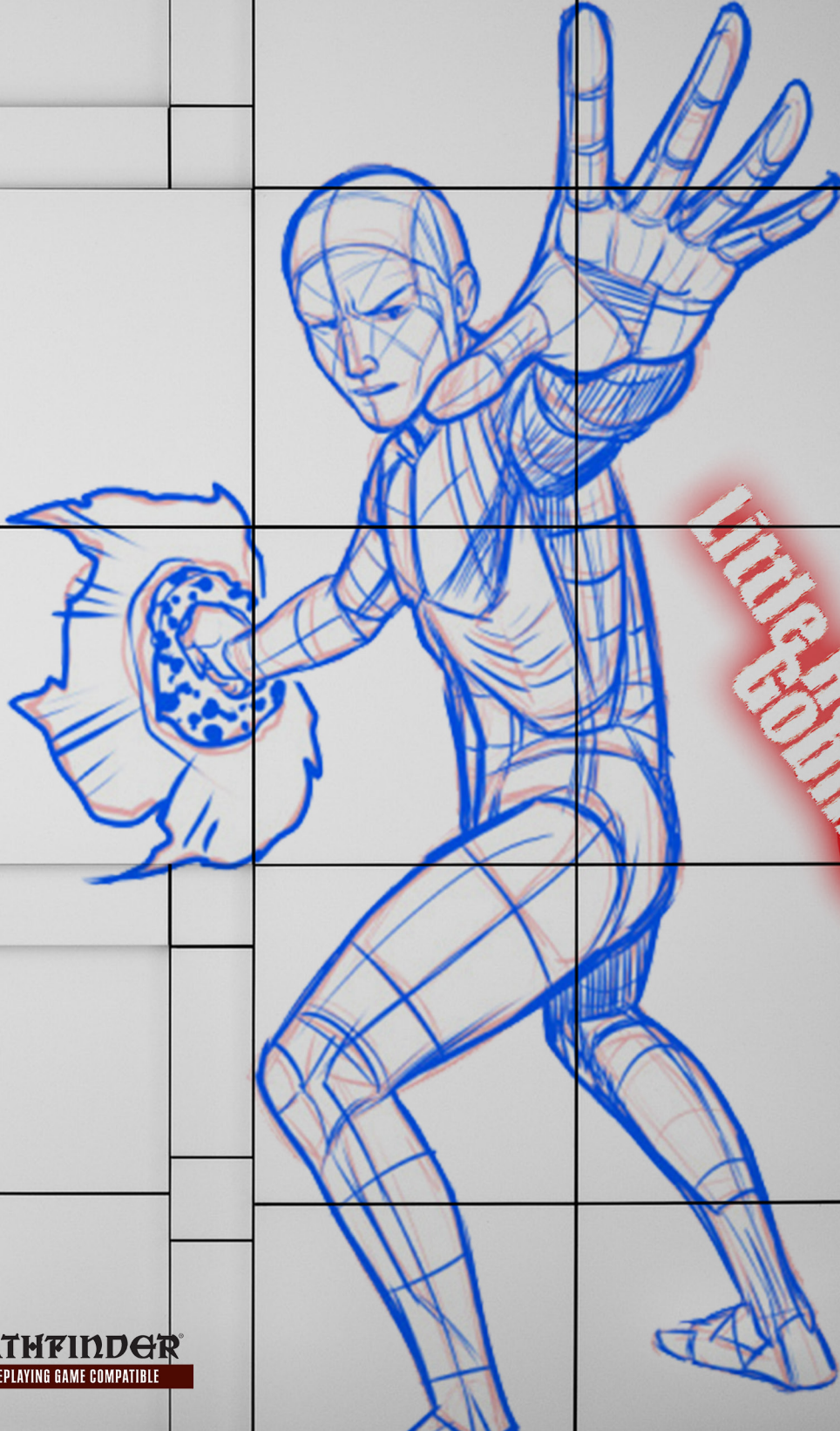
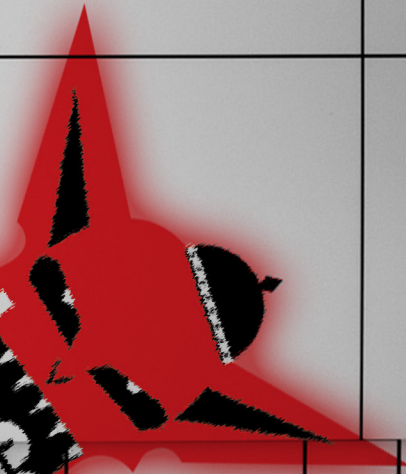


The Vector

A New Character Class For The Pathfinder Roleplaying Game



Little Red
Comic Games



The Vector

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Vector

A BASE CLASS FOR THE PATHFINDER ROLEPLAYING GAME

Masters of kinetic energy, vectors tap into a branch of magical study known as “kineomancy”. They are able to manipulate some the fundamental forces of the universe. This affords them a high degree of control over movement, gravity, and directionality. They can manipulate their own personal gravity, create magical marks that change or rebound forces, and blast away with pure kinetic force.

The nature of those who become vectors are as varied as there are stars in the sky, each bringing their own spin on the art, but all must study the art in some formal way for a time. This is either done in magical institutions, handed down master-apprentice, or though personally directed long-term study using a manual or other sort of guide.

HIT DICE: D8.

INSPIRATIONS

Accelerator (A Certain Magical Index), Speedball (Marvel Comics), Medusa Gorgon (Soul Eater), Juggernaut (Marvel Comics), Kraft Work (JoJo's Bizarre Adventure), Hisoka Morow (Hunter x Hunter), Rocket (DC Comics)

ROLE:

Vectors are competent battlefield controllers. They can augment their allies abilities, sew chaos in the enemy ranks, force enemy movement, and defend allies (and themselves) in unique ways.

ALIGNMENT: ANY

Vectors tend to wear their chaotic or lawful alignment on their sleeve a bit. Lawful vectors are mathematical, hyper-logical, and highly scientific about their approach. They calculate every angle, analyze every variable, and measure every inch before making a move. Chaotic vectors are all gut and instinct, relying on quick thinking and improvisation to see them through. Both approaches are sound and each has their strengths and weaknesses.

STARTING WEALTH:

3d6 × 10 gp (average 105 gp.). In addition, each character begins play with an outfit worth 10 gp or less.

CLASS SKILLS

The vector's class skills are Acrobatics (Dex), Climb (Str), Craft (Int), Fly (Dex), Perception (Wis), Ride (Dex), Swim (Str), and Use Magic Device (Cha).

Skill Ranks per Level: 4 + Int modifier.

Class Features

The following are the class features of the vector.

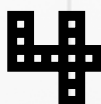
Weapon and Armor Proficiency:

The vector is proficient with all simple weapons, light armor, and shields (excluding tower shields).



Table 1-1: The Vector

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1st	+0	+0	+0	+2	Kinetic blast, kinetic energy, school of thought, vector mark
2nd	+1	+0	+0	+3	Kineomancy power
3rd	+2	+1	+1	+3	Inertia absorption (DR 1)
4th	+3	+1	+1	+4	Kineomancy power, flair
5th	+3	+1	+1	+4	School of thought
6th	+4	+2	+2	+5	Inertia absorption (DR 2), kineomancy power
7th	+5	+2	+2	+5	Detect movement, flair
8th	+6/+1	+2	+2	+6	Kineomancy power
9th	+6/+1	+3	+3	+6	Inertia absorption (DR 3)
10th	+7/+2	+3	+3	+7	Kineomancy power, flair
11th	+8/+3	+3	+3	+7	School of thought
12th	+9/+4	+4	+4	+8	Inertia absorption (DR 4), Kineomancy power
13th	+9/+4	+4	+4	+8	Flair
14th	+10/+5	+4	+4	+9	Kineomancy power
15th	+11/+6/+1	+5	+5	+9	Inertia absorption (DR 5)
16th	+12/+7/+2	+5	+5	+10	Kineomancy power, flair
17th	+12/+7/+2	+5	+5	+10	School of thought
18th	+13/+8/+3	+6	+6	+11	Inertia absorption (DR 6), kineomancy power
19th	+14/+9/+4	+6	+6	+11	Flair
20th	+15/+10/+5	+6	+6	+12	Kineomancy power, master of movement, school of thought



SIDEBAR: SMASHING CREATURES INTO OTHER THINGS

Vectors love to throw creatures into walls, death traps, and into other hazardous places. Their forced movement is allowed to move creatures into hazardous, even deadly, things. The rules are a little vague on smashing creatures into solid surfaces however. As such, here are the rules that govern vector abilities that do just that:

Creatures take 1d6 points of damage per 10 feet fallen or thrown, to a maximum of 20d6. In addition, the creature takes the value of the hardness of the material of the surface (Example: Stone is listed as having a hardness of 8. A character flug 30 feet into a stone wall would take 3d6 + 8). This damage is considered lethal unless otherwise noted. Creatures that take lethal damage from this land in a prone position. A creature may attempt a DC 15 Acrobatics check as a free action to land non-prone.

This is in addition to any damage the surface might cause (i.e spikes, fire, etc).

SIDEBAR: SMASHING CREATURES INTO OTHER CREATURES

When throwing a creature at another creature, the thrown creature counts as a ranged attack made with a non-improvised weapon. Use the throwers BAB + Dexterity for this attack roll if they are involved. If there is non-sentient thrower involved, as is the case with a vector's vector mark, use an attack roll of 10. The thrown creature takes the damage for being thrown regardless of if they hit the other creature or not. The other creature, if successfully hit, takes half the damage suffered by the thrown creature.

Kinetic Energy Pool:

At 1st level, the vector gains a pool of kinetic energy that she can tap into to create supernatural movement effects. A vector may never have more points of kinetic energy than her school of thought modifier (minimum +1) + 1 per 2 levels of vector at a time. Any kinetic energy she gains beyond this is wasted. For every point of kinetic energy she has when she begins her movement she adds 5 feet to her movement speed to all her forms of movement (If she had 5 points, she gains +25 feet of movement).

Her abilities recharge her kinetic energy and it does not naturally recover. A vector may take a move action to recover 2 points of kinetic energy or 1 minute to gain an amount of kinetic energy up to her maximum.

School of Thought:

Kineomancy is an art that appeals to a great many people and there as many approaches to it as there are practitioners. It can be, however, broadly categorized into the types. At 1st level a vector must select a school of kineomantic thought to belong to from those listed below. This provides some initial benefits and determines what ability score they employ for their vector class features. This modifier is referred to as her "school of thought modifier".



FORCE {CHARISMA}

Those of the force school of thought are brash, forceful, aggressive, and very physical with their application of kineomancy. The force of their personality fuels the explosive kinetic energy they unleash. They often have a more militant ilk, using their power to achieve the maximum amount of force.

Ability Score: A vector from the force school of thought uses Charisma as their ability score modifier for vector class features.

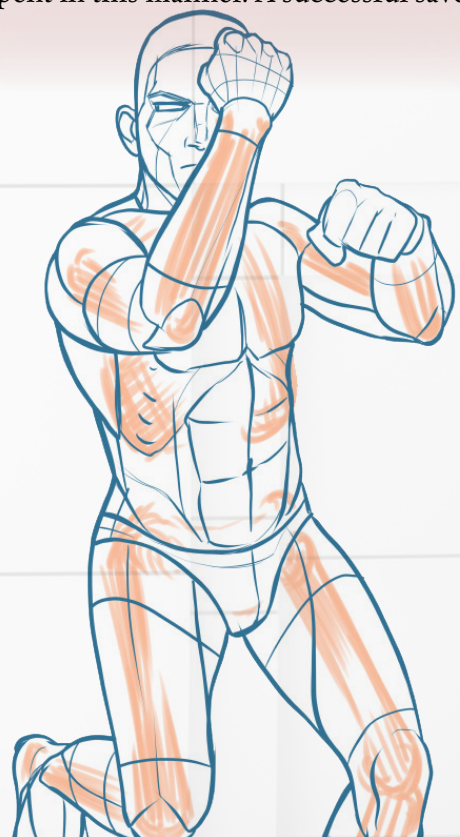
Weighted Blows: At 1st level, a vector can spend 1 point of kinetic energy when making an attack to have it deal an extra point of damage per vector level she possesses. She may use this ability multiple times per round; however, each use after the first increases the cost by 1. The vector may use this ability after she rolls for her attack, but before the results of the roll are revealed.

Kinetic Cannon: At 5th level, a vector can pay 1 point of kinetic energy when using any ability that deals her kinetic blast damage to deal an extra point of damage per die rolled.

Torrential Blast: At 11th level, a vector can pay 2 extra points when she uses her kinetic blast ability, all creatures affected by such a kinetic blast take a -2 penalty on their save DC and creatures larger than medium gain no bonus on their saves (as described in the kinetic blast's entry).

Rush Job: At 17th level, a vector can pay 3 extra points when she uses her kinetic blast ability to use it as a swift action. Alternatively she can spend 6 extra points to use it as an immediate action. Blasts used in this manner only push targets and the vector back a quarter of the normal distance (minimum 5 feet).

Kinetic Surge: At 20th level a vector can spend all of her points kinetic energy in a massive upswell of force. All creatures aside from herself within 60 feet of the vector must make a Reflex save or be dealt her kinetic blast damage and be knocked 20 feet into the air per point of kinetic energy that was spent in this manner. A successful save deals half the damage and only moves creatures 10 feet into the air.



PHYSICS (INTELLIGENCE)

To a physics-minded vector, kineomancy is the application of years of study. They envision a physics formula in their mind, solving for variables in their head before using them, and bring them to life with magical energies. They are pure theorists, classically trained and well educated. They think tactically, focusing on their capacity to cause chaos as a battlefield controller.

Ability Score: A vector from the physics school of thought uses Intelligence as their ability score modifier for vector class features.

Critical Thinker: At 1st level, The vector gains all Knowledge skills as class skills. Whenever a creature she has successfully identified with a Knowledge skill triggers one of her vector marks that creature takes a -1 penalty on its save DC for every 10 by which the vector beat the DC to identify the creature.

Applied Physics: At 5th level, the vector can spend a point of kinetic energy at any point during a creature's movement caused by triggering his vector mark. If she does she may change the direction that they are moving in mid-flight. The creature completes the rest of its allotted movement in the new direction. The vector can only spend kinetic energy on a given creature once per round in this manner.

Counterforce: At 11th level, the vector can spend a point of kinetic energy when a creature triggers his vector mark to halt its movement. The creature stops at a square along it's movement of the vectors choice and provokes an attack of opportunity from each creature threatening the square it stopped in.

Ruse: At 17th level, the vector can choose to have a creature not trigger his vector mark when they move over it. If she does then the mark transfers to the creature instead (it retains its directionality and all other features- it just resides on the creature rather than the square it was in). The vector can spend a point of kinetic energy as an immediate action, subjecting either the creature or an adjacent creature to its effects. Alternatively, a vector with this class feature can just place a vector mark on themselves instead of a square. Creatures affected by this mark roll twice and take the lower result. This secondary activation can allow a vector of the physics school to affect a creature more than once per round.

Area Denial: At 20th level, when a creature moves within 20 feet of one of her vector marks, the vector can choose to trigger that mark. All creatures within 20 of that vector mark must make saves against its effects.



FLOW (WISDOM)

Masters of the flow are vectors who instinctively use their powers. Everything is improvisation, and its use is intuitive. They physically practice their art, like a dance, to discover applications. They feel out their powers like a warrior feels out the balance of a sword.

Ability Score: A vector from the flow school of thought uses Wisdom as their ability score modifier for vector class features.

Improviser: At 1st level, a vector who ascribes to the flow school of thought gains a wildcard slot. This wildcard slot can have any kineomancy power or flair that the vector meets the prerequisites for. The vector can change the ability granted by her wildcard slot with a minute of meditative contemplation. Abilities granted by wildcard slots are inefficient; any ability that costs points of kinetic energy costs an extra point, any ability that grants her points of kinetic energy grants her one fewer (minimum 0), and she treats her vector level as 4 less than it actually is for the purpose of any abilities that rely on her vector level.

Forceful Ferme: At 5th level vector who ascribes to the flow school of thought gains an additional wildcard slot and may change the abilities granted with them as a full round action. Abilities that grant her kinetic energy grant her their full amount.

Cycling Charleston: At 11th level vector who ascribes to the flow school of thought gains an additional wildcard slot and may change the abilities granted with them as a move action. Abilities that utilize her vector level now use her full vector level.

Angular Allegro: At 17th level vector who ascribes to the flow school of thought gains an additional wildcard slot and may change the abilities granted with them as a move, swift, or immediate action. Abilities that cost her kinetic energy no longer cost additional kinetic energy.

Endless Waltz: At 20th level vector who ascribes to the flow school of thought gains an additional wildcard slot and may change the abilities granted with them once per round as a free action that they can take even if it isn't their turn. She may still change the granted abilities as a move, swift, or immediate action.



Vector Mark (Su):

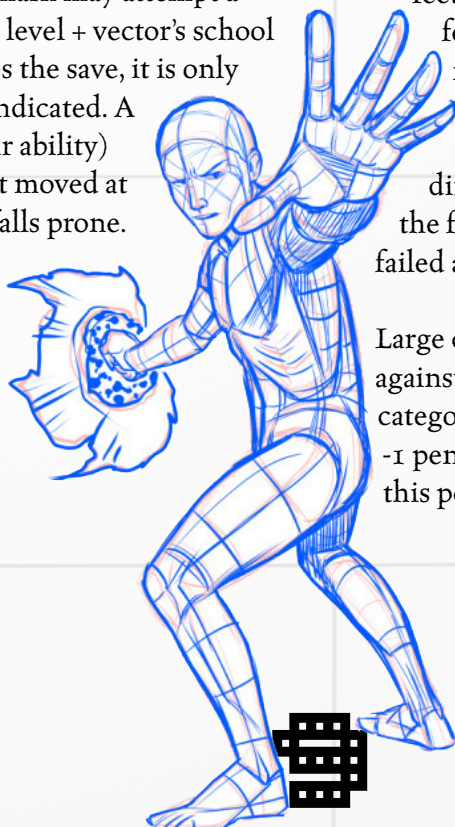
As a swift action at 1st level a vector can expend 1 point of kinetic energy to place a vector mark in a square within 30 feet. This is an invisible magical sigil, pointing in a direction, that will propel whatever enters that square in the chosen direction. A vector mark lasts indefinitely but they may only have a number of marks equal to $1 + \frac{1}{3}$ rd the creator's vector level active at a time. If they create one after that, they must select an existing vector mark to remove in order for the new one to be created. A creature may only trigger a given vector mark (or otherwise be affected by one) once per round.

A mark may be placed in an occupied or unoccupied square. If placed in an occupied square it does not affect the creature if they take action to leave that square.

The mark may be made to point in any direction, including at diagonals, up, and/or down. Whatever enters a square with a vector mark on it with a vector mark on it will be tossed 30 feet in the indicated direction (even if thrown up). This distance is not subject to reductions from things like heavy gravity, high winds, etc.

A creature affected by a vector mark may attempt a Reflex save (DC $10 + \frac{1}{2}$ vector level + vector's school of thought modifier). If it makes the save, it is only thrown 5 feet in the direction indicated. A creature with evasion (or similar ability) who make the Reflex save is not moved at all. After moving, the creature falls prone.

If angled down, the creature receives a Reflex save (DC $10 + \frac{1}{2}$ vector level + vector's school of thought modifier) to avoid being knocked prone.



A vector can decide a creature who has triggered one of their vector marks is an ally, preventing the creature from falling prone at the end of their movement. Alternatively, the vector may choose to have the creature not trigger the mark at all.

A projectile that passes through a vector marked square (or up to 20 feet above it) is redirected in the direction indicated, if it would miss its intended target. If the redirected attack would strike a target, it takes a -4 penalty on the attack roll. This effects projectiles, rays, and lines, but not cones or other shaped attacks. It also does not affect projectiles that have an area of effect larger than 5 feet.

Kinetic Blast (Su):

As a standard action at 1st level a vector can create a blast of pure kinetic force by expending 1 point of kinetic energy. It deals 1d6 points of bludgeoning damage per vector level + her school of thought modifier to all creatures in a 30 foot cone. All creatures within the area of this blast must make a Reflex save (DC $10 + \frac{1}{2}$ vector level + school of thought modifier). If they fail the save they are knocked back in a direction directly opposite their current position from the vector. They move back 5 feet + 5 feet per 4 vector levels (maximum of 30 feet at 20th level). This forced movement does not knock the creature prone if they fail the Reflex save. The vector is also automatically pushed backwards, directly opposite the direction in which she aimed the kinetic blast, the full distance she would push her enemies if they failed a save.

Large creatures receive a +1 bonus on their save against a kinetic blast, double this bonus for each size category above large. Likewise small creatures take a -1 penalty on their save against a kinetic blast, double this penalty for each size category below small.

Kineomancy Powers:

At 2nd level and every even level thereafter, a vector gains a power from those listed as kineomancy powers. These are spell-like or supernatural magical abilities that a vector can use by expending kinetic energy. See the "[Kineomancy Powers](#)" section at the end of this class for a complete list of powers.

Inertia Absorption (Su):

The vector absorbs inertia. At 3rd levels she gains a DR/ piercing or slashing equal to 1/3rd her vector level (minimum DR 1). If this damage reduction applies against an attack, she gains 1 point of kinetic energy. A vector may cancel or resume this ability as a free action.

At 6th level this becomes DR/-.

At 9th level the Damage Reduction, as well as the amount of kinetic energy the vector gains, doubles against attacks that deal bludgeoning damage.

Flairs:

At 4th level and every 3 levels thereafter, the vector learns a new way to employ some of its basic class features (like vector marks, inertia absorption, and kinetic blast). At each of the indicated levels the vector selects one of the flairs from the list below.

Those indicated with an ^{MM} are "mark modifiers", which change how a vector mark works. A given vector mark can only have one mark modification applied to it at a time.

Those indicated with an ^{BM} are "blast modifiers", which change how a kinetic blast works. A given kinetic blast can only have one blast modification applied to it at a time.

Area Mark ^{MM}: The vector can spend 3 points of kinetic energy to create a sphere with a radius of up to 30 feet. Every square at the edge of this radius has a vector mark in it, each of these marks points either in a single direction or towards a single point. All marks placed at once with this ability count as a single mark for the purposes of how many marks the vector can maintain at once.

Chain Mark ^{MM}: The vector can spend 1 extra point of kinetic energy to place 4 additional marks. Each mark she places in this fashion must be adjacent to at least one other mark created with this same action (this effectively creates a clusters of 5 marks, all touching in some fashion). All marks placed at once with this ability count as a single mark for the purposes of how many marks the vector can maintain at once. At 7th level and every 4 levels thereafter he may create 1 additional chain mark with the same action (paying all associated kinetic energy costs for doing so).

Coiled Force: Once each round when the vector gains kinetic energy, she may gain 1 additional point. She can select this flair multiple times, each time she does she can use the ability one additional time per round.

Equilibria Blast ^{BM}: The vector can spend 1 extra point of kinetic energy to use her blast as a 15 foot circumference burst centered on herself. A vector doesn't move when she uses his kinetic blast in this manner.

Focused Blast ^{BM}: The vector can spend an extra point of kinetic energy to use his blast in a 60 foot line rather than a 30 foot cone, creatures are moved back an additional 20 feet by this blast if they fail the Reflex save.



Forceful Blast: The vector can spend 1 extra point of kinetic energy when using her kinetic blast to double its area and add an extra 10 feet to the distance creatures are moved by it and the distance the vector is forced to move back.

Fudge Mark: The vector can change the direction a single mark is pointing in as an immediate action. She may spend 1 point of kinetic energy to apply or change the mark modifier on a vector mark she has created to a different one that she knows.

Grounded Stance: By expending 1 point of kinetic energy as a swift action the vector can make herself hard to move. While grounded she is not moved when she uses her kinetic blast power, cannot move until the start of her next turn, and she gains a bonus to her CMD against trip, bull rush, reposition and drag attempts equal to 1/2 her vector level.

Improved Focused Blast^{BM}: The vector can spend 2 points of kinetic energy to focus his blast even further. He may make a ranged touch attack against a creature within 120 feet. If it hits then that creature takes his kinetic blast damage as piercing damage and the vector may treat any 1s or 2s he rolls as 3s. Resolve this attack using the same attack roll against any foe behind that one, treating them as though they had cover against the attack. A vector isn't moved back by a blast modified in this way. A vector must have selected the focused blast flair before selecting this one.

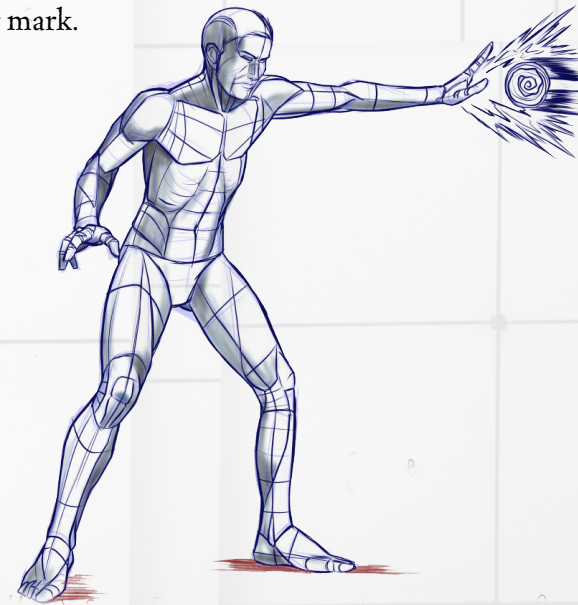
Improved Inertial Absorption (Su): While the vector has at least 1 point of kinetic energy the damage reduction granted by her Internal absorption class feature improves by +2. If her kinetic energy pool is full then she improves the damage reduction by +4 instead.

Launch Pad^{MM}: The vector mark laid down by the vector instead launches the creature 60 feet straight up into the air upon contact. Like vector marks, an ally does not fall prone after use. Like a vector mark, each individual launch pad can only be triggered once per round per creature.

Multi Mark: When placing a vector mark the vector can place a second with the same action by paying 1 additional point of kinetic energy. If the vector with this flair is at least 7th level and every 4 levels beyond this she may pay 1 additional point and place an additional vector mark with the same action (3 at once at 7th, 4 at once at 11th, 5 at once at 15th, 6 at once at 19th). No marks created in this fashion can be more than 30 feet from each other.

Potential Energy (Su): The vector increases the size of her potential energy pool by 1 point. She can select this flair multiple times, its effects stack.

Reflect Mark^{MM}: The vector mark laid down by the vector automatically sends the creature or projectile up to 60 feet back from the direction it came from. For ranged attacks this means if the creature (or other source) from whom it originated is within 60 feet, they are the target of their own attack. For characters it sends them 60 feet in the opposite direction from whence they entered the square. Other than doubling the distance and automatically setting the direction to the opposite from whence it entered, this functions as a normal vector mark.



Velocity Damper^{MM}: The vector mark laid down by the vector instead robs all velocity from things that pass over it. Creatures that pass over it have their remaining movement reduced by 10 feet. If this would cause their remaining movement to equal 0 they must end their movement in that square. Projectiles that are affected by vector marks automatically fall to the ground.

Velocity Mark^{MM}: The vector mark laid down by the vector instead adds an additional 20 feet to the creature's movement upon contact. Like a vector mark, each individual velocity mark can only be triggered once per round per creature.

Detect Movement (Su):

At 7th level, the vector becomes so in tune with the flow of kinetic energies around her that she can pick up on creatures moving. She gains 60 foot blindsight but it only detects creatures who travel 5 or more feet. More subtle motions, such as attacking or shooting an arrow, do not trigger this. Once a creature has moved the vector may perceive them in this fashion until the start of their next turn.

Master of Movement (Su):

At 20th level, a vector controls all movement. Her base movement speed doubles. She controls the general flow of kinetic energy within 30 feet of herself. All creatures within this range have their movement speed and the range increment of their ranged weapons reduced by half. As a free action she may exclude any creatures she wishes from this effect or even outright suppress it. She may likewise add or reactivate it as a free action.

Kineomancy Powers:

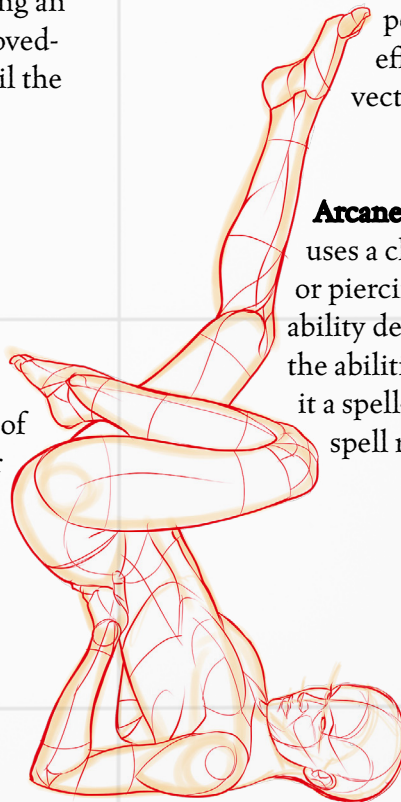
The following powers may be selected by the vector for their "kinomancy power" class feature.

For the purpose of any spell-like kineomancy powers, a vector has an effective caster level equal to her vector level. She uses her school of thought modifier in place of any relevant casting score for spell-like kineomancy powers.

Accelerating Field (Su): The vector can spend 3 points of kinetic energy as a free action to erect a field that augments kinetic energy. All movement made in a 20 foot area around the vector is doubled. At 4th level and every 4 levels thereafter she may increase the size of this field by 10 feet. This field lasts until the start of the vectors next turn. A vector can't have a Damping Field and an Accelerating Field active simultaneously.

Apply Velocity (Su): As a swift action the vector can cause herself or an ally within 30 feet to have 30 feet added to the range increment of all ranged attacks with projectiles (thrown, shot, etc). Doing so costs 1 point of kinetic energy and the effect lasts until the start of the vector's next turn.

Arcane Force (Sp): Whenever the vector uses a class feature that deals bludgeoning or piercing damage, he may have that ability deal force damage instead. Changing the abilities damage to force damage makes it a spell-like ability, and thus subject to spell resistance.



Constant Velocity (Su): By expending 1 point of kinetic energy a vector can imbue a ranged weapon or up to 10 pieces of ammunition with a constant velocity when used. Doing this requires a swift action and lasts until the end of her turn. They function only for her. A constant velocity imbued weapon travels in a straight line through whatever is in front of it, ignoring any cover including total. Creatures that the vector can't see gain total concealment against this attack. An attack imbued with constant velocity that hit its primary target can continue onwards to a secondary target if it is in a straight line behind the primary target. When the attack is made, you must designate a primary target. All secondary targets have a -4 penalty on attack rolls.

These weapons have a very short maximum range however- only half of their weapons first range increment. The weapon automatically has its range increment set to 30 feet and automatically drops to the ground after that distance. These attacks are totally unaffected by things that would change its direction while in flight, cause issues with the flight path (such as high winds), etc. Penalties to the vector (such as spells or abilities that impose a penalty on attack rolls) still apply.

Crushing Pressure (Su): As a standard action all prone creatures within 30 feet of the vector must make a Fortitude save (DC 10 + 1/2 vector level + school of thought modifier) or take 1d6 points of bludgeoning damage per vector level + her school of thought modifier. Using this power costs 3 kinetic energy.

Dampened Strike (Su): When the vector hits with a melee attack she can choose to do no damage with that attack. If she does then she gains 1 point of kinetic energy.

Damping Field (Su): The vector can, as a swift action, erect a field that drains kinetic energy. All spaces within 10 feet of the vector counts as difficult terrain. When a creature moves into, or moves within this area the vector gains a point of kinetic energy. At 4th level and every 4 levels thereafter she may increase the size of this field by 5 feet. This field lasts until the start of the vectors next turn. A vector can't have a Damping Field and an Accelerating Field active simultaneously.

Daredevil (Su): The vector can spend 6 points of kinetic energy as a swift action or 4 points as a standard action to fly 30 feet + 10 feet per vector level in a single direction. Creatures within 5 feet of the vector must make a Reflex save or take 1d6 points of bludgeoning damage per 4 vector levels. The vector may make a single melee attack against a creature that is adjacent to her during this movement, if it hits then she deals double damage with that attack and may make a bull rush attempt on that creature, using the same D20 result as she got on her attack roll. If this special bull rush is successful then the creature moves as appropriate to the bull rush or to the end of the movement granted by this ability, whichever is greater.

Energy Transference (Su): So long as the vector has a point of kinetic energy she adds 5 feet to the reach of any melee weapon she wields. She can spend a point of kinetic energy as a free action that she can take even if it isn't her turn to grant herself or an ally within 30 feet an extra five feet of reach with a melee weapon that they are currently attacking with. If striking at this new range the damage dealt is bludgeoning if it was not already.

Exploding Evasion (Su): When an opponent attempts a melee attack against the vector or when the vector makes a Reflex save, the vector can, as an immediate action, spend 1 point of kinetic energy to move 5 feet; doing so grants the vector a +2 deflection bonus to her AC or her Reflex save against the triggering attack. This movement doesn't negate the attack, which is still resolved as if the vector had not moved from the original square. At 4th level and every 4 levels thereafter the Deflection bonus provided by this ability increases by 1 and the movement provided increases by 15 feet.

Explosive Guard (Su): The vector can, once per round as a free action that she can take even if it isn't her turn, spend 1 point of kinetic energy and suppress the damage reduction granted by her inertia absorption class feature. She then gains an amount of temporary hit points equal to 3 times her vector level. She gains a point of kinetic energy for each time she takes more bludgeoning, piercing, or slashing damage than her character level, plus an additional point for each half of her character level above that. Temporary hit points granted by this ability disappear at the start of her next turn.

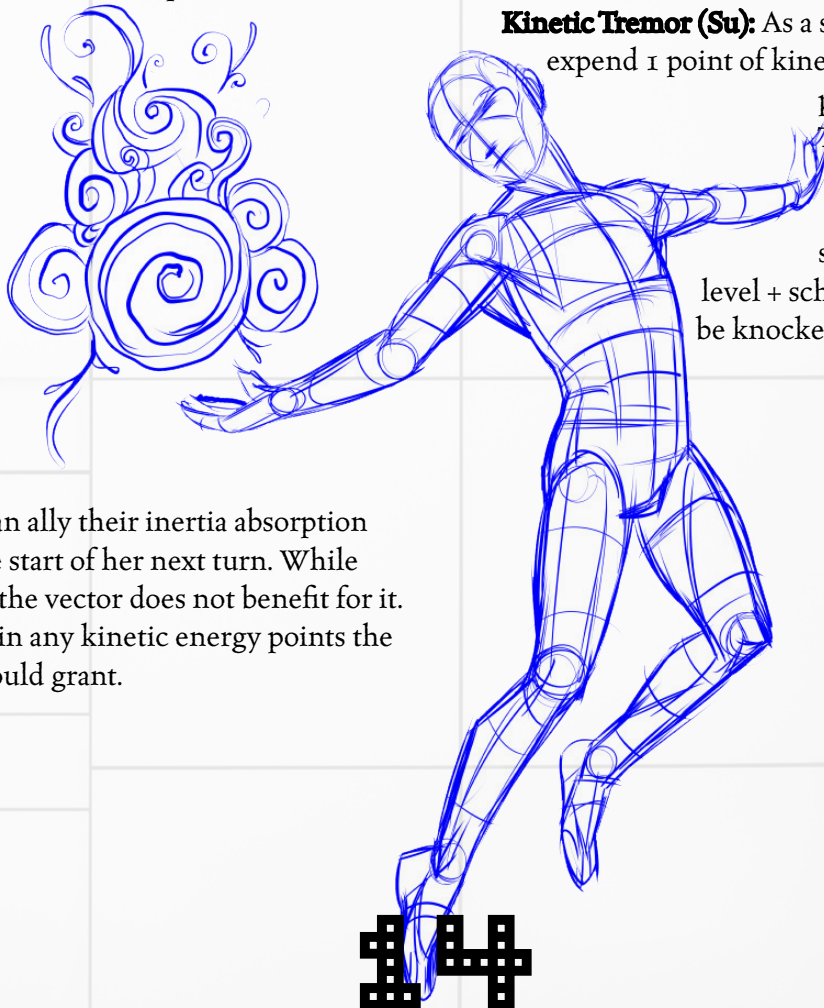
Friend Field (Su): By spending 1 point of kinetic energy as an immediate action the vector can grant an ally their inertia absorption class feature until the start of her next turn. While granting it to an ally, the vector does not benefit for it. They do, however, gain any kinetic energy points the inertia absorption would grant.

Greater Explosive Guard (Su): When the vector is hit by an attack while using her explosive guard ability she may spend a point of kinetic energy to deal all creatures within 5 feet of her 1d6 + her vector level points of bludgeoning damage.

Improved Explosive Guard (Su): While using her explosive guard class feature the vector can spend a point of kinetic energy to add 1/2 her level to the number of temporary hit points granted by her explosive guard class feature. She can do this at any point and may spend multiple points in this manner at once.

Inertial Transfer (Su): The vector can make an attack of opportunity against a creature that she moves adjacent to as part of falling. If she hits then she may spend 1 point of kinetic energy to have that creature take the falling damage for the distance she has fallen instead of her.

Kinetic Tremor (Su): As a swift action the vector can expend 1 point of kinetic energy to cause a quick pulse of pure kinetic energy. This strikes all adjacent creatures. Any creature struck must make a Reflex save (DC 10 + 1/2 vector level + school of thought modifier) or be knocked prone.



Lend Energy (Su): Any ally of a vector with this flair who is within 30 feet of the vector can, as an action on their turn, sacrifice actions to generate kinetic energy for the vector. To do this, the ally must spend the action generating some excessive amount of energy which the vector can then syphon off (example: wildly swinging around a heavy weapon, spinning while holding their arms out, etc). An ally sacrificing a swift action to do this rewards the vector with 1 point of kinetic energy, a move or standard action grants 2, and a full round grants 3.

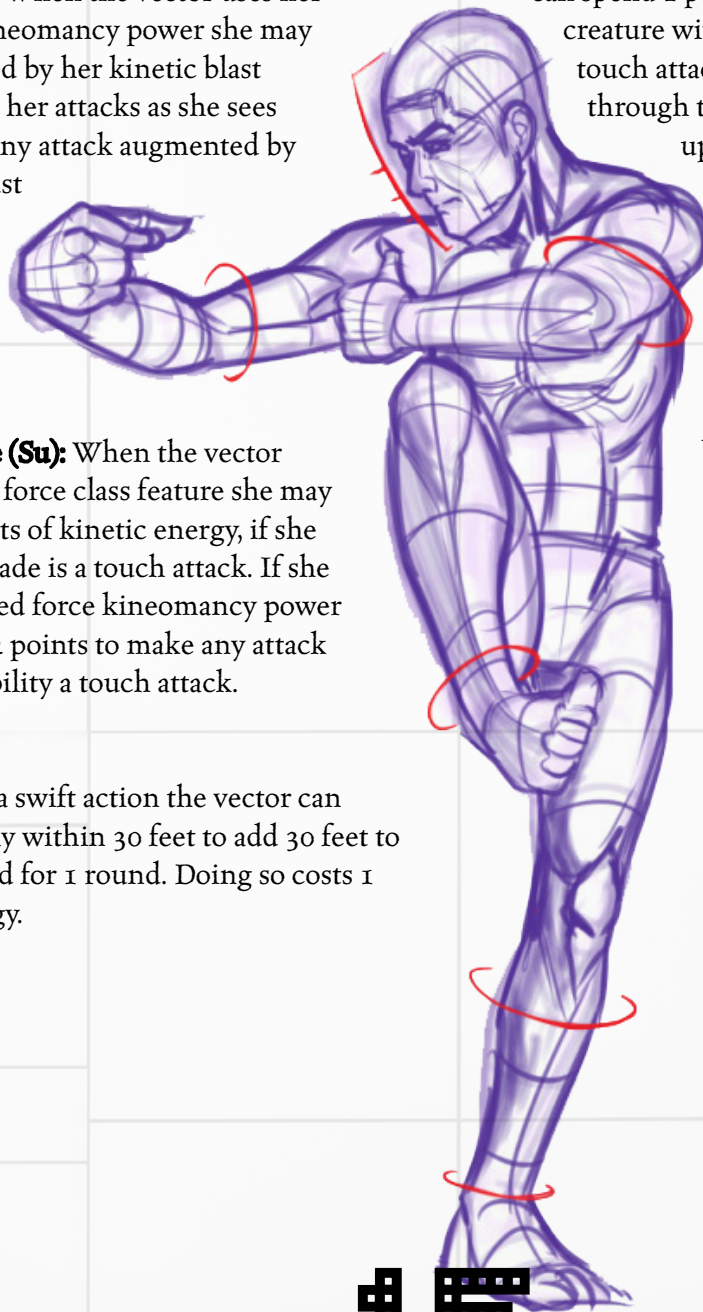
Measured Force (Su): When the vector uses her unstoppable force kineomancy power she may divide the D6s granted by her kinetic blast class feature amongst her attacks as she sees fit. Foes struck with any attack augmented by this extra damage must make the Fortitude save or be knocked back as per unstoppable force.

Overwhelming Force (Su): When the vector uses her unstoppable force class feature she may spend an extra 2 points of kinetic energy, if she does the the attack made is a touch attack. If she possesses the measured force kineomancy power then she may spend 2 points to make any attack augmented by that ability a touch attack.

Speed Boost (Su): As a swift action the vector can cause herself or an ally within 30 feet to add 30 feet to their movement speed for 1 round. Doing so costs 1 point of kinetic energy.

Steal Velocity (Su): The vector can make an attack of opportunity against an incoming attack to rob it of its velocity. She does this by making an attack roll of her own. If her attack roll is equal to or in excess of the attacker's the attack is negated and the vector gains 1 point of kinetic energy. If the attack that is targeting her is a ranged attack with a projectile (ammo, thrown weapon, etc), she gains a +4 bonus on the attack roll she makes.

Targeted Shove (Su): As a special attack made as a standard action or as part of a full attack, the vector can spend 1 point of kinetic energy to target a creature within 30 feet of them with a ranged touch attack. If they hit, the target is flung through the air like a rag doll, moving them up to 20 feet in a straight line along the ground in any direction the vector wants. The vector may spend multiple points of kinetic energy on these special attacks, each point she spends increases the distance the target moves, as well as the range that she can deliver the attack from by an additional 10 feet.



Unstoppable Force (Su): The vector may, as a swift action, empower her blows with kinetic energy. The next attack she successfully hits with before the start of her next turn deals her kinetic blast damage as extra damage. Foes struck must also make a Fortitude save (DC 10 + 1/2 vector level + school of thought modifier) or be shoved in a direction of her choosing equal the distance granted by her kinetic blast class feature. This extra damage isn't multiplied on a critical hit. The vector may treat any 1s or 2s on these damage dice as 3s.

Lend Energy (Su): Any ally of a vector with this power who is within 30 feet of the vector can, as an action on their turn, sacrifice actions to generate kinetic energy for the vector. To do this, the ally must spend the action generating some excessive amount of energy which the vector can then syphon off (example: wildly swinging around a heavy weapon, spinning while holding their arms out, etc). An ally sacrificing a swift action to do this rewards the vector with 1 point of kinetic energy, a move or standard action grants 2, and a full round grants 3.

Table 1-2: Vector Alternate Favored Class Bonuses

Race	Bonus	Source
Human	+1/4th a new flair.	CRB
Gnome	+1/3rd a new kineomancy power.	CRB
Orc	+1/3rd kinetic blast damage.	CRB
Dwarf	+1/4th DR provided by inertia absorption.	CRB
Elf	+1/4th to the save DC against vector mark and derivative effects.	CRB
Halfling	+1/4th to the maximum number of vector marks the vector can have active at a time.	CRB
Glick	+1/3rd to the maximum size of the vector's kinetic energy pool.	RG4
Sylph	+2.5 feet to the distance things are thrown by vector marks. (Remember: Pathfinder only recognizes increments of 5 feet.)	ARG

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