

# THE MULTIMAN



STARFINDER  
COMPATIBLE

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# MULTIMAN

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# MULTIMAN

## A NEW CLASS FOR STARFINDER

Through strict adherence to the high tech art of “mirror mastery”, a multiman can create life-like temporary clones of themselves and use them to overwhelm their opponent. They are part-stage-magician, part-warrior, and a crowd unto themselves. The art of mirror mastery originated with a study of blink dogs, which in turn allowed the user to displace themselves slightly. After combining that art with the art of illusion and several high-tech augments, the art of mirror mastery was discovered. Multimen, also known as “shards”, have turned the art of mirror mastery into a martial discipline as deadly as any other fighting style. Multimen are excellent scouts, a powerful force on the battlefield, and expert assassins (turning a solo fight into an ambush). They are best when used as a force multiplier, rather than a force in their own right. They are used by armies to instantly fill gaps in the front line; distract the enemy; or overwhelm enemy defenses through sheer numbers. Because the clones created by a multiman are so fragile, they do not make particularly deadly combatants, but they can be used in a group to overpower an enemy instead of risking single combat.

### HP/STAMINA

**Hit Points Per Level:** 6

**Stamina Per Level:** 6 + CON Modifier

### KEY ABILITY SCORE

Multimen are Intelligence based as the art of mirror mastery requires that the multiman cognitively focus in multiple places at once.

### CLASS SKILLS

**Skill Ranks Per Level:** 4 + INT Modifier

Acrobatics (Dex), Athletics (Str), Bluff (Cha), Intimidate (Cha), Mysticism (Wis), Perception (Wis), Profession (Cha, Int, or Wis), Stealth (Dex)

### PROFICIENCIES

#### Armor Proficiency

Light armor and heavy armor

#### Weapon Proficiency

Basic and advanced melee weapons, small arms, and longarms.





**TABLE 1-1: THE MULTIMAN**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Class Features
1st	+0	+0	+0	+2	Clones
2nd	+1	+0	+0	+3	Unity talent
3rd	+2	+1	+1	+3	Combat clones, weapon specialization
4th	+3	+1	+1	+4	Mirror manipulation
5th	+3	+1	+1	+4	Reinforcements
6th	+4	+2	+2	+5	Combat clones, unity talent
7th	+5	+2	+2	+5	Group attack,
8th	+6	+2	+2	+6	Mirror manipulation
9th	+6	+3	+3	+6	Clone army, combat clones
10th	+7	+3	+3	+7	Unity talent
11th	+8	+3	+3	+7	Mob attack
12th	+9	+4	+4	+8	Mirror manipulation
13th	+9	+4	+4	+8	Instant clone
14th	+10	+4	+4	+9	Unity talent
15th	+11	+5	+5	+9	Coordinated attacks
16th	+12	+5	+5	+10	Mirror manipulation
17th	+12	+5	+5	+10	Sacrificial clone
18th	+13	+6	+6	+11	Unity talent
19th	+14	+6	+6	+11	Symphonic attacks
20th	+15	+6	+6	+12	Clone storm, mirror manipulation

**CLONES (SU) [1ST LEVEL]**

At 1st level, you can create a single duplicate of yourself as a swift action. You can do this up to 4 times per day, plus 1 additional time per day for every level of multiman you have beyond 1st. At 1st level you may only have 1 clone out at a time, and you may have 1 additional clone out at the same time at 6th level and one additional clone every 5 levels thereafter. Clones last for a number of rounds equal to your multiman level (minimum 3 rounds), or until destroyed. When making a clone, you are referred to as the “prime” multiman.

**CREATING**

When clones are created they occupy an adjacent square to you. If no adjacent squares are available, a clone cannot be created. Creating a clone does not provoke an attack of opportunity.

**ACTIONS**

Clones can only take one action per turn. It must be of one of the following kinds:

- **Attack:** When you make an attack action, you may instead have the attack originate from a clone. If you make a full attack action, you may have your attacks originate from you or your clones.
- **Move:** Move up to its maximum movement using any method of movement it has at its disposal.
- **Use Item:** Use an item located in its inventory. This includes reloading a weapon.
- **Spells, Spell-Like Abilities & Items:** Only a single spell, spell-like ability, or item may be completed or activated per round. It may originate from you or one of your clones.



## ADDITIONAL ACTIONS

- **Drawing / Reloading Weapons:** As part of an attack or move action a clone may draw or reload a weapon as a swift action at the beginning of its turn. They may only reload if the action to do so is a swift or free action (otherwise it must be done as a separate full-round action). If a clone has Quick Draw, they may draw their weapon as a free action.

## RESTRICTED ACTIONS

- **Reactions:** You and your clones all get separate reactions, but clones may only use reactions to make attacks of opportunity (while the prime multiman may use them normally).
- **Charge Attacks:** Clones cannot make charge attacks.

## DICE ROLLING

With the GM's approval on a case-by-case basis, you may make a single d20 roll to determine the effect of multiple attacks from you and your clones if they all have the same bonus.

## DETECTING THE PRIME MULTIMAN

You always moves a fraction of a second ahead of time (though this has no in-game effect) and creatures may attempt a Perception check (DC 10 + 1/2 multiman level + Dexterity modifier) to spot you.

## CLONE HP

Clones are magical in nature and are destroyed if they suffer at least 1 point of damage or are the subject of a successful combat maneuver against them. This counts as if they had 1 Hit Point and no Stamina. Clones can be dispelled via dispel magic or similar effects. You are assumed to have created the clone using a caster level equal to your multiman level.

## MEMORIES

You and your clones share the same consciousness, you know everything your clones know and vice-versa.

## CLONE ABILITIES

Your clones have all your statistics, skills, equipment, spells, and feats but none of your multiman class features. You do not share any sort of empathic or mental connection with your clones so orders need to be conveyed in a conventional fashion.

## COLLECTIVE POOL OF RESOURCES

Any expended uses of anything in your possession or repertoire (feats, spells per day, class features, magic items, single use items like potions, etc) detract from a collective pool rather than from each individual. Ammunition detracts from a single reserve. When a clone attacks it reduces the prime weapon's capacity by the usage (basically: if a clone shoots all the weapons of the clones have expended that ammunition).

## EQUIPMENT

Any object that leaves the grasp of a clone dissipates (though ranged weapons can be used and they dissipate immediately afterwards).

- **Example:** If you had a laser pistol with 10 charges, so do your clones. If a clone used a charge of that wand, all the clones' (and your) pistol would now only have 9 charges.

An object that leaves your possession does not influence your clones. Likewise, any new objects or equipment you gain (say you pick up a tree-branch) do not suddenly appear on your current clones. However, if a clone has an object with a limited number of uses that you no longer possess or have fully expended (such as a used up or passed off laser pistol or grenade) it becomes inert. If such an item should be recharged or returned to you, the clones may once again use it.

- **Example:** If you get disarmed, all of your clones would not lose access to that weapon but any new ones created after that would not have it.
- **Example:** If you hand your laser pistol to an ally, all of your clones' laser pistols would not function until your ally gives you the pistol back.



## **UNITY TALENTS [SU] [2ND LEVEL]**

At 2nd level and every 4 levels thereafter, a multiman gains a new way to coordinate your clones to work together or deploy them.

## **COMBAT CLONES [SU] [3RD LEVEL]**

As your progress in your mastery over your clones, you learn to make them more suited to combat.

At 3rd level, all clones you produce have a total Hit Point value equal to your multiman level (no Stamina).

At 6th level, all clones you produce gain DR / - equal to 1/5th your multiman level.

At 9th level, all clones you produce have a total HP value equal to twice your multiman level.

## **WEAPON SPECIALIZATION [EX] [3RD LEVEL]**

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

## **MIRROR MANIPULATIONS [4TH LEVEL]**

At 4th level, and every 4 levels after that, you gain a new way to manipulate the appearance and nature of your clones. These clones are clearly different from you and are easily identifiable as such (DC 5 Perception check). Some of these mirror manipulations require multiple uses of the clone class feature to create. These options have the number uses of clones required to utilize it listed after the name of the mirror manipulation. Only one mirror manipulation may be added to a given clone.



## **REINFORCEMENTS [SU] [5TH LEVEL]**

When using your clone ability, you can create up to the maximum number of clones that you may have out at a time at once. These still subtract from the total number of clones you can make per day. You must still have enough adjacent squares to house all the new clones.

## **GROUP ATTACK [SU] [7TH LEVEL]**

You have achieved a greater sense of control over your clones, and are better able to command your group in combat. When you make a full attack action, you and all your clones may instead make a single attack at -4. You do not need to all attack the same target.

## **CLONE ARMY [SU] [9TH LEVEL]**

You can make a maximum number of clones per day equal to 4 + twice your multiman level. This replaces the normal daily restriction imposed on you by your clone class feature.

## **MOB ATTACK [SU] [11TH LEVEL]**

You are able to control your clone forces with ease, even in combat. When you make a full attack action, you and all your clones may instead make a single attack at -2. This replaces the benefit from the group attack class feature. You do not need to all attack the same target.

## **INSTANT CLONE [SU] [13TH LEVEL]**

You can make clones as a free action rather than a swift. Additionally, your clones no longer need to appear adjacent to you, but instead must appear adjacent to you or another clone created as part of the same action.



## **COORDINATED ATTACKS [SU] [15TH LEVEL]**

Your clones are so simpatico that you can use them to attack in a highly coordinated fashion. When you make a full attack action, you and all your clones may instead make a single attack at no penalty. This replaces the benefit from the mob attack class feature. You do not need to all attack the same target.

## **SACRIFICIAL CLONE [SU] [17TH LEVEL]**

If you would be reduced to 0 or fewer hit points by an attack or spell, you may swap places with an active clone, destroying the clone. You still suffer any additional effects, such as stunned or poisoned. This does not trigger any abilities of the clone's that trigger when it is killed.

## **SYMPHONIC ATTACKS [SU] [19TH LEVEL]**

You conduct your clones movements like a conductor at symphony; each strikes setting up the next. When the groundswell comes your foe never saw it coming. When you make a full attack action, you and all your clones may instead make a single attack at a +2 bonus. This replaces the benefit from the coordinated attack class feature. You do not need to all attack the same target.

## **CLONE STORM [SU] [20TH LEVEL]**

Any time you summon clones you may spend 1 Resolve point to summon a second copy of each clone. These copies doesn't count against your daily limit, although they do count against the maximum number of clones you may have active at once. If summoning multiple clones at once, each individual clone receives a copy.

## **UNITY TALENT LIST**

### **EXPLODING CLONE [SU]**

You can cause one of your clones to explode as a swift action. This causes 2d6 fire damage for each round (including this one) that the clone has remaining in its duration to the square the clone occupies and all adjacent squares. Creatures targeted by this may make a Reflex save (DC 10 + 1/2 level + Intelligence modifier) for half damage. If this damage destroys any other of the multiman's clones- they too explode in this fashion (each causing 2d6 damage). Other effects that trigger on the destruction of a clone, such as mirror trap, do not trigger with exploding clone.

### **OVERWHELM [EX]**

If you or one of your clones scores a critical hit against a creature, all other clones and the prime multiman gain a +2 insight bonus on attack rolls against that creature until the end of their next turn.

### **PROJECT**

When a clone is made, it may be created in any open square within 100 feet of you that you can draw line of effect.

### **REPEAT [SU]**

As a swift action you can expend one use of your clone class feature to recreate a clone that was destroyed last round. The clone has its full normal duration but is summoned anew in the spot where it was destroyed.

### **SACRIFICIAL LAMB [SU]**

You may destroy one of your clones who is within 30 feet of you a swift action to recover some of your own vigor. This restores 1d8 Stamina per 2 levels of multiman + your Intelligence modifier.

### **SWARMING [EX]**

You and your clones are accustomed to fighting amongst each other. Up to two multimen (clones or the prime) can share the same square at the same time. If two multimen in the same square attack the same adjacent foe, they are considered to be flanking that foe as if they were in two opposite squares.



## SWITCH (SP)

You may switch places with one of your clones within 30 feet of you as a free action, once per turn. This action is a simple transfer of consciousness with no outward signs and does not provoke an attack of opportunity.

### MIRROR MANIPULATIONS

## CLONE OTHER (2)

The clone you make mimics a willing ally within 30 feet of you who you are intimately familiar with. The clone is under your control but draws its equipment, abilities, skills, feats, spells (etc) from your ally. Your ally may dismiss the clone as a free action at any point if they so choose. The clones expend resources from a pool shared with the ally they were created from (a clone of a mystic detracts their spells from the mystic's allotment). The clone acts under the control of the multiman and otherwise acts as a normal clone.

## FAST CLONE (2)

This type of clone has +40 feet to your base movement speed for the duration of its existence. A fast clone has the ability to charge, as opposed to a normal clone (allowing them to move and attack in the same action, but only as a charge). This clone appears as a sleek, skinny, vibrating, hyperactive, spikey-haired, spasmodic version of you who chatters incessantly.

## FLYING CLONE (2)

This clone gains a fly speed equal to your base move speed with perfect maneuverability. This clone has great fleshy wings, more aerodynamic features, and a sleeker appearance.

## INVISIBLE CLONE (2)

The clone created with this mirror manipulation is invisible (as if it was under the effect of an *invisibility* spell). Actions that would normally dispel invisibility instead suppress it until the start of the clone's next turn. The clone resembles a plain, color-drained, version of you when visible.

## MIRROR TRAP (2)

If this clone is destroyed it explodes and deals 1d6 damage for every level of multiman you have + your Intelligence modifier to all creature within 30 feet of it. Creatures may attempt a Reflex save (DC 10 + 1/2 multiman level + your Intelligence modifier) to reduce the damage to minimum damage. The damage dealt may be acid or fire but must this distinction must be made when the clone is made. You can trigger the explosion of this clone as a free action. The clone resembles an extremely bloated, shaking, spasmodic version of you. If acid is selected, it has great boils and exposed wounds. If fire is selected the clone has glowing orange eyes and fire red skin.

## SUPER CLONE (3)

The clone created with this mirror manipulation is a larger size version of you, and gains a morale bonus on all damage rolls equal to 1/4th your multiman level. This clone has an amount of HP equal to half your total HP value. The clone physically resembles a monstrous, hairy, bestial version of you.

## TIME CLONE (2)

This clone lasts for a number of hours equal to your Intelligence modifier. For abilities that function off number of remaining rounds on a clone this clone is assumed to always have a number of rounds remaining equal to half your multiman level. This clone appears as an aged version of you but remains as spry and physically able as his younger counterparts.

## ALTERED OR REPLACED MULTIMAN CLASS FEATURES

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

**Multilevel [2nd, 6th, and 18th Levels]:** You don't gain your 2nd, 6th, and 18th level unity talents.

**Multilevel [4th and 12th Levels]:** You don't gain your 4th and 12th level mirror manipulations.

**9th Level:** At 9th level your clones do not gain the combat clone benefit where they have a total HP value equal to twice your multiman level (it stays at a value equal to your multiman level).



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