

STAR LOG.EM-005

INFOSPHERE MYSTIC CONNECTION



STARFINDER
COMPATIBLE



STAR LOG.EM-00X

INFOSPHERE MYSTIC CONNECTION

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ACCESSING ARCHIVES QUERY: INFOSPHERE CONNECTION

Hello, and thank you for purchasing *STAR LOG.EM005: INFOSPHERE MYSTIC CONNECTION*! By large, many throughout the known galaxy see mystics as a harbinger of ancient traditions adapted to the modern era, and few places is this more apparent then with those mystics who draw upon connections with technological marvels rather than those traditionally associated with magic or the divine. This is exceptionally true of those who draw magic from the many infospheres found throughout most modern civilizations. An infosphere is a worldwide network of digitalized information as well as social and economic ephemera. Called 'the internet' by some civilizations in antiquity, infospheres are unique in that technology has become so advanced that vast swaths of any given world's infospheres can be downloaded into encyclopedia-like data sets for research or leisure when traveling beyond the confines of that planet's servers.

This need for copying and downloading desirable portions of the infosphere hint at an embarrassing truth regarding their functionality—in all but the most unified of societies, most planets have their own infosphere with limited ability to interface with those of neighboring worlds. As a result, quantity and quality of information varies heavily from infosphere to infosphere, which allows the spread of misinformation to run rampant on some worlds (especially those with more authoritative systems of government).



NEW MYSTIC CONNECTION

The following connection is available to any mystic.

INFOSPHERE

You're linked to the collective knowledge of every sentient species ever to upload data into an online repository, such as an infosphere. Your powers are similar to those of mystics connected with the Akashic Record, but where their connection is tied to a mythical demiplane, yours is a paragon of culture and technological engineering. You might be a computer scientist, an online personality or celebrity, or an infosphere affectionate who browses web pages and blogs as quickly as others breathe air.

Associated Skills: Computers and Engineering.

Spells: 1st—*comprehend languages*, 2nd—*implant data*, 3rd—*tongues*, 4th—*dream*^{SC}, 5th—*digital profile**, 6th—*vision*

CULTURAL MASTERY (SP); 1ST LEVEL

You are a master of online culture and have an intrinsic knack for languages. You learn one additional language for every rank in Culture you possess. In addition, you can make Culture checks to lie (as if using Bluff) and to change your appearance (as if using Disguise). When doing so, you substitute your total Culture bonus for your Bluff and Disguise bonuses, and apply all bonuses that you gain on Culture checks in place of any bonuses that you gain on Bluff or Disguise checks.

MYSTIC ROUTER (SU); 3RD LEVEL

You can use your mystic connection with the infosphere to interface with online resources. You gain a free datajack that doesn't count against the total number of cybernetic augmentations that you can have installed in your brain. This datajack's level is equal to your mystic level, and unlike a standard datajack you can use this ability to interface with any online networks within range in addition to computers and digital storage media, allowing you to access data on the wireless network without the need for an interface. This doesn't prevent you from needing to make Computers checks to operate or navigate the network if you would normally need to.

LIGHTSPEED SEARCHING (SU); 6TH LEVEL

You can use the infosphere to search for information at lightning speeds. Whenever your mystic router (see above) is connected to an online information network (such as the infosphere) or a data set, you can make Computers checks to recall information about topics related to any of the following skills: Culture, Life Science, Mysticism, Physical Science, or any Profession skill. In addition, the amount of time it takes you to research topics relating to any of these skills is reduced by half (typically 1 minute to take 20).

WIRELESS DELIVERY (SU); 9TH LEVEL

You can cast spells with a range of touch over a wireless network in order to cast them at range. Whenever you cast a spell that targets one creature or object, you can spend 1

Resolve Point to change the spell's range to close (25 ft. + 5 ft./2 levels) and the targets to one creature. Any spell that is not noted as harmless in the saving throw or spell resistance entry requires a successful ranged attack roll against the target's EAC; if your attack misses, the spell fails as normal. If you spend 2 Resolve Points, the spell's range increases to medium (100 ft. + 10 ft./level) instead.

You cannot use this connection power if you aren't within an area with wireless coverage.

EYES AND EARS OF THE WEB (SP); 12TH LEVEL

As a standard action, you can project your vision or hearing through the infosphere to a point with equipment suitable for the sensory information you desire. This functions as *clairaudience* / *clairvoyance*, except you can only use this ability if you are within range of a wireless online network (such as the infosphere) or wired network access point, and you can only project your senses to another location within the spell's range that is also connected to the same online network that hosts hardware capable of imputing sensory information suited to the spell you cast (typically a microphone for *clairaudience* or a camera for *clairvoyance*). After using this ability, you cannot use it again for 1 day unless you take a 10-minute rest and spend 1 Resolve Point.

ADVANCED PROFILING (SP); 15TH LEVEL

When you cast the *digital profile* spell, you can spend 1 Resolve Point to attempt to learn which private wireless networks that the designated creature has recently posted and uploaded to. If you succeed on your Computers check to establish the *digital profile*, included are logs of all private wireless networks that the target has accessed, and coordinates of where their system terminals are located. This provides you with no additional information regarding what was posted or what you will find at those coordinates save the network's name, if any.

DIVINER'S DATABASE (SU); 18TH LEVEL

Whenever you successfully cast a divination (scrying) spell, you automatically store all information that you gathered from the spell into a wireless cloud that only you can access. This includes sensory information (such as from *clairaudience* / *clairvoyance*) and information compiled by the spell (such as from *digital profile* or *vision*). By concentrating for 1 minute, you can download up to 1 hour of information from your wireless cloud onto any online network that your mystic is currently connected to or onto any computer that you touch. As this upload is a copy of the original, you don't lose access to the original copy of the information within your diviner's database unless you willingly delete the information yourself with a command word as a standard action.

NEW SPELL

The following new spell is available to characters who meet its prerequisites.

School divination (scrying)

Casting Time 10 minutes

Range touch

Effect creates a digital blog on the touched computer profiling one creature's interactions and usage habits within all accessible online networks.

Duration permanent; see text

Saving Throw none; **Spell Resistance** no

Digital profile creates a blog that compiles a wide array of information about one creature's interactions within an infosphere or a similar online network. When you cast the spell, you designate a creature by name and attempt a Computers check with a DC equal to $30 + 1\frac{1}{2}$ times the designated creature's CR. Stating a pseudonym that the designed creature goes by is sufficient to cast this spell, but you take a -5 penalty on your Computers check unless the pseudonym is an online alias (such as their screen name or vidgamer account name), in which case you gain a +10 circumstance bonus on your check instead. If you succeed, you create a blog for the designated creature that includes all online posts and uploads it has ever made to all networks that you have access to, including public ones. Furthermore, any new uploads that the designated creature makes on accessible networks are automatically added to the *digital profile*. You can share a *digital profile* to other computers or devices and even upload it to an infosphere yourself, but it immediately disappears if the computer that you cast this spell on is destroyed or the effect is dispelled (such as by *dispel magic*).

This spell doesn't make it easier to sift through the information compiled within the blog; it takes 1d20 hours for anyone searching for a specific piece of information to determine whether or not that information is present if the target has a light browsing history, 4d20 hours if they have an average browsing history, or 10d20 hours if they have an extreme browsing history. A successful DC 20 Computers check reduced the amount of time it takes to sift through the target's browsing history by half. For every 1 by which this DC is exceeded, reduce the amount of time it takes to sift through the target's browsing history by 1 additional hour (minimum 1 hour). You attempt this check once per piece of information you search, and you can only search for one piece of information about the subject of a *digital profile* at a time, even if you have multiple instances of this spell active.

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