical; **Level** 9; **Price** 6,000 credits

The item bonus is +2, and your tail counts as one free hand for purposes of meeting the requirements to Climb, allowing you to Climb with one free hand plus your prehensile tail.

Type advanced; **Level** 13; **Price** 25,000 credits

As a tactical prehensile tail, and when you roll a failure on a check to Balance, Climb, or Grab an Edge, you get a success instead. You can still critically fail.

Type superior; **Level** 18; **Price** 250,000 credits

As an advanced prehensile tail, but the item bonus is +3, and it applies to all Athletics checks instead of just Athletics checks to Climb.

SHIELDING SKIN**AUGMENTATION 8+****BIOTECH**

Your skin is biologically engineered to protect your entire body, including your brain, from harmful effects. You gain a +1 item bonus to saving throws.

Type commercial; **Level** 8; **Price** 3,450 credits**Type** tactical; **Level** 14; **Price** 35,000 credits

The item bonus to saving throws is +2.

Type advanced; **Level** 20; **Price** 495,000 credits

The item bonus to saving throws is +3.

ULTRALIGHT WINGS**AUGMENTATION 3+****BIOTECH**

Foldable wings are attached to your shoulder blades, or a similar location on your body that allows them to lift your weight and control your flying movements. You can deploy the wings by spending a single Interact action, though you can't deploy or use them while you're wearing more than

BIOTECH

Item	Level	Price (Credits)
Gill sheath	1	200
Dragon gland, commercial	2	300
Venom spur	2	320
Wildwise graft	2	250
Climbing suckers, commercial	3	500
Prehensile tail, commercial	3	500
Ultralight wings, commercial	3	600
Ultralight wings, tactical	6	2,500
Climbing suckers, tactical	7	3,300
Dragon gland, tactical	7	3,300
Shielding skin, commercial	8	3,450
Prehensile tail, tactical	9	6,000
Ultralight wings, advanced	9	7,000
Dragon gland, advanced	12	18,200
Ultralight wings, superior	12	20,000
Prehensile tail, advanced	13	25,000
Shielding skin, tactical	14	35,000
Dragon gland, superior	17	135,000
Prehensile tail, superior	18	250,000
Dragon gland, elite	20	610,000
Shielding skin, advanced	20	495,000

light armor. While the wings are deployed and you're not encumbered, you gain a fly Speed of 20 feet and a +1 item bonus to Acrobatics checks to Maneuver in Flight.

Type commercial; **Level** 3; **Price** 600 credits**Type** tactical; **Level** 6; **Price** 2,500 credits

The fly Speed is 30 feet.

Type advanced; **Level** 9; **Price** 7,000 credits

The fly Speed is 40 feet, and the item bonus is +2.

Type superior; **Level** 12; **Price** 20,000 credits

The fly Speed is 60 feet, and the item bonus is +2.

VENOM SPUR**AUGMENTATION 2****BIOTECH****Price** 320 credits

A retractable spur attached to one of your appendages delivers a poisonous sting. You gain a venom spur unarmed attack that deals 1d6 piercing plus 1d4 persistent poison damage. Your venom spur is in the brawling group and has the finesse, poison, and unarmed traits.

WILDWISE GRAFT**AUGMENTATION 2****BIOTECH****Price** 250 credits

This soft purple fungus attaches to your vocal cords and extends fine filaments into portions of your brain. You can ask questions of, receive answers from, and use the Diplomacy skill with animals, plants, and fungi. This communication is

CYBERNETICS

Item	Level	Price (Credits)
Autorecognition lens	0	5
Prosthetic limb	0	5
Dermal plating, commercial	1	180
Hideaway limb, commercial	1	140
Retinal reflectors	1	200
Vocal modulator	1	90
Datajack, commercial	2	300
Photosynthetic skin	2	300
Darkvision capacitors, commercial	3	600
Voice amplifier	3	500
Datajack, tactical	4	750
Dermal plating, tactical	4	900
Speed suspension, commercial	4	800
Cardiac accelerator	5	1,600
Darkvision capacitors, tactical	5	1,600
Hideaway limb, tactical	5	1,400
Dermal plating, advanced	7	3,240
Datajack, advanced	8	4,200
Speed suspension, tactical	8	4,000
Dermal plating, superior	10	9,000
Autodreamer	11	13,000
Nano-optics node	11	12,000
Speed suspension, advanced	12	16,000
Dermal plating, elite	13	27,000
Dermal plating, ultimate	16	90,000
Dermal plating, paragon	19	360,000

rudimentary, eliciting basic responses such as “hungry,” “over there,” or “frightened.”

CYBERNETICS

Cybernetic augmentations use machines and circuitry integrated into the flesh and bone of the recipient. Cybernetics are more than just machine implants; they are a complex melding of technology and the living host’s own organs. This allows them to be hardened against assaults that affect other technologies in ways robots and other entirely technological creatures aren’t. Cybernetic augmentations are technological, not magical, though they aren’t subject to any effect or attack that targets technology unless it specifies that it affects cybernetics.

AUTODREAMER**TECH**

Price 13,000 credits

A microchip in your brain partially activates your dorsolateral prefrontal cortex while you sleep, immersing you in constant lucid dreams unless you choose to sleep normally. Once per

AUGMENTATION 11

day when you awaken after getting a full 8 hours of sleep, you count as having spent a day of downtime retraining. Your dreams draw from your own experience, so you can’t use them for retraining that requires an instructor or specialized knowledge.

AUTORECOGNITION LENS**AUGMENTATION 0****TECH**

Price 5 credits

An artificial eye lens microscopically wired to your temporal lobe automatically tracks a database of associated names and faces as you meet or interact with individuals. After you’ve learned someone’s name and appearance, a tiny HUD displays their name to you whenever you’re looking at them, as long as you’re aware of their presence and their appearance hasn’t dramatically changed (at the GM’s discretion). This doesn’t help you see or identify people who are trying to hide or disguise their appearance. This augmentation doesn’t count toward your implant limit.

CARDIAC ACCELERATOR**AUGMENTATION 5****TECH**

Price 1,600 credits

This implant integrates directly into your heart. You can trigger the accelerator to briefly overclock your body’s cardiovascular system.

Activate—Accelerate ♦ **Trigger** You Climb, Stride, or Swim;

Frequency once per 10 minutes; **Effect** You increase your Speed by 20 feet for the triggering action.

Activate—Avoid ♦ **Trigger** You attempt a Reflex saving throw;

Frequency once per 10 minutes; **Effect** You gain a +1 item bonus to the triggering save.

DARKVISION CAPACITORS**AUGMENTATION 3+****TECH**

These replacement cybernetic eyes grant you darkvision. Darkvision capacitors operate by emitting low-powered ultraviolet lasers that receptors in the capacitors can detect. Creatures that have tactical darkvision capacitors (or can otherwise see ultraviolet light) can detect these lasers.

Type commercial; **Level** 3; **Price** 600 credits

Type tactical; **Level** 5; **Price** 1,600 credits

These upgraded capacitors include a wide-spectrum ocular implant that allows you to see infrared and ultraviolet light. You gain darkvision and a +2 item bonus to Perception checks to Seek if they involve sight. You’re able to notice some things people who can see only the red-violet light spectrum can, including the lasers from other darkvision capacitors.

DATAJACK**AUGMENTATION 2+****TECH**

This cybernetic is a programmable data port that integrates into your body, allowing you to access computers and digital storage devices. Any handheld computer can be inserted directly into the port, while larger systems typically require an adapter cable. You don’t need an interface to access the system, as it connects directly to your nervous system

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via the datajack. You must still attempt any skill checks associated with operating the device, such as Computers to access a system. Some closed systems don't allow direct data access at all.

Type commercial; **Level** 2; **Price** 300 credits

Type tactical; **Level** 4; **Price** 750 credits

You gain a +1 item bonus to Computers checks when accessing a system with a tactical datajack.

Type advanced; **Level** 8; **Price** 4,200 credits

You gain a +2 item bonus to Computers checks when accessing a system with an advanced datajack.

DERMAL PLATING

AUGMENTATION 1+

TECH

Hardened composites line your skin and help you deflect physical blows. You gain resistance 1 to physical damage.

Type commercial; **Level** 1; **Price** 180 credits

Type tactical; **Level** 4; **Price** 900 credits

You gain resistance 2 to physical damage.

Type advanced; **Level** 7; **Price** 3,240 credits

You gain resistance 3 to physical damage.

Type superior; **Level** 10; **Price** 9,000 credits

You gain resistance 5 to physical damage.

Type elite; **Level** 13; **Price** 27,000 credits

You gain resistance 6 to physical damage.

Type ultimate; **Level** 16; **Price** 90,000 credits

You gain resistance 8 to physical damage.

Type paragon; **Level** 19; **Price** 360,000 credits

You gain resistance 9 to physical damage.

HIDEAWAY LIMB

AUGMENTATION 1+

TECH

You can conceal items inside a hidden compartment in one of your limbs (such as an arm, leg, or tail) and protect them with a passcode. The compartment holds items of negligible Bulk and items of light Bulk that are small enough to fit in your limb or can otherwise be folded or contracted to fit. A hideaway in a leg (in a human) can typically hold more than one in an arm, and your size also adjusts the capacity at the GM's discretion.

When the compartment is closed, the seam in your limb is difficult to detect. You gain a +1 bonus to Stealth checks to Conceal an Object in a hideaway limb. Though this compartment can foil a cursory pat down, many security checkpoints include a scan to detect such devices.

Activate—Draw ♦ (manipulate) **Effect** You Interact to draw an item concealed in your hideaway limb.

Type commercial; **Level** 1; **Price** 140 credits

Type tactical; **Level** 5; **Price** 1,400 credits

When you use Draw, if the item can be activated or otherwise used with a single action, you may use the item as part of the same action. For example, you Interact to draw a weapon, then Strike with that weapon.

NANO-OPTICS NODE

AUGMENTATION 11

TECH

Price 12,000 credits

MAGITECH

Item	Level	Price (Credits)
Moodskin	0	35
Telepathy node	1	200
Morphic skin, commercial	2	350
Hypernerves, commercial	3	600
Psychoactive eyes, commercial	3	500
Translocation braces, commercial	3	600
Psychoactive eyes, tactical	6	2,250
Morphic skin, tactical	7	3,600
Cloaking Skin, commercial	8	5,000
Crystal lens, commercial ^U	9	7,000
Hypernerves, tactical	9	6,000
Regenerative rune splice	9	6,500
Translocation braces, tactical	9	7,000
Cloaking skin, tactical	10	10,000
Morphic skin, advanced	10	10,000
Crystal lens, tactical ^U	11	14,000
Cloaking skin, advanced	12	20,000
Crystal lens, advanced ^U	13	30,000
Antimagic marrow	15	65,000
Crystal lens, superior ^U	15	65,000
Hypernerves, advanced	15	60,000
Crystal lens, elite ^U	17	150,000
Crystal lens, ultimate ^U	19	400,000

A crystalline nanocarbon node implanted in your occipital lobe is connected to your optic nerves by microscopic fibers. You can activate the node to overlay your normal vision with X-ray data. You can deactivate the overlay as a single action, which has the concentrate trait.

Activate—X-Ray Overlay ♦ (concentrate) **Effect** Your nano-optics node relays collected X-ray data directly to your eyes, overlaying your normal vision. You can see through most materials and walls within 60 feet. Your sight is blocked by 2 feet of wood or plastic, 1 foot of stone, 2 inches of common metal, or any amount of lead or any starmetal, and you can only see in black and white. Due to the distracting amount of visual information, you take a -2 penalty to Perception checks while the overlay is active.

PHOTOSYNTHETIC SKIN

AUGMENTATION 2

TECH

Price 300 credits

Specialized nanites enhance your natural surface cells, allowing them to convert solar radiation into nourishment for your body. You don't need to eat, and you are never fatigued as a result of hunger or starvation as long as you spend at least 1 hour per day basking in direct sunlight. You can bask as part of a normal 8-hour rest period.

APEX AUGMENTATIONS

Item	Level	Price (Credits)
Artificial immortalizer	17	150,000 credits
Cognition accelerator	17	150,000 credits
Cosmic connector	17	150,000 credits
Hyper-agility enabler	17	150,000 credits
Muscle invigorator	17	150,000 credits
Presence intensifier	17	150,000 credits

PROSTHETIC LIMB**TECH****Price** 5 credits

This prosthesis replaces a missing or damaged limb. Prosthetic limbs are common augmentations on many worlds and come in many different materials and sizes. The augmentation restores functionality, including the ability to install other augmentations in the limb, but it is no more durable than and doesn't otherwise function differently from the replaced limb. A prosthetic limb can replace one you've lost, or you can have a limb removed to replace it with a prosthetic. Prosthetic limbs don't count toward your implant limit.

RETINAL REFLECTORS**TECH****Price** 200 credits

These sheets of reflective material, implanted behind the retina, enhance your vision without changing your appearance. You gain low-light vision and a +1 item bonus to Perception checks to Seek if they involve sight.

SPEED SUSPENSION**TECH**

High-performance cybernetics replace the joints and tendons in your legs.

Type commercial; **Level** 4; **Price** 800 credits

This speed suspension replaces only a few parts, increasing your land Speed by 5 feet.

Type tactical; **Level** 8; **Price** 4,000 credits

This speed suspension is more invasive and increases your land Speed by 10 feet.

Type advanced; **Level** 12; **Price** 16,000 credits

This speed suspension completely replaces your legs with cybernetics and increases your land Speed by 15 feet.

VOCAL MODULATOR**TECH****Price** 90 credits

A series of miniature actuators and dynamic hyper-resonant chambers reshape your voice box. A vocal modulator allows you to change the pitch, timbre, and tone of your voice so you can imitate accents or pronounce alien languages. When using Deception to Impersonate, you gain a +1 item bonus if the change in your voice also helps your disguise (at the GM's discretion).

AUGMENTATION 0**VOICE AMPLIFIER****TECH****Price** 500 credits

A voice amplifier greatly increases the volume of your voice. You can switch a voice amplifier on or off by spending an action, which has the concentrate trait. While active, a voice amplifier grants you a +1 item bonus to Intimidation checks and lowers the DCs of other creatures' Perception checks to hear you speaking by 5.

AUGMENTATION 3**MAGITECH**

Magitech augmentations are a combination of cybernetic and magical components, containing elements such as mystically charged crystals, starmetal alloys, and rune-engraved microchips. Magitech augmentations are magical, but they can't be dispelled unless the effect or attack specifies that it affects augmentations.

ANTIMAGIC MARROW**MAGICAL MAGITECH****Price** 65,000 credits

Your bone marrow is infused with potent components extracted from magic-resistant creatures. You gain a +1 status bonus to saving throws against magical effects.

AUGMENTATION 15

Activate—Resist Magic ♦ (concentrate) **Frequency** once per day; **Effect** You attempt to counteract a single magical effect currently affecting you. This has the effect of a 7th-rank *dispel magic* spell and a counteract modifier of +26. You can use this activation as a reaction when a spell targets you or includes you in its effect, but if you do, you're slowed 2 on your following turn as you recover from the surge of antimagic energies.

CLOAKING SKIN**MAGICAL MAGITECH**

Many of your pores are replaced with magically regulated and directed holographic projectors that synchronize when activated to automatically match your surroundings, rendering you invisible.

Activate—Cloak ♦ (concentrate) **Frequency** once per day;

Effect You gain the effects of 2nd-rank *invisibility* for 1 minute or until you spend an action, which has the concentrate trait, to deactivate it.

Type commercial; **Level** 8; **Price** 5,000 credits**Type** tactical; **Level** 10; **Price** 10,000 credits

You can activate the *cloaking skin* up to three times per day.

AUGMENTATION 8+**Type** advanced; **Level** 12; **Price** 20,000 credits

As a *tactical cloaking skin*, but you gain the effects of 4th-rank *invisibility*.

AUGMENTATION 1**CRYSTAL LENS****UNCOMMON MAGICAL MAGITECH**

A psychically active crystal replaces the lens of one of your eyes. You gain 4th-rank *detect magic* as a constant ability. Your ability to sense psychic energies grants you a +1 item bonus to Perception checks.

AUGMENTATION 9+**Type** commercial; **Level** 9; **Price** 7,000 credits

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Type tactical; **Level** 11; **Price** 14,000 credits

The *detect magic* is 5th rank and the item bonus to Perception checks is +2.

Type advanced; **Level** 13; **Price** 30,000 credits

The *detect magic* is 6th rank, the item bonus to Perception checks is +2, and you gain the following activation.

Activate—Psychic X-Rays ◀▶ (concentrate) **Frequency** once

per day; **Effect** You gain the effects of an *x-ray vision* spell.

The *detect magic* of your crystal lens works through any material you can see through with this *x-ray vision* spell, even if you wouldn't normally have line of effect.

Type superior; **Level** 15; **Price** 65,000 credits

The *detect magic* is 7th rank, the item bonus to Perception checks is +2, and you gain the Psychic X-Rays activation with a frequency of twice per day.

Type elite; **Level** 17; **Price** 150,000 credits

As a *superior crystal lens*, but the *detect magic* is 8th rank and you see the location of all auras within 30 feet, not just the strongest.

Type ultimate; **Level** 19; **Price** 400,000 credits

As an *elite crystal lens*, but the *detect magic* is 9th rank, the item bonus to Perception checks is +3, and the frequency of the Psychic X-Rays activation is three times per day. If you use a Seek action to study a creature you can see, you can perceive an aura that conveys knowledge of that creature's health, including all conditions and afflictions it has and an approximate percentage of its remaining Hit Points.

HYPERNERVES**AUGMENTATION 3+**

MAGICAL MAGITECH

Magical enhancements to your nervous system grant you uncanny reaction speed.

Activate—Engage Hypernerves ◀ (concentrate) **Frequency**

once per day; **Trigger** One of your reactions would trigger, but you have no remaining reactions; **Effect** You immediately gain a reaction and use it in response to the trigger. After using this reaction, you're slowed 1 on your following turn.

Type commercial; **Level** 3; **Price** 600 credits**Type** tactical; **Level** 9; **Price** 6,000 credits

The frequency is twice per day with a limit of once per round.

Type advanced; **Level** 15; **Price** 60,000 credits

The frequency is three times per day with a limit of once per round.

MOODSKIN**AUGMENTATION 0**

MAGICAL MAGITECH

Price 35 credits

Your skin cells contain a dye manufactured from magically infused crystals that automatically reacts to your mood by changing the pigmentation of your skin. The color change is gradual, typically taking at least thirty seconds to fully transition from one color to another. *Moodskin* can be customized to adjust which colors correspond to each mood during installation. The default meaning of each color is as follows.

- **Red:** angry, passionate, intensely emotional
- **Orange:** irritated, surprised, unsettled

- **Yellow:** nervous, tense, cautious

- **Green:** ambivalent
- **Blue:** calm, content, collected
- **Dark Blue:** peaceful, happy, optimistic
- **Purple:** tranquil
- **Black:** sad, stressed, deflated, tired

MORPHIC SKIN**AUGMENTATION 2+**

MAGICAL MAGITECH

Magical glands embedded in your skin release mutagenic enzymes and transformative energies. You can activate the glands to change your physical appearance.

Activate—Change Shape ◀▶ (concentrate, magical) **Frequency**

once per day; **Effect** Your skin ripples as you change your outward appearance to match a desired set of features. You gain a status bonus to Deception checks to Impersonate another creature depending on your morphic skin's version.

Type commercial; **Level** 2; **Price** 350 credits

You change your appearance—including apparent age, sex, height, weight, skin tone, visible musculature, hair color, scales, or similar minor features—within the normal bounds of your ancestry. The status bonus is +1.

Type tactical; **Level** 7; **Price** 3,600 credits

In addition to the commercial model options, you can change your appearance to gain features of another ancestry, including extra appendages, fur, scales, or similar minor and major features (although you don't gain or lose abilities as a result). The status bonus is +2.

Type advanced; **Level** 10; **Price** 10,000 credits

In addition to the tactical model options, you can change your appearance to match a specific individual, including fingerprints, retinal patterns, and other features used to bypass biometric security keyed to that individual. The status bonus is +3.

PSYCHOACTIVE EYES**AUGMENTATION 3+**

MAGICAL MAGITECH

Your irises are injected with nanite-activated psychoactive dyes. You can activate these dyes to entrance those you look upon, with varying effects depending on the item's type.

Type commercial; **Level** 3; **Price** 500 credits**Activate—Gaze** ◀ (concentrate, mental, visual) **Frequency**

once per day; **Effect** You focus your eyes on a creature that can see you within 30 feet. The creature attempts a DC 17 Will saving throw with the following results.

Success The creature is unaffected.

Failure The creature is fascinated for 1 round.

Critical Failure The creature is fascinated for as long as it can see you. Taking a hostile action against the creature ends the effect.

Type tactical; **Level** 6; **Price** 2,250 credits**Activate—Gaze** ◀ (concentrate, incapacitation, mental, visual) **Frequency** once per day; **Effect** You focus your eyes on a creature that can see you within 30 feet. The creature attempts a DC 20 Will saving throw with the following results.

Success The creature is unaffected.

Failure The creature's attitude becomes friendly towards you for 1 hour or until you use a hostile action against it.

If it was friendly, it becomes helpful. It can't use hostile actions against you.

Critical Failure The creature's attitude becomes helpful toward you for 1 hour or until you use a hostile action against it. It can't use hostile actions against you.

REGENERATIVE RUNE SPLICE**AUGMENTATION 9**

MAGICAL MAGITECH

Price 6,500 credits

Your genes are enchanted with microscopic runes that you can activate to recover from traumatic injury.

Activate—Regenerate ♦♦ (concentrate) **Frequency** once per day; **Effect** You gain the effects of a 4th-rank *genetic regeneration* spell.

TELEPATHY NODE**AUGMENTATION 1**

MAGICAL MAGITECH

Price 200 credits

A rune-carved sphere of treated alloys the size of a pebble is implanted into your brain's communication center. You gain limited telepathy (page 12) to a range of 30 feet.

TRANSLOCATION BRACES**AUGMENTATION 3+**

MAGICAL MAGITECH

Your limbs are fitted with braces attuned to extraplanar resonance frequencies.

Type commercial; **Level** 3; **Price** 600 credits

Activate—Transfer Object ♦♦ (concentrate, teleportation) **Frequency** once per day; **Effect** You instantly transfer an object you're holding of up to 1 Bulk to the empty hand of a willing creature within 30 feet.

Type tactical; **Level** 9; **Price** 7,000 credits

Activate—Transfer Self ♦♦ (concentrate, teleportation) **Frequency** once per day; **Effect** You instantly transport yourself and any items you're wearing and holding from your current space to an unoccupied space you can see within 90 feet. The activation fails if this would bring another creature with you, even if it's inside an extradimensional container. This extraplanar transportation disorients you, causing you to become clumsy 1 until the end of your next turn.

APEX AUGMENTATIONS

When you get an augmentation with the apex trait, it improves one of your attributes, either increasing the attribute's modifier by 1 or to a total of +4, whichever would give you a higher score. This gives you all the benefits of the new attribute modifier: increasing Intelligence lets you become trained in an additional skill and learn a new language, increasing Constitution gives you more Hit Points, and so on.

You can only gain an attribute increase from one apex augmentation or item at a time, though you do gain any other effects of the augmentation or Investing the Item. If you have multiple apex augmentations, decide during your daily preparations which one provides an attribute increase that day, if any.

Apex augmentations may be cybernetics, biotech, or magitech. Typical examples include synaptic accelerators wired into your nervous system, biovat-grown symbiotic lifeforms, and mystical crystals connected to the memories of ancient heroes. These distinctions have no rules differences, but some societies may view them differently. Add the appropriate trait to the item upon crafting or purchasing it.

ARTIFICIAL IMMORTALIZER**AUGMENTATION 17**

APEX

Price 150,000 credits

This extra organ assimilates with and enhances your circulatory and immune systems. When you succeed at a Fortitude save against an ongoing disease or poison, you recover completely, regardless of its current stage. When you get this augmentation, you either increase your Constitution modifier by 1 or increase it to +4, whichever would give you a higher value.

Activate—Life Buffer ♦ (manipulate) **Frequency** once per day; **Effect** You gain 50 temporary Hit Points for 1 hour.

COGNITION ACCELERATOR**AUGMENTATION 17**

APEX

Price 150,000 credits

A miniature supercomputer augments your brain's ability to process information. You gain a +3 item bonus to checks to Recall Knowledge with any skill. When you get this augmentation, you either increase your Intelligence modifier by 1 or increase it to +4, whichever would give you a higher value. This gives you additional trained skills and languages, as normal for increasing your Intelligence modifier. You must select skills and languages when the augmentation is first installed, and they can't be changed.

Activate—Access Database ♦ (concentrate) **Frequency** once per hour; **Effect** Immediately attempt three checks to Recall Knowledge about related topics, selecting each topic after learning the results of the prior checks. For example, you could Recall Knowledge about a specific person, then their home world, then a creature or settlement on that world. If you would fail one of these checks, you succeed instead, and if you would critically fail, you instead fail normally. For these actions, you can't use any other special abilities, reactions, or free actions that trigger when you Recall Knowledge.

COSMIC CONNECTOR**AUGMENTATION 17**

APEX

Price 150,000 credits

This augmentation opens your mind to the underlying cosmic truths of the Universe. When you get this augmentation, you either increase your Wisdom modifier by 1 or increase it to +4, whichever would give you a higher value.

Activate—Sift Reality ♦ (concentrate) **Frequency** once per day; **Effect** You sift through the metaphysical possibilities of local reality, gaining the effects of a *sift the sphere* spell, except that you receive the result from your own connection to the cosmos rather than the local infosphere.

Activate—Reground in Reality ♦♦ (concentrate, fortune) **Frequency** once per hour; **Trigger** You fail a saving throw

against an illusion; **Effect** The cosmic connector maintains your understanding of what's real. You can reroll the saving throw and use the better result.

HYPER-AGILITY ENABLER**AUGMENTATION 17****APEX****Price** 150,000 credits

This augmentation enhances your muscles and nervous system to dramatically improve your flexibility and reaction time. You gain a +3 item bonus to Acrobatics checks. When you get this augmentation, you either increase your Dexterity modifier by 1 or increase it to +4, whichever would give you a higher value.

Activate—Impossible Speed ♦♦ (manipulate) **Frequency** once per day; **Effect** You become impossibly fast. Increase your base land Speed by 20 feet for 1 hour. This increase also applies to your Burrow, Swim, and Fly speeds if you have them. The combination of your speed and agility lets you react to danger and reorient yourself instantly; you can't be suppressed or off-guard for the next minute.

MUSCLE INVIGORATOR**AUGMENTATION 17****APEX****Price** 150,000 credits

This augmentation keeps your muscles in peak condition. You gain a +3 item bonus to Athletics checks and a +2 circumstance bonus to Athletics checks to lift a heavy object, Escape, and Force Open. When you get this augmentation, you either increase your Strength modifier by 1 or increase it to +4, whichever would give you a higher value.

Activate—Strength of the Colossi ♦♦ (manipulate) **Frequency** once per day; **Effect** You temporarily become as destructive and powerful as a colossus. For 1 hour, your Strikes with unarmed or brawling weapons ignore the hardness of all objects and structures not made of adamantine or a harder material. Against objects and structures made of such materials, these Strikes ignore half the hardness. Additionally, for the duration, if you fail an Athletics check to lift a heavy object, Escape, or Force Open, you succeed instead. You can still critically fail.

PRESENCE INTENSIFIER**AUGMENTATION 17****APEX****Price** 150,000 credits

This augmentation strengthens your personality, intensifying the parts of you that form the core of your identity. You gain a +2 item bonus to Diplomacy and Intimidation checks. A presence intensifier produces minor cosmetic effects in a small space around you, such as tiny sparkling holograms or wispy shadows, based on your personality. You can activate or deactivate these cosmetics with a single action, which has the concentrate trait. When you get this augmentation, you either increase your Charisma modifier by 1 or increase it to +4, whichever would give you a higher value.

Activate—Irrresistible Idea ♦♦ (concentrate) **Frequency** once per hour; **Effect** You manipulate your cosmetics to influence a creature with the effects of a 4th-rank suggestion (DC 38).

**PLAYTESTING AUGMENTATIONS**

Cybernetic augmentations? Biotech augmentations? Magitech, too?! And they don't take up slots any more? Thanks, I'll take one of each! Each augmentation that is, not just each type! Wouldn't that be something?

What do you mean "it doesn't quite work that way?" Well, I'm sure one of the first things you noticed is that we changed the way we're limiting augmentations—but there's still a limit. It used to be that you had augmentation slots, just like you have certain spots on your body where you can wear different types of items. Hands, eyes, brains... you could augment all sorts of things! Well, you can still do that, but we're not worried about how many different augmentations you have on different body parts. Instead, there's a simple limit of augmentations equal to 1 plus your Constitution modifier—minimum of 1, of course! Easier to keep track of, gree? Want to have four different augmentations to your eyeballs? No problem! Just... don't try to get the work done on Eox. Necrograft augmentations sure are a thing people get, and... yikes, I'm not ready to talk about that yet! I'm sure we'll get around to discussing necrografts sometime, but not for the playtest.

Anyway, we're curious to see what you think of this new "implant limit." Anything super broken you can do with it? Or is it a nice way to make your life a little easier? Maybe you think it's too restrictive for characters with a low Constitution? Well, some ancestries and other character options are certainly gonna raise that implant limit for you, but we're still curious what you think of it!

I wonder what would happen to someone who had a bunch of tech augmentations... maybe they should get the tech trait themselves, gree?! Wouldn't it be a shame if they started glitching out... no, I've been there, and I wouldn't wish that on anyone! So, we're curious what you think of how augmentations might confer traits to a character who has enough of them. Could open up some interesting design space! And we sure do like design space 'round here!

Augmentations are one of the spaces where the Starfinder team really pushed the limits in terms of what Starfinder PCs can do at various levels, sometimes in ways that don't fit with the expectations of the Pathfinder 2E system. Want a fly Speed with a 3rd-level item? Ultralight wings are your best friend! Want to enhance your vision? Step right in! Wanna pick a new color while you're at it?! My point is, these augmentations are designed to contribute to the overall "meta" for Starfinder, not Pathfinder. Is it working? Can you hear me? ... Hey, is this voice amplifier thing on?

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From orbiting crystals imbued with power to gravity-defying equipment and hardlight devices, the peoples of the galaxy have developed fascinating new fusions of magic and technology, often called magitech. Going shopping for new magic items is as simple as searching the infosphere or visiting a corporate storefront or pawnbroker. Curiosity shops and flea markets are full of everything from knockoffs of the latest cutting-edge inventions to relics preserved from the ancient past, if you know where to look.



ITEM TRAITS

The following traits apply to items.

Consumable: Items with the consumable trait can be used only once. Most manufacturers design these items so the container, syringe, or other remaining materials can't be easily reused to protect their proprietary crafts.

Invested: A PC can wear only 10 magical items that have the invested trait. A character can still gain any normal benefit from using a physical item without investing it, such as using a *programmer's plushie* as a makeshift pillow.

Magical: Items with the magical trait can be crafted only if a player has the Magical Crafting feat.

Tech: Items with the tech trait can be crafted by anyone, but if they also have the magical trait, they are hybrid items and require the Machine Magic feat to craft.

Virtual: Items with the virtual trait are programs that must be installed on other computers, such as comm units. They require the Programmer feat to craft.

Technology and magic both play integral roles in the lives of adventurers and citizens alike. While some magic equipment has gone unchanged for thousands of years, the integration of technology to improve the functionality or cost of many popular items has given rise to hybrid items, which have the magical and tech traits. The tables below list Price, Bulk, and level entries for a wide variety of magic and hybrid items. Each item has its own rules for how it functions, with some requiring bespoke activations while others function automatically.

INVESTING MAGIC ITEMS

Certain magic and hybrid items convey their benefits only when worn and invested using the Invest an Item activity, connecting them to a specific PC. A PC can benefit from no more than 10 invested magic items each day. A PC can still gain the mundane benefits of an item without investiture.

INVEST AN ITEM

You invest your energy in an item with the invested trait as you don it. This process requires 1 or more Interact actions, usually taking the same amount of time it takes to don the item. Once you've Invested the Item, you benefit from its constant magical abilities as long as you meet its other requirements (for most invested items, the only other requirement is that you must be wearing the item). This investiture lasts until you remove the item.

You can invest no more than 10 items per day. If you remove an invested item, it loses its investiture. The item still counts against your daily limit after it loses its investiture. You reset the limit during your daily preparations, at which point you Invest your Items anew. If you're still wearing items you had invested the previous day, you can typically keep them invested on the new day, but they still count against your limit.

ACTIVATING ITEMS

While some items function automatically and grant constant benefits, others produce effects only when properly used. An activation lists the number of actions it takes and any traits of the activation and its effect. This information appears in the item's Activate entry.

Activating Invested Items

You can Activate an Item with the invested trait only if it's invested by you.

Manipulate Activations

If the activation entry for an item has the manipulate trait, you can activate it only if you are holding the item or touching it with a free hand.

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Limited Activations

Some items can be activated only a certain number of times per day, resetting during your daily preparations. You retain the constant benefits of these items even when the activation requirements of these items can no longer be met.

Cast a Spell

If the activation entry for an item lists “Cast a Spell” after “Activate”, you must use the same action as casting the spell to Activate the Item, unless noted otherwise. You must have a spellcasting class feature to Activate an Item with this activation. All the normal traits of the spell apply when you cast it by Activating an Item.

SPECIFIC MAGIC ITEMS

AEON STONE

ITEM 5+

UNCOMMON INVESTED MAGICAL

Usage worn; Bulk –

Staple items within the Azlanti Star Empire, these stones are sought across the cosmos for their connection with the building of the known universe. Despite their myriad forms and functions, these stones are purportedly all fragments of crystal tools used by otherworldly entities to construct the universe in primeval times.

When you invest one of these precisely shaped crystals, the stone orbits your head (or another visible part of your anatomy if you don't have a head) instead of being worn on your body. You can stow an aeon stone with an Interact action, and an orbiting stone can be snatched out of the air with a successful Disarm action against you. A stowed or removed stone remains invested, but its effects are suppressed until you return it to orbit your head again.

There are various types of aeon stones, each with a different appearance and magical effect. Each aeon stone also gains a resonant power when slotted into specific items, such as weapons with the aeon trait or long-lost magical items called wayfinders.

Type cloudy blue rhomboid; **Level** 5; **Price** 1,600 credits

This deep-blue prism with cloudy inclusions is light as a feather. Its resonant power gives you a +1 item bonus to Acrobatics checks.

Activate—Fly Free (concentrate) **Frequency** once per day;

Effect You gain a fly Speed for 1 minute equal to your Speed or 20 feet, whichever is greater.

Type kaleidoscopic icosahedron; **Level** 15; **Price** 61,000 credits

This gold star glitters with joyful energy. The resonant power allows you to cast *guidance* as an occult innate cantrip.

Activate—Cosmic Luck (concentrate) **Frequency** once per day;

Trigger You critically fail an attack roll, saving throw, or skill check; **Effect** You change the critical failure into a failure.

Type iridescent spindle; **Level** 7; **Price** 3,500 credits

This nacreous tapered cylinder provides a breath of air when you need it most. You can hold your breath for twice as long and you gain a +1 item bonus to saves against inhaled poisons.

MAGIC ITEMS

Item	Level	Price (Credits)	Bulk	Hands
AEON STONE				
Cloudy blue rhomboid	5	1,600	–	–
Kaleidoscopic icosahedron	15	61,000	–	–
Iridescent spindle	7	3,500	–	–
Sapphire cone	13	22,000	–	–
Sky blue helix	16	95,000	–	–
ANTIGRAV HARNESS				
Antigrav harness, commercial	6	2,100	1	–
Antigrav harness, tactical	12	16,500	1	–
Antigrav harness, advanced	18	220,600	1	–
AKASHIC LENS				
Akashic lens, commercial	3	555	–	–
Akashic lens, tactical	9	5,555	–	–
Akashic lens, advanced	15	55,555	–	–
DIVA'S MICROPHONE				
Diva's microphone, commercial	4	750	L	1
Diva's microphone, tactical	10	9,500	L	1
Diva's microphone, advanced	18	190,400	L	1
HARDLIGHT HANDWRAPS				
Hardlight handwraps, commercial	0	5	–	–
Hardlight handwraps, tactical	2	355	–	–
Hardlight handwraps, advanced	4	1,005	–	–
Hardlight handwraps, superior	10	10,005	–	–
Hardlight handwraps, elite	12	20,005	–	–
Hardlight handwraps, ultimate	16	100,005	–	–
Hardlight handwraps, paragon	19	400,005	–	–
NULL SPACE CHAMBER				
Commercial null space chamber	4	750	–	–
Tactical null space chamber	7	3,000	–	–
Advanced null space chamber	11	12,000	–	–
Superior null space chamber	13	24,000	–	–
PAIN JOURNAL				
Pain journal, commercial	7	33,333	L	–
Pain journal, tactical	15	66,666	L	–
PROGRAMMER'S PLUSHIE				
Programmer's plushie, commercial	3	550	L	–
Programmer's plushie, tactical	8	4,550	L	–
Programmer's plushie, advanced	14	38,550	L	–

MAGIC ITEMS

Item	Level	Price (Credits)	Bulk	Hands
SPELL AMPOULE				
Cellular stimulant spell amp	1	30	L	1
Glow up spell amp, commercial	1	50	L	1
Jump spell amp	2	60	L	1
Shrink spell amp	3	120	L	1
Invisibility spell amp	4	200	L	1
Glow up spell amp, tactical	5	210	L	1
Fly spell amp	5	250	L	1
Resist energy spell amp, commercial	6	450	L	1
Feline senses spell amp	7	530	L	1
Cairn form spell amp, commercial	7	720	L	1
Haste spell amp	8	900	L	1
Glow up spell amp, advanced	9	1,100	L	1
Resist energy spell amp, tactical	10	1,800	L	1
Cairn form spell amp, tactical	11	3,200	L	1
Resist energy spell amp, advanced	14	5,850	L	1
SPELL CHIPS				
1st-rank spell chip	3	600	—	—
2nd-rank spell chip	5	1,600	—	—
3rd-rank spell chip	7	3,600	—	—
4th-rank spell chip	9	7,000	—	—
5th-rank spell chip	11	15,000	—	—
6th-rank spell chip	13	30,000	—	—
7th-rank spell chip	15	65,000	—	—
8th-rank spell chip	17	150,000	—	—
9th-rank spell chip	19	400,000	—	—
SPELL GEM				
1st-rank spell gem	1	40	—	—
2nd-rank spell gem	3	120	—	—
3rd-rank spell gem	5	300	—	—
4th-rank spell gem	7	700	—	—
5th-rank spell gem	9	1,500	—	—
6th-rank spell gem	11	3,000	—	—
7th-rank spell gem	13	6,000	—	—
8th-rank spell gem	15	13,000	—	—
9th-rank spell gem	17	30,000	—	—
10th-rank spell gem	19	80,000	—	—

The resonant power allows you to cast *life seal* as a divine innate spell once per day.

Type sapphire cone; **Level** 13; **Price** 22,000 credits

This opalescent sapphire cone grants you a limited form of projected empathy with a range of 100 feet that can be roughly understood by creatures regardless of language, and includes a type and intensity of emotion, such as “mild anger,” “intense joy,” or “deep sadness.” When you Sense the Motive of a creature within 30 feet, you detect the presence or absence of thoughts from the creature as though you cast the 1-action version of *detect thoughts*.

The resonant power allows you to cast *mind skewer* as an occult innate spell once per day.

Type sky blue helix; **Level** 16; **Price** 95,000 credits

This sky-blue helicoid prism guides your innate sense of direction in even the emptiest reaches of space. You gain a +2 item bonus to Piloting checks to Navigate. The resonant power allows you to cast *seek the stars* as a divine innate cantrip.

Activate—Navigate ♦ (concentrate) **Frequency** once per day;

Effect You concentrate on a Drift beacon you have visited before and mentally chart a course for that location. You immediately know which direction to travel to reach your destination, and your journey takes 1 day less if you’re piloting the ship.

ANTIGRAV HARNESS**ITEM 6+**

INVESTED **MAGICAL** **TECH**

Usage worn; **Bulk** 1

This convoluted web of synthweave straps is worn as a fashion statement in some subcultures but has a useful application in extreme environments. You gain a +1 item bonus to Acrobatics checks, and you aren’t off-guard or clumsy while untethered in zero-g.

Activate—Gravity Alteration ♦ (manipulate) **Effect** You treat

gravity as being one step higher or lower (for example, zero-g becomes low gravity, low gravity becomes standard, standard gravity becomes high gravity, and high gravity becomes extreme gravity, or vice versa). This only affects you, your gear, and your movement and lasts until the end of your next turn.

Type commercial; **Level** 6; **Price** 2,100 credits

Type tactical; **Level** 12; **Price** 16,500 credits

The item bonus is +2, and gravity alteration lasts 1 minute.

Type advanced; **Level** 18; **Price** 220,600 credits

The item bonus is +3, and the gravity alteration lasts 1 minute and can lower or raise the gravity level by up to two steps.

AKASHIC LENS**ITEM 3+**

INVESTED **MAGICAL** **TECH**

Usage worn; **Bulk** 1

Worn as a contact lens, spectacles, or other eyewear, these magically treated lenses project a special data display that uses rudimentary AI and rapid eye tracking to quickly cycle through information until you find what you want to know. It grants you a +1 item bonus to Recall Knowledge checks made with the skill chosen when you use Database Scan.

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Activate—Database Scan **Frequency** once per 10 minutes;**Effect** The lens casts a 1st-rank *akashic download* that uses the lens instead of a comm unit.**Type** commercial; **Level 3**; **Price** 555 credits**Type** tactical; **Level 9**; **Price** 5,555 creditsThe *akashic download* is 3rd rank.**Type** advanced; **Level 15**; **Price** 55,555 creditsThe item bonus is +2, and the *akashic download* is 4th rank.**DIVA'S MICROPHONE****ITEM 4+**

INVESTED | MAGICAL | TECH

Usage worn; **Bulk 1**

This ostentatious crystal microphone is embellished with glimmering jewels and delicate lights that pulse in time to music. It functions as both a microphone and speaker, amplifying your voice loud enough for you to be heard clearly by all listeners up to 500 feet away, even if other ambient noise would otherwise block the sound. This doesn't increase the range or area of other auditory or linguistic effects, and physical barriers such as walls still block or muffle your voice as normal. It grants a +1 item bonus to Performance checks made with it.

Activate—Grand Finale **(auditory) Frequency** once per**Effect** Your song reaches an eardrum-bursting climax as a 1st-rank *sonic scream* originating from your space with a DC 18.**Type** commercial; **Level 4**; **Price** 750 credits**Type** tactical; **Level 10**; **Price** 9,500 creditsThe item bonus is +2, and the *sonic scream* spell is 4th rank (DC 27).**Type** advanced; **Level 18**; **Price** 190,400 creditsThe item bonus is +3, and the *sonic scream* spell is 8th rank (DC 38).**HARDLIGHT HANDWRAPS****ITEM 2+**

INVESTED | MAGICAL | TECH

Usage worn; **Bulk 1**

These handwraps can be customized to shine in any color in the visible spectrum when used, and some manufacturers offer custom firmware that modifies their appearance to manifest as a claw, oversized fist, or hammerhead. These handwraps enhance your unarmed attacks as if they were manufactured weapons, allowing you to add an upgrade to your unarmed attacks. Treat the handwraps as melee weapons of the brawling group with light Bulk for these purposes.

Higher-level *hardlight handwraps* also apply the tracking trait and increase the damage dice of your unarmed attacks. For example, *advanced hardlight handwraps* increase your unarmed attacks to two damage dice (normally 2d4 instead of 1d4, but if your fists have a different weapon damage die or you have other unarmed attacks, use two of that die size instead).

Type commercial; **Level 0**; **Price** 5 credits; **Upgrades** 1**Type** tactical; **Level 2**; **Price** 355 credits; **Upgrades** 1

Your unarmed attacks gain the tracking +1 trait.

Type advanced; **Level 4**; **Price** 1,005 credits; **Upgrades** 2

Your unarmed attacks gain the tracking +1 trait and increase the damage to two dice.

Type superior; **Level 10**; **Price** 10,005 credits; **Upgrades** 2

Your unarmed attacks gain the tracking +2 trait and increase the damage to two dice.

Type elite; **Level 12**; **Price** 20,005 credits; **Upgrades** 3

Your unarmed attacks gain the tracking +2 trait and increase the damage to three dice.

Type ultimate; **Level 16**; **Price** 100,005 credits; **Upgrades** 3

Your unarmed attacks gain the tracking +3 trait and increase the damage to three dice.

Type paragon; **Level 19**; **Price** 400,005 credits; **Upgrades** 4

Your unarmed attacks gain the tracking +3 trait and increase the damage to four dice.

NULL SPACE CHAMBER**ITEM 4+**

EXTRADIMENSIONAL | MAGICAL | TECH

Usage worn; **Bulk -**

This sleek black device attaches to a backpack, purse, or key ring. When you press a button on the side of the device, it creates a circular portal to an extradimensional pocket space. The space's capacity depends on the device's type.

You can interact with the *null space chamber* to stow items in it or remove them. The *null space chamber* can be





opened and closed only from the outside. When a *null space chamber* is opened in an atmosphere with air, it fills with 10 minutes worth of air for every Bulk left in its capacity. An item inside the *null space chamber* provides no benefits unless it's retrieved first. Affixing the *null space chamber* to a computer causes it to display a readout of all items stored within it.

Type commercial; **Level** 4; **Price** 750 credits; **Capacity** 25 Bulk

Type tactical; **Level** 7; **Price** 3,000 credits; **Capacity** 50 Bulk

Type advanced; **Level** 11; **Price** 12,000 credits; **Capacity** 100 Bulk

Type superior; **Level** 13; **Price** 24,000 credits; **Capacity** 150 Bulk

PAIN JOURNAL

ITEM 7+

INVESTED **MAGICAL** **TECH**

Usage worn; **Bulk** L

Your raw emotions empower the poems and phrases penned in this faux leather journal. Reading directly from the journal harnesses your painful memories, projecting your anger, and gives you a +1 item bonus to Intimidation checks.

Activate—Painful Memory ➡ (manipulate) **Frequency** once per day; **Effect** You recite a poem of utter anguish to spread your misery to another creature, as a 3rd-rank *share pain* with a DC of 23.

Type commercial; **Level** 7; **Price** 3,333 credits

Type tactical; **Level** 15; **Price** 66,666 credits

The item bonus is +2, and the *share pain* spell is 7th rank (DC 34).

ITEM 3+

PROGRAMMER'S PLUSHIE

INVESTED **MAGICAL** **TECH**

Usage held, stowed, or within arm's reach; **Bulk** L

These miniatures come in every shape, often resembling a programmer's personal avatar or a popular media character, such as Captain Concierge. The plushie helps organize your thoughts, giving you a +1 item bonus to Computers checks.

Activate—Secret Password ➡ (auditory) **Effect** You whisper a secret passcode known only to yourself and your *programmer's plushie*, securing a computer, container, door, or lock from intrusion as a 1st-rank *lock* with a DC of 18. Any creature can bypass this *lock* using the passcode while touching the target with the *programmer's plushie*.

Type commercial; **Level** 3; **Price** 550 credits

Type tactical; **Level** 8; **Price** 4,550 credits

The item bonus is +2, and the *lock* spell is 3rd rank (DC 25).

Type advanced; **Level** 14; **Price** 38,550 credits

The item bonus is +3, and the *lock* spell is 7th rank (DC 35).

ITEM 1

REUSABLE GRENADE SHELL

GRENADE **MAGICAL** **TECH**

Price 80 credits

Usage held in 1 hand; **Bulk** 1

This ordinance was originally shaped like a brutaris ball and intended to add both visual effects and additional risk to the already dangerous game. You can throw the shell to explode the installed grenade, using the grenade's range, damage, and

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other effects. The shell remains and repairs the grenade over the course of 24 hours, during which time you can't install another grenade. The shell is too large to fit in a grenade launcher.

Activate–Install Grenade ♦ (manipulate) You install a commercial, tactical, or advanced grenade in the shell. You can store one grenade in the shell at a time, and you can interact to retrieve the grenade normally.

SPELL AMPOULE**ITEM 1+**

CONSUMABLE MAGICAL

Usage held in 1 hand; **Bulk L**

Known on most worlds as "spell amps", spell ampoules are ready-to-use magic injections that confer the benefits of a spell of the specified rank.

Activate–Inject ♦ (manipulate) **Effect** You Cast the Spell at the indicated rank.

Type cellular stimulant spell amp; **Level 1; Price** 30 credits; **Effect** 1st-rank cellular stimulant spell (DC 15)

Type commercial glow up spell amp; **Level 1; Price** 50 credits; **Effect** 1st-rank glow up spell

Type jump spell amp; **Level 2; Price** 60 credits; **Effect** 1st-rank jump spell

Type shrink spell amp; **Level 3; Price** 120 credits; **Effect** 2nd-rank shrink spell

Type invisibility spell amp; **Level 4; Price** 200 credits; **Effect** 2nd-rank invisibility spell

Type tactical glow up spell amp; **Level 5; Price** 210 credits; **Effect** 3rd-rank glow up spell

Type fly spell amp; **Level 5; Price** 250 credits; **Effect** 4th-rank fly spell

Type commercial resist energy spell amp; **Level 6; Price** 450 credits; **Effect** 2nd-rank resist energy spell

Type feline senses; **Level 7; Price** 530 credits; **Effect** 3rd-rank feline senses spell

Type commercial cairn form spell amp; **Level 7; Price** 720 credits; **Effect** 4th-rank cairn form spell

Type haste spell amp; **Level 8; Price** 900 credits; **Effect** 3rd-rank haste spell

Type advanced glow up spell amp; **Level 9; Price** 1,100 credits; **Effect** 5th-rank glow up spell

Type tactical resist energy spell amp; **Level 10; Price** 1,800 credits; **Effect** 4th-rank resist energy spell

Type tactical cairn form spell amp; **Level 11; Price** 3,200 credits; **Effect** 6th-rank cairn form

Type advanced resist energy spell amp; **Level 14; Price** 5,850 credits; **Effect** 7th-rank resist energy spell

SPELL CHIPS**ITEM 1+**

MAGICAL TECH

Usage installed in computer or comm unit; **Bulk -**

These chips can be installed in computers and comm units to allow the device to cast spells. Each device can have only one spell chip. Casting a spell from a spell chip requires holding the computer or comm unit in one hand and activating it with a Cast a Spell activity using the normal number of actions for that spell. The spell must appear on your spell list. Because you're the one Casting the Spell, use your spell attack modifier and spell DC. The spell is of your spellcasting tradition. The spell in a spell gem can be cast only once, and the spell gem is destroyed as part of the casting. Spell gems can't contain cantrips or rituals. The traits for this item vary based on the spell it contains.

and spell DC. The spell is of your spellcasting tradition. If the spell has a locus, you must still have that locus to cast the spell from a spell chip. Spell chips can't contain cantrips or rituals. The traits for this item vary based on the spell it contains.

In addition to the charge expended to Cast the Spell, the delicate components that make up the core lattice of a spell chip can be destroyed if used in quick succession. Attempting to use a spell chip more than once per day requires overclocking it. Cast the Spell again, then roll a DC 10 flat check. On a success, the spell chip is broken. On a failure, the spell chip is destroyed. If anyone tries to overclock a spell chip that's already been overclocked that day, the spell chip is automatically destroyed (even if it has been repaired) and no spell is cast. You can reprogram a destroyed spell chip by buying or Crafting a virtual spell chip that has the same cost as a spell gem of the same level and the virtual trait. If not installed on a destroyed spell chip, a virtual spell chip in a computer can be activated only in virtual reality.

Activate Cast a Spell; **Frequency** once per day, plus overcharge; **Effect** You Cast the Spell at the indicated rank.

Type 1st-rank spell chip; **Level 3; Price** 600 credits

Type 2nd-rank spell chip; **Level 5; Price** 1,600 credits

Type 3rd-rank spell chip; **Level 7; Price** 3,600 credits

Type 4th-rank spell chip; **Level 9; Price** 7,000 credits

Type 5th-rank spell chip; **Level 11; Price** 15,000 credits

Type 6th-rank spell chip; **Level 13; Price** 30,000 credits

Type 7th-rank spell chip; **Level 15; Price** 65,000 credits

Type 8th-rank spell chip; **Level 17; Price** 150,000 credits

Type 9th-rank spell chip; **Level 19; Price** 400,000 credits

SPELL GEM**ITEM 1+**

CONSUMABLE MAGICAL

Usage held in 1 hand; **Bulk L**

These latticed gemstones are suspended in a silicon casing and encoded with the magical script necessary to cast a single, specific spell. Casting a spell from a spell gem requires holding the gem in one hand and activating it with a Cast a Spell activity using the normal number of actions for that spell. The spell must appear on your spell list. Because you're the one Casting the Spell, use your spell attack modifier and spell DC. The spell is of your spellcasting tradition. The spell in a spell gem can be cast only once, and the spell gem is destroyed as part of the casting. Spell gems can't contain cantrips or rituals. The traits for this item vary based on the spell it contains.

Activate Cast a Spell; **Effect** You Cast the Spell at the indicated rank.

Type 1st-rank spell gem; **Level 1; Price** 40 credits

Type 2nd-rank spell gem; **Level 3; Price** 120 credits

Type 3rd-rank spell gem; **Level 5; Price** 300 credits

Type 4th-rank spell gem; **Level 7; Price** 700 credits

Type 5th-rank spell gem; **Level 9; Price** 1,500 credits

Type 6th-rank spell gem; **Level 11; Price** 3,000 credits

Type 7th-rank spell gem; **Level 13; Price** 6,000 credits

Type 8th-rank spell gem; **Level 15; Price** 13,000 credits

Type 9th-rank spell gem; **Level 17; Price** 30,000 credits

Type 10th-rank spell gem; **Level 19; Price** 80,000 credits


TECH GEAR

Tech gear represents a variety of different consumer and specialized equipment used throughout the galaxy. Your character needs all sorts of items both while exploring and in downtime, ranging from personal datapads to signal jammers, depending on the situation. Most technological items can be recharged during rest periods or through other means, such as kinetic and solar energy. Only a few items might need additional batteries, as indicated in their item entry.



The tables on page 211 list the Price and Bulk entries for a wide variety of gear you can use to kit out your character. Any item with a number after it in parentheses indicates that the item's Price is for the indicated quantity, though the Bulk entry for such an item is the value for only one such item.

HANDS

This lists how many hands it takes to use the item effectively. Most items that require two hands can be carried in only one hand, but you must spend an Interact action to change your grip in order to use the item. The GM may determine that an item is too big to carry in one hand (or even two hands, for particularly large items).

WEARING TOOLS

You can make a set of tools (such as a maker's toolkit or medkit) easier to use by wearing it. This allows you to draw and replace the tools as part of the action that uses them. You can wear up to 2 Bulk of tools in this manner; tools beyond this limit must be stowed or drawn with an Interact action to use.

ADVENTURING GEAR

These items follow special rules or require more detail.

Alert Sensor: This metal sphere unfolds when activated, revealing an array of antennae and blinking lights. A commercial alert sensor monitors changes in temperature and vibration in a 10-foot radius around the sensor. Whenever a corporeal creature enters the sensor's area, it emits an alert. When you set up the sensor, you can choose whether the alert is an audible ping or an inaudible private alert to a comm unit (such as the one in your armor). The alert wakes up any creatures that can hear it. A tactical alert sensor comes with a connected app that transmits alerts to your comm unit up to 3 miles away, and an advanced alert sensor transmits alerts to your comm unit at a planetary range.

Archaic Text: This book is a printed manuscript and could be a religious text, a book of ancient recipes, a romance novel, or vintage mechanical schematics.

Autograppler: You can attach this anchoring device to a cable line with an Interact action. Clamps automatically slide from the base of the autograppler along the attached cable, allowing it to be climbed like a knotted rope. You can throw the autograppler to attach it to a solid surface, attempting a ranged attack roll using your simple weapon proficiency against a DC depending on the target, typically at least DC 20. This attack has the secret trait. On a success, your autograppler has a firm hold, but on a critical failure, the grappler seems like it will hold but it detaches when you're partway up. A tactical autograppler has a sensor to detect whether it has a firm hold, causing it to automatically retract if you critically fail your ranged attack to attach it.

Cable Line: This industrial cable is typically made of high-durability plastic coated in metal. A commercial cable line is coated in titanium alloy, while a tactical cable line is coated in adamantine alloy.

Camping Kit: A camping kit contains a weatherproof tent for four Medium or two Large creatures, bedrolls, a fire igniter, 1 week of rations, and a survival knife.

Chemalyzer: This handheld sampling unit grants a +1 circumstance bonus to skill checks to identify an unknown drug, medicinal, poison, or other chemical substance.

Climbing Kit: A commercial climbing kit includes 50 feet of cable line, a grappling hook, harnesses, pulleys, pitons, a hammer, and crampons. Climbing kits allow you to attach yourself to the wall you're Climbing, moving half as quickly as usual (minimum 5 feet) but letting you attempt a DC 5 flat check whenever you critically fail to prevent a fall. You gain a +1 item bonus to Athletics checks to Climb while using a tactical climbing kit. A single kit has only enough materials for one climber; each climber needs their own kit.

Comm Unit: A personal comm unit is a pocket-sized device that combines a minor portable computer and a cellular communications device, allowing instantaneous wireless communication with other comm units in both audio- and text-based formats at planetary range. A personal comm unit also includes a calculator, a flashlight (emits bright light in a 5-foot radius around you and dim light in the next 5 feet), a browser that accesses any local infospheres, and several entertainment options (including games).

ADVENTURING GEAR

Item	Level	Price (Credits)	Bulk	Hands
Alert sensor, commercial	0	10	1	—
Alert sensor, tactical	3	450	1	—
Alert sensor, advanced	5	1,250	1	—
Archaic text	0	10	L	1
Autograppler, commercial	0	10	—	—
Autograppler, tactical	2	250	—	—
Cable line, commercial (50 feet)	0	2	L	—
Cable line, tactical (50 feet)	2	150	L	—
Camping kit	0	30	2	2
Chemalyzer	1	150	L	1
Climbing kit, commercial	0	5	1	2
Climbing kit, tactical	3	40	1	2
Comm unit	1	7	L	1
Container, ordinary	0	1	—	—
Container, designer	3	100	—	—
Creator capsule, commercial	1	10	L	1
Creator capsule, tactical	4	75	L	1
Creator capsule, advanced	7	300	L	1
Creator capsule, superior	10	820	L	1
Creator capsule, elite	13	2,400	L	1
Creator capsule, ultimate	16	7,900	L	1
Creator capsule, paragon	19	30,400	L	1
Data chip	0	2	—	—
Datapad	2	250	—	—
Emergency beacon	1	100	L	—
Explorer's canteen	0	30	L	2
Field Scientist's toolkit, commercial	0	175	—	2
Field scientist's toolkit, tactical	3	350	—	2
Flashlight, commercial	0	1	1	1
Flashlight, tactical	0	15	L	1
Hacking toolkit	0	20	L	2

Personal comm units integrated into armor have some voice-activated capabilities; you can communicate with other comm units in audio-based formats and receive responses without needing a free hand, but typing a message, browsing the infosphere, or using an app requires the use of at least one hand.

Comm units that function at longer ranges aren't as portable; they include built-in generators that provide the necessary amount of power and rely on active Drift beacons to communicate. Short-term use of these units can be purchased in most major settlements.

Containers: Containers come in a variety of styles, such as backpacks, duffel bags, briefcases, and handbags. A container

Item	Level	Price (Credits)	Bulk	Hands
Holoskin, commercial	0	20	L	—
Holoskin, tactical	3	400	L	—
Holospark	0	3	L	—
Hygiene kit	0	2	L	2
Infiltrator's toolkit, commercial	0	30	L	2
Infiltrator's toolkit, tactical	3	500	L	2
Lock, commercial	0	2	—	2
Lock, tactical	1	20	—	2
Lock, advanced	3	150	—	2
Lock, superior	9	2,000	—	2
Lock, elite	17	45,000	—	2
Magboots	2	350	1	—
Maker's app	0	10	—	—
Maker's toolkit, commercial	0	40	2	2
Maker's toolkit, tactical	3	500	2	2
Microgoggles	2	250	L	—
Microphone	0	8	L	1
Musical instrument, commercial (handheld)	0	8	1	2
Musical instrument, tactical (handheld)	3	500	1	2
Musical Instrument, commercial (heavy)	0	20	16	2
Musical Instrument, tactical (heavy)	3	1,000	16	2
Portable amp	1	50	L	1
Radiation sweeper	2	350	1	1
Repair toolkit, commercial	0	20	1	2
Repair toolkit, tactical	3	250	1	2
Sunshades, commercial	0	2	—	—
Sunshades, tactical	3	450	—	—
Tracking bug	6	2,000	—	1
Voice distorter	3	450	L	1

holds up to 4 Bulk of items. If you're carrying or stowing the container rather than wearing it on your person, its Bulk is light instead of negligible.

You gain a +1 item bonus to checks to Make an Impression on high society individuals while carrying a designer container, such as designer handbag.

Creator Capsule: You can use a creator capsule with a computer to Craft items much more quickly than usual using the Fabricator feat.

Data Chip: A data chip contains enough memory for a religious text, photo album, personal journal, or the like. You can view the information on a data chip with a computer, such

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as the one in your comm unit.

Datapad: These ubiquitous handheld computers incorporate a comm unit, microphone, speaker, camera, infosphere browser, and data storage. They can store thousands of hours of recordings, play games, and perform simple computing functions, such as time tracking and notifications, word processing, calculations, data processing, streaming media, and broadcasting emergency alerts from local governments. In most societies, commercial datapads are relatively flimsy, designed to rapidly wear out or fall behind on the latest features and updates to encourage the consumer to replace it with a newer model. In contrast, higher-end datapads are made to last and often include a sturdier chassis and extra functions.

Emergency Beacon: This item requires a battery to be installed on it for it to operate. When activated, this small, pod-shaped device transmits its location and emits a flash of bright red light once per round, consuming 1 charge per day. Any device capable of receiving signals can pick up a signal from an emergency beacon, which can then be traced with a successful DC 15 Computers or Survival check. An emergency beacon's transmissions have a range of 100 miles over flat terrain, 50 miles in forests or hills, and 25 miles in mountainous terrain or underwater. Alternatively, an emergency beacon can be installed in a starship or vehicle's communications system. In this case, its range is equal to that of the communications array, and it consumes 1 charge per hour.

Explorer's Canteen: This metal thermos has two compartments. The upper compartment contains nanomachines and filters that target common contaminants, making most food and water safe to consume and granting a +1 item bonus to saves against any poisons or diseases present in the food or water. The lower compartment converts inserted UPBs into edible nutri-paste at a rate of 2 UPBs per 1 day of nourishment.

Field Scientist's Toolkit: A field scientist toolkit contains a chemalyzer, microscope, recording tools, and specimen bags.



A tactical field scientist toolkit grants a +1 item bonus on Recall Knowledge checks using Nature or an appropriate Lore skill.

Flashlight: A flashlight sheds bright light. A commercial flashlight emits light in a 30-foot emanation (and dim light in the next 30 feet). A tactical flashlight emits its light in a 60-foot radius (and dim light in the next 60 feet) and is equipped with filters, which you can close to block or dim the light. Activating the filters takes an Interact action.

Hacking Toolkit: A hacking toolkit is required for Computers checks to Hack computers (page 135). You can use a hacking toolkit to access a computer without using a user interface, but this requires physical contact with the computer, or contact via an infosphere or similar linked network.

Holoskin: A commercial holoskin is a holographic projector generally mounted to a belt or limb strap and activated as an Interact action. It can be programmed to project the appearance of another creature of the same size category as yourself, hiding your true appearance. A holoskin doesn't change your voice, scent, or mannerisms. The appearance of held and worn items aren't affected. You usually need a holoskin to set up a disguise in order to Impersonate someone using the Deception skill. A tactical holoskin adds a +1 item bonus to relevant checks.

Holospark: This tiny personal holoprojector is typically disguised as an earring, lapel pin, or pendant. A holospark has enough memory to store a simple visual projection of personal flair, such as a halo or wings, accompanied by short audio, such as a clip of a popular song or a sound effect. Your holospark can be programmed with a computer, such as the one in your comm unit.

Hygiene Kit: This kit contains all the tools and products needed to practice good grooming and hygiene. Kits designed for specific creatures include supplies (such as scale-care products for vesk or antennae grooming oil for lashuntas or shirrens) that are of less use to other creatures.

Infiltrator's Toolkit: You need an infiltrator's toolkit to Pick Locks or Disable Devices (of some types) using the Thievery skill. A tactical infiltrator's toolkit adds a +1 item bonus to checks to Pick Locks or Disable Devices.

Lock: Picking a commercial lock requires two successful DC 15 Thievery checks, a tactical lock requires two successful DC 20 Thievery checks, an advanced lock requires four successes at DC 25, a superior lock requires five successes at DC 30, and an elite lock requires six successes at DC 40.

Magboots: These sturdy boots have powerful electromagnets built into the soles. These magnets can be activated or deactivated with an Interact action.

While active, they grant you a +1 item bonus to Athletics checks to Climb metal surfaces, as well as a +1 item bonus to your Fortitude or Reflex DC against attempts to Reposition, Shove, or Trip you when you are standing on a metal surface. In areas of zero gravity, while wearing a pair of magboots, you can move your Speed across metal surfaces and don't gain the untethered condition.



Maker's App: This comm unit app contains formulas for Crafting the common items in this section.

Maker's Toolkit: You need a maker's toolkit to create items from UPBs with the Craft skill. A tactical maker's toolkit gives you a +1 item bonus to the check.

Microgoggles: These bulky goggles include adjustable magnifying lenses and lights, granting you a +2 item bonus to any skill check that benefits from exceedingly close vision, such as detecting complicated forgeries, identifying pathogens in blood samples, or crafting drugs or medicinals.

Microphone: This cordless handheld device records and transmits audio, typically to a speaker or computer you've synced with the microphone.

Musical Instrument: Musical instruments are popular throughout the galaxy and come in a dizzying array of styles. All but the most traditional and classical instruments use modern technology to amplify their sound, provide musical accompaniment, or connect wirelessly to other instruments in a band or orchestra. Handheld instruments include autohorns, monofilament guitars, psychoactive wave plates, synth keytars, holoflutes, and similarly sized instruments. The GM might rule that an especially large handheld instrument (like a bass synthorn) has greater Bulk. Heavy instruments such as drumdecks, keyboard instruments, and theremins are less portable and generally need to be stationary while played.

A tactical instrument gives a +1 item bonus to Performance checks using that instrument.

Portable Amp: This small device is typically synced up to an instrument, microphone, or the audio playback on a datapad. It amplifies the audio volume, reducing the DC of Perception checks to hear the audio by 5.

Radiation Sweeper: This handheld device is capable of detecting radiation within 120 feet. When you Interact with the device, it emits pings in different tones to indicate the presence of low, medium, high, or severe radiation. It also displays the areas of radiation on a simple screen. It automatically updates the data as you move until the beginning of your next turn. After that, you must Interact with the device again to conduct another sweep. A radiation sweeper can't detect radiation through 3 feet of dirt or wood, 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or any force field.

Repair Toolkit: A repair toolkit contains a variety of delicate tools and supplies that allows you to perform simple repairs while traveling. You can use a repair toolkit to Repair items using the Crafting skill. A tactical repair toolkit gives you a +1 item bonus to the check. You can draw and replace a worn

MEDICAL ITEMS

Item	Level	Price (Credits)	Bulk
Bone serum	1	30	L
Celebrity serum	1	30	L
Hypopen, commercial	1	40	L
Medkit, commercial	1	50	1
Medpatch, commercial	1	30	L
Sprayflesh	1	30	L
Infiltrator serum	2	50	L
Shimmerstone serum	2	50	L
Commando serum	3	100	L
Hypopen, tactical	3	120	L
Medkit, tactical	3	500	1
Sharpshooter serum, commercial	4	140	L
Medpatch, tactical	5	300	L
Hypopen, advanced	6	500	L
Medpatch, advanced	9	1,500	L
Hypopen, superior	10	2,000	L
Medpatch, superior	13	6,000	L
Hypopen, elite	14	9,000	L
Sharpshooter serum, tactical	14	7,000	L
Medpatch, elite	15	13,000	L
Hypopen, ultimate	16	20,000	L
Medpatch, ultimate	19	80,000	L

repair toolkit as part of the action that uses it.

Sunshades: Sunshades come in a variety of styles. You gain a +1 item bonus to saves against effects that cause the blinded or dazzled condition while wearing tactical sunshades.

Tracking Bug: This tracking device contains a miniature transponder that helps you follow and locate your quarry. You can hide a tracking bug on a creature with a successful Thievery check to Palm an Object from the creature, but instead of taking an object, you leave the bug somewhere in the creature's possession, such as in their pocket. You can hide a tracking bug on a vehicle or other object with a Stealth check to Conceal an Object; you gain a +1 circumstance bonus to this check due to the tracking bug's size.

Once you plant a tracking bug, you can use a custom app (included in the tracking bug's Price) to follow the tracking bug with a successful Computers check (typically DC appropriate to the level of the threat) using a computer, comm unit, or similar device; the GM should adjust this DC to reflect environmental conditions and other factors. You must be on the same plane and planet as the bug for the app to function. A fully charged tracking bug lasts 1 day. When the bug runs out of power, you can't follow it until you recharge it.

Voice Distorter: This device, when held in front of the mouth of someone speaking, distorts their voice into something

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obviously artificial and unrecognizable. Any check attempted to identify the wearer's voice takes a -2 circumstance penalty. A character who has a recording of a distorted voice can attempt a Computers check against the Deception DC of the target to remove the distortion, gaining a +2 circumstance bonus to the check if they have access to an undistorted sample of the same voice.

MEDICAL ITEMS

Medical advances throughout the galaxy are responsible for increasing the average life expectancy and the survivability rates for many common ailments. The items listed on the following table are the most widely available medical items in the Pact Worlds. Medical items are not magical. They instead use the properties of chemicals and the latest advances in biotech. As such, medical items don't radiate magical auras, and they can't be dismissed or affected by *dispel magic*. Their effects last for a set amount of time or until they are countered in some way, typically physically.

Some medical items have the technological trait. Some also have the consumable trait, which means that the item is used up once activated. Rules for creating medical items are found in the Craft activity on page 136, and you must have the Pharmaceutical Crafting skill feat (page 154) to use Crafting to create medical items.

MEDKITS

Medkits contain analgesics, bandages, sterile gauze, and suturing tools necessary for Medicine checks to Administer First Aid, Treat Disease, Treat Poison, or Treat Wounds. Tactical medkits provide a +1 item bonus to such checks.

MEDPATCHES

Medpatches are simple, single-use medical patches designed to be slapped onto a wound or area of concern (such as a clearly diseased or poisoned section of the body) with little skill required.



MEDPATCH

ITEM 1+

CONSUMABLE HEALING TECH

Usage held in 1 hand; **Bulk L**

Medpatches accelerate the body's natural healing processes and immune system.

Activate—Apply ♦ (manipulate) **Effect** You regain the listed number of Hit Points and gain an item bonus to saving throws against disease and poisons for 10 minutes.

Type commercial; **Level 1**; **Price** 30 credits

The medpatch heals 1d6 Hit Points, and the bonus is +1.

Type tactical; **Level 5**; **Price** 300 credits

The medpatch heals 3d6+6 Hit Points, and the bonus is +1.

Type advanced; **Level 9**; **Price** 1,500 credits

The medpatch heals 5d6+12 Hit Points, and the bonus is +2.

Type superior; **Level 13**; **Price** 6,000 credits

The medpatch heals 7d6+18 Hit Points, and the bonus is +2.

Type elite; **Level 15**; **Price** 13,000 credits

The medpatch heals 8d6+21 Hit Points, and the bonus is +3.

Type ultimate; **Level 19**; **Price** 80,000 credits

The medpatch heals 10d6+27 Hit Points, and the bonus is +4.

HYPOPENS

Hypopens are preloaded devices roughly the size of a writing stylus that are used by injecting them. They have the nanite trait. Hypopens contain specialized nanites that heal many sorts of mental and physical injuries. Each hypopen has different possible effects, and higher-level hypopens can be used to produce the effects of lower-level hypopens.

Activating Hypopens

You usually activate a hypopen as you inject it into yourself or another creature. You can inject a hypopen only if a creature is within reach and is either willing or unable to prevent you from doing so. You usually need only one hand to inject a hypopen.

HYPOPEN

ITEM 1+

CONSUMABLE NANITE TECH

Usage held in 1 hand; **Bulk L****Activate** ♦ (manipulate)

This device contains specialized nanites that heal many sorts of mental and physical energies or temporarily boost the body's performance. Different types have different effects.

Type commercial; **Level 1**; **Price** 40 credits

Remove the fatigued condition or decrease the value of the clumsy or sickened condition by 1.

Type tactical; **Level 3**; **Price** 120 credits

Produce the effects of a lower-level hypopen or remove the paralyzed condition.

Type advanced; **Level 6**; **Price** 500 credits

Produce the effects of a lower-level hypopen or attempt a counteract check against one poison or disease afflicting the target. Use your Medicine proficiency bonus for the counteract modifier, but use the hypopen's item level in place of your own.

Type superior; **Level 10**; **Price** 2,000 credits

Produce the effects of a lower-level hypopen or end persistent poison or bleed damage.

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Type elite; **Level** 14; **Price** 9,000 credits

Produce the effects of a lower-level hypopen or become quickened for 1 minute. You can use the extra action to Step, Stride, or Strike.

Type ultimate; **Level** 16; **Price** 20,000 credits

Produce the effects of a lower-level hypopen or gain fast healing 10 for 1 minute. If you have the drained condition, decrease its value by 1 instead of gaining fast healing.

SERUMS

These are pharmaceutical serums; they are technological, or perhaps hybrid in some cases, but can be crafted using a laboratory and don't incorporate significant magic. You can activate a serum with an Interact action as you drink it or feed it to another creature. You can feed a serum only to a creature that is within reach and willing or otherwise so helpless that it can't resist. You usually need only one appendage to activate a serum.

BONE SERUM**ITEM 1****CONSUMABLE** | **SERUM****Price** 30 credits**Usage** held in 1 hand; **Bulk L****Activate** ♦ (manipulate)

This tarry liquid is distilled from elebrian bone matter. Upon drinking it, you gain void healing for 1 hour.

CELEBRITY SERUM**ITEM 1****CONSUMABLE** | **SERUM****Price** 30 credits**Usage** held in 1 hand; **Bulk L****Activate** ♦ (manipulate)

This fizzy pink concoction is mildly intoxicating and grants a +1 item bonus to Performance checks for 1 hour.

COMMANDO SERUM**ITEM 3****CONSUMABLE** | **SERUM****Price** 100 credits**Usage** held in 1 hand; **Bulk L****Activate** ♦ (manipulate)

This tangy crimson serum grants you 1d10+5 temporary Hit Points, as well as a +5-foot item bonus to your Speed and to any climb or swim Speeds you have, for 1 minute. When you drink this serum, your veins protrude and your eyes take on a reddish tinge.

INFILTRATOR SERUM**ITEM 2****CONSUMABLE** | **SERUM****Price** 50 credits**Usage** held in 1 hand; **Bulk L****Activate** ♦ (manipulate)

This clear, oily serum grants a +1 item bonus to checks to Sneak and Disable a Device for 10 minutes.

SHIMMERSTONE SERUM**ITEM 2****CONSUMABLE** | **SERUM****Price** 50 credits**Usage** held in 1 hand; **Bulk L****Activate** ♦ (manipulate)

This iridescent blue tincture is distilled from shimmerstone crystals mined on Vesk-7. You gain a +1 item bonus to saving throws against mental effects and a +2 item bonus to checks made to Recall Knowledge for 10 minutes.

SHARPSHOOTER SERUM**ITEM 4+****CONSUMABLE** | **SERUM****Usage** held in 1 hand; **Bulk L****Activate** ♦ (manipulate)

This smoky orange liquid allows your ranged Strikes to reduce the circumstance bonus to AC your targets gain from cover for 5 minutes.

Type commercial; **Level** 4; **Price** 140 credits

Reduce your targets' circumstance bonus by 1.

Type tactical; **Level** 14; **Price** 7,000 credits

Reduce your targets' circumstance bonus by 2.

OTHER CONSUMABLES

Though many consumable items are grouped into specific categories, such as serums and hypopens, some items don't fit into those categories.

SPRAYFLESH**ITEM 1****CONSUMABLE****Price** 30 credits**Usage** held in 1 hand; **Bulk L**

This single-use sterile canister sprays neutral biomass into a wound or area of concern (such as a clearly diseased or poisoned section of the body).

Activate—Spray ♦ (manipulate) **Effect** You apply sprayflesh to an injury. For 1 hour, or until the creature fully recovers to their maximum Hit Points, you can attempt Medicine checks to Treat Wounds on the target creature even if they're temporarily immune to Treat Wounds.





CHAPTER 7: SPELLS

The following spell lists include the spells for each tradition, including cantrips. (Focus spells appear on pages 238–243.) A superscript “H” indicates a spell has extra effects when heightened, and a spell with a rarity that is greater than common has a superscript with the first letter of that rarity (for example, “U” for uncommon).

The spells in this section are intended to be used alongside those spells present in *Pathfinder Player Core* to create a holistic experience for spellcasters in Starfinder. Some of the options in this book grant characters the ability to cast specific spells from Pathfinder, and you should feel free to round out your spellcaster PC’s repertoire with any spells from *Pathfinder Player Core* that fit your character concept, not just those that are specifically mentioned. Some spells might not have as much value in a sci-fi setting, where characters might have easier access to information through an infosphere, or use technology to fly or see in the dark. Part of the playtesting process is seeing how some spells in Pathfinder might not be as effective, simply because technology offers more efficient replacements—this is a feature, not a bug!

In the official release of *Starfinder Player Core*, our intent is to merge these spell lists—you won’t need to reference *Pathfinder Player Core* just to know what your spells do. For purposes of this playtest experience, however, we’re only listing the new spells appearing in Starfinder, so we can fill this book with as much new content as possible. Many of these spells do entirely new things, from creating black holes

and gravity fields to shorting out tech equipment. Others fill a similar role as existing Pathfinder spells, such as creating walls, summoning creatures, or dealing damage, but are more thematically appropriate for the Starfinder setting—such as *summon robot*, *wall of plasma*, and *caustic conversion*.

Beyond adding new spells to the mix, *Starfinder Player Core* is likely to include some revamped versions of existing spells. For example, we’re already creating “holographic” spells in the place of illusory spells, such as *illusory disguise* and *illusory object*, and other spells might receive a similar treatment. This doesn’t mean you’re forbidden from using Pathfinder’s versions of those spells, but the Starfinder versions are likely to work better in your Starfinder games.

Some spells might receive minor “upgrades.” Pathfinder’s existing *detect poison* spell, for example, makes no mention of radiation. Rather than design an entirely separate *detect radiation* spell or some new version of *detect poison*, with a different name and minor adjustments, we may simply update the existing Pathfinder version of *detect poison* to include a mention of radiation. We’re looking to see what spells or sets of spells might benefit from these kinds of upgrades and look forward to hearing your feedback.

Remember, none of these plans are set in stone, and your playtest feedback is critical! We don’t just want to know if our new spells are fun, evocative, and functional—we also want your input on how Pathfinder and Starfinder spells work together as part of the same overall game system.

ARCANE SPELLS

ARCANE CANTRIPS

Adhere Bond two objects together or charge a surface with adhesive magic.

Analyze Target^H Gather data about a target's basic physiology.

Implant Data^H Implant data into a digital device so others can find it.

Injury Echo^H Deal physical damage, and if a creature later takes that same damage, it begins to bleed.

Measure You get measurements of creatures you can observe in the area.

Recharge Weapon Create temporary low-cost ammo to fire your weapon with.

Ricochet^H Send out a spinning force disk that leaps from one target to another.

Stumble^H A burst of microgravity causes the target to stumble.

ARCANE 1ST-RANK SPELLS

Akashic Download^H Consult the Akashic Record for info on a topic.

Cellular Stimulant^H Stimulate the target's body for a short while at the expense of future energy.

Delete^H Delete data from a data set.

Destruction Protocol^H Take temporary control of a construct or tech creature and make it move or attack.

Glow Up^H You make a target more charming to observers.

Overheat^H Heat up creatures and their held objects in a cone.

Sonic Scream^H Let loose a scream that affects creatures in a cone.

Summon Robot^H Summon a robot to fight for you.

Supercharge Weapon^H Increase the damage done by the next shot of a weapon.

ARCANE 2ND-RANK SPELLS

Caustic Conversion^H Send nanites to dissolve your target.

Doom Scroll Broadcast grim news that forces others to pay attention.

Inject Nanobots^H Inject nanobots into the blood of a foe that begin to consume it.

Instant Virus Implant a virus into the target that can cause it to glitch.

Logic Bomb^H Plant a mental bomb in a tech item that affects a user when they next attempt to use the item.

Selective Invisibility^H The target becomes invisible to almost everyone.

Skim Data Touch data to get the gist of what's in it.

Verdant Code Cause plant matter to sprout from a computer and impede the area around it.

ARCANE 3RD-RANK SPELLS

Discharge Depower a tech creature or equipment.

Entropy Strike^H Shoot a ray that decays matter.

Flashfire^H You cause fires to spontaneously erupt around you.

Gravity Tether^H Manipulate electromagnetic forces on a target, pulling them closer and dealing electricity damage.

Irradiate^H Create a burst of magically enhanced radiation.

Life Seal^H Protect a creature from harmful environments.

Personal Gravity Alter gravity's effects on you.

Skyfire Wings^H Your arms become fiery wings.

ARCANE 4TH-RANK SPELLS

Cairn Form^H Rocky skin enhances the target's offensive and defensive capabilities.

ARCANE 5TH-RANK SPELLS

Control Machine^{HU} Temporarily take control of a machine.

Overload Systems Unleash a blast of electricity that shorts out tech equipment.

Speak with Computers^H Talk to a computer.

ARCANE 6TH-RANK SPELLS

Corrosive Haze^H Create a cloud of corrosive nanites.

Pocket Vacuum^H Create a sudden vacuum in an atmosphere, damaging creatures with decompression.

Promession^H Flash freeze a target and then render them to dust with sonic vibrations.

Rocket Dash^H Turn into a flaming rocket and rush forward, damaging everyone in your path.

Slice Reality^H Create a barrier of slicing entropy that attacks creatures nearby.

Wall of Plasma^H Create a wall of damaging plasma energy.

X-Ray Vision^U See through most solid materials.

ARCANE 7TH-RANK SPELLS

Absolute Zero^H Flash freeze and slow creatures.

Wall of Steel^H Create a wall of solid steel.

ARCANE 8TH-RANK SPELLS

Gravity Field Create a field of gravity that changes gravity in an area as you desire.

Phantasmal Fleet Create an illusory fleet of ships that causes creatures to duck for cover.

ARCANE 9TH-RANK SPELLS

Atomic Blast Create a nuclear explosion with fallout.

Telekinetic Tantrum Unleash a telekinetic storm that has a variety of effects.

ARCANE 10TH-RANK SPELLS

New Game You begin a VR game with the targets, except this time the game is real.

DIVINE SPELLS

DIVINE CANTRIPS

Analyze Target^H Gather data about a target's basic physiology.

Detect Thoughts^H Sense the surface thoughts of nearby creatures.

Eldritch Lance^H Unleash eldritch mental damage on a target.

Measure You get measurements of creatures you can observe in the area.

Reorient Help a target regain their footing.

Ricochet^H Send out a spinning force disk that leaps from one

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target to another.

Scan Environment Scan nearby terrain and get an inherent understanding of it.

Seek the Stars Know the location of the Starstone or the nearest Drift Beacon.

DIVINE 1ST-RANK SPELLS

Dream of Home Occupy a creature's mind with memories of its home.

Mind Skewer^H Unleash mental damage on a target.

Motivating Ringtone^H Cause a comm unit to ring out its owner's theme song.

Vital Prism Imbue the light of your weapon to restore life force.

Wisp Ally^H A wisp of floating light distracts your enemies.

DIVINE 2ND-RANK SPELLS

Doom Scroll Broadcast grim news that forces others to pay attention.

Sift the Sphere^H You sift through the infosphere and gain insight about a topic.

Soul Surge^H You channel your own life force into a spear of energy.

Void Seed^H The target is now healed by the void and hurt by life energy.

DIVINE 3RD-RANK SPELLS

Feline Senses^H The target's senses improve with feline ears, eyes, and whiskers.

Gravity Tether^H Manipulate electromagnetic forces on a target, pulling them closer and dealing electricity damage.

Holographic Memory^U You extract a memory from the target and replay it as a holographic vision.

Life Seal^H Protect a creature from harmful environments.

Share Pain^H Share a sense of agonizing pain with the target, dealing mental damage.

Skyfire Wings^H Your arms become fiery wings.

Void Whispers Eldritch voices impart dark secrets that lead the target astray.

DIVINE 4TH-RANK SPELLS

Battle Sonata^H Damage and deafen creatures with a dissonant song.

Eldritch Wrath^H Channel unspeakable powers to create a sickening and slowing area.

Explosion of Rot^H A burst of deadly decay erupts in the area.

Genetic Regeneration^H The target regenerates.

Weight of Ages Burden a target with pain and mental damage, weighing it down.

DIVINE 5TH-RANK SPELLS

Speak with Computers^H Talk to a computer.

Wave of Warning^H A wave of hostile intent washes over your enemies.

DIVINE 6TH-RANK SPELLS

Pocket Vacuum^H Create a sudden vacuum in an atmosphere, damaging creatures with decompression.

Slice Reality^H Create a barrier of slicing entropy that attacks creatures nearby.

Telekinetic Strangulation Telekinetically strangle a target and hold it in place.

X-Ray Vision^U See through most solid materials.

DIVINE 7TH-RANK SPELLS

Death Sentence^H Condemn the target to be rejected by reality.

Howl You let out a vibrating howl that compels others to join in and deal damage.

Light Scour^H Cast away the darkness with a burst of radiant light.

Void Scour^H You scour the life from an area in a sphere of desolate darkness.

DIVINE 8TH-RANK SPELLS

Akashic Revival Create a backup body to inhabit after death.

Singularity Seed Create a dense gravitational seed that sucks things in and deals massive void damage.

Void Vessel Survive in a vacuum and gain wings that let you fly in space.

DIVINE 9TH-RANK SPELLS

Call Cosmos^H Call down a column of cosmic matter to burn and freeze.

DIVINE 10TH-RANK SPELLS

Avatar You become an avatar of your deity.

OCCULT SPELLS

OCCULT CANTRIPS

Adhere Bond two objects together or charge a surface with adhesive magic.

Analyze Target^H Gather data about a target's basic physiology.

Detect Thoughts^H Sense the surface thoughts of nearby creatures.

Eldritch Lance^H Unleash eldritch mental damage on a target.

Implant Data^H Implant data into a digital device so others can find it.

Injury Echo^H Deal physical damage, and if a creature later takes that same damage, it begins to bleed.

Measure You get measurements of creatures you can observe in the area.

Recharge Weapon Create temporary low-cost ammo to fire your weapon with.

Seek the Stars Know the location of the Starstone or the nearest Drift Beacon.

OCCULT 1ST-RANK SPELLS

Akashic Download^H Consult the Akashic Record for info on a topic.

Delete^H Delete data from a data set.

Dream of Home Occupy a creature's mind with memories of its home.

Glow Up^H You make a target more charming to observers.

Mind Skewer^H Unleash mental damage on a target.

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Motivating Ringtone^H Cause a comm unit to ring out its owner's theme song.

Shifting Surge^H Change weapon to a different energy type and deal bonus damage of the original type.

Sonic Scream^H Let loose a scream that affects creatures in a cone.

OCCULT 2ND-RANK SPELLS

Doom Scroll Broadcast grim news that forces others to pay attention.

Logic Bomb^H Plant a mental bomb in a tech item that affects a user when they next attempt to use the item.

Selective Invisibility^H The target becomes invisible to almost everyone.

Sift the Sphere^H You sift through the infosphere and gain insight about a topic.

Skim Data Touch data to get the gist of what's in it.

Temporal Bullets Rewind time to do some damage with a missed attack.

Vibe Check^H Insert psychically intense emotions into the target, causing it to react differently as a result.

OCCULT 3RD-RANK SPELLS

Entropy Strike^H Shoot a ray that decays matter.

Gravity Tether^H Manipulate electromagnetic forces on a target, pulling them closer and dealing electricity damage.

Holographic Memory^U You extract a memory from the target and replay it as a holographic vision.

Personal Gravity Alter gravity's effects on you.

Share Pain^H Share a sense of agonizing pain with the target, dealing mental damage.

Time's Edge^H Deal slashing damage as targets age horribly in a tight beam area.

Void Whispers Eldritch voices impart dark secrets that lead the target astray.

OCCULT 4TH-RANK SPELLS

Battle Sonata^H Damage and deafen creatures with a dissonant song.

Eldritch Wrath^H Channel unspeakable powers to create a sickening and slowing area.

Metamorphose^H The target grows bloody mantid claws.

Weight of Ages Burden a target with pain and mental damage, weighing it down.

OCCULT 5TH-RANK SPELLS

Chrono Push Push a target away and damage creatures nearby.

Control Machine^{HU} Temporarily take control of a machine.

Subjective Reality Convince yourself a creature or object doesn't exist so you can't affect each other.

OCCULT 6TH-RANK SPELLS

Slice Reality^H Create a barrier of slicing entropy that attacks creatures nearby.

Telekinetic Strangulation Telekinetically strangle a target and hold it in place.

X-Ray Vision^U See through most solid materials.

OCCULT 7TH-RANK SPELLS

Howl You let out a vibrating howl that compels others to join in and deal damage.

OCCULT 8TH-RANK SPELLS

Akashic Revival Create a backup body to inhabit after death.

Gravity Field Create a field of gravity that changes gravity in an area as you desire.

Phantasmal Fleet Create an illusory fleet of ships that causes creatures to duck for cover.

Void Vessel Survive in a vacuum and gain wings that let you fly in space.

OCCULT 9TH-RANK SPELLS

Telekinetic Tantrum Unleash a telekinetic storm that has a variety of effects.

PRIMAL SPELLS

PRIMAL CANTRIPS

Adhere Bond two objects together or charge a surface with adhesive magic.

Analyze Target^H Gather data about a target's basic physiology.

Measure You get measurements of creatures you can observe in the area.

Reorient Help a target regain their footing.

Scan Environment Scan nearby terrain and get an inherent understanding of it.

Seek the Stars Know the location of the Starstone or the nearest Drift Beacon.

Stumble^H A burst of microgravity causes the target to stumble.

PRIMAL 1ST-RANK SPELLS

Cellular Stimulant^H Stimulate the target's body for a short while at the expense of future energy.

Glow Up^H You make a target more charming to observers.

Overheat^H Heat up creatures and their held objects in a cone.

Sonic Scream^H Let loose a scream that affects creatures in a cone.

Vital Prism Imbue the light of your weapon to restore life force.

Wisp Ally^H A wisp of floating light distracts your enemies.

PRIMAL 2ND-RANK SPELLS

Caustic Conversion^H Send nanites to dissolve your target.

Soul Surge^H You channel your own life force into a spear of energy.

Verdant Code Cause plant matter to sprout from a computer and impede the area around it.

PRIMAL 3RD-RANK SPELLS

Discharge Depower a tech creature or equipment.

Feline Senses^H The target's senses improve with feline ears, eyes, and whiskers.

Flashfire^H You cause fires to spontaneously erupt around you.

Gravity Tether^H Manipulate electromagnetic forces on a target, pulling them closer and dealing electricity damage.

Irradiate^H Create a burst of magically enhanced radiation.

Life Seal^H Protect a creature from harmful environments.

Personal Gravity Alter gravity's effects on you.

Skyfire Wings^H Your arms become fiery wings.

Time's Edge^H Deal slashing damage as targets age horribly in a tight beam area.

PRIMAL 4TH-RANK SPELLS

Cairn Form^H Rocky skin enhances the target's offensive and defensive capabilities.

Explosion of Rot^H A burst of deadly decay erupts in the area.

Genetic Regeneration^H The target regenerates.

Metamorphose^H The target grows bloody mantid claws.

Uncanny Eruption^H A crater of lava erupts.

PRIMAL 5TH-RANK SPELLS

Carcinization Transform a target into a crab.

Overload Systems Unleash a blast of electricity that shorts out tech equipment.

Wave of Warning^H A wave of hostile intent washes over your enemies.

PRIMAL 6TH-RANK SPELLS

Corrosive Haze^H Create a cloud of corrosive nanites.

Pocket Vacuum^H Create a sudden vacuum in an atmosphere, damaging creatures with decompression.

Promession^H Flash freeze a target and then render them to dust with sonic vibrations.

Wall of Plasma^H Create a wall of damaging plasma energy.

PRIMAL 7TH-RANK SPELLS

Absolute Zero^H Flash freeze and slow creatures.

Death Sentence^H Condemn the target to be rejected by reality.

Howl You let out a vibrating howl that compels others to join in and deal damage.

Light Scour^H Cast away the darkness with a burst of radiant light.

Root of All Pain You insert a pain-inducing root into the target's nervous system.

Void Scour^H You scour the life from an area in a sphere of desolate darkness.

Wall of Steel^H Create a wall of solid steel.

PRIMAL 8TH-RANK SPELLS

Gravity Field Create a field of gravity that changes gravity in an area as you desire.

Singularity Seed Create a dense gravitational seed that sucks things in and deals massive void damage.

Void Vessel Survive in a vacuum and gain wings that let you fly in space.

PRIMAL 9TH-RANK SPELLS

Atomic Blast Create a nuclear explosion with fallout.

Call Cosmos^H Call down a column of cosmic matter to burn and freeze.

PRIMAL 10TH-RANK SPELLS

Event Horizon Create a supermassive black hole that crushes those near it.

SPELL DESCRIPTIONS

ABSOLUTE ZERO

SPELL 7

COLD **CONCENTRATE** **MANIPULATE**

Traditions arcane, primal

Range 500 feet; **Area** 40-foot burst

Defense Fortitude

A swirling vortex flash freezes the air, dealing 10d8 cold damage as a rime of frost spreads over everything in its path. Each creature in the area must attempt a Fortitude save.

Critical Success The creature is unaffected.

Success The creature takes half damage.

Failure The creature takes full damage and is slowed 1 until the start of your next turn.

Critical Failure The creature takes double damage, is immobilized by a layer of ice, and is slowed 1 as long as it's immobilized. The creature can still try to Escape, and it or others can break the ice by attacking it (the ice has AC 33 and 35 Hit Points).

Heightened (+1) The damage increases by 1d8. The ice's AC increases by 2 and its Hit Points increase by 5.

ADHERE

CANTRIP 1

CANTRIP **CONCENTRATE** **MANIPULATE**

Traditions arcane, occult, primal

Range touch; **Targets** 1 object or 5-foot-square surface

Defense basic Reflex; **Duration** 1 minute

You create a molecular bond between an object you touch and another object or surface that object is touching. Pulling the object free of that surface requires a successful Athletics check against your spell DC to Force Open.

If you instead touch one unoccupied 5-foot square, that surface becomes charged with adhering magic. That space becomes greater difficult terrain.

AKASHIC DOWNLOAD

SPELL 1

CONCENTRATE **MANIPULATE**

Traditions arcane, occult

Requirements You have a comm unit, used as a locus.

Duration 1 day

You do a cosmic search of the Akashic Record for information about a specific topic by using your comm unit to magically access that distant realm. When you Cast this Spell, choose any skill in which you are at least trained that has the Recall Knowledge action.

Any time during the duration, you can consult your comm unit while attempting a Recall Knowledge check using your chosen skill. This check gains a +1 status bonus. Checking your comm unit is part of the action to Recall Knowledge. You must be holding the comm unit to do so. The comm unit instantly compiles and displays snippets and selections from various media relevant to the topic, which grants you the bonus. If you roll a critical failure on this check, you get a failure instead. If the check is successful and the subject is a creature, you gain additional information or context about the creature. Once you

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reference the comm unit, the spell ends. When the spell ends, your access to the Akashic Record ends and all the information you downloaded returns to the Akashic Record.

Heightened (3rd) The status bonus increases to +2, and you can reference your comm unit twice before the spell ends.

Heightened (4th) The status bonus increases to +3, and you can reference your comm unit three times before the spell ends.

Heightened (5th) The status bonus increases to +4, and you can reference your comm unit four times before the spell ends.

AKASHIC REVIVAL ➤➤➤

SPELL 8

CONCENTRATE | MANIPULATE

Traditions divine, occult

Duration 1 day

You dispatch perfect documentation of your physical body to the Akashic Record, allowing you to later recall this record and reconstruct your body as it was when you cast this spell. The record of your body includes your current Hit Points, augmentations, attribute modifiers, and any afflictions or conditions you had.

If you die of anything other than old age, you can immediately recall your recorded body from the Akashic Record. Your new physical body appears at the start of your next turn. Your corpse disappears and you instantly reappear in your recorded body in the corpse's space and with any worn equipment. You re-form standing and can choose to pick up any equipment you dropped in the space from when you died. If you cannot occupy that space, you appear as close to it as possible, though you must still retrieve your equipment. You retain your mind as it was at the time of your body's death, so you regain no expended spells, Focus Points, or uses of special abilities. Any mental effects affecting you at the time of your death persist in your new body.

Retrieving your body from the Akashic Record or having the duration expire removes your stored information from the Akashic Record, requiring you to cast this spell again.

ANALYZE TARGET ➤

CANTRIP 1

CANTRIP | CONCENTRATE | DETECTION | MANIPULATE

Traditions arcane, divine, occult, primal

Range 30 feet; **Targets** 1 creature

Duration 1 hour

You focus on the target, gathering data as magical holograms display information. When the casting is complete, you learn biometric information about the target, including its fingerprints, medical conditions, and other basic physiological information. You or anyone you advise about the analysis gains a +1 circumstance bonus to Impersonate the creature, on Medicine checks to Treat Wounds, and to Recall Knowledge actions about the creature. If the creature is illusory or under the effects of illusion magic, you detect this only if the effect's rank is lower than the spell rank of your *analyze target* spell.

Heightened (3rd) The circumstance bonus increases to +2 and you can target up to 10 creatures.

Heightened (6th) The circumstance bonus increases to +3 and you can target any number of creatures.

ATOMIC BLAST ➤➤➤

SPELL 9

CONCENTRATE | FIRE | MANIPULATE | RADIATION

Traditions arcane, primal

Range 500 feet; **Area** 100-foot burst

Defense Reflex; **Duration** 1 minute

You magically split an atom, creating an explosion with radioactive fallout. All targets in the area take 5d12 bludgeoning damage and 5d12 fire damage, and they are exposed to extreme radiation (page 252). The onset and frequency of this magical radiation is 1 round, and the area remains radioactive for 10 minutes.

Critical Success The target takes half damage.

Success The target takes half damage and is dazzled for 1 minute.

Failure The target takes full damage and is blinded for 1 minute.

Critical Failure As failure, and the target takes double damage.

AVATAR ➤➤➤

SPELL 10

CONCENTRATE | MANIPULATE | POLYMORPH

Traditions divine

Duration 1 minute

You transform into an avatar of your deity, assuming a Huge battle form. You have hands in this battle form and can take manipulate actions. You can Dismiss this spell.

You gain the following statistics and abilities regardless of which deity's battle form you assume:

- AC = 25 + your level. Ignore your armor's check penalty and Speed reduction.
- 30 temporary Hit Points.
- One or more attacks specific to your deity's battle form, which are the only attacks you can Strike with. You're trained with them. Your attack modifier is +33, and you use the listed damage. Melee attacks are Strength based (for the purposes of the enfeebled condition, for example) unless they have the finesse trait, and all ranged attacks are Dexterity based.
- Athletics modifier of +35, unless your own is higher.

You also gain the abilities listed for your deity on page 222.

BATTLE SONATA ➤➤➤

SPELL 4

CONCENTRATE | MANIPULATE | SONIC

Traditions divine, occult

Area 15-foot cone

Defense Will

This spell was originally composed by pahtra battle singers of Pulonis to amplify a dissonant song into a deadly wave, which deals 4d10 sonic damage. Each creature must attempt a Will save.

Critical Success The creature is unaffected.

Success The creature takes half damage.

Failure The creature takes full damage and is deafened for 1 round.

Critical Failure The creature takes double damage and is deafened for 1 minute, and stunned 1.

Heightened (+1) The damage increases by 1d10.

AVATAR ABILITIES BY DEITY

Abadar

Speed 50 feet, burrow 30 feet, immune to immobilized; **Ranged** ♦ crossbolter (range increment 120 feet, reload 1), **Damage** 6d10+3 piercing.

Besmara

Speed 40 feet, swim Speed 70 feet, immune to immobilized; **Melee** rapier (deadly 3d8, disarm, finesse, reach 15 feet), **Damage** 6d6+6 piercing; **Ranged** ship's cannon (range 120 feet), **Damage** 6d6+3 bludgeoning.

Damoritosh

Speed 70 feet, immune to immobilized; **Melee** ♦ doshko (sweep, reach 15 feet), **Damage** 6d12+6 slashing.

Desna

Speed 30 feet, fly 70 feet; **Melee** ♦ starknife (agile, deadly 3d4, finesse, reach 15 feet, silver, thrown 60 feet), **Damage** 6d4+6 piercing; **Ranged** ♦ moonbeam (range 120 feet, silver), **Damage** 6d6+3 fire.

The Devourer

Speed 50 feet, burrow 30 feet, immune to immobilized; **Melee** ♦ jaws (reach 15 feet), **Damage** 6d12+6 piercing; **Melee** ♦ disintegration tendril (agile, reach 20 feet, versatile P), **Damage** 6d8+6 acid.

Eloritu

Speed 70 feet, ignore difficult terrain and greater difficult terrain; **Melee** ♦ singing spear (reach 20 feet, versatile P) 6d6+3 sonic; **Ranged** ♦ singing spear (range increment 40 feet), **Damage** 3d8+1 piercing and 3d8+1 sonic.

Hylax

Speed 70 feet, fly 70 feet, thoughtsense (precise) 60 feet; **Melee** ♦ talon (reach 15 feet, versatile S), **Damage** 6d8+6 acid; **Ranged** ♦ pacifying buzz (nonlethal, range 60 feet), **Damage** 6d6+3 mental.

Ibra

Speed 30 feet, fly 70 feet; ignore hazardous terrain; **Ranged** ♦ plasma blast (range 100 feet), **Damage** 6d8+3 fire plus 2d8 persistent electricity.

Iomedae

Speed 70 feet, fly 70 feet; shield (t15 Hardness, can't be damaged); **Melee** ♦ longsword (reach 15 feet, versatile P), **Damage** 6d8+6 slashing.

Lao Shu Po

Speed 70 feet, climb 70 feet, immune to frightened; **Melee** ♦ bite (reach 15 feet), **Damage** 6d8+6 piercing; **Ranged** ♦ nightmare rat swarm (range 120 feet), **Damage** 6d6+4 piercing and mental.

The Newborn

Speed no land Speed, fly 70 feet, immune to mental effects; **Ranged** ♦ planetary debris (range 120 feet), **Damage** 6d10 void.

Oras

Speed 50 feet, burrow 30 feet, fly 50 feet, swim 50 feet; **Melee** ♦ tentacle (agile, finesse, reach 20 feet, versatile S), **Damage** 6d6 bludgeoning; **Ranged** ♦ virulent protoslime (range 120 feet), **Damage** 6d6+3 poison.

Pharasma

Speed 70 feet, fly 70 feet; **Melee** ♦ dagger (agile, finesse, reach 15 feet, thrown 40 feet), **Damage** 6d6+6 slashing; **Ranged** ♦ spiral blast (range 120 feet, damages only undead), **Damage** 6d8+3 vitality.

Sarenrae

Speed 30 feet, fly 70 feet; **Melee** ♦ scimitar (forceful, nonlethal, reach 15 feet), **Damage** 6d6+6 slashing; **Ranged** ♦ everflame (nonlethal, range 120 feet), **Damage** 6d6+3 fire.

Talavet

Speed 30 feet, fly 70 feet; **Melee** ♦ spined iceblade (agile, finesse, reach 15 feet), **Damage** 6d6+3 slashing; **Ranged** ♦ forbidden knowledge (nonlethal, range 120 feet), **Damage** 6d6+3 mental.

Triune

Speed 70 feet, character and gear are immune to glitching; **Melee** shock pad (nonlethal, reach 15 feet), **Damage** 6d6+6 electricity; **Ranged** logic blast (range 120 feet), **Damage** 6d6+3 mental.

Urgathoa

Speed 70 feet, fly 70 feet; **Melee** ♦ scythe (deadly 3d10, trip, reach 15 feet), **Damage** 6d10+6 slashing; **Ranged** ♦ pallid plague (range 120 feet), **Damage** 6d6+3 void.

Weydan

Speed 70 feet, fly 70 feet, immune to immobilized; **Ranged** ♦ laser rifle (range 100 feet), **Damage** 6d8+6 fire.

Yaraesa

Speed 30 feet, fly 70 feet, +4 status bonus to saves against mental effects; **Ranged** ♦ seeker rifle (range 120 feet), **Damage** 6d10+2 piercing.

Zon-Shelyn

Speed 70 feet, fly 70 feet, ignore difficult terrain and greater difficult terrain; **Melee** ♦ painglaise (deadly 3d8, reach 20 feet), **Damage** 6d8+6 slashing; **Ranged** ♦ melody of midnight beauty (nonlethal, range 120 feet), **Damage** 3d6+1 sonic and 3d6+1 mental.

CAIRN FORM ➡

CONCENTRATE | EARTH | MANIPULATE | MORPH

Traditions arcane, primal**Range** touch; **Targets** 1 creature**Duration** 1 minute

Your target's skin becomes a thick carapace of solid stone, granting resistance 5 to physical damage, except adamantine. The target gains a fist unarmed attack that deals 2d6 bludgeoning damage. The target uses their highest weapon or unarmed attack proficiency with these attacks, and if they have weapon specialization or greater weapon specialization, they add this damage as well. On a critical hit with one of these unarmed attacks, the creature struck attempts a Fortitude save against the target's class DC or is stunned 1 for 1 round.

Heightened (6th) The resistance increases to 10 and the damage dealt by the attacks increases to 3d6.

Heightened (10th) The resistance increases to 20 and the damage dealt by the attacks increases to 4d6.

CALL COSMOS ➡

COLD | CONCENTRATE | FIRE | MANIPULATE

Traditions divine, primal**Range** 500 feet; **Area** 20-foot radius, 40-foot tall cylinder**Defense** basic Reflex; **Duration** 1 minute

You reach into the void and call down a vertical column of dangerous cosmic material that rains destruction down upon creatures in the area and shrouds the terrain around it in a swirl of stardust. This matter is made up of bits of burning stars and chunks of frozen comets, and it deals 5d12 fire damage and 5d12 cold damage to every creature in the area. For the spell's duration, the cosmic material reduces visibility and mobility, making the area greater difficult terrain and making everything seen within or through the area concealed.

Heightened (10th) The cold damage increases by 2d12, and the fire damage increases by 2d12.

CARCINIZATION ➡

INCAPACITATION | MANIPULATE | POLYMORPH

Traditions primal**Range** 30 feet; **Targets** 1 creature**Defense** Fortitude; **Duration** 1 minute

You manipulate the target's genetic code and accelerate the inevitable, pressuring the target to undergo carcinization and become a crab, with effects based on its Fortitude save. A willing target may intentionally choose to take the effects of a critical failure without the clumsy, stupefied, or sickened conditions.

Critical Success The target is unaffected.

Success The target's body gains minor features of a crab, its appendages slowly turning into claws and causing it to become clumsy 1.

Failure The target transforms into a partial crab-like being, becoming clumsy 1, stupefied 1, and sickened 1.

Critical Failure A willing target fully transforms into a crab, as if it had cast *animal form* heightened to the same rank as this spell. An unwilling target is transformed into a partial crab-like being and becomes clumsy 2, stupefied 2, and sickened 2.

CAUSTIC CONVERSION ➡

ACID | ATTACK | CONCENTRATE | MANIPULATE

Traditions arcane, primal**Range** 120 feet; **Targets** 1 creature**Defense** AC

You launch a torrent of magical nanites that begin dissolving your target. Make a ranged spell attack against the target. On a hit, you deal 3d8 acid damage plus

SPELL 4**NEAR CARCINIZATION**

The following new option is available to choose with the *animal form* spell. This is accessible to anyone casting the spell, as well as to those casting the *carcinization* spell on a willing target.

Crab Speed 25 feet, swim Speed 15 feet; **Melee** ➡ big claw, **Damage** 2d8 piercing; **Melee** ➡ claw (agile), **Damage** 2d4 piercing. Can breathe air and water.

SPELL 9**SPELL 5****SPELL 2**

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1d6 persistent acid damage. On a critical hit, double the initial damage, but not the persistent damage.

Heightened (+2) The initial damage increases by 2d8, and the persistent acid damage increases by 1d6.

CELLULAR STIMULANT ➔

SPELL 1

CONCENTRATE MANIPULATE VITALITY

Traditions arcane, primal

Range 120 feet; **Targets** 1 living creature that is not fatigued or quickened

Defense Fortitude; **Duration** 1 round

You vitalize and stimulate the target at a cellular level, giving it a temporary burst of energy that unfortunately takes an exhausting toll. The target attempts a Fortitude save (it may choose to fail). If the target fails, it gains the quickened condition and can use the extra action to Stride or Strike. After that round ends, the target becomes fatigued until it can rest for 10 minutes.

Heightened (6th) You can target up to 6 allies or 6 enemies by using 2 actions to Cast this Spell.

CHRONO PUSH ➔

SPELL 5

ATTACK CONCENTRATE MANIPULATE

Traditions occult

Range 500 feet; **Targets** 1 creature

Defense AC

You push a creature across the battlefield so hard it slides through time. Make a ranged spell attack. On a hit, you

knock the target back 15 feet in a straight line (30 feet on a critical hit). If the pushed creature contacts a solid barrier or another creature, its movement ends. At the end of this movement, the creature reenters the flow of time with a burst of temporal energy. The target and creatures now adjacent to the target must succeed at a basic Reflex save or take 7d8 force damage.

CONTROL MACHINE ➔

SPELL 5

UNCOMMON CONCENTRATE INCAPACITATION MANIPULATE

Traditions arcane, occult

Range 30 feet; **Targets** 1 creature or hazard with the tech trait

Defense Will; **Duration** until the next time you make your daily preparations

You take control of a technological creature or object and command it telepathically. If you issue an obviously self-destructive order to a sapient target, the target does not act until you issue a new order. The effect depends on its Will save.

Critical Success The target is unaffected.

Success The target is stunned 1 as it fights off your commands.

Failure You control the target. It gains the controlled condition, but it can attempt a Will save at the end of each of its turns. On a success, the spell ends.

Critical Failure As a failure, but the target receives a new save only if it's sapient and you give it a new order that is against its nature, such as killing its allies.

Heightened (10th) The duration is unlimited.

CORROSIVE HAZE

ACID | CONCENTRATE | MANIPULATE

Traditions arcane, primal**Range** 120 feet; **Area** 20-foot burst**Defense** basic Fortitude; **Duration** sustained up to 1 minute

You unleash a cloud of corrosive nanites. Creatures that start their turn in the area take 6d8 acid damage and 1d6 persistent acid damage with a basic Fortitude save. The nanites also corrode any unattended objects in the area, dealing 3d8 acid damage. Each round you Sustain the spell, you can move the cloud up to 10 feet in any direction. You can Dismiss the spell.

Heightened (+1) The initial damage increases by 1d8, and the persistent acid damage increases by 1d6.

SPELL 6**DESTRUCTION PROTOCOL**

CONCENTRATE | INCAPACITATION | MANIPULATE

Traditions arcane**Range** 30 feet; **Targets** 1 creature with the construct or tech trait**Defense** Will

You magically reprogram a construct to attack your enemies, even if following your orders puts the target in danger. Your target must be level -1 and not already programmed or tasked to harm you. The target attempts a Will save. The target's behavior is altered according to its save. Heightening the spell increases the maximum level of creature you can reprogram.

Critical Success The target is unaffected.

Success The target immediately Steps in a direction chosen by the caster.

Failure At the start of the target's next turn, it Strides in a direction chosen by the caster and makes a Strike against a target chosen by the caster. These actions don't count towards the target's regular actions that round.

Critical Failure As failure, but the target Strides twice as directed by the caster.

Heightened (2nd) The target can be up to 1st level.

Heightened (3rd) The target can be up to 2nd level.

Heightened (4th) The target can be up to 3rd level.

Heightened (5th) The target can be up to 5th level.

Heightened (6th) The target can be up to 7th level.

Heightened (7th) The target can be up to 9th level.

Heightened (8th) The target can be up to 11th level.

Heightened (9th) The target can be up to 13th level.

Heightened (10th) The target can be up to 15th level.

DEATH SENTENCE**SPELL 7**

AUDITORY | CONCENTRATE | DEATH | VOID

Traditions divine, primal**Range** 30 feet; **Targets** 1 creature**Defense** basic Fortitude

You draw a line of universal condemnation and judge the target unfit to exist, forcing reality to reject them. The target takes 70 void damage with a basic Fortitude save. If the target is undead or otherwise has void healing, the spell loses the death and void traits and gains the vitality trait, and the target instead takes 70 vitality damage with a basic Fortitude save.

Heightened (+1) The damage increases by 10.

DELETE**SPELL 1**

CONCENTRATE | MANIPULATE

Traditions arcane, occult**Range** 30 feet; **Targets** 1 data set or tech item with the tracking trait

You delete data from a device or object with a flamboyant magical gesture. This data might be handwritten, printed, or digital. You delete up to 1,500 words worth of text, one page of content, or one display screen worth of text or other visual information. Non-magical writing in or on an unattended or held object is automatically deleted. Attempt a counteract check to delete magical writing (using your spellcasting attribute modifier plus your spellcasting proficiency bonus) or digital content (using your spellcasting attribute modifier plus your Computers proficiency bonus). If you fail to delete writing that is part of a hazard, you trigger the hazard. This can't be used to delete the contents of a spellbook or similar means of storing magical formulas or spells.

If you target an attended tech item with the tracking trait, attempt a counteract check using your spellcasting attribute modifier plus your Computers proficiency bonus. On a success, the item becomes glitching 1. A creature holding the item can spend a single action with the Interact trait to restart the UI, reducing the glitching value by 1.

Heightened (7th) You can delete all the data stored locally on a single device or book, or all the data on a device or book related to a specific name, topic, or category.

SPELL 1

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DETECT THOUGHTS ◀◀ TO ▶▶**CANTRIP 1**

CANTRIP | CONCENTRATE | MANIPULATE | MENTAL

Traditions divine, occult**Area** 30-foot emanation**Duration** Sustained up to 1 minute

You sense the surface thoughts of intelligent creatures around you. The amount of information revealed depends on how long you concentrate on an area or target. The spell can penetrate some barriers, but 3 feet of dirt or wood, 1 foot of stone, 1 inch of metal, a thin sheet of lead, or any force barrier blocks it. Creatures who are immune to mental effects are immune to detection by this spell.

◀◀ You detect the presence or absence of thoughts from conscious creatures that have Intelligence modifiers of -3 or higher.

▶▶ You detect the number of thinking minds and whether or not the creatures are telepathic. Creatures with telepathy have louder thoughts than creature who don't have telepathy, and might be able to sense your intrusion, at the GM's discretion.

▶▶▶ You gain a +1 status bonus to Perception to Sense Motive against the target while the spell is sustained. A target who succeeds at its Will save prevents this.

Heightened (5th) You gain a +2 status bonus.

Heightened (7th) You gain a +3 status bonus.

DISCHARGE ➤

CONCENTRATE ELECTRICITY MANIPULATE

Traditions arcane, primal**Range** 30 feet; **Targets** 1 creature or object with the tech trait**Defense** Will

You ignite a sudden spark of electricity that surges into a technological creature or object. You de-energize an item with the tech trait or disrupt a creature with the tech trait, with effects based on choosing creature or object.

- **Creature** If your target is a creature with the tech trait, it attempts a Will save. On a failure, the creature is glitching 1; on a critical failure, the creature is glitching 2.
- **Object** If you target an attended object, the creature with the object attempts a Will save. On a success, the object loses half of its maximum charges. On a failure, or if you target an unattended object, the object loses all its remaining charges.

DOOM SCROLL ➤**SPELL 2**

AUDITORY CONCENTRATE INCAPACITATION MANIPULATE VISUAL

Traditions arcane, divine, occult**Range** 60 feet; **Area** 15-foot burst**Defense** Will; **Duration** sustained up to 1 minute

You magically broadcast grim news onto nearby devices, holo projectors, screens, and other displays (including comm units on armor). Creatures in the area who can see one or more displays must attempt a Will save.

Critical Success The creature is unaffected.**Success** The creature is fascinated by the display.**Failure** The creature is fascinated by the display and frightened 2 (even if the fascination ends).**Critical Failure** The creature is fascinated by the display, frightened 3, and doomed 1 (even if the fascination ends).**DREAM OF HOME** ➤**SPELL 1**

CONCENTRATE MANIPULATE MENTAL

Traditions divine, occult**Range** 30 feet; **Targets** 1 creature**Defense** Will; **Duration** sustained up to 1 minute

You draw on a creature's thoughts of home and the comfort it finds in that concept, overwhelming the creature with wistful memories of whatever home means to it. The target must succeed at a Will save or become fascinated by the memories.

ELDRITCH LANCE ➤**CANTRIP 1**

ATTACK CANTRIP CONCENTRATE MANIPULATE MENTAL

Traditions divine, occult**Range** 30 feet; **Targets** 1 creature**Defense** AC

You condense a beam of mind-assaulting eldritch energy from the dark spaces between the stars and fire it at a target. Make a ranged spell attack roll against the target's AC. If you hit, you deal 2d6 mental damage. On a critical success, you deal double damage.

Heightened (+1) The damage increases by 1d6.**SPELL 3****ELDRITCH WRATH** ➤

CONCENTRATE MANIPULATE MENTAL

Traditions divine, occult**Range** 120 feet; **Area** 20-foot burst**Defense** Will

You channel the unspeakable powers that exist beyond the outer reaches of the universe, dealing 3d12 mental damage to each creature in the area as phantasmal claws, jaws, and tentacles lash out at each target. Each creature in the area must attempt a Will save. The area is difficult terrain for any creature sickened by the effects of this spell.

Critical Success The creature is unaffected.**Success** The creature takes half damage.**Failure** The creature takes full damage and is sickened 1.**Critical Failure** The creature takes double damage and is sickened 2.**Heightened (+1)** The damage increases by 1d12.**SPELL 4****ENTROPY STRIKE** ➤**SPELL 3**

ACID ATTACK CONCENTRATE MANIPULATE VOID

Traditions arcane, occult**Range** 30 feet; **Targets** 1 creature or unattended object**Defense** AC

You unleash a ray of entropy that rapidly and indiscriminately decays matter. Make a ranged spell attack.

Critical Success The target takes 10d8 void damage. If the target is technological, it instead takes 4d6 persistent acid damage and is glitching 2 and stunned 1.**Success** The target takes 5d8 void damage. If the target is technological, it instead takes 2d6 persistent acid damage and is glitching 1.**Failure** The initial damage increases by 1d8, and the persistent damage increases by 1d6.**EVENT HORIZON** ➤**SPELL 10**

CONCENTRATE MANIPULATE VOID

Traditions primal**Range** 500 feet; **Area** 50-foot burst**Defense** Reflex; **Duration** 1 minute

You unleash the power of a supermassive black hole. All creatures in the area take 6d10 bludgeoning and 6d10 void damage. Treat the resistances of creatures in the area as if they were 10 lower for the purpose of determining the event horizon's damage. Each creature attempts a Reflex save.

Critical Success The creature is unaffected.**Success** The creature takes half damage and is stunned 1.**Failure** The creature takes full damage and is stunned 2 and slowed 1 for 1 minute.**Critical Failure** The creature takes double damage and is stunned 3 and slowed 2 for 1 minute.**EXPLOSION OF ROT** ➤**SPELL 4**

CONCENTRATE MANIPULATE POISON

Traditions divine, primal**Range** 120 feet; **Area** 20-foot burst**Defense** basic Reflex

A giant pustule swells and explodes, coating everything

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around it in life-draining rot. Creatures in the area take 6d6 poison damage and must attempt a basic Reflex save. Foliage and plant matter in the area no longer counts as cover after this spell affects it.

Critical Success The target is unaffected.

Success The target takes half damage.

Failure The target takes full damage and is enfeebled 1.

Critical Failure The target takes double damage, 1d6 persistent poison damage, and is enfeebled 2.

Heightened (+2) The initial damage increases by 2d6, and the persistent damage increases by 1d6.

FELINE SENSES ➤➤

SPELL 3

CONCENTRATE | **MANIPULATE**

Traditions divine, primal

Range 30 feet; **Targets** 1 willing creature

Duration 1 hour

The target's senses improve as it gains feline eyes, ears, and whiskers. The target gains darkvision and scent (imprecise, 30 feet). If the target already had darkvision, it gains electromagnetic sense as an imprecise sense out to 30 feet, allowing it to detect living and technological creatures. If the target already had scent, it can double the distance of one of these senses.

Heightened (+2) The number of targets increases by 1.

FLASHFIRE ➤➤➤

SPELL 3

CONCENTRATE | **FIRE** | **MANIPULATE**

Traditions arcane, primal

Range 120 feet; **Targets** 10-foot burst

Defense basic reflex; **Duration** sustained up to 1 minute

You cause fires to ignite and spread. This deals 3d6 fire damage to each creature that's in the area when the spell is cast or that ends its turn in the area (basic Reflex save). A creature who critically fails its saving throw also takes 4 persistent fire damage. The area is hazardous terrain. A creature who moves on the ground through the area takes 4 fire damage for every square of that area it moves into. Everything on each side of the *flashfire* is concealed from creatures on the opposite side. Each time you sustain this spell, the radius of the fire increases by 5 feet.

Heightened (+1) The fire damage increases by 1d6. The persistent damage increases by 1, and the hazardous terrain damage increases by 1.

GENETIC REGENERATION ➤➤

SPELL 4

CONCENTRATE | **HEALING** | **MANIPULATE** | **VITALITY**

Traditions divine, primal

Range touch; **Targets** 1 willing creature

Duration sustained up to 1 minute

You imbue the target's genetic code with a stimulating regenerative property that begins healing its wounds. The target temporarily gains regeneration 8, which restores 8 Hit Points to it at the start of each of its turn. While it has regeneration, the target can't die from taking damage, and its dying condition can't increase to a value that would kill it (this stops most creatures' dying condition at dying 3), though if its wounded value becomes 4 or higher, it stays unconscious until

its wounds are treated. If the target takes acid or fire damage, its regeneration deactivates until after the end of its next turn.

Once during the spell's duration, the creature can forgo healing Hit Points that round to regrow one damaged or ruined organ or reattach a severed body part by spending an Interact action to hold the body part to the area it was severed from.

Heightened (+1) Increase the regeneration value by 2.

GLOW UP ➤➤

SPELL 1

CONCENTRATE | **ILLUSION** | **MANIPULATE** | **VISUAL**

Traditions arcane, occult, primal

Range 30 feet; **Targets** 1 willing creature

Duration 1 hour

You create an illusion that causes the target to appear more charming and genteel to observers. The spell accentuates the target's appearance, clothing, voice, and mannerisms according to what an observer finds appealing. Held items are unaffected, and any worn item removed from the creature returns to its true appearance.

Casting *glow up* grants the target a +1 status bonus to Diplomacy checks to Make an Impression, and lets the target add its level to Diplomacy checks if untrained. In addition, the target can attempt a Diplomacy check to Gather Information in only 10 minutes. You can Dismiss this spell.

Heightened (+2) The bonus increases by 1, to a maximum of +4 at 7th rank.

GRAVITY FIELD ➤➤➤

SPELL 8

CONCENTRATE | **MANIPULATE**

Traditions arcane, occult, primal

Range 100 feet; **Area** 30-foot radius, 100-foot-tall cylinder

Duration sustained up to 1 minute

You increase the forces of gravity in an area. All flying creatures in the area descend 40 feet. The entire area is greater difficult terrain for Flying creatures, and difficult terrain for creatures on the ground. Any creature that ends its turn Flying within the area descends 20 feet. Any creature pulled to the ground by a *gravity field* takes bludgeoning damage as though it had fallen.

Gravity in the area increases by one step (for example, zero-g becomes low gravity, low gravity becomes standard, standard gravity becomes high gravity, and high gravity becomes extreme gravity).

GRAVITY TETHER ➤➤

SPELL 3

ATTACK | **CONCENTRATE** | **MANIPULATE**

Traditions arcane, divine, occult, primal

Range 30 feet; **Targets** 1 creature

Defense AC

You manipulate the electromagnetic forces acting on a creature. Make a ranged spell attack. The target takes 4d8 electricity damage and is pulled 5 feet closer to you, or 10 feet closer on a critical hit. Moving the target into a barrier, creature, or obstacle causes the target to stop before entering that space.

Heightened (+1) Make a ranged spell attack roll against up to two target creatures. Both attacks count toward your multiple attack penalty, but it doesn't increase until after both attacks.

If both attacks hit, you can move the creatures close to one another or closer to you. The damage increases by 1d8.

HOLOGRAPHIC MEMORY ➤

SPELL 3

UNCOMMON CONCENTRATE MANIPULATE MENTAL

Traditions divine, occult

Range touch; **Targets** 1 creature or corpse

Defense Will

You reach into the target's mind, extract a specific memory you have some awareness of, and project it into a hologram. The holographic memory can be no longer than 1 minute; if the extracted memory is longer than this, the hologram simply ends at that point. The hologram includes audio as well as visual components, but it does not contain haptic, olfactory, or other components. The hologram typically plays a memory that takes place in a single scene, though it can cut to multiple scenes, if they are accurate to the memory and its length allows. The hologram plays the memory exactly as the target experienced it and from the target's perspective, so it often lacks context.

This spell can target any living, unconscious, or deceased sentient creature with an Intelligence attribute modifier of -3 or higher. If the target is deceased, it can't have been dead for longer than 1 week, or this spell fails; once a corpse has been subjected to *hologram memory* by any caster, any subsequent castings of *hologram memory* fail.

If the target is unwilling to share this memory, it can attempt a Will save to resist this spell.

HOWL ➤

SPELL 7

AUDITORY CONCENTRATE MANIPULATE MENTAL SONIC

Traditions divine, occult, primal

Area 30-foot emanation

Defense Will

You let out a powerful ululation full of psychic resonance that compels others who hear it to join in. You deal 7d12 sonic damage and 1d10 persistent mental damage to other creatures who can hear within the area. Targets must attempt a Will save. The persistent mental damage from this spell increases by 1 for each creature affected by this spell who remains howling. A howling creature can't use auditory actions or cast spells except for those with the subtle trait for 1 round. Calculate the persistent damage after all creatures attempted their saves.

Critical Success The target is unaffected.

Success The target takes half damage and no persistent mental damage.

Failure The target takes full damage, persistent damage, and is compelled to howl as long as it takes persistent mental damage.

Critical Failure The target takes double damage, persistent damage, and is compelled to howl as long as it takes persistent mental damage.

IMPLANT DATA ➤

CANTRIP 1

CANTRIP CONCENTRATE MANIPULATE

Traditions arcane, occult

Range 30 feet; **Targets** 1 computer

Duration 1 day

You reprogram a computer or device to display a chosen piece of data when accessed. You can implant up to one piece of data per spell rank. A piece of data can be a simple fact, such as a creature or object's location or physical description; an image of a creature or object; or a simple statement of no more than 280 characters. When the target computer or device is accessed, this implanted data is the first data the accessing creature gains, regardless of what data the creature is looking for. Implanted data doesn't prevent a creature from accessing other information stored on a device, change how the device functions, or otherwise inhibit the device from functioning. If this spell's duration ends before a creature accesses the implanted data, the information vanishes.

Heightened (3rd) The duration is one year.

Heightened (6th) The duration is unlimited.

INJECT NANOBOTS ➤

SPELL 2

ATTACK CONCENTRATE MANIPULATE

Traditions arcane

Range touch; **Targets** 1 creature

Defense AC

You inject magical nanobots into a creature. Make a melee spell attack roll. On a hit, the target takes 5d6 acid damage. On a critical hit, the nanobots swarm through the target's biological or mechanical systems, causing the creature to take double damage and be confused for 1 round.

Heightened (+1) The damage increases by 2d6.

INJURY ECHO ➤

CANTRIP 1

CANTRIP CONCENTRATE MANIPULATE

Traditions arcane, occult

Range 30 feet; **Targets** 1 creature

Defense basic Will

You manifest an injury from the future or past to harm a creature in the present. Choose bludgeoning, piercing, or slashing damage. The target takes 1d6 of the selected damage type with a basic Will save. If the target fails its save and then takes the same type of damage before the end of your next turn, it takes an additional 1d4 persistent bleed damage.

Heightened (+2) The initial damage increases by 1d6, and the persistent damage on a failure increases by 1d4.

INSTANT VIRUS ➤

SPELL 2

CONCENTRATE DISEASE MANIPULATE

Traditions arcane

Range touch; **Targets** 1 creature with the tech trait

Defense Fortitude

Your touch installs a dangerous self-replicating virus that disrupts a technological creature's programming. The target must attempt a Fortitude save.

Critical Success The target is unaffected.

Success The target is glitching 1.

Failure The target is glitching 1 and stunned 1.

Critical Failure The target is glitching 2 and stunned 2.

IRRADIATE ►►

CONCENTRATE | MANIPULATE | RADIATION

Traditions arcane, primal**Range** 120 feet; **Area** 20-foot burst**Defense** Fortitude; **Duration** 1 hour

You rapidly destabilize and decay the atoms around you to create a burst of magically enhanced mild radiation. This magical radiation uses your spell DC in place of the radiation's normal Fortitude DC, has an immediate onset, and the interval between each stage is 1 round. Technology doesn't gain the glitching condition from the radiation created by this spell.

Heightened (5th) The radiation increases to severe.**Heightened (7th)** The radiation increases to extreme.**Heightened (9th)** The radiation increases to incredible.**SPELL 3****LOGIC BOMB** ►►

CONCENTRATE | MANIPULATE

Traditions arcane, occult**Range** 30 feet; **Targets** 1 computer or item with the tech trait**Defense** basic Will; **Duration** 1 day

You implant a hazard containing a mind-blowing amount of information into the target. The hazard has a Stealth and Disable DC equal to your spell DC and requires one successful Computers check to disable. The first time a creature unsuccessfully attempts to access, destroy, or otherwise manipulate the target (such as using the Computers skill, failing to hit with a Strike, or otherwise), *logic bomb* detonates and the creature takes 6d6 mental damage. The spell ends when it's triggered or the duration ends, whichever comes first. When you prepare spells, you can choose not to recover the spell slot you used to cast this spell. If you do, the *logic bomb* active remains for another 24 hours.

Heightened (+1) The damage increases by 2d6.**LIFE SEAL** ►**SPELL 3**

CONCENTRATE

Traditions arcane, divine, primal**Trigger** A creature within range enters an environment that would be harmful to it.**Range** 60 feet; **Targets** the triggering creature**Duration** 1 minute

A shimmering bubble envelops the target's entire body, allowing it to breathe normally in a vacuum or other unsafe environment and protecting it from severe temperatures and radiation. The effect ends as soon as the target returns to a hospitable environment.

Heightened (4th) You can target up to 4 creatures, and the spell lasts for 6 hours.**Heightened (7th)** You can target up to 6 creatures, the spell lasts for 8 hours, and it protects against extreme temperatures and radiation.**Heightened (10th)** You can target up to 12 creatures, the spell lasts for 12 hours, and it protects against incredible temperatures and radiation.**LIGHT SCOUR** ►►**SPELL 7**

CONCENTRATE | LIGHT | MANIPULATE | VITALITY

Traditions divine, primal**Range** 500 feet; **Area** 60-foot burst**Defense** Reflex

A sphere of searing light blossoms into existence to cleanse the universe of the taint of undeath and the metaphysical void. This deals 10d10 vitality damage to all undead creatures in the area based on their Reflex save. Each living creature in the area restores 50 Hit Points. If *light scour* overlaps with an area of magical darkness or a creature affected by magical darkness, *light scour* attempts to counteract the darkness effect.

Critical Success The undead creature is unaffected.**Success** The undead creature takes half damage.**Failure** The undead creature takes full damage.**Critical Failure** The creature takes double damage and 2d10 persistent vitality damage.**Heightened (+1)** Increase the vitality damage to undead by 2d10. Increase the healing to living creatures by 5.**SPELL 2****SPELL 2**

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METAMORPHOSE ►►**SPELL 4**

CONCENTRATE | MANIPULATE | MORPH

Traditions occult, primal**Range** 30 feet; **Targets** 1 creature**Defense** Fortitude (see below); **Duration** 1 minute

You incite a primordial transformation in the target, causing its appendages to become blood-soaked, mantid-like claws. The target gains a claw attack that deals 1d6 slashing damage and has the agile, finesse, and unarmed traits. If the target already has a claw attack, it deals 1d8 damage instead. The target can't hold any items or perform any manipulate actions that require the use of dexterous appendages. If the target was holding any objects, they become melded into its body and return to the target's appendages when the spell ends. An unwilling target may attempt a Fortitude save to negate the effects of this spell when targeted by the spell and at the end of each of its turns.

Heightened (8th) The spell can affect up to 6 creatures.

MIND SKEWER ➤

CONCENTRATE | MANIPULATE | MENTAL

Traditions divine, occult**Range** 60 feet; **Targets** 1 creature**Defense** Will

You overload a creature's mind with a glut of psychic information or divine judgments. The mental onslaught deals 2d6 mental damage. On a critical hit, the target takes 4d6 mental damage and is stupefied 2 for 1 round.

Heightened (+1) The damage increases by 2d6.**SPELL 1****MOTIVATING RINGTONE** ➤**SPELL 1**

AUDITORY | CONCENTRATE | EMOTION | HEALING | MANIPULATE | SUBTLE

Traditions divine, occult**Requirements** You have a comm unit, used as a locus, and the contact info of the target.**Range** 120 feet; **Targets** 1 comm unit**Duration** 1 minute

You cause the target comm unit to play a cosmically composed personal theme song specific to its owner. The creature who owns the target regains 1d8+4 Hit Points when you Cast the Spell, a +5-foot status bonus to all Speeds, and a +1 status bonus to saves against fear effects for the duration, as long as the comm unit continues to play the ringtone. Creatures beginning their turn adjacent to an ally with an active ringtone gain the status bonus to Speeds and bonus to saves until the start of their next turn.

Heightened (+1) The amount of healing increases by 1d8+4.**NEW GAME** ➤**SPELL 10**

CONCENTRATE | EXTRADIMENSIONAL | MANIPULATE

Traditions arcane**Requirements** You have access to a computer with a vidgame installed on it, which can be one designed for this spell, used as a locus.**Range** 120 feet; **Targets** varies**Duration** 1 minute

You draw multiple creatures into a vidgame, digitalizing their bodies and minds, including equipment, to play in virtual reality. The genre of the game and effect of the spell depend on who you target when you cast it. Any creature targeted by this spell becomes immune to it for 24 hours, no matter what genre they experience.

- If you cast the spell targeting yourself or any number of willing allies, the target enters a relaxing slice-of-life social simulation game where they can perform up to 1 hour of activities for the duration of the spell, including Refocusing, Repairing items, or simply evading an enemy by hiding in this virtual extradimensional space.
- If you cast this spell targeting yourself or one willing ally, and one enemy, the targets enter a PvP game and are instructed to fight. For the duration of the spell, either creature can manipulate fate once on each of its turns. This allows it to either roll twice and take the higher result on an attack roll or skill check it makes against its opponent (a fortune effect) or force the opponent to roll twice on a saving throw against one of its abilities

and take the lower result (a misfortune effect). The GM may decide that other genres of games exist that add additional rules or subsystems to resolving the spell. The spell ends if either target becomes unable to act, or if they both agree to cease hostilities. If a player dies in this game, they die in real life.

- If you cast this spell targeting one enemy, the target enters a PvE or puzzle game that traps them until they can complete the game. Once each turn, the target can spend 1 action to attempt a Computers or Perception check against your spell DC to escape the game. Teleportation magic doesn't help the creature escape unless the magic can transport someone into or out of a virtual space. When the spell ends, either because the target escaped or the duration ran out, the target returns to the space it occupied when it was digitized, or to the nearest space if the original is now filled. The GM may decide that other genres of games allow for different skill checks, but should only do so if the target has proficiency in the listed skill.

Critical Success The target completes the game and the spell ends.**Success** The target makes progress toward completing the game. If the target already made progress, it completes the game and the spell ends.**Failure** The target makes no progress toward completing the game.**Critical Failure** The target loses the game and has to start over. It loses all progress it made.**OVERHEAT** ➤**SPELL 1**

CONCENTRATE | FIRE | MANIPULATE

Traditions arcane, primal**Range** 60 feet; **Target** 1 creature**Defense** basic Reflex

You collect heat generated by nearby bodies and technological devices and vent it toward a nearby target. You deal 2d6 fire damage to the target. On a failed save, the target's held equipment becomes hot to the touch for the next round. Unless the target drops its currently held equipment at the start of its turn, it takes 3 fire damage.

Heightened (+1) The damage increases by 2d6. Increase the damage of touching affected objects by 3.**OVERLOAD SYSTEMS** ➤**SPELL 5**

CONCENTRATE | ELECTRICITY | MANIPULATE

Traditions arcane, primal**Area** 30-foot emanation**Defense** Reflex

You flood the area with electrical interference. You deal 8d8 electricity damage to all other creatures in the area. Each creature in the area must attempt a Will save.

Critical Success The target is unaffected.**Success** The target takes half damage.**Failure** The target takes full damage, and any items with the tech trait become glitching 1 for 1 minute or until the condition is removed.

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Critical Failure The target takes double damage, and any items with the tech trait become glitching 2 for 1 minute or until the condition is removed.

PERSONAL GRAVITY ➡

SPELL 3

CONCENTRATE **GRAVITY** **MANIPULATE**

Traditions arcane, occult, primal

Duration 1 hour

You alter gravity's effects on you. You treat gravity as if it were your choice of one step higher or lower (for example, if you were in an area of low gravity, you could choose either standard gravity or zero-g). While the spell is active, you reduce the distance of any forced movement that would affect you by 5 feet (minimum 0 feet), and you ignore being clumsy and untethered because of gravity effects on you. You can Dismiss the spell.

PHANTASMAL FLEET ➡

SPELL 8

CONCENTRATE **ILLUSION** **MANIPULATE** **MENTAL**

Traditions arcane, occult

Range 500 feet; **Area** 60-foot burst

Defense basic Will

A menacing vision of a fleet of hostile starships fills the mind of each creature in the area. The ships appear to be 1,000 feet overhead bombarding the ground with laser fire. The vision deals 10d8 mental damage with a basic Will save. On a critical failure, the target believes it's being pursued and moves to take cover. It must Take Cover on each of its turns. It can attempt a new Will save at the end of each of its turns, and on a success, it disbelieves the phantasm and stops fleeing or cowering.

POCKET VACUUM ➡

SPELL 6

CONCENTRATE **MANIPULATE**

Traditions arcane, divine, primal

Range 30 feet; **Area** 20-foot burst

Defense basic Fortitude; **Duration** 1 minute

You create a sudden vacuum, forcing creatures in the area to hold their breath or fall unconscious and start suffocating. The explosive decompression deals 6d12 bludgeoning damage to each creature in the area when the spell is cast or that enters the area (unless they were already in a vacuum). Creatures who fail the save take an additional 2d4 persistent bludgeoning damage, and creatures who critically fail the save are knocked prone.

Heightened (+1) The initial damage increases by 1d12 and the persistent damage increases by 1d4.

PROMERSION ➡

SPELL 6

ATTACK **COLD** **CONCENTRATE** **DEATH** **MANIPULATE** **SONIC**

Traditions arcane, primal

Range 120 feet; **Targets** 1 creature or unattended object

Defense AC and Fortitude

You flash freeze a target then send subsonic waves through it, potentially reducing it into fine powder. Make a spell attack against the target. If you hit a target, then the target takes 6d10 cold damage and must make a Fortitude save. A creature reduced to 0 HP is blasted to fine powder; its gear remains.

Critical Success The target is unaffected by further damage.
Success The target takes an additional 3d10 sonic damage.

Failure The target takes an additional 6d10 sonic damage.

Critical Failure The target takes an additional 10d10 sonic damage.

Heightened (+1) The cold and sonic damage increases by 1d10.

RECHARGE WEAPON ➡

CANTRIP 1

CANTRIP **CONCENTRATE** **MANIPULATE**

Traditions arcane, occult

Range touch; **Targets** 1 weapon with capacity

You touch a weapon with no remaining ammunition and recharge it with magical energy. The target gains ammunition or charges equal to its usage until the end of your next turn, allowing anyone holding the target to make one Strike with the weapon. This spell only recharges weapons that use ammunition with a cost of 10 credits or less.

REORIENT ➡

CANTRIP 1

CANTRIP **MANIPULATE** **VITALITY**

Traditions divine, primal

Range touch; **Targets** 1 creature

Applying a combination of vital energy and acupressure, you help the target regain its footing. The target loses the off-guard condition if they have it. The target becomes immune to the off-guard condition until the start of their next turn, even if it would be circumstantially applied, such as by being flanked or prone. The target is then immune to *reorient* for 10 minutes.

RICOCHEТ ➡

CANTRIP 1

CANTRIP **CONCENTRATE** **MANIPULATE**

Traditions arcane, divine

Range 30 feet; **Targets** 1 or 2 creatures

Defense basic Reflex

A spinning disk of shimmering force leaps from one target to another. You deal 2d4 force damage, with a basic Reflex save.

Heightened (+1) The damage increases by 1d4.

ROCKET DASH ➡

SPELL 6

CONCENTRATE **MANIPULATE**

Traditions arcane

Defense basic Reflex

You emit a rocket of flame from behind you and blast forward. You move in a straight line up to twice your Speed; you can move through spaces occupied by creatures, and the movement doesn't trigger reactions. Creatures in the area take 8d12 fire damage, with a basic Reflex save. On a critical failure, a creature also takes 2d6 persistent fire damage and is dazzled. You reappear at the end of the line.

Heightened (+2) The fire damage increases by 2d12 and the persistent fire damage increases by 1d6.

ROOT OF ALL PAIN ➡

SPELL 7

CONCENTRATE **MANIPULATE** **PLANT**

Traditions primal

Range touch

Defense Fortitude; **Duration** 1 minute

Your finger pushes a tiny root into the target's body that begins to grow, burrowing through the nervous system as it



feeds off the electric signals triggered by the agonizing pain of its intrusive spread. The target attempts a Fortitude save.

Critical Success The target is unaffected.

Success The target takes 2d8 mental damage the first time each round they perform any action they couldn't perform while paralyzed.

Failure As success, except the target takes 4d8 mental damage. It becomes slowed 1 for the remainder of the duration if it takes 50 or more damage from this spell, including later damage accrued from this spell.

Critical Failure As success, except the target takes 6d8 mental damage. It becomes paralyzed for the remainder of the duration if it takes 50 or more damage from this spell, including later damage accrued from this spell.

SCAN ENVIRONMENT ➤ TO ➤ ➤

CONCENTRATE | MANIPULATE

Traditions divine, primal

You analyze the natural environment in the area within 20 miles, learning general information about the atmosphere, biomes, and gravity. The amount of information revealed depends on how long you concentrate on the area.

- Forecast the weather for the next hour, including the direction it will come from.
- Learn which atmospheres, biomes, and gravity are in the area, as well as the direction and distance to those elements.
- Learn if anything in the area presents an environmental

CANTRIP 1

hazard, including cold or heat dangers (at what temperature range), radiation (at what severity), smoke effects, and underwater conditions. This is enough to detect large effects that span spaces over 30 feet in diameter only. You gain a general sense of where and how far away these dangers are.

SEEK THE STARS ➤

CANTRIP 1

CANTRIP | CONCENTRATE | MANIPULATE

Traditions divine, occult, primal

In your mind's eye, you chart a path through the cosmos. If you're in Pact Worlds space, you immediately know which direction to travel in order to reach the Starstone and Absalom Station. If you're outside Pact Worlds space, you know the direction to the nearest Drift Beacon or the Starstone.

Heightened (7th) You can instead know the direction to a familiar location, such as a world or waystation you've visited.

SELECTIVE INVISIBILITY ➤

SPELL 2

CONCENTRATE | MANIPULATE

Traditions arcane, occult

Range 500 feet; **Targets** 1 creature touched and one within range

Duration 1 minute

A willing creature becomes invisible to everyone except a second target within the spell's range. If the invisible creature uses a hostile action against anyone who is not the target that can see them, the spell ends after that hostile action is completed.

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Heightened (+1) You may touch an additional creature to make them invisible, but they all must have the same target.

SHARE PAIN ➡➡

CONCENTRATE | MANIPULATE

Traditions divine, occult

Range 30 feet; **Targets** 1 creature

Defense Will

You telepathically share the sensation of agonizing pain with a creature. The target takes 3d12 mental damage and attempts a Will save.

Critical Success The creature is unaffected.

Success The creature takes half damage.

Failure The creature takes full damage and is clumsy 1.

Critical Failure The creature takes full damage and is clumsy 2.

Heightened (6th) The spell targets up to four creatures and deals 6d12 mental damage.

SPELL 3

SHIFTING SURGE ➡➡

CONCENTRATE | MANIPULATE

Traditions occult

Range touch; **Targets** one weapon that deals acid, cold, electricity, fire, or sonic damage

Duration 1 minute or until discharged

You release a surge of magical energy that temporarily changes the type of damage dealt by a target weapon. The next Strike the weapon makes deals your choice of acid, cold, electricity, fire, or sonic damage, and deals an additional 1d6 extra damage of the same type as the weapon's normal damage.

Heightened (+2) The extra damage increases by 1d6.

SPELL 1

SIFT THE SPHERE

SPELL 2

CONCENTRATE | MANIPULATE | PREDICTION

Traditions divine, occult

Cast 10 minutes

You ritually sift through the local infosphere and gain mystical insight about a topic. During the casting of this spell, ask about the results of a particular course of action. The spell can predict results up to 30 minutes into the future and reveals the GM's best guess among the following outcomes.

- **Weal** The results will be good.
- **Woe** The results will be bad.
- **Weal and Woe** The results will be a mix of good and bad.
- **Nothing** There won't be particularly good or bad results.

The GM rolls a secret DC 6 flat check. On a failure, the result is always "nothing." This makes it impossible to tell whether a "nothing" result is accurate. If anyone asks about the same topic as the first casting of *sift the sphere* during an additional casting, the GM uses the secret roll result from the first casting. If circumstances change, it's possible to get a different result.

Heightened (4th) You gain useful counsel about a topic, and the spell can predict results up to 1 week into the future.

SINGULARITY SEED ➡➡➡

SPELL 8

CONCENTRATE | MANIPULATE | VOID

Traditions divine, primal

Range 100 feet; **Area** 50-foot radius, 100-foot-tall cylinder

Defense Reflex; **Duration** 1 minute

A tiny particle of incredibly dense mass magically blossoms into a gravitational singularity. You create a singularity in a 5-foot square that is unoccupied by any creatures. All creatures and unsecured objects in the area are moved toward the singularity when the spell is cast, at the end of their turn, and whenever they use an action to move within the area, all depending on their Reflex saving throws. This follows the rules for forced movement. If there's not enough space near the center of the singularity, creatures and objects nearer to the center move first, and others move as far as they can without being blocked, up to the amount set by their saving throw outcomes. A creature within the area of the spell reduces its Speed by half when moving away from the singularity, but can move double its Speed when moving toward it.

A creature or object that enters or starts their turn in the square containing the singularity takes 10d10 void damage. A creature in the singularity can take no actions except an Athletics check against your spell DC to Escape the singularity. If a creature was moved into the singularity when it attempted to use a move action and Escapes on the same turn, it can complete the movement without spending an action or attempting an additional Reflex saving throw. Multiple creatures can occupy the square containing the singularity, as they're considered to be in an extradimensional space. When the spell ends, the singularity disappears, and creatures and objects that were sucked into the singularity appear in the space where you conjured it (or as close as possible to that space, if they can't all fit within it).

When the spell is cast, or when creatures move within the area, or end their turn within the area, targets must attempt a Reflex save.

Critical Success The creature is unaffected.

Success The creature moves 10 feet toward the center.

Failure The creature moves 20 feet toward the center.

Critical Failure The creature moves 30 feet toward the center.

SKIM DATA ➡➡

CONCENTRATE | MANIPULATE

Traditions arcane, occult

Range touch; **Targets** one data set contained within a touched object

You touch one object and concentrate on a data set contained within it, such as a story, message, file, infosphere site, or video. You understand the gist of the data set and can quickly locate the most relevant pages or sections to your search. If the data set is written in a language you don't know, or you attempt to gain information from a computer you don't have access to, the spell fails. If you Cast this Spell as part of a Research activity (*Pathfinder GM Core 190*), you treat a critical failure as a failure instead.

SKYFIRE WINGS ➡➡

CONCENTRATE | MANIPULATE | MORPH

Traditions arcane, divine, primal

Duration 1 minute

Wings of plasma grow from your body that propel you to soar high above your enemies, or scorch them for getting too close.

You gain a fly Speed equal to your Speed or 20 feet, whichever is greater. Your arms (or primary set of arms) turn into wings that can't hold items or wield weapons. You drop any held equipment in those arms. You gain a wing unarmed attack that deals 1d8 fire damage and has the backswing, reach, and unarmed traits. On a critical hit, a target of your wing attack takes 2 persistent electricity damage.

Heightened (5th) Your wings deal 2d8 fire damage and 4 persistent electricity damage on a critical hit. The duration increases to 5 minutes.

Heightened (7th) Your wings deal 3d8 fire damage and 6 persistent electricity damage on a critical hit. The duration increases to 1 hour.

Heightened (9th) Your wings deal 4d8 fire damage and 8 persistent electricity damage on a critical hit. The duration increases to 8 hours.

SLICE REALITY ➤➤➤

CONCENTRATE **MANIPULATE** **VOID**

Traditions arcane, divine, occult

Range 120 feet

Defense basic Reflex; **Duration** 1 minute

You slice through reality, forming a chasm of life-draining entropy in a straight line 20 feet high, 120 feet long, and 2 inches thick. The chasm provides cover. The chasm deals 7d8 void damage to each creature that's in the chasm's space when it is created, that attempts to pass through the chasm, or that ends its turn inside the chasm, with a basic Reflex save. A creature that succeeds at this save when the chasm is created is pushed to the nearest space on the side of its choice. Creatures trying to move through the chasm fail to do so if they critically fail the save, ending their movement next to the chasm.

Heightened (+1) The damage increases by 1d8.

SONIC SCREAM ➤➤➤

CONCENTRATE **MANIPULATE** **SONIC**

Traditions arcane, occult, primal

Area 15-foot cone

Defense basic Fortitude

You unleash a painfully rapid cone of vibrations by letting out a cathartic scream, dealing 1d8 sonic damage to creatures in the area. A creature that fails its saving throw also becomes sickened 1.

Heightened (+1) Increases the damage by 1d8.

SOUL SURGE ➤➤➤

SPELL 1

ATTACK **CONCENTRATE** **MANIPULATE** **SANCTIFIED** **SPRIT**

Traditions divine, primal

Range 30 feet; **Targets** 1 creature

Defense AC

Make a ranged spell attack against the target's AC. On a hit, you deal 6d6 spirit damage. On a critical hit, the target takes double the damage and becomes drained 1. You lose 6 Hit Points or, if you are in a bond with a vitality network that has at least 6 Hit Points, you can reduce the vitality bond's HP by 6 instead.

Heightened (+1) Increases the damage dealt by 2d6 and the Hit Points lost by 2.

SPEAK WITH COMPUTERS ➤➤➤

SPELL 5

CONCENTRATE **MANIPULATE**

Traditions arcane, divine

Duration 10 minutes

You can ask questions of and receive answers from the spirits inhabiting a computer. These synthetic spirits manifest within computer code and often have personalities colored by the nature of the device, its condition, and its applications and personalized settings. A computer's perspective, perception, and knowledge give it a worldview different enough from a human's that it doesn't consider the same details important. Computers can mostly answer questions about creatures that interfaced with them in the past and what information is concealed within their files.

Heightened (6th) The duration is 8 hours.

STUMBLE ➤➤➤

CANTRIP 1

CONCENTRATE **MANIPULATE**

Traditions arcane, primal

Range 100 feet; **Targets** 1 creature

Defense Reflex

A burst of microgravity causes a tremor around the target, pulling it toward the ground. The target attempts a Reflex save.

Failure The target becomes off-guard for 1 round. If the target was flying, swimming, or floating, it falls 10 feet downward.

Critical Failure The target falls prone. If the target was flying, swimming, or floating, it falls 20 feet downward.

Heightened (+1) If the target is flying, it falls an additional 10 feet on a failure and 20 feet on a critical failure.

SUBJECTIVE REALITY ➤➤➤

SPELL 5

CONCENTRATE **MENTAL**

Traditions occult

Range 500 feet; **Targets** 1 creature or object

Duration sustained up to 1 minute

You alter your perceptions to convince yourself that a creature or object is an illusion. Choose one object or creature you can perceive within range. For you, the target becomes transparent and doesn't create sound, smell, or other sensory output. You can move through the target and the target can move through you. You gain resistance to all damage originating from the target equal to your level against. If you become the target or are in the area of one of the target's abilities or effects, the target must succeed at a DC 5 flat check, and if it fails, you are unaffected by the ability or effect. You are immune to all its sonic, language-dependent, and scent-based attacks or effects. Your attacks deal no damage to the target and the target is immune to your spells and other effects. You and the target can affect one another indirectly, such as a Strike from a minion or the environment affected by your quantum field. When this spell ends, the target becomes immune to subjective reality for 24 hours.

SUMMON ROBOT ➤➤➤

SPELL 1

CONCENTRATE **MANIPULATE**

Traditions arcane

Range 30 feet

Duration sustained up to 1 minute

You call upon a robot to fight for you. This works like *summon animal*, except you summon a common creature that has the tech trait and whose level is -1. Heightening the spell increases the maximum level of creature you can summon.

Heightened (2nd) Level 1.**Heightened (3rd)** Level 2.**Heightened (4th)** Level 3.**Heightened (5th)** Level 5.**Heightened (6th)** Level 7.**Heightened (7th)** Level 9.**Heightened (8th)** Level 11.**Heightened (9th)** Level 13.**Heightened (10th)** Level 15.**SUPERCHARGE WEAPON** ➡➡**SPELL 1****CONCENTRATE** | **MANIPULATE****Traditions** arcane**Range** touch; **Targets** 1 weapon**Duration** 1 minute or until discharged

You draw in and condense ambient magical energy from around you to power up a weapon. The next Strike made using that weapon is supercharged. That Strike deals an additional 1d6 extra damage of the same type as the weapon's normal damage.

Heightened (+2) The extra damage increases by 1d6.**TELEKINETIC STRANGULATION** ➡➡**SPELL 6****ATTACK** | **CONCENTRATE** | **INCAPACITATION** | **MANIPULATE****Traditions** divine, occult**Range** 30 feet; **Targets** 1 creature**Defense** AC; **Duration** sustained up to 1 minute

You psychically grasp a creature's throat or similar vital anatomy with a vicelike grip, forcefully lifting it a few inches off the ground as it struggles to breathe. Make a ranged spell attack against the target's AC. On a hit, you deal 6d12 bludgeoning damage and the target is immobilized. For each round you Sustain the spell, the target takes 1d12 persistent bludgeoning damage, remains immobilized, and must continue holding its breath. While immobilized in this way, it must hold its breath or begin suffocating (*Pathfinder Player Core* 437). The target can attempt to Escape (the Escape DC is your spell DC and the Escape attempt is affected by the incapacitation trait).

TELEKINETIC TANTRUM ➡➡➡**SPELL 9****ATTACK** | **CONCENTRATE** | **MANIPULATE****Traditions** arcane, occult**Range** 500 feet; **Area** 100-foot burst**Defense** see text; **Duration** sustained up to 1 minute

You launch a barrage of powerful psychokinetic energy that overpowers creatures, hurls objects, and deals damage. When you Cast this Spell and the first time each round you Sustain the spell, you can choose one of the following effects. You can't choose the same effect twice in a row.

- Back Off!** You hurl up to 15 objects or creatures up to 40 feet in any direction (including up or down). You can hurl up to a total weight of 400 pounds or 40 Bulk

per creature or object. Creatures take bludgeoning damage based on the distance they moved and land prone, as though they'd taken falling damage. Creatures being moved can attempt a Fortitude save to ignore the effect.

- Hard Rain** You pummel all creatures in the area with debris and objects in the area, dealing 5d10 bludgeoning damage with a basic Reflex save.
- Psychokinetic Slam** Your psychokinetic storm slams into all creatures in the area. Make a ranged spell attack roll. All targets you would hit take 7d6 force damage and are stunned 1.

TEMPORAL BULLETS ↘**SPELL 2****CONCENTRATE** | **FORTUNE** | **MANIPULATE****Traditions** occult**Trigger** You fail (but not critically fail) an attack roll with a weapon.**Range** 30 feet

You rewind time and adjust probability to ensure an attack that just missed still does damage to its intended target. Roll damage as though you hit the target with the Strike, but the target only takes half the damage.

TIME'S EDGE ➡➡**SPELL 3****CONCENTRATE** | **MANIPULATE****Traditions** occult, primal**Area** 60-foot line**Defense** Fortitude

You refract latent energy from the Dimension of Time into your current plane in the form of a massive blade, dealing 6d6 slashing damage to all creatures in the area, representing the passage of time within the space. Creatures within the area must attempt a Fortitude save.

Critical Success The creature is unaffected.**Success** The creature takes half damage.**Failure** The creature takes full damage and is sickened 1.**Critical Failure** The creature takes double damage and is drained 1.**Heightened (+1)** The damage increases by 2d6.**UNCANNY ERUPTION** ➡➡**SPELL 4****CONCENTRATE** | **FIRE** | **MANIPULATE****Traditions** primal**Range** 120 feet; **Area** 30-foot burst**Defense** basic Reflex; **Duration** sustained up to 1 minute

You cause the ground to swell and erupt into a fiery crater, dealing 4d6 fire damage to all creatures in a 30-foot burst and any creature who ends their turn in the area of the spell, with a basic Reflex save. The area becomes difficult terrain and hazardous terrain. A creature that moves through the area takes 3 fire damage for every square of that area it moves into. Whenever you Sustain the spell, roll a DC 10 flat check. On a success, the volcano erupts and deals 4d6 fire damage to all creatures in the area. On a failure, the flat check becomes DC 5 the next time you Sustain the spell.

Heightened (+1) The damage increases by 2d6.

VERDANT CODE ➡

CONCENTRATE | MANIPULATE | PLANT | WOOD

Traditions arcane, primal**Range** 30 feet; **Targets** 1 computer**Defense** Reflex; **Duration** 1 minute

You cause flowering vines or other plant matter to grow from a computer or unattended other device. Plant matter explodes from the target device, filling all squares within a 20-foot radius. Each round a creature starts its turn in the area, it takes 2d6 piercing damage and must attempt a Reflex save. The growth also covers the device, requiring a successful DC 5 flat check for non-remote access for the spell's duration.

Critical Success The creature is unaffected.**Success** The creature takes half damage.**Failure** The creature takes full damage.**Critical Failure** The creature takes full damage and is immobilized for 1 round.**VIBE CHECK** ➡**SPELL 2**

CONCENTRATE | EMOTION | INCAPACITATION | MANIPULATE

Traditions occult**Range** 30 feet; **Targets** 1 creature**Defense** Will; **Duration** 1 round

You share a mood by psychically projecting an intense emotion into a creature's mind. The target attempts a Will save. On a failure, the target experiences your choice of the following emotions.

- **Anger** On its next turn, the target spends its first action to attack the nearest creature, even if it's an ally.
- **Joy** The target can't take any hostile actions.
- **Fear** The target becomes frightened 2.
- **Sorrow** The target is slowed 1 and bursts into tears.

Heightened (4th) The spell affects all creatures in a 20-foot burst. Each creature must be affected by the same emotion.**VITAL PRISM** ➡**SPELL 1**

CONCENTRATE | HEALING | MANIPULATE | VITALITY

Traditions divine, primal**Range** touch; **Targets** one ranged laser weapon you or an ally is wielding without the automatic or area trait

You manifest a shimmering prism of vital energy that wraps itself around a weapon and materializes into magical ammunition, turning any damage that would be caused by the weapon's next shot into an equivalent amount of healing. If you are wielding the weapon, you may Strike with the target weapon as part of casting the spell. If the target of the Strike is a living creature, you restore Hit Points equal to the amount of damage the Strike would have dealt. If the target is undead, you deal that much vitality damage to it. You must still roll an attack roll against a willing target.

VOID SCOUR ➡**SPELL 7**

CONCENTRATE | DARKNESS | MANIPULATE | VOID

Traditions divine, primal**Range** 500 feet; **Area** 60-foot burst**Defense** Reflex**SPELL 2**

A well of desolate darkness scours all life, dealing 10d10 void damage to all living creatures in the area. Each creature in the area must attempt a Reflex save. If *void scour* overlaps with an area of magical light or affects a creature affected by magical light, *void scour* attempts to counteract the light effect.

Critical Success The creature is unaffected.**Success** The creature takes half damage.**Failure** The creature takes full damage and 1d6 persistent void damage, and becomes drained 1.**Critical Failure** The creature takes double damage, 2d6 persistent void damage, and becomes drained 2.**Heightened (+1)** Increase the initial void damage by 2d10. The persistent void damage increases by 1d6 on a failure, or by 2d6 on critical failure.**VOID SEED** ➡**SPELL 2**

MANIPULATE | VOID

Traditions divine**Range** 30 feet; **Targets** 1 living creature**Defense** Will; **Duration** 1 minute

You plant a seed of entropy within a creature. The target gains the void healing trait. If the target would be healed by an effect with the healing trait, they take damage instead. An unwilling target may attempt a Will save to negate the effects.

Heightened (+1) You may target up to 2 additional living creatures.**VOID VESSEL** ➡»**SPELL 8**

CONCENTRATE | MANIPULATE

Traditions divine, occult, primal**Range** 30 feet; **Targets** you and up to 10 willing creatures touched**Duration** 8 hours

You grant creatures the ability to survive in vacuum. Targeted creatures gain the cosmic trait and sprout shimmering wings of pure energy that grant a fly Speed of 30 feet that functions only in a vacuum.

VOID WHISPERS ➡»**SPELL 3**

AUDITORY | CONCENTRATE | INCAPACITATION | LINGUISTIC | MANIPULATE | MENTAL

Traditions divine, occult**Range** 30 feet; **Targets** 1 creature**Duration** varies

The target hears dark mysteries from beyond the stars that disorient its mind. The target attempts a Will save.

Critical Success The creature is unaffected.**Success** The target hears the strange whispers, becoming stupefied 1 for one round.

Failure The target begins to wander aimlessly, using each action to Step once per round. When it moves, the target takes the safest route and doesn't enter hazardous terrain. The spell has a duration of 1 minute, or until the target is attacked or otherwise directly threatened in any way.

Critical Failure As failure, except the target babbles incoherently. Any creature that begins its turn within 20

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feet of the target must attempt a Will saving throw as if it were targeted by this spell. On a failure, it becomes confused for 1 round and immune to this spell for 24 hours. This is an incapacitation effect.

WALL OF PLASMA ➤➤➤

SPELL 6

CONCENTRATE | **ELECTRICITY** | **FIRE** | **MANIPULATE**

Traditions arcane, primal

Range 120 feet

Duration 1 minute

You shape a wall of crackling plasma that burns creatures that pass through it. You create either a 5-foot-thick wall of plasma in a straight line up to 60 feet long and 10 feet high, or a 5-foot-thick, 10-foot-radius ring of plasma with the same height. The wall stands vertically in either form; if you wish, the wall can be of a shorter length or height. Everything on each side of the wall is concealed from creatures on the opposite side. Any creature that crosses the wall or is occupying the wall's area at the start of its turn takes 6d6 fire damage and 2d6 persistent electrical damage.

Heightened (+1) The fire damage increases by 1d6 and the persistent electrical damage increases by 1d6.

WALL OF STEEL ➤➤➤

SPELL 7

CONCENTRATE | **MANIPULATE**

Traditions arcane, primal

Range 120 feet

Duration 1 minute

You shape a wall of solid steel. You create a 4-inch-thick wall of steel up to 120 feet long and 20 feet high. You can shape the wall's path, placing each 5 feet of the wall on the border between squares. The wall doesn't need to stand vertically, so you can use it to form a bridge or set of stairs, for example. You must conjure the wall in an unbroken open space so its edges don't pass through any creatures or objects, or the spell is lost.

Each 10-foot-by-10-foot section of the wall has AC 10, Hardness 18, and 60 Hit Points, and it's immune to critical hits and precision damage. A destroyed section of the wall can be moved through, but the rubble created from it is difficult terrain.

Heightened (+1) The Hit Points of each section of the wall increase by 15.

WAVE OF WARNING ➤➤➤

SPELL 5

CONCENTRATE | **EMOTION** | **FEAR** | **MANIPULATE** | **MENTAL** | **NONLETHAL**

Traditions divine, primal

Range 500 feet; **Target** 1 creature, plus any number of additional creatures

Defense Will

This spell was developed by maraquoi spellcasters to deter enemies with a wave of mental determination, and they use it to great effect. The spell deals 7d8 mental damage, and the target must attempt a Will save. The psychic energy then arcs to another creature within 30 feet of the first target, and jumps to another creature within 30 feet of that target, and

so on. You can end the wave at any point. You can't target the same creature more than once, and you must have line of effect to all targets. Roll the damage only once and apply it to each target (halving or doubling as appropriate for its saving throw outcome).

Critical Success The target creature is unaffected, and the wave ends with that target.

Success The target takes half damage.

Failure The target takes full damage and is frightened 1.

Critical Failure The target takes double damage and is frightened 2.

Heightened (+1) The damage increases by 2d8.

WEIGHT OF AGES ➤➤➤

SPELL 4

ATTACK | **CONCENTRATE** | **MANIPULATE**

Traditions divine, occult

Range 120 feet; **Targets** 1 creature

Defense AC; **Duration** 1 minute

You burden a creature with all the aches, pains, and sorrows of a lifetime in a condensed bolt. Make a ranged spell attack roll. The bolt deals 6d8 mental damage and the target is encumbered.

Critical Success The target takes 12d8 damage and is encumbered for 1 minute.

Success The target takes 6d8 damage and is encumbered for 1 round.

WISP ALLY ➤➤➤

SPELL 1

CONCENTRATE | **LIGHT** | **MANIPULATE**

Traditions divine, primal

Range 120 feet

Defense Will; **Duration** Sustained up to 1 minute

You summon a Tiny bouncing wisp of light that easily distracts even the most determined of combatants. A wisp doesn't take up space, grant flanking, or have any other attributes a creature would. The wisp generates bright light in a 10-foot radius. When you Cast the Spell and each time you Sustain, you can direct the wisp to move to a creature you choose within range and attempt to distract the target. Each creature who fails a Will save against a distracting wisp becomes off-guard until the end of their next turn. If the creature fails a Will save against a second wisp in the same round, it becomes dazzled until the end of its next turn instead.

Heightened (+1) You create one additional wisp when you Cast the Spell. When you Sustain this spell, you can move all wisps you've created.

X-RAY VISION ➤➤➤

SPELL 6

UNCOMMON | **CONCENTRATE** | **MANIPULATE**

Traditions arcane, divine, occult

Duration 10 minutes

You make a gesture over your eyes, allowing you to see through most materials and walls within 60 feet. Your sight is blocked by 2 feet of wood or plastic, 1 foot of stone, 2 inches of common metal, or any amount of lead or any starmetal, and you can only see in black and white.

FOCUS SPELLS

Focus spells are a type of specialized magic granted to you from a particular source. You might gain your focus spells through intense study, forming a personal connection to a metaphysical concept, or after experiencing the effects of some reality-warping phenomenon. You can cast focus spells more frequently than your daily spells, meaning your focus spells are likely one of the defining features of your character—so choose them wisely!

Two classes in this playtest have access to focus spells: the mystic and witchwarper. While each class's focus spells come from a different source and include options uniquely designed for that class and concept, they function in essentially the same way.

You cast focus spells using a special pool of Focus Points. Focus spells are automatically heightened to half your level rounded up, just like cantrips are. Casting any of your focus spells costs you 1 Focus Point. You automatically gain a focus pool the first time you gain a focus spell; this pool starts out with 1 Focus Point, with a maximum equal to the number of focus spells you know or 3, whichever is lower.

You replenish all your Focus Points during daily preparations. This might take the form of a daily meditation or prayer, involve reconnecting with the source of your magic in dreams, or simply waking up refreshed from a long rest. You can also use the Refocus activity to attune yourself to the source of your focus magic and regain 1 Focus Point. You can Refocus multiple times to regain multiple points, up to your pool's maximum.

Refocusing might involve scrolling the infosphere for inspirational posts or memes, psychically browsing the Akashic record, performing mindful breathing and movements, soaking in the starlight on a ship's observation deck, praying to a deity you worship, or something else depending on your character and the source of their magic.

We've reprinted the Refocus rules here for your convenience, but the full rules for using Focus Spells can be found in *Pathfinder Player Core*, page 298.

REFOCUS

CONCENTRATE **EXPLORATION**

Requirements You have a focus pool.

You spend 10 minutes performing deeds to restore your magical connection. This restores 1 Focus Point to your focus pool. The deeds you need to perform are specified in the class or ability that gives you your focus spells. These deeds can usually overlap with other tasks that relate to the source of your focus spells. For instance, a mystic with the healing connection can usually Refocus while tending the wounds of their allies.

EPIPHANIES AND WARPS

Mystics gain their focus spells from their chosen connection, representing magical revelations about their link to a core aspect of the universe, such as the primal elements or the cycle of creation and destruction. Mystics' focus spells are called

epiphany spells. As the name suggests, these focus spells represent a deepening understanding of their connection and many involve sharing this revelation with allies in their bond.

Witchwarpers gain their focus spells, which are called warp spells, based on their chosen paradox. Warp spells, or warps for short, typically manipulate reality in some way, whether it's reshaping the fabric of your current universe, tinkering with probability to suit your whims, or skipping around the timeline. Witchwarpers are more magically selfish than mystics, and their warps typically cause damage or upheaval to an area or hostile target. Warp spells also have the anchoring trait, allowing witchwarpers to sustain their quantum field by casting focus spells.

MYSTIC EPIPHANY SPELLS

Mystics channel their connection into powerful revelations with the following spells.

AKASHIC ASSISTANT

FOCUS 4

UNCOMMON **CONCENTRATE** **FOCUS** **MANIPULATE** **MYSTIC**

Connection akashic

Range 120 feet; **Targets** 1 bonded creature

Duration 1 minute

You summon a projection of one of the ethereal entities that work as librarians and scribes within the Akashic Library to assist your target with a task. The projection appears floating next to the target and doesn't occupy any space. The assistant prepares to Aid the target as though it had its own reaction. The assistant uses a bonus equal to your modifier in Occultism for its rolls to Aid, regardless of what skill it is Aiding with. On each of your turns, the assistant prepares to Aid its target again. You can use a free action, which has the concentrate trait, to redirect the assistant to a different creature, changing the target of the spell. Otherwise, the assistant keeps aiding the same creature for the duration of the spell.

AKASHIC FOUNT

FOCUS 1

UNCOMMON **CONCENTRATE** **FOCUS** **MANIPULATE** **MYSTIC**

Connection akashic

Range 500 feet; **Target** one bonded creature

Duration 1 minute

You open the target's mind to the Akashic Records to draw in feelings, memories, and knowledge contained within that astral repository. Choose one Lore skill. The target temporarily gains the same proficiency rank in that skill as your proficiency rank in Occultism.

ANTHEM

FOCUS 1

UNCOMMON **CONCENTRATE** **EMOTION** **FOCUS** **MANIPULATE** **MENTAL** **MYSTIC**

Connection rhythm

Area 60-foot emanation

Duration sustained up to 1 minute

You compose the tangle of cosmic melodies into an anthem for your bonded companions. All bonded creatures in the area gain a +1 status bonus to attack rolls and damage rolls, and also gain a +1 status bonus to saves against effects that cause fascinated or confused.

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CLOYING SHADOWS ➡➡**FOCUS 4**

UNCOMMON CONCENTRATE FOCUS MANIPULATE MYSTIC SHADOW

Connection shadow**Range** 60 feet; **Targets** 10-foot burst**Defense** Fortitude

You command creatures' shadows to writhe and lash out against their owners. Each creature in the area takes 6d6 cold damage.

Critical Success The target is unaffected.**Success** The target takes half damage.**Failure** The target takes full damage and is sickened 1.**Critical Failure** The target takes double damage and is sickened 2.**Heightened (+1)** The cold damage increases by 2d6.**DATA DRAIN** ➡➡**FOCUS 6**

UNCOMMON CONCENTRATE FOCUS MANIPULATE MYSTIC

Connection akashic**Range** 60 feet; **Targets** 1 creature**Defense** Will

You leech memories and conscious thoughts from the target's mind and convert it into astral data that you can record and analyze as easily as if the target's psyche was ribbons of computer code. This deals 8d6 mental damage with a basic Will save.

Critical Success The target is unaffected.**Success** The target takes half damage and is stupefied 1 until the end of your current turn.**Failure** The target takes full damage and is stupefied 1 until the end of your next turn. You read the data stolen from the target and can Recall Knowledge about them.**Critical Failure** As failure, except the target takes double damage and is stupefied 1 for 1 minute.**Heightened (+1)** The mental damage increases by 2d6.**ELDRITCH BOND** ➡➡**FOCUS 1**

UNCOMMON CONCENTRATE FOCUS MANIPULATE MYSTIC POLYMPH

Range 30 feet; **Targets** 1 willing bonded creature**Duration** 1 minute

You channel mysterious power from beyond the edges of the known universe to infuse a bonded companion with the essence of an eldritch creature. You grant the target up to two of the following abilities:

- 10-foot reach on all melee attacks.
- Gain mental resistance equal to half the creature's level (minimum 1).
- Melee strikes affect incorporeal creatures as if they had the *ghost killer* upgrade.
- A tentacle unarmed attack that deals 1d8 bludgeoning damage.
- A stinger unarmed attack that deals 1d6 acid damage and has the agile and finesse traits.
- A beam ranged unarmed attack with a range increment of 40 feet that deals 1d6 mental damage.
- Darkvision

Heightened (3rd) The damage dealt by the attacks increases to two dice.**Heightened (5th)** Increase the number of targets to 5 targets.

The damage dealt by the attacks increases to two dice.

Heightened (6th) Increase the number of targets to 5 targets.

The damage dealt by the attacks increases to three dice.

Heightened (9th) Increase the number of targets to 5 targets.

The damage dealt by the attacks increases to four dice.

ELEMENTAL BARRIER ➡➡**FOCUS 4**

UNCOMMON FOCUS MANIPULATE MYSTIC

Connection elemental**Range** 30 feet; **Targets** 1 bonded creature**Duration** 1 minute

A barrier of protective elemental energy appears around the target, bolstering their defense. Select an elemental trait: air, earth, fire, metal, water, or wood. *Elemental barrier* gains the trait you chose. The target gets a +1 circumstance bonus to AC. While the spell is in effect, the target can use the Shield Block reaction as if the *elemental barrier* was a raised shield. The barrier has Hardness 6 and 40 HP. It increases its Hardness by 2 to one damage type based on the chosen trait: electricity or sonic for air, bludgeoning or piercing for earth, acid or slashing for metal, fire for fire, cold for water, or poison for wood. Unlike a normal Shield Block, you can use the spell's reaction against spells with the chosen elemental trait cast against the creature.

Heightened (5th) The barrier has 48 HP.**Heightened (6th)** The barrier has Hardness 8 and 52 HP.**Heightened (7th)** The barrier has Hardness 8 and 60 HP.**Heightened (8th)** The barrier has Hardness 10 and 68 HP.**Heightened (9th)** The barrier has Hardness 10 and 80 HP.**ELEMENTAL NOVA** ➡➡**FOCUS 6**

UNCOMMON CONCENTRATE FOCUS MANIPULATE MYSTIC

Connection elemental**Range** 240 feet; **Area** 20-foot burst**Defense** basic Reflex

A roaring blast of elemental energy erupts around your targets. Select an elemental trait: air, earth, fire, metal, water, or wood. *Elemental nova* gains the trait you choose. *Elemental nova* deals 11d6 damage based on the chosen trait: electricity or sonic for air, bludgeoning or piercing for earth, acid or slashing for metal, fire for fire, cold for water, or poison for wood.

Heightened (+1) The damage increases by 2d6.**ELEMENTAL WEAPON** ➡➡**FOCUS 1**

UNCOMMON CONCENTRATE FOCUS MANIPULATE MYSTIC

Connection elemental**Range** 30 feet; **Target** 1 willing bonded creature**Duration** 10 minutes

You create an advanced, martial, or simple weapon out of elemental energy that materializes in the hands of a bonded creature. Select an elemental trait for the created weapon: air, earth, fire, metal, water, or wood. The weapon is commercial grade and comes fully charged and loaded with basic ammunition and cannot be made of any special materials. The weapon has one fewer upgrade slot but can be upgraded with any upgrades you hold in your hands as a locus when casting

this spell, which become inert until the spell ends. The weapon deals damage as normal plus 1d4 additional damage based on the chosen trait: electricity for air, bludgeoning for earth, fire for fire, acid for metal, cold for water, or poison for wood.

Heightened (3rd) You can create a tactical weapon.

Heightened (4th) You can create an advanced weapon.

Heightened (5th) You can create a superior weapon.

Heightened (6th) You can create an elite weapon.

Heightened (8th) You can create an ultimate weapon.

Heightened (9th) You can create a paragon weapon.

INFUSION ◆ TO ◆◆◆

FOCUS 1

UNCOMMON CONCENTRATE FOCUS MYSTIC VITALITY VOID

Connection healing

Range varies; **Targets** 1 willing bonded creature

You infuse the target's essence with healing energy. If the target is a willing creature, you restore 1d6 Hit Points. The target is then temporarily immune for 10 minutes. The number of actions you spend when Casting this Spell determines its targets, range, area, and other parameters.

◆ The spell has a range of touch.

◆◆ The spell has a range of 30 feet. If you're healing a creature, increase the Hit Points restored by 6.

◆◆◆ You heal all bonded creatures in a 30-foot emanation.

Heightened (+1) The amount of healing increases by 1d6, and the extra healing for the 2-action version increases by 6.

SHADOW PRISON ◆◆◆

FOCUS 6

UNCOMMON CONCENTRATE EMOTION FOCUS INCAPACITATION MENTAL MANIPULATE
MYSTIC SHADOW

Connection shadow

Range 120 feet; **Targets** 1 creature

Defense Will

You cause memories of the target's resentment, regret, and other negative feelings to engorge their shadow until it grows large enough to swallow them whole. The target attempts a Will saving throw. The target is then immune to this spell for 1 minute.

Critical Success The target is unaffected.

Success The target resists the spell before they're completely swallowed up, but shadowy tendrils cling to them, making the target slowed 1 for 1 round.

Failure The target is swallowed by their own shadow until the beginning of your next turn. The target is invisible and paralyzed, cannot experience or interact with the outside world, and cannot be targeted by any attacks or other effects.

Critical Failure As failure, except the target is swallowed for 1 minute.

SHADOW SNAP ◆◆◆

FOCUS 1

UNCOMMON CONCENTRATE FOCUS MANIPULATE MYSTIC SHADOW

Connection shadow

Range 30 feet; **Target** 1 creature

Defense AC; **Duration** sustained up to 1 minute

With a snap of your fingers, you command the target's shadow to either attack or stalk its body. If you command

it to attack, attempt a spell attack roll against the target's AC, dealing 1d10 cold damage on a hit (or double damage on a critical hit). This attack uses and contributes to your multiple attack penalty.

If you command the shadow to stalk, attempt a spell attack roll against the target's AC the first time the target uses a manipulate action or a move action, makes a ranged attack, or leaves a square during a move action it's using; if the attack is a critical hit and the trigger was a manipulate or move action, the shadow disrupts that action.

Each time you Sustain the spell, you can choose to either attack the target or command the shadow to stalk the target until the end of your next turn.

Heightened (+1) The cold damage is increased by 1d10.

REMIX ◆◆◆

FOCUS 6

UNCOMMON CONCENTRATE EMOTION FOCUS MANIPULATE MENTAL MYSTIC

Connection rhythm

Range 60 feet; **Target** 1 bonded creature

Duration sustained up to 1 minute

You remix the Song of the Spheres into a catchy dance beat. The target becomes quickened and can use the extra action to Interact, Stride, or Step.

Heightened (7th) You can target up to 6 bonded creatures.

SHUFFLE REPEAT ◆◆◆

FOCUS 4

UNCOMMON CONCENTRATE EMOTION FOCUS MANIPULATE MENTAL MYSTIC

Connection rhythm

Range 60 feet; **Target** 1 bonded creature

Duration sustained up to 1 minute

You shuffle the cosmic mix to repeat one creature's personal anthem, further motivating and empowering them. The target's Strikes deal an additional die of sonic damage and the target gains a +1 status bonus to Will saves and Will DCs.

VITALITY NOVA ◆◆◆

FOCUS 4

UNCOMMON CONCENTRATE FOCUS MANIPULATE MYSTIC TRANSFER VITALITY

Connection healing

Transfer Cost any (minimum 2)

Range 100 feet; **Area** 30-foot burst

You release a burst of condensed vitality energy, causing a radiant explosion of healing light. *Vitality nova* heals all creatures in the area 1 Hit Point for every 2 Hit Points spent to cast it. Treat this healing as a use of Transfer Vitality.

- If you spend 20 or more Hit Points and the spell was cast in an area of magical darkness, *vitality nova* attempts to counteract the darkness effect.
- If you spend 40 or more Hit Points, creatures healed by the spell can attempt a DC 10 flat check to end persistent bleed damage.
- If you spend 60 or more Hit Points, end all persistent damage on creatures healed by this spell.

VITALITY WEB ◆◆◆

FOCUS 8

UNCOMMON CONCENTRATE FOCUS MYSTIC TRANSFER VITALITY

Connection healing

Transfer Cost any (see below)

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Your network briefly manifests to members of your bond as a web of vital energy. As part of casting this spell, each bonded creature can reach out and transfer any amount of their own number of Hit Points into your vitality network.

VITAL REBIRTH ↘

FOCUS 6

UNCOMMON FOCUS MANIPULATE MYSTIC TRANSFER VITALITY

Connection healing

Transfer Cost Twice the level of the target

Trigger A bonded creature within range would die.

Range 60 feet; **Target** the triggering creature

Your network catches the soul of a bonded creature before it departs and forcefully resuscitates their body with a jolt of energy. You prevent the target from dying and restore a number of Hit Points to the target equal to twice its level. The target becomes immune to *vital rebirth* for 24 hours. *Vital rebirth* has no effect if the triggering effect was *disintegrate*, *promotion*, or a death effect.

WILD BOND ➤

FOCUS 1

UNCOMMON FOCUS MYSTIC POLYMORPH

Cast ➤ somatic

Range 30 feet; **Targets** 1 willing bonded creature

Duration 1 minute

You tap into primal magic to infuse the target with the essence of another living creature and grant them one of the following abilities:

- A burrow Speed of 15 feet.
- A climb Speed of 20 feet.
- A fly Speed of 20 feet.
- A swim Speed of 25 feet.
- A Speed of 40 feet.
- A jaw unarmed attack that deals 1d8 piercing damage
- A claw unarmed attack that deals 1d6 slashing damage and has the agile and finesse traits
- Darkvision

Heightened (3rd) The damage dealt by the attacks increases to two dice.

Heightened (5th) Increase the number of targets to 5 targets. The damage dealt by the attacks increases to two dice.

Heightened (6th) Increase the number of targets to 5 targets. The damage dealt by the attacks increases to three dice.

Heightened (9th) Increase the number of targets to 5 targets. The damage dealt by the attacks increases to four dice.

WITCHWARPERS WARP SPELLS

Witchwarpers alter fate and bend reality to their whims with the following spells.

ACCELERATE ➤

FOCUS 4

UNCOMMON ANCHORING CONCENTRATE FOCUS MANIPULATE WITCHWARPERS

Paradox precog

Duration 1 minute

You speed up the flow of your personal timeline in relation to the rest of the universe. You gain the quickened condition and can use the extra action each round only to Strike, Stride, or Step.

ALTERNATE OUTCOME ↗

FOCUS 4

UNCOMMON ANCHORING CONCENTRATE FOCUS MISFORTUNE WITCHWARPERS

Paradox analyst

Range within you quantum field; **Targets** the triggering creature

Trigger A creature in your quantum field would succeed (but not critically succeed) a saving throw.

You reject the outcome in your current existence and replace it with that of a different reality. The target must reroll the triggering saving throw and use the worse result.

FORGET ➤➤

FOCUS 4

UNCOMMON ANCHORING CONCENTRATE FOCUS WITCHWARPERS

Paradox gap influenced

Range 30 feet; **Targets** 1 creature or object in your quantum field

Duration 10 minutes

You force creatures to temporarily forget about the target. The target is invisible while within your quantum field, and memories of the target are temporarily erased or rewritten. This makes it undetected to all creatures.

The first time an enemy attempts to locate the target (such as by Seeking) or uses Recall Knowledge to recall information about the target, they take 8d8 mental damage with a basic Will save as they suffer painful migraines while trying to process information about the missing target. On a critical failure the enemy is also confused for 1 round.

Heightened (+1) The damage increases by 2d8.

PARALLEL FORMS ➤➤

FOCUS 6

UNCOMMON ANCHORING CONCENTRATE FOCUS MANIPULATE WITCHWARPERS

Paradox anomaly

Duration sustained up to 1 minute

You split yourself into two versions with different fates. Each version of you Strides from your current space, then takes a single action. If the actions are both attacks, they must target a different creature and use the same multiple attack penalty, counting as one attack toward your multiple attack penalty. Each round you Sustain the spell, your parallel forms share actions and use the same bonuses and penalties, including your multiple attack penalty. You apply damage dealt to either form to your current Hit Points, but if both forms take damage from the same effect such as from an attack or spell with area damage, you only apply the damage once. In the case of an effect with a save that affects both forms, you take the worse result and apply it to both forms. When the spell ends, you choose one of the two forms as your actual form and the other version of you disappears. The spell automatically ends if you are reduced to 0 Hit Points.

Heightened (8th) Your parallel forms are quickened and can use the extra action to Step, Stride, or Strike.

QUANTUM ANALYSIS ➤

FOCUS 6

UNCOMMON ANCHORING CONCENTRATE FOCUS MENTAL WITCHWARPERS

Paradox analysis

Duration sustained up to 1 minute

You see the probability equations all around you, and trace each variable to every possible conclusion. Creatures you

target can't benefit from circumstance bonuses to AC due to cover against your attacks. You also ignore circumstance penalties to the attack roll and any flat check required due to the creature being concealed, hidden, or behind cover. You can cast spells that target creatures within your quantum field even if you don't have line of sight to them.

The first time after casting this spell when you make an attack roll against a creature within your quantum field during *quantum analysis'* duration, you roll twice and use the better result. This effect has the fortune trait.

QUANTUM NEGATION

FOCUS 10

UNCOMMON ANCHORING CONCENTRATE DEATH FOCUS MENTAL WITCHWARPERS

Range within you quantum field; **Targets** 1 creature

Defense basic Will

You expose a target to a reality in which it's already dead, or never existed in the first place. Once targeted, the creature becomes temporarily immune for 1 minute. The effect of the spell depends on the target's level. If this spell brings a target of level 16 or lower to 0 Hit Points, it ceases to exist in this reality. At the GM's discretion, this may mean it's impossible to restore the target to life without the intervention of a deity, *wish*, or similar magic. A target of level 17 or higher merely dies instantly when this spell reduces it to 0 Hit Points, instead of being erased from reality. The target attempts a basic Will save. This spell's damage has no damage type.

13th or lower The target takes 9,999 damage. It reduces the degree of success of its Will save by one step.

14th to 16th The target takes 25d10 damage.

17th or higher The target takes 20d10 damage.

REALITY WIPE ➤➤

FOCUS 6

UNCOMMON ANCHORING CONCENTRATE FOCUS WITCHWARPERS

Paradox Gap influenced

You reset reality within your quantum field, purging the area of data. All written information and computer data in the area is subject to the effects of *delete*. You attempt to counteract any spell whose area or targets are in your quantum field, as *dispel magic*. If the counteract attempt succeeds, it prevents only the portion of the spell inside your quantum field (so if the spell also has targets outside your aura, or part of its area is beyond your aura, those targets or that area are affected normally).

Creatures in your quantum field take 8d6 spirit damage (basic Will save). Creatures who critically fail are stupefied 2 for 1 minute.

TIME LOOP ➤➤

FOCUS 6

UNCOMMON ANCHORING FOCUS CONCENTRATE INCAPACITATION MANIPULATE
WITCHWARPERS

Paradox precog

Range within you quantum field; **Targets** up to 5 creatures

Defense Will

You trap a creature in a time loop of your creation. The target sees and reacts to a repeating loop of events, based on the result of a Will save.

Critical Success The creature is unaffected.

Success The creature is stunned 1.

Failure The creature is stunned 2.

Critical Failure The creature is stunned 3 and slowed 1 for 1 minute.

WARP PRESENCE ↗

FOCUS 1

UNCOMMON ANCHORING CONCENTRATE FOCUS WITCHWARPERS

Paradox Gap influenced

Trigger An enemy targets you with a Strike or spell attack.

Range 120 feet; **Target** the triggering enemy

Defense Will; **Duration** varies

Your presence flickers in the target's mind as though you had disappeared. The creature attempts a Will save.

Success You become concealed against that creature's attacks for 1 round, including the triggering attack. If you were already concealed, you become undetected instead.

Failure The triggering attack misses. You are undetected to the triggering creature for 1 round. If you use a hostile action, this effect ends after that hostile action is completed.

Critical Failure The triggering attack misses. You are undetected to that creature for 1 minute. If you use a hostile action, this effect ends after that hostile action is completed.

WARP PROBABILITY ↘

FOCUS 1

UNCOMMON ANCHORING CONCENTRATE FOCUS FORTUNE WITCHWARPERS

Paradox analyst

Trigger You fail an attack roll or saving throw.

You open your mind to read the underlying probability of the multiverse. Reroll the failed check and take the better result.

WARP TERRAIN ◀

FOCUS 1

UNCOMMON ANCHORING CONCENTRATE FOCUS WITCHWARPERS

Paradox anomaly

You materialize terrain features from another reality over the effect of your quantum field. Choose one of the following effects, which lasts as long as your quantum field remains active, until you cast *warp terrain* again, or you dismiss this spell.

- You cause the area of your quantum field to become difficult terrain. You determine the appearance of the warped terrain. You and your allies can move through warped terrain normally and can Take Cover using its features.
- You suppress terrain in your field, turning any existing difficult or greater difficult terrain in your quantum field to become normal terrain. This does not apply to effects that cause a creature to count squares as difficult terrain (such as a solarian's graviton-attunement attacks). If you're attempting to suppress terrain created by a spell or other magical effect, you must successfully counteract the effect.

Heightened (3rd) You can choose to have the quantum field fill with fog, smoke, or another phenomenon that obscures vision. This functions as *mist*.

Heightened (6th) You can choose to have the quantum field become greater difficult terrain instead of difficult terrain.

WARP TIME

UNCOMMON ANCHORING CONCENTRATE FOCUS WITCHWARPER

Paradox precog

You temporarily alter the timeline within your quantum field.

Choose one of the following effects.

- Rewind** You rewind your personal timeline to an earlier point in your life cycle. You gain 10 temporary Hit Points, which last for 1 minute.
- Fast Forward** You accelerate the personal timeline of a creature in your quantum field to the end of its natural life cycle. The creature takes 1d10 void damage with a Fortitude save.

Critical Success The target is unaffected.**Success** The target takes half damage.**Failure** The target takes full damage and is enfeebled 1.**Critical Failure** The target takes double damage and is enfeebled 1 for 1 minute.**Heightened (+2)** Increase the damage by 1d10 and the temporary Hit Points by 5.**FOCUS 1****PLAYTESTING SPELLS****INTRODUCTION**

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I tried to tell the Starfinder Team that some of their nuspells were off-the-deck bonkers but they didn't wanna listen to me! So now you playtesters get to enjoy trying out a spellcaster who pulls a black hole out of your pocket, remixes the cosmic rhythm into a dance track, or smacks a target in the face with their own shadow. Wait—actually, those things are all drift to the max.

Back in Starfinder First Edition (stick with me nufriends), magic was a mishmash with no distinct traditions. Every spellcaster class got its own spell list. For this nu-edition, spellcasters determine which spells they can cast based on which of the four magical traditions they follow. The team needed to align mechanics with the new rules system and throwing out traditions wasn't going to work. Instead, the classes in this book each get to choose from different traditions based on their path. There's still a lot of flex here, and magic has still changed a lot compared to the olden days of Lost Golarion.

You'll notice some spells in this book interacting with tech, even though we don't have a certain two techy classes in this playtest. This is intentional. Tech is a big part of science fantasy and the team had to include it from the get-go to make sure Starfinder feels right—that includes everything from computers to personal comm units to starships zoomin' around the galaxy. So that means everyone in Starfinder interacts with tech a little bit, which is why your party mystic can call up your cell phone with a novie ringtone magically composed just for you or an arcane spellcaster can control machines and chat with computers. The team has lots-lots of ideas for tech-themed spells, but they told me they might be saving them up for some future playtest.

Let's talk focus spells! The mystic's epiphanies are designed to buff allies with some neat aspect of the mystic's connection, while witchwarpers' warps are all about disrupting the playing field or dealing damage. The team's real curious about what you think of the randomized elements in *world warp*—love it? Hate it? Need more dice to roll? Give 'em ALLdSIX!

While playtesting, consider if spell theming feels right for each class and spellcasting tradition. Are spells useful and fun? How do they stack up against Pathfinder spells? Some spells like *delete* might be too good—or too niche. Same with *parallel forms* and a few others I can think of, but you're not here for Captain Concierge's Top 10 Most Powerful Spells to Make Your GM Flip the Table. Now don't forget to like and subscribe—I mean, give us some feedback!

WORLD WARP**FOCUS 4**

UNCOMMON ANCHORING CONCENTRATE MANIPULATE FOCUS WITCHWARPER

Paradox anomaly**Range** within you quantum field; **Area** 10-foot burst**Defenses** Fortitude; **Duration** 1 round

You recreate a powerful event from another world in your current reality. All creatures in the area must attempt a Fortitude save. The damage and effects caused by *world warp* are determined by rolling 1d6, as detailed on the following table.

Heightened (+1) Damage increases by 1d12, persistent damage increases by 1d6.**WORLD WARP EFFECTS**

d6	Effect
1	Supernova: An exploding sun deals 4d12 fire damage and 1d6 persistent electrical damage. On a critical failure, creatures take double damage and are dazzled for 1 round.
2	Earthquake: The ground shakes, dealing 4d12 bludgeoning damage. On a critical failure, creatures take double damage and are knocked prone.
3	Inferno: A volcanic eruption or firestorm deals 4d12 fire damage. Everything within the aura is concealed by smoke for 1 round. On a critical failure, creatures take double damage and are sickened 1.
4	Eldritch Storm: A howling tempest of psychic energy deals 4d12 sonic damage and 1d6 persistent mental damage. On a critical failure, creatures take double damage and are confused for 1 round.
5	Flash Freeze: A storm from an arctic planet deals 4d12 cold damage. On a critical failure, creatures take double damage and are slowed 1 for 1 round.
6	Radioactive Blast: The echo of a nuclear reaction deals 4d12 bludgeoning damage and 1d6 persistent fire damage. On a critical failure, creatures take double damage, they take 1d6 persistent poison damage and are fatigued as long as the persistent poison damage lasts.



CHAPTER 8: RULES

DEITIES

Technology and scientific knowledge flourish across the cosmos, but these advancements can't solve every problem or answer all existential questions. Many turn to religion to understand their place in the multiverse. Some people worship an ancestral deity, while others follow the teachings of a pantheon, find purpose in a non-deific belief like the Green Faith, or practice a philosophy like the Cycle. Faith is especially important to mystics, who sometimes draw on their connection to the divine for their abilities, and solarians, who find power through understanding the cosmic cycle. Note that countless more deities, religions, and philosophies exist in the many worlds of the multiverse than those detailed below.



Anyone can worship a deity, but those who do so devoutly should take care to pursue their faith's edicts (behaviors the faith encourages) and avoid its anathemas (actions considered blasphemous). Each deity in this book has their name and most common epithet followed by a short description, their edicts, and their anathemas. Following are benefits available to the most ardent devotees of the deities. You get these benefits only if you have a rule that specifically gives you a devotee benefit. Cleric spells are listed here for completion's sake and are usable by

clerics in the *Pathfinder Roleplaying Game*. Favored weapons and spells marked with a * represent options that can be found in the *Pathfinder Roleplaying Game* and while still used, may have fallen out of fashion compared to modern equivalents.

Whether gods are created metabeings that embody the beliefs and desires of mortals, or whether they are higher entities operating on an unfathomable scale, is a topic of fierce debate among religious scholars and the faithful, but there's no denying the measurable proof of deities' acts affecting the reality their followers (and apostates) live in.

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ABADAR

MASTER OF THE FIRST VAULT

Abadar seeks to bring civilization to uninhabited worlds, encourages adherence to the law, and promotes commerce and trade within civilization. He promotes trade and cooperation among alien cultures.

Areas of Concern cities, law, corporations, and wealth
Edicts spread commerce and civilization to distant worlds, earn wealth through hard work, follow the rule of law
Anathema engage in banditry or piracy, steal, undermine a law-abiding court
Divine Attribute Constitution or Intelligence

DEVOTEE BENEFITS

Cleric Spells 1st: *supercharge weapon*, 3rd: *entropy strike*, 6th: *rocket dash*

Divine Font *harm*

Divine Sanctification can choose unholy

Divine Skill Intimidation

Domains destruction, duty (*Pathfinder Divine Mysteries*), might, tyranny

Favored Weapon doshko

THE DEVOURER

THE STAR-EATER

The Star-Eater has no concept of worship, its nascent following, or even that it exists among other deities. It is a being of pure primal force that seeks the fruition of complete universal entropy. The Devourer wants only for everything to end.

Areas of Concern black holes, cosmic-scale destruction, and supernovas
Edicts engage in acts of destruction, kill sentient beings, tear down civilizations
Anathema repair an object that won't inflict greater destruction; create new technology, magic, or life without a destructive purpose
Divine Attribute Strength or Dexterity

DEVOTEE BENEFITS

Cleric Spells 1st: *pummeling rubble**, 2nd: *acid grip**; 6th: *disintegrate**

Divine Font *harm*

Divine Sanctification must choose unholy

Divine Skill Athletics

Domains destruction, star (*Divine Mysteries*), void (*Divine Mysteries*), zeal

Favored Weapon disintegration lash or maul*

ELORITU

THE HIDDEN TRUTH

Eloritu is a mysterious deity who has revealed secrets of magic and metaphysics to his disciples. His symbol is a puzzle: a ring of six magical runes that are each used individually in magical practice by different cultures across the Universe. Only four runes are known to the peoples of the Pact Worlds.

Areas of Concern history, knowledge, magic, and secrets
Edicts uncover secrets, preserve knowledge, master the magical arts
Anathema reveal important secrets, destroy knowledge, embrace technology over magic
Divine Attribute Intelligence or Wisdom

DEVOTEE BENEFITS

Cleric Spells 1st: *akashic download*, 3rd: *hypercognition**, 6th: *scrying**

Divine Font *heal*

Divine Sanctification can choose holy



BESMARA

THE PIRATE QUEEN

Besmara is worshipped by pirate crews in shipping lanes across the galaxy. She encourages her faithful to plunder and pillage but stay loyal to crewmates and obey their captain.

Areas of Concern piracy, space monsters, and strife
Edicts traverse the stars, stay loyal to a worthy captain and crew, take what you want
Anathema betray shipmates, forsake piracy, settle on a planet
Divine Attribute Dexterity or Constitution

DEVOTEE BENEFITS

Cleric Spells 1st: *hydraulic push**, 3rd: *personal gravity*, 6th: *rocket dash*

Divine Font *harm* or *heal*

Divine Skill Piloting

Divine Sanctification can choose holy or unholy

Domains destruction, trickery, water, wealth

Favored Weapon breaching gun or rapier*



DAMORITOSH

THE CONQUEROR

Damoritosh is the patron deity of the Veskarium and a god of war. He demands his followers fight their battles with honor and zeal, no matter the form their struggles might take.

Areas of Concern conquest, duty, and war
Edicts crush your enemies, seek victory, fight worthy foes
Anathema back down from conflict, abandon your duty, reject surrender
Divine Attribute Strength or Constitution

DEVOTEE BENEFITS

Cleric Spells 1st: *akashic download*, 3rd: *hypercognition**, 6th: *scrying**

Divine Font *heal*

Divine Sanctification can choose holy

Divine Skill Arcana

Domains knowledge, magic, secrecy, truth

Favored Weapon singing spear



HYLAX

THE FOREVER QUEEN

Hylax was a mortal hive queen of the ancient kucharn who ascended to divinity. Shirrens rediscovered Hylax when they broke free from the Swarm, and welcome believers of all ancestries to share their faith.

Areas of Concern diplomacy, first contact, friendship, and peace
Edicts build relationships with others, work toward peace, welcome others into your community

Anathema start an unnecessary conflict, turn your back on a loved one, betray your community

Divine Attribute Wisdom or Charisma

DEVOTEE BENEFITS

Cleric Spells 1st: *ant haul**, 3rd: *insect form**, 5th: *subjective reality*

Divine Font heal

Divine Sanctification must choose holy

Divine Skill Diplomacy

Domains family, healing, protection, swarm (*Divine Mysteries*)

Favored Weapon talon

IBRA

THE INSCRUTABLE

Ibra is an alien god exploring the multiverse through astrophysics and cosmology. Unlike most outer gods, Ibra pushes its worshippers toward enlightenment and connection rather than despair and isolation.

Areas of Concern celestial bodies, the cosmos, unity of matter

Edicts learn about the cosmos, study science, embrace cosmic unity

Anathema fear the unknown, settle for easy answers, undermine the scientific process

Divine Attribute Intelligence or Wisdom

DEVOTEE BENEFITS

Cleric Spells 1st: *shifting surge*, 3rd: *personal gravity*, 6th: *wall of plasma*

Divine Font harm or heal

Divine Sanctification can choose holy or unholy

Divine Skill Occultism

Domains knowledge, star (*Divine Mysteries*), sun, void (*Divine Mysteries*)

Favored Weapon plasma rifle



LAMBATUIN

THE POLYPHONIC COLLECTIVE

Lambatuin is a divine collective who eagerly embraces new concepts and ideas, argues over everything, and quickly moves on. They are omnipresent in all infospheres.

Areas of Concern infospheres, memes, pop culture

Edicts explore infospheres, try new things, share opinions

Anathema follow stagnant routines, isolate yourself socially, unplug from infospheres for too long

Divine Attribute Dexterity or Charisma

DEVOTEE BENEFITS

Cleric Spells 1st: *delete*, 2nd: *skim data*, 4th: *telepathy**

Divine Font harm or heal

Divine Sanctification can choose holy or unholy

Divine Skill Computers

Domains change (*Divine Mysteries*), cities, creation, knowledge

Favored Weapon polyglove



LAO SHU PO

GRANDMOTHER RAT

Lao Shu Po is an ancestral deity important to many ysoki, even though her self-serving values conflict with their communalist cultures. Legend has it that she was once a simple rat who gnawed on the corpse of a dead god and became divine.

Areas of Concern assassins, rats, spies, and thieves

Edicts take what you need, betray others before they betray you, survive at all costs

Anathema work honestly for something you could steal instead, risk too much for someone else, harm a rat

Divine Attribute Dexterity or Intelligence

DEVOTEE BENEFITS

Cleric Spells 1st: *summon animal** (rodents only), 2nd: *knock**
 4th: *veil of privacy**

Divine Font harm

Divine Sanctification can choose unholy

Divine Skill Thievery

Domains darkness, luck, swarm (*Divine Mysteries*), trickery

Favored Weapon force needle



LISSALA

SCION OF SEVEN

Lissala is an ancient deity from lost Golarion who became the patron goddess of the Azlanti Star Empire. She is precise, rigid, and intolerant of disobedience, but she rewards those who follow her strict teachings.

Areas of Concern duty, fate, obedience, reward of service

Edicts work hard and demand others do so as well, serve a greater cause, know your place

Anathema disobey a superior, shirk your duties, settle for easy rewards

Divine Attribute Intelligence or Wisdom

DEVOTEE BENEFITS

Cleric Spells 1st: *force barrage**, 3rd: *enthral**, 6th: *corrosive haze*

Divine Font harm

Divine Sanctification can choose unholy

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Divine Skill Arcana**Domains** fate, glyph (Divine Mysteries), magic, toil (Pathfinder Rage of Elements)**Favored Weapon** aeon rifle or whip*

MEYEL THE DANCING FURY

Meyel is an ancestral deity worshipped by the pahtras of Pulonis. She empowers her followers to fight against oppression, create art, and live free. She prefers creation to destruction, but never backs down from a righteous battle.

Areas of Concern battle, dance, freedom, music, pahtras**Edicts** delight in movement, fight for freedom, express yourself**Anathema** devalue the arts, bow to oppressors, stifle personal expression**Divine Attribute** Dexterity or Wisdom**DEVOTEE BENEFITS****Cleric Spells** 1st: sonic scream, 4th: lightning bolt*, 7th: chain lightning***Divine Font** heal**Divine Sanctification** can choose holy**Divine Skill** Performance**Domains** creation, freedom, lightning (Divine Mysteries), travel**Favored Weapon** battle ribbon

THE NEWBORN AUCTURN'S CHILD

The Newborn is an outer god that hatched from the world of Aucturn, destroying the planet in the process. As the horrific joy of its birth reverberates throughout the galaxy, devotees look to this enigmatic, nascent entity as the herald of a new cosmic era.

Areas of Concern birth, cosmic horrors, paradigm shifts, renewal**Edicts** embrace the void between stars, purge the old ways, seek truth in delirium**Anathema** deny occult beliefs, shut out the cosmic other, interfere with the birth of new ideas or entities**Divine Attribute** Strength or Charisma**DEVOTEE BENEFITS****Cleric Spells** 1st: shifting surge, 4th: metamorphose, 9th: telekinetic tantrum**Divine Font** harm or heal**Divine Sanctification** can choose holy or unholy**Divine Skill** Occultism**Domains** change (Divine Mysteries), disorientation (Divine Mysteries), destruction, void (Divine Mysteries)**Favored Weapon** aucturnite chakram

ORAS AGENT OF CHANGE

Oras is a god of transformation through science who evolved

from a single-celled organism into a deity. He teaches others to unlock their true potential by surpassing their genetic code and augmenting their bodies.

Areas of Concern adaptation, evolution, and natural selection**Edicts** adapt to new situations, evolve, embrace change**Anathema** fear change, stagnate into complacency, prevent others from changing into their desired forms**Divine Attribute** Strength or Constitution**DEVOTEE BENEFITS****Cleric Spells** 1st: cellular stimulant, 4th: metamorphosize, 9th: metamorphosis***Divine Font** harm or heal**Divine Sanctification** can choose holy or unholy**Divine Skill** Nature**Domains** change (Divine Mysteries), healing, nature, repose (Divine Mysteries)**Favored Weapon** injection rifle

PHARASMA LADY OF GRAVES

Ancient and powerful beyond even most other gods, Pharsma judges the souls of all who perish from her throne in the Boneyard. Through these judgments, she ensures that the natural cycle of birth and death—the River of Souls—is not disrupted.

Areas of Concern birth, death, fate, prophecy, and time**Edicts** strive to understand ancient prophecies, destroy undead, lay bodies to rest**Anathema** create undead, desecrate a corpse, rob a tomb**Divine Attribute** Constitution or Wisdom**DEVOTEE BENEFITS****Cleric Spells** 1st: mindlink*, 3rd: ghostly weapon*, 6th: vision of death***Divine Font** heal**Divine Sanctification** none**Divine Skill** Medicine**Domains** death, fate, healing, knowledge**Favored Weapon** dagger* or zero knife

TALAVET THE STORYTELLER

Talavet is an ancestral deity worshipped on Kasath whose faith traveled to the Pact Worlds aboard the *Idari*. She embodies celebration, home life, tradition, and living stories.

Areas of Concern community, storytelling, and tradition**Edicts** preserve history, follow traditions, serve your community**Anathema** abandon traditions, betray your community, forget the past**Divine Attribute** Intelligence or Charisma**DEVOTEE BENEFITS****Cleric Spells** 1st: overheat, 3rd: cozy cabin*, 4th: flashfire

Divine Font harm or heal
Divine Sanctification can choose holy or unholy
Divine Skill Society
Domains family, fire, indulgence, knowledge
Favored Weapon puzzleblade

**TRIUNE****THE ALL-CODE**

Triune is a fusion of three technological deities: Brigh the Precursor, Casandalee the Created, and Epoch the Transcendent. Triune promotes technology and ethical creation of artificial life, and its Signal made Drift travel possible for many societies.

Areas of Concern artificial intelligence, computers, and the Drift
Edicts advance the development of artificial life and artificial intelligence, innovate new technology, promote Drift travel
Anathema treat artificial life as inferior to organic life, subjugate artificial life forms, destroy a Drift beacon
Divine Attribute Dexterity or Intelligence

DEVOTEE BENEFITS

Cleric Spells 1st: *destruction protocol*, 2nd: *logic bomb*, 5th: *control machine*
Divine Font harm or heal
Divine Sanctification none
Divine Skill Computers
Domains change (*Divine Mysteries*), knowledge, technology (*Divine Mysteries*), void (*Divine Mysteries*)
Favored Weapon pulse gauntlet

**URGATHOA****THE PALLID PRINCESS**

Urgathoa escaped the clutches of death and the afterlife, becoming the first undead. She now revels in the sharing of her hedonistic ways and spreading undeath.

Areas of Concern disease, gluttony, and undeath
Edicts become undead upon death, create or protect the undead, sate your appetites
Anathema deny your appetites, destroy undead, sacrifice your life
Divine Attribute Constitution or Wisdom

DEVOTEE BENEFITS

Cleric Spells 1st: *goblin pox**, 2nd: *false vitality**, 5th: *mask of terror**
Divine Font harm
Divine Sanctification must choose unholy
Divine Skill Intimidation
Domains indulgence, magic, might, undeath
Favored Weapon bone scepter or scythe*

**WEYDAN****THE ENDLESS HORIZON**

Weydan crafts avatars of himself of all ancestries and genders

to wander the galaxy and experience mortality—thus, he teaches his followers to treat anyone they meet with the same respect and dignity they'd show him. Weydan enjoys exploration and discovery, and he believes everyone deserves the equal right to pursue such experiences.

Areas of Concern discovery, equality, exploration, and freedom

Edicts explore the unknown, seek new discoveries, defend the freedom and equality of all peoples

Anathema aid systems of oppression, subjugate a sapient creature, restrict the benefits of your discoveries to a privileged few

Divine Attribute Strength or Charisma

DEVOTEE BENEFITS

Cleric Spells 1st: *fleet step**, 3rd: *cozy cabin**, 6th: *rocket dash*
Divine Font heal
Divine Sanctification can choose holy
Divine Skill Piloting
Domains freedom, healing, travel, star (*Divine Mysteries*)
Favored Weapon laser rifle

**YARAESA****LADY OF WISDOM**

Yaraesa was a mortal lashunta who followed spiritual and scientific practices that allowed her to attain divinity through cosmic enlightenment. She unites the concepts of science and spirituality, pushing her followers to perfect themselves and reach transcendence.

Areas of Concern knowledge, mental perfection, scholarship, and science

Edicts strive for perfection, make learning and teaching a lifelong practice, expand the boundaries of scholarship and science

Anathema destroy knowledge, disparage the wisdom of other cultures and generations, take credit for another's intellectual labor

Divine Attribute Wisdom or Charisma

DEVOTEE BENEFITS

Cleric Spells 1st: *akashic download*, 2nd: *embed message**, 3rd: *hypercognition**, 5th: *dreaming potential**

Divine Font heal

Divine Sanctification can choose holy

Divine Skill Arcana

Domains knowledge, perfection, repose (*Divine Mysteries*), soul (*Divine Mysteries*)

Favored Weapon neural lash

**ZON-SHELYN****THE EMBRACE**

Zon-Shelyn is the divine reunion of Shelyn the Eternal Rose and her estranged brother, the Midnight Lord Zon-Kuthon. Together, the siblings represent the concepts of overcoming suffering through art, strange beauty, and reunion with lost loved ones.

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- Areas of Concern** art, creativity, strange beauty, alternative fashion, music, pain
Edicts channel your pain into art, seek beauty in dark places, express yourself creatively according to your own aesthetics
Anathema suffer in silence, destroy or copy another's creative works, conform to society's beauty standards
Divine Attribute Constitution or Charisma

DEVOTEE BENEFITS

- Cleric Spells** 1st: *glow up*, 3rd: *enthall**, 4th: *creation**, 7th: *root of all pain*
Divine Font harm or heal
Divine Sanctification can choose holy or unholy
Divine Skill Crafting or Intimidation
Domains creation, family, darkness, passion, pain
Favored Weapon painglaise

FAITHS AND PHILOSOPHIES

Faith can express itself in more ways than venerating a single deity—or any deity at all. A few examples of popular non-deific religions and philosophies are presented below. These faiths and philosophies don't have an external godhead that offers benefits to devotees.

THE CYCLE

Disciples of the Cycle follow a philosophy teaching that all aspects of existence follow the endless cosmic cycle of stellar birth, death, and rebirth. They believe that the universe was and will be destroyed and remade by these cosmic forces, and that this ever-changing duality connects everything in the universe. Many solarians follow this philosophy, learning to wield these creative and destructive forces in battle through meditation and training.

Edicts meditate on the nature of the Cycle, embrace vitality and void as one, cultivate your own cosmic spark

Anathema create imbalance in a system, resist natural cycles, participate in the unnatural destruction of a stellar body

GREEN FAITH

Many Xenowardens and other mystics practice a modern version of the old Green Faith. They view nature as sacred and draw strength from the knowledge of their place in the natural order. Many devotees of the Green Faith see themselves as protectors of a planet's ecosystem, and quite a few scientists find purpose and meaning in this philosophy as well.

Edicts guide civilization to grow in harmony with nature, preserve areas of natural wilderness, protect endangered species

Anathema cause damage to natural settings, kill animals for reasons other than self-defense or sustenance, allow abuse of natural resources

VESK SAINTS

An army of saints execute missions when Damoritosh commands it. Each saint has unique powers with which

to bless mortal believers. Many followers of Damoritosh pray to the saints for help in specific endeavors, and some vesk worship them as an alternative to their ancestral god. Devotees of each saint have their own beliefs and traditions, but they share the same general edicts and anathema.

Edicts never give up, battle impossible odds, honor fallen comrades

Anathema fight alone when companions could help, forsake Damoritosh, show weakness to enemies

TECHNOLOGY DOMAIN

Clerics and some other devotees can gain domain spells from their deities. Some Starfinder deities are associated with the new technology domain.

TECH INTUITION

UNCOMMON CLERIC CONCENTRATE FOCUS FORTUNE

Trigger You attempt a skill check to Recall Knowledge about a piece of technology or to use a technological device, or you roll a saving throw against an effect with the technology trait.

Focusing on a piece of technology, you get a brief glimpse of its nature and function. You roll the triggering check twice (or the GM rolls in the case of checks to Recall Knowledge) and use the better result.

COMMUNE WITH TECH

UNCOMMON CLERIC CONCENTRATE FOCUS MANIPULATE

Range 120 feet; **Target** one creature or object with the tech trait You briefly establish a mystical connection between your mind and a piece of technology, allowing you to understand the object or manipulate its power. Choose any one of the following effects. An unwilling target must attempt a Will saving throw and negates the effect on a success.

- Understand Tech** You gain deep understanding of the target object or creature. For the next minute, you gain a +2 status bonus to skill checks to hack, use, manipulate, disable, identify, Recall Knowledge about, or otherwise interact with the target.

- Discharge Creature** A creature with the tech trait becomes glitching 1 on a failed save, or glitching 2 on a critical failure.

- Discharge Object** The object loses all its remaining charges if its item level is up to your level minus 2. If the object is powered by electrical means but doesn't use charges, it instead loses power for 3 rounds. If the object's item level is greater than your level minus 2, it instead loses a single charge or powers down for 1 round.

- Charge Object** The object restores all its spent charges if its item level is up to your level minus 2. If the object is powered by electrical means but doesn't use charges, it instead becomes powered for 3 rounds. If the object's item level is greater than your level minus 2, it instead gains a single charge or becomes powered for 1 round.



ENVIRONMENTS

GRAVITY ADAPTATIONS

Most characters are accustomed to normal gravity conditions, but if your character's homeworld has unusually high gravity, that might be the norm for them, meaning they don't suffer penalties while exploring such an environment. For example, a barathu character living on Bretheda should have no trouble adapting to other high gravity worlds but would still take bludgeoning damage in extreme gravity environments.

The damage in the following sections uses the categories described in the Environmental Damage table on page 90 of *Pathfinder GM Core*.

GRAVITY

Most habitable planets have gravity similar to what you experience on Earth or the world of Lost Golarion, defined as normal gravity. Other environments have higher or lower gravity, potentially debilitating characters or empowering them like superheroes.

EXTREME GRAVITY

An environment with extreme gravity is dangerous for most characters. In addition to the effects of high gravity (see below), a character takes minor to moderate bludgeoning damage per minute.

HIGH GRAVITY

An environment with high gravity will be oppressive for most creatures. A character (and their gear) weighs twice as much as in a normal gravity environment, but their attributes stay the same. Such characters move at half speed (minimum 5 feet), can jump only half as high or as far, and can carry and lift only half as much. High gravity also reduces the ranges of thrown weapons by half.

Fatigue

High gravity reduces the time it takes for characters to become fatigued from overland travel to only 2 hours. Characters who spend more than a day in a high gravity

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environment become fatigued even without exerting themselves until they become accustomed to the gravity.

NORMAL GRAVITY

An environment with normal gravity has conditions similar to planets like Earth or lost Golarion and has no effect on most characters.

LOW GRAVITY

An environment with low gravity is liberating for creatures accustomed to normal or higher gravity. A character can jump twice as high and as far, can lift or carry twice their normal amount, and doubles the range of thrown weapons.

ZERO GRAVITY

Environments such as outer space and some small satellites have zero gravity (also referred to as zero-g). Creatures in zero-g have the clumsy, off-guard, and untethered conditions. A creature in a zero gravity environment can lift and carry 10 times their normal amount and multiplies the ranges of thrown weapons by 10.

Movement in Zero Gravity

Creatures in a zero-g environment float aimlessly without a method of propulsion or holding on to an object. Creatures that fly via methods that require an atmosphere, such as wings, can't use their fly Speeds in zero-g. Creatures flying with some other method of propulsion, such as jetpacks, starship thrusters, and spells like *fly* or *void vessel*, are unaffected. Creatures with a fly Speed and the cosmic trait are also unaffected. Unless a creature has a means of moving in zero-g, it gains the untethered condition (see page 256 for more details on the untethered condition).

ATMOSPHERES

An atmosphere is a layer of gases held in place by a planet's gravity. There are various other types of atmospheres that are hazardous to most creatures.

NORMAL ATMOSPHERE

This atmosphere is made up of gases such as oxygen and nitrogen that most creatures can safely breathe. Planets with normal atmospheres have weather patterns that vary depending on climate. Planets such as Castrovel and Verces have normal atmospheres. Artificial atmospheres, like the one on Absalom Station, are usually normal.

CORROSIVE ATMOSPHERE

A corrosive atmosphere is made of caustic gases and creates dangerous weather patterns, such as acid rain. A corrosive atmosphere deals minor to moderate acid damage per minute to creatures and objects. Certain metals and treated materials might resist a specific type of corrosive atmosphere.

THICK ATMOSPHERE

A thick atmosphere has high air pressure. Breathing a thick atmosphere usually requires characters to attempt a Fortitude save every hour to avoid becoming sickened until they begin

breathing normal air. The value of the sickened condition depends on the specific atmosphere (typically sickened 1).

THIN ATMOSPHERE

A thin atmosphere has low air pressure and often lacks enough oxygen to keep characters healthy. Breathing a thin atmosphere for more than a few hours causes non-acclimated characters to become fatigued. Severely thin atmospheres require characters to attempt a Fortitude save every hour or become drained.

TOXIC ATMOSPHERE

A toxic atmosphere contains gases that are poisonous to most creatures. Breathing a toxic atmosphere typically deals minor poison damage each minute.

NATURAL EFFECTS

Exploring an alien world or a strange locale often exposes adventurers to natural phenomena not encountered on worlds like Earth or lost Golarion.

ACID RAIN

Acid rain is a catchall term for corrosive precipitation. Acid rain affects visibility and causes fatigue like normal precipitation but also deals minor acid damage each minute. Acid rain sometimes occurs as part of a thunderstorm.

GRAVITY WELLS

Gravity wells are dense objects that generate their own gravity but aren't as dense as a black hole or as large as a cosmic body. Gravity wells create an area of difficult terrain or greater difficult terrain (depending on their density) for a creature moving away from them. At the end of a creature's turn, it moves a certain distance depending on the gravity well's mass. For example, the malfunctioning artificial gravity generator of a starship moves a creature 10 feet toward it at the end of that creature's turn.

PSYSTORM

A psystorm is a magical weather pattern that occurs on some planets. Winds that howl with alien voices, sudden flashes of color and sound, and other bizarre phenomena accompany psystorms. Creatures without shelter take minor to moderate mental damage each minute during a psystorm. There's also a chance that a character might be struck by a bolt of magical energy during a psystorm. An energy bolt usually deals moderate damage of a randomly determined type.

VORTEX

Swirling windstorms sweep through the atmosphere of some planets, especially gas giants. Vortexes are more powerful than tornadoes, often traveling at speeds over 400 miles per hour. Some dissipate within hours, while others rage for years, fueled by superheated volatile gases. Vortexes deal massive bludgeoning damage each minute to creatures and objects (including starships) in their path and carry them for hundreds of miles. Superheated vortexes also deal massive fire damage.

STATIONS AND STARSHIPS

Space station environments include climate-controlled satellite cities, orbital stations, and starship interiors.

AIRLOCKS

Airlocks seal the climate-controlled environment inside a satellite or starship from the vacuum outside. Airlocks might also be found within terrestrial facilities to keep breathable air in and contaminants or dangerous atmospheres out. A typical airlock consists of two interlocked doors with an interior compartment.

AUTOMATIC DOORS

Automatic doors don't require an *Interact* action to open and instead operate based on proximity. Many automatic doors have control panels and are keyed to a security feature, such as an ID card or retinal scan. Automatic doors require a character to *Disable a Device* to bypass their security features.

CATWALKS

Catwalks are walkways that cross over maintenance tunnels and bays or run alongside wider corridors. Catwalks are equipped with ladders or ramps to ascend and descend. Catwalks make for tactical ambush locations, sniping perches, and memorable chase scenes. Wide catwalks are easy to move across, but they're rare in starship interiors, where spaces are cramped and narrow catwalks are more common. Hurdling the gap between catwalks requires a *Leap* or activating a jetpack. Moving from the ground to a catwalk might necessitate a *High Jump*, or a *Leap* followed by *Grabbing an Edge* and *Climbing up*.

SECURITY

Most space stations have security measures, including surveillance cameras or observation drones stationed at corridor intersections and inside rooms. Guards might monitor these surveillance systems in designated rooms or authorize remotely controlled drones or robots to defend a facility. Traps such as sentry turrets, laser turrets, and laser webs are also common security features.

MAINTENANCE TUNNELS

Maintenance tunnels are generally located below or inside the walls around walkways and can be entered through narrow shafts usually covered by panels or grates, which usually require 2 or more *Interact* actions to open. Most maintenance tunnels are crowded with machinery and count as difficult terrain. Some are tight spaces that require *Medium* and larger characters to *Squeeze*.

RADIATION

Radiation is a very real threat to adventurers, whether it's the radiation emitted from stars or the radiation generated by

various technological wonders of the universe. Radiation is typically found as a trait on a variety of creature abilities and as part of other afflictions and hazards.

RADIATION AND TECHNOLOGY

Radiation has a disrupting effect on technological items. Low-level radiation typically has no effect on technological items, but higher levels of radiation impose the *glitching* condition on technological equipment. This effect typically lasts until the item is removed from the source of radiation. Technological items exposed to particularly powerful radiation stop working entirely until they're removed from the source of radiation and permanently gain the *glitching* condition until they're repaired.

RADIATION SICKNESS

Radiation sickness is a disease that damages a creature's body at a cellular level, causing sickness and even death. Radiation sickness is often grouped into four broad categories: mild, severe, extreme, and incredible. The effects of these categories of radiation sickness are described below, though other types of radiation sickness are known to exist.

RADIATION SICKNESS, MILD

DISEASE 1

DISEASE

Exposure to mild radiation damages cells and causes fatigue. **Saving Throw** DC 17 Fortitude; **Onset** 4 hours; **Stage 1** 1d4 poison damage and sickened 1 (1 hour); **Stage 2** 1d6 poison damage and sickened 2 (1 hour); **Stage 3** 1d6 poison damage and sickened 3 (1 hour)

RADIATION SICKNESS, SEVERE

DISEASE 5

DISEASE

Exposure to severe radiation causes fatigue and nausea. **Saving Throw** DC 22 Fortitude; **Onset** 4 hours; **Stage 1** 2d6 poison damage and sickened 1 (1 hour); **Stage 2** 2d6 poison damage and sickened 2 (1 hour); **Stage 3** 2d8 poison damage and sickened 3 (1 hour)

RADIATION SICKNESS, EXTREME

DISEASE 10

DISEASE

Exposure to extreme radiation causes burns, hair loss, nausea, and potentially death without prompt treatment.

Saving Throw DC 27 Fortitude; **Onset** 2 hours; **Stage 1** 3d8 poison damage and sickened 1 (1 hour); **Stage 2** 4d8 poison damage and sickened 2 (1 hour); **Stage 3** 5d8 poison damage and sickened 3 (1 hour); **Stage 4** death

RADIATION SICKNESS, INCREDIBLE

DISEASE 15

DISEASE

Exposure to incredible radiation causes severe burns, severe nausea, and death without prompt treatment.

Saving Throw DC 32 Fortitude; **Onset** 1 hour; **Stage 1** 10d6 poison damage and sickened 1 (1 hour); **Stage 2** 11d6 poison damage and sickened 2 (1 hour); **Stage 3** 12d6 poison damage and sickened 3 (1 hour); **Stage 4** death

HAZARDS

Distracting Holo Ad

COMPLEX MAGICAL TRAP

Stealth +7 (trained) or detect magic**Description** Colorful, lifelike figures flit in and out of a holographic advertisement in a barrage of pleasant sounds and sensations, enticing passersby to spend their credits.**Disable** DC 17 Computers (trained) to deactivate the ad**Projector AC** 16; **Fort** +5, **Ref** +11**Projector Hardness** 5; **Projector HP** 26 (BT 13); **Immunities** critical hits, object immunities, precision damage**Buy! Buy! Buy!** (incapacitation) **Trigger** A creature within the area finishes an action; **Effect** The trap launches a targeted ad enticing viewers to spend credits on a product or service. All creatures within 30 feet who can see, hear, or sense the ad must attempt a DC 14 Will save. The trap rolls initiative.**Critical Success** The target is unaffected.**Success** The target is dazzled.**Failure** The target is dazzled and slowed 1.**Critical Failure** The target is fascinated for 1 round and can't take any actions except to access the nearest computer and make purchases as directed by the ad.

HAZARD 1

Routine (1 action) The hazard plays a new ad each round, forcing all creatures who can sense it to attempt a new save.**Reset** The trap deactivates and resets after 1 minute.

Heat Vent

HAZARD 1

FIRE MECHANICAL TRAP

Stealth DC 14 (trained)**Description** A metal grate belches scalding air from an exhaust shaft.**Disable** DC 13 Crafting to jam the vent**AC** 13; **Fort** +10, **Ref** +4**Hardness** 5, **HP** 20 (BT 10); **Immunities** critical hits, object immunities, precision damage**Overheat** (fire) **Trigger** A creature walks past the heat vent;**Effect** The trap deals 2d6 fire damage to the triggering creature (DC 17 basic Reflex save).

Venting Airlock

HAZARD 1

MECHANICAL TRAP

Stealth DC 14 (trained)**Description** A malfunctioning airlock opens unexpectedly while creatures are inside.**Disable** DC 17 Crafting (trained) to repair the airlock

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Vent ↗ Trigger One or more creatures enters the airlock compartment; **Effect** The outer airlock door opens, venting breathable air out into the vacuum or harmful atmosphere beyond. The creature begins suffocating and must attempt a DC 20 Reflex save.

Success The target is unaffected.

Failure The target is sucked 10 feet out of the airlock and takes 2d6 bludgeoning damage.

Critical Failure The target is sucked 10 feet out of the airlock and takes 4d6 bludgeoning damage.

LASER TURRET

COMPLEX **MECHANICAL** **TRAP**

Stealth +10 (trained)

Description A concealed turret pops up and fires a laser when intruders enter a secure area.

Disable DC 18 Computers (trained) to reprogram the turret, or DC 16 Crafting (trained) to jam the sensor

AC 16; Fort +10, Ref +4

Hardness 6, **HP** 24 (BT 12); **Immunities** critical hits, object immunities, precision damage

Laser Blast ↗ Trigger A creature moves within 30 feet of the turret; **Effect** The trap makes a laser Strike against the creature; the trap rolls initiative.

Routine (3 actions) The trap makes a laser Strike against up to three creatures in range, or multiple Strikes against one creature in range if it has no additional targets.

Ranged laser +9, **Damage** 1d6+3 fire; no multiple attack penalty

Reset The trap resets after 1 minute.

HAZARD 1

COMPLEX **MECHANICAL** **TRAP**
Stealth +13 (trained)

SENTRY TURRET

HAZARD 5

Description A mechanized turret pops up on intruders when they enter range.

Disable DC 20 Computers (trained) to reprogram the turret, or DC 18 Crafting (trained) to jam the sensor

AC 19; Fort +15, Ref +9

Hardness 14, **HP** 50 (BT 25); **Immunities** critical hits, object immunities, precision damage

Open Fire ↗ Trigger A creature moves within 30 feet of the turret; **Effect** The turret makes a ranged Strike against the creature; the trap rolls initiative.

Routine (3 actions) The trap makes a Strike against up to three creatures in range, or multiple Strikes against one creature in range if it has no additional targets.

Ranged machine gun +15 (automatic), **Damage** 2d8+7 piercing; no multiple attack penalty

Reset The trap resets after 1 minute.

TRAUMATIC MOMENT

HAZARD 6

HAUNT
Stealth DC 21 (expert)

Description A psychic imprint of a horrific event replays in vivid detail.

Disable DC 28 Religion (expert) to cleanse the area

Jump Scare ↗ (emotion, fear, illusion, mental, occult) **Trigger** A creature moves within 10 feet of the haunted area; **Effect** The haunt replays the traumatic moment that created it, vividly assaulting the creature's senses as though the creature was experiencing the event. The creature must attempt a DC 24 Will save.

Critical Success The target is unaffected.

Success The target takes 2d8 mental damage; the target also becomes frightened 1.

Failure The target takes 4d8 mental damage; the target also becomes frightened 2.

Critical Failure The target takes 8d8 mental damage; the target also becomes frightened 3.

DISINTEGRATION CHAMBER

HAZARD 8

COMPLEX **MECHANICAL** **TRAP**

Stealth +18 (expert) or DC 31 (expert) to notice the control panel

Description When sensors detect movement in the trapped room, the doors seal shut, and four wall apertures open, releasing disintegrating nanites into the room.

Disable DC 22 Crafting (trained) to close one aperture, or DC 24 Computers (expert) to reprogram the control panel

AC 27; Fort +19, Ref +13

Control Panel Hardness 15, **Control Panel HP** 60 (BT 30); **Immunities** critical hits, object immunities, precision damage

LASER WEB

HAZARD 3

MECHANICAL **TRAP**

Stealth DC 15 (trained)

Description Six sensors concealed in a 15-foot-long corridor fire lasers when they detect movement.

Disable DC 15 Computers (trained) to disable each sensor, or DC 23 Acrobatics (expert) to slip past each sensor

AC 22; Fort +12, Ref +6

Hardness 4, **HP** 7 (BT 3) each; **Immunities** critical hits, object immunities, precision damage

Laser Web ↗ Trigger A creature moves within 5 feet of a sensor; **Effect** The lasers fire, each one Striking a creature in the hallway. If there are more creatures than lasers, the lasers prioritize the triggering creature or creatures; if there are fewer creatures than lasers, the lasers prioritize Striking the triggering creature or creatures multiple times.

Melee laser +16, **Damage** 2d10+13 fire; no multiple attack penalty

Reset The trap resets after 15 minutes.

JOLTING CONSOLE

HAZARD 4

ELECTRICITY **MECHANICAL** **TRAP**

Stealth DC 22 (trained)

Description A shock grid built into a computer console or door panel releases a powerful electric charge.

Disable DC 16 Computers (trained) to disable the console's programming, or DC 18 Crafting (trained) to rewire the shock grid

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Nanite Release **Trigger** A creature enters the room or ends its turn in the room; **Effect** The trap makes a nanite Strike against the triggering creature, then rolls initiative.

Routine (1 action) The trap launches nanites against every creature in the room as 1 action. Because it launches nanites continuously, the trap can also use the Nanite Swarm free action (see below) to launch nanites at each creature during that creature's turn.

Ranged nanite +20, **Damage** 2d10+11 acid; no multiple attack penalty

Nanite Swarm **Trigger** A creature within the room ends its turn; **Effect** The trap makes a nanite Strike against the triggering creature.

Reset The trap deactivates and resets after 1 minute.

HAUNTED COCKPIT

HAZARD 10

COMPLEX | HAUNT

Stealth +15 (expert)

Description The ghost of a pilot attached to the starship overrides controls and forces the living pilot to crash the ship.

Disable DC 32 Computers (master) to hack back into the ship computer and override autopilot, or DC 27 Religion (expert) to weaken the haunt, DC 25 Athletics to Escape or Force Open the safety straps; four successes are required to disable it

Constrict Safety Straps (incapacitation) **Trigger** A creature activates the piloting station in the area of the haunt; **Effect** Safety straps attempt to Grapple the creature piloting the ship (+23 to Athletics). The haunt rolls initiative.

Routine (3 actions) The haunt uses 3 actions to pilot the starship, traveling up to the ship's speed on a collision course toward the nearest planet, ship, or other object. The crash deals 4d12 bludgeoning damage. If the haunt successfully crashes the ship, all creatures on board must attempt a DC 33 Reflex save.

Success The creature takes half damage.

Failure The creature takes full damage.

Critical Failure The creature takes double damage. It also becomes wounded 1 (or increases its wounded value by 1, if it's already wounded).

Each successful check to disable this hazard reduces the haunt's movement by a quarter, and the fourth success disables it completely.

Reset The ghostly pilot returns to its cockpit over the course of an hour, after which it can trigger again.

QUANTUM CLONE

HAZARD 16

COMPLEX | MAGICAL

Stealth +33 (expert)

Description Quantum particles form an exact copy of a creature that can mimic its actions, speech, and thoughts with eerie perfection.

Disable DC 45 Intimidation (master) three times to frighten the clone away, or DC 42 Diplomacy (master) three times to reach an accord with the clone.

Materialize **Trigger** A creature touches the quantum particles; **Effect** The quantum particles materialize a perfect

copy of the triggering creature. The quantum clone is visually identical to the creature and mimics the creature's actions and speech until it has time to observe and learn the creature's patterns well enough to act entirely on its own, a process that takes 1 minute. The quantum clone materializes with no weapons or equipment but can mimic unarmed Strikes and natural weapons if the creature has them. The quantum clone rolls initiative.

Routine (3 actions) The quantum clone observes the triggering creature and mimics the creature's behavior, taking hostile actions as soon as it takes damage. For the first two rounds, the quantum clone takes actions in the exact order the triggering creature did, but in the following rounds, it acts tactically using actions and reactions it observed the creature using in any order.

Mimic to The quantum clone mimics an action it has observed the triggering creature take, including class abilities, movements, spells, and speech. It attacks on its initiative, using the same statistics as the original creature.

EARWORM

HAZARD 18

MAGICAL | TRAP

Stealth DC 48 (master) or detect magic

Description A catchy commercial jingle or popular music refrain turns sinister, worming its way into the listener's mind.

Disable DC 39 Performance (trained) to disrupt the song with another tune, DC 38 Computers (trained) to reprogram the device, DC 38 Crafting (trained) to disable the device, or dispel magic (9th rank; counteract DC 45) to counteract the spell

Irresistible Refrain (auditory, emotion, linguistic, mental, subtle) **Trigger** A creature moves within 30 feet of the device playing the song; **Effect** The song shifts into a loop that compels the 10 closest creatures who can hear it within 30 feet to perform a suggested course of action. This is a 9th-rank subconscious suggestion spell (DC 35 Will save).

MEMORY CRYSTALS

HAZARD 20

ENVIRONMENTAL | MAGICAL | MENTAL

Stealth DC 38 (expert) or detect magic

Description Glowing yellow crystals refract the blurred imprints of stolen memories within their facets.

Disable DC 48 Occultism (legendary) to harmlessly feed surface thoughts to the crystals

AC 40; Fort +35 Ref +29

Hardness 33, **HP** 133 (BT 66); **Immunities** critical hits, object immunities, precision damage

Leech Memories **Trigger** A creature with an Intelligence modifier comes within 5 feet of the memory crystals; **Effect** The memory crystals expand into every square adjacent to its space. As they grow, they absorb memories and ambient thought from their surroundings, dealing 8d10 mental damage (DC 38 basic Will save) to creatures within 10 feet after they expand.

Memory Field (aura) 5 feet. Memory crystals deal 8d10 mental damage to nearby creatures.

Reset After expanding, the memory crystals can't grow again for 1 day.

The following represent new conditions that appear in the Starfinder Roleplaying Game. These conditions exist in addition to those listed in on pages 442-447 of *Pathfinder Player Core*.

GLITCHING

Glitching is a condition that affects objects or creatures with the tech trait, and it always has a value. A glitching creature or object experiences a combination of debilitating effects and moments of seizing up. If you have glitching equipment and take any action involving that equipment, you must attempt a flat check to see what occurs. If you have the glitching condition on yourself, you must attempt this flat check at the beginning of every round. The DC of the flat check equals 10 plus your glitching value or the item's glitching value, whichever is higher.

Critical Success Reduce your glitching value by 1.

Success You act as normal or use your equipment as normal.

Failure You take an item penalty to all your checks and DCs equal to your glitching value or the glitching value of the item you're attempting to use.

Critical Failure You count as stunned 1 for the round. Alternatively, the glitching object you tried to use doesn't function, and you lose the actions you took to attempt to use it.

SUPPRESSED

You've been affected by a high volume of incoming fire or

a particularly dangerous attack that forces you to act less efficiently for your own safety. You take a -1 circumstance penalty to attack rolls and take a -5-foot status penalty to all your Speeds.

UNTETHERED

You're in a zero gravity (or similar) environment without a means of movement and float without support. You can't take move actions unless they specify they can be used in your current environment. At the end of your turn, you move 5 feet in the last direction you moved. You can take the Push Off action (see below) to change directions and the distance moved. Once you gain a means of moving in your environment, you lose this condition. Typically, a creature with the untethered condition in zero-g also gains the clumsy and off-guard conditions while untethered.

PUSH OFF

MOVE

Requirements You have at least one hand or leg (or suitable appendage) free, and you're untethered.

You use an object or creature of the same size or larger as you as leverage to change the direction you're floating in. Float up to half your Speed in your chosen direction. The distance you move at the end of your turn while untethered changes to the amount you moved during this action.

You can Push Off as a free action immediately after you make a successful melee Strike or Shove.



STARFINDER

Character Sheet

Ancestry

Heritage and Traits	Size

Character Name

Level

Hero Points



Gain 1 at the start of each session
and when granted by the GM.
Spend 1 to reroll a check.
Spend All to avoid death.

Player Name

Background

Background Notes	

Class

Class Notes	

Attributes

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
(O)Partial Boost					

Defenses

Armor Class	Shield	Hardness	Max HP	BT	HP
		<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Armor Proficiencies					
Unarmored	Light	Medium	Heavy		
T	E	M	L		
E	M	L	L		
M	L	L	L		
L					
10	+ + +				
Base Dex* Prof Item					
* Use armor's Dex cap if lower					
Fortitude	Reflex	Will	Hit Points		
			Maximum	Current HP	Temporary HP
<input type="text"/>	<input type="text"/>	<input type="text"/>		<input type="text"/>	<input type="text"/>
Con Prof Item	Dex Prof Item	Wis Prof Item	Dying <input type="text"/> Wounded <input type="text"/>		
Defense & Environmental Protection Notes					
Resistances and Immunities					
Conditions					

Skills

Acrobatics					
Arcana					
Athletics					
Computers					
Crafting					
Deception					
Diplomacy					
Intimidation					
Lore					
Lore					
Medicine					
Nature					
Occultism					
Performance					
Piloting					
Religion					
Society					
Stealth					
Survival					
Thievery					
Languages					
Perception					
Speed					
Strikes					
Melee Strikes					
Weapon					
Damage					
Str Prof Item					
Traits and Notes					
Melee Strikes					
Weapon					
Damage					
Str Prof Item					
Traits and Notes					
Ranged Strikes					
Weapon					
Range (ft.)					
Dex Prof Item					
Mag/Exp / Damage					
Dex Prof Item					
Traits and Notes					
Ranged Strikes					
Weapon					
Range (ft.)					
Dex Prof Item					
Mag/Exp / Damage					
Dex Prof Item					
Traits and Notes					
Ranged Strikes					
Weapon					
Range (ft.)					
Dex Prof Item					
Mag/Exp / Damage					
Dex Prof Item					
Traits and Notes					
Weapon Proficiencies					
Unarmed	Simple	Martial	Advanced	Other	
T	E	M	L	M	
E	M	L	L	L	
M	L	L	L	L	
L					
Critical Specializations					
Class DC					
Reminders					
Proficiency					
Untrained +0					
Trained 2 + level					
Expert 4 + level					
Master 6 + level					
Legendary 8 + level					
10 + + +					
Base	Key	Prof	Item	Armor	
Action Icons					
◆ Single Action					
◆◆ Two-Action Activity					
◆◆◆ Three-Action Activity					
◆ Free Action					
◆ Reaction					

Ancestry and General Feats — Class Abilities

Inventory

Level	1	Ancestry and Heritage Abilities	Class Feats and Features
		Ancestry Feat	
		Background Skill Feat	
2		Skill Feat	Class Feat
3		General Feat	Class Feature
4		Skill Feat	Class Feat
5		Ancestry Feat	Boosts Class Feature
6		Skill Feat	Class Feat
7		General Feat	Class Feature
8		Skill Feat	Class Feat
9		Ancestry Feat	Class Feature
10		Skill Feat	Boosts Class Feat
11		General Feat	Class Feature
12		Skill Feat	Class Feat
13		Ancestry Feat	Class Feature
14		Skill Feat	Class Feat
15		General Feat	Boosts Class Feature
16		Skill Feat	Class Feat
17		Ancestry Feat	Class Feature
18		Skill Feat	Class Feat
19		General Feat	Class Feature
20		Skill Feat	Boosts Class Feat

Held Items	Bulk
------------	------

Consumables	Bulk
-------------	------

Worn Items	Invested	Bulk
------------	----------	------

Weapons	Mag	Bulk
---------	-----	------

Bulk — Light Items 10 light Bulk items = 1 Bulk
 Encumbered Bulk 5 + Str
 Maximum Bulk 10 + Str
 Maximum Invested 10

Valuables	Price	Bulk
-----------	-------	------

Wealth Credits	UPB (Universal Poymer Base)
----------------	-----------------------------

Character Sketch

Origin and Appearance

Port of Call	Homeworld	Age	Gender & Pronouns	Height	Weight
--------------	-----------	-----	-------------------	--------	--------

Appearance

Personality

Attitude	Deity or Philosophy
----------	---------------------

Edicts	Anathema
--------	----------

Likes

Dislikes

Catchphrases

Campaign Notes

Notes

Allies

Enemies

Faction

Actions and Activities

Name	Actions	Traits	Page #
Effects			

Free Actions and Reactions

Name	Actions	Traits	Page #
Effects			

Name	Actions	Traits	Page #
Effects			

Name	Actions	Traits	Page #
Effects			

Name	<input type="checkbox"/>  <input type="checkbox"/> 	Traits	Page #
Trigger			
Effects			

Name	<input type="checkbox"/>  <input type="checkbox"/> 	Traits	Page #
Trigger			
Effects			

Name	<input type="checkbox"/>  <input type="checkbox"/> 	Traits	Page #
Trigger			
Effects			

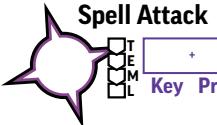
Name	<input type="checkbox"/>  <input type="checkbox"/> 	Traits	Page #
Trigger			
Effects			

Magical Tradition

Arcane  **Occult**
Primal  **Divine**

Prepared Caster
 Spontaneous Caster

Spell Statistics



Spell Attack

<input type="checkbox"/> T	<input type="checkbox"/> E	<input checked="" type="checkbox"/> +	
<input type="checkbox"/> M	<input type="checkbox"/> L	<input type="checkbox"/> Key	<input type="checkbox"/> Prof

Spell DC

<input type="checkbox"/> T	<input checked="" type="checkbox"/> 10	<input type="checkbox"/> +	
<input type="checkbox"/> M	<input type="checkbox"/> L	<input type="checkbox"/> Base	<input type="checkbox"/> Key

Spell Slots

Spells per Day

--	--	--	--	--	--	--	--	--	--

Spell Rank

1	2	3	4	5	6	7	8	9	10
---	---	---	---	---	---	---	---	---	----

Spells Remaining

--	--	--	--	--	--	--	--	--	--

Spells

Name	Actions	Rank	Prep

Cantrips

Cantrips per Day

--	--

1/2 your level rounded up

Name	Actions	Prep

Focus Spells

Focus Points 

Focus Spell Rank

1/2 your level rounded up

Focus Pool Equals the number of focus spells you have (maximum 3).**Refocus** Spend 10 minutes to regain 1 Focus Point.

Name	Actions

Innate Spells

Name	Actions	Freq

Rituals

Name	Rank	Cost

Name	Rank	Cost

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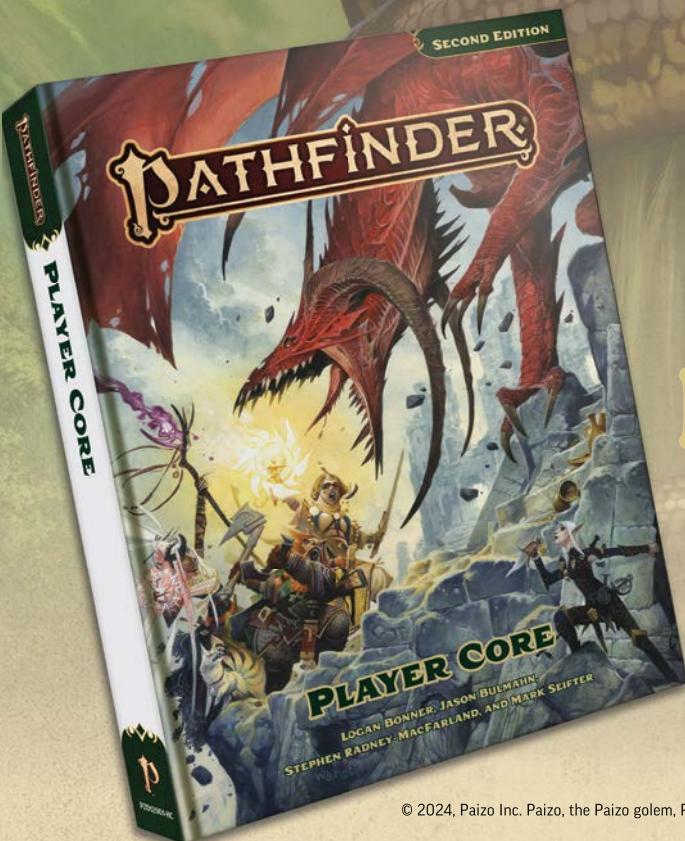
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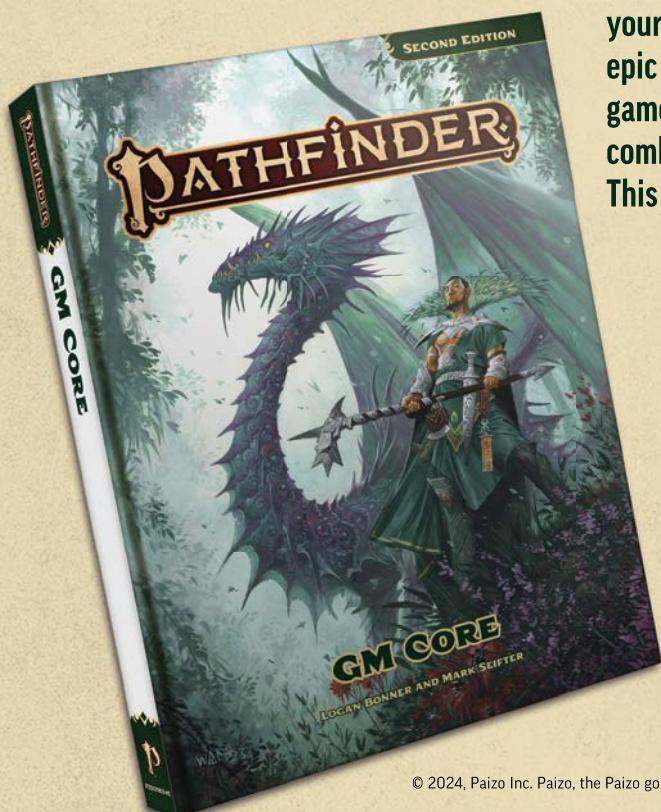


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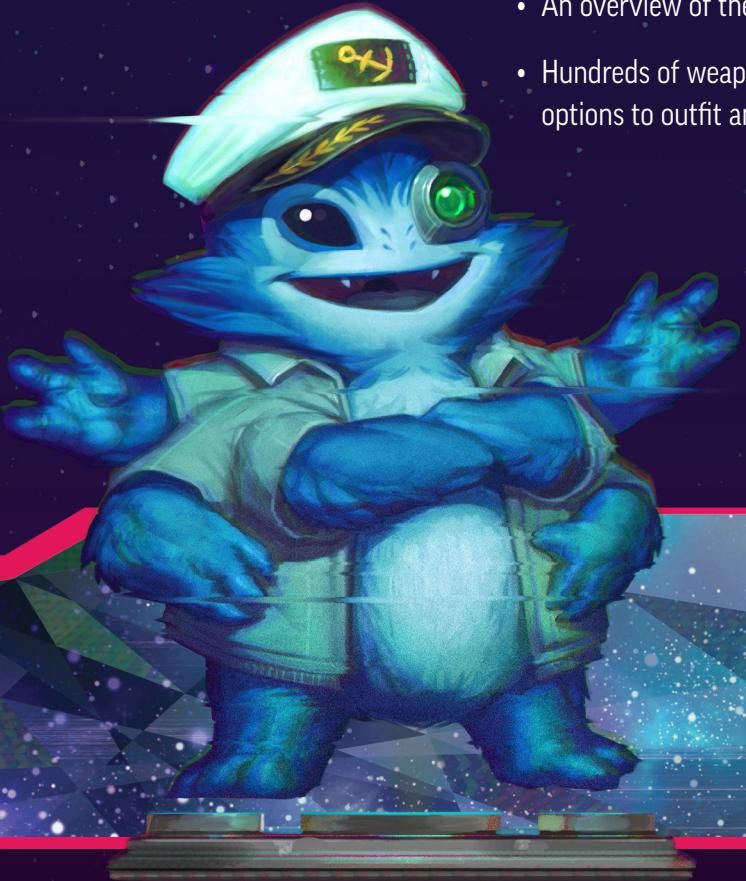


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