STAR LOG.EM-022

MAGIC HACKS

STARFINDER COMPATIBLE

Everyman Gaming

STAR LOG.EM-022
MAGIC HACKS

Author: Sasha Hall
Cover Artist: Jacob Blackmon
Development: Owen K.C. Stephens

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Everyman Gaming began as the blog of Alexander Augunas in January 2014, where he wrote about Pathfinder Roleplaying Game tips, tricks, and techniques for both players and GMs. In May of 2014, Alex began talks with the Know Direction Network about bringing his blog to their site under the name *Guidance*. At the same time, Alex transformed Everyman Gaming into the company it is today so he could begin self-publishing his works. In 2016, he teamed up with Rogue Genius Games to release *Ultimate Occult* and has remained with them since.

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ACCESSING STAR LOG.EM

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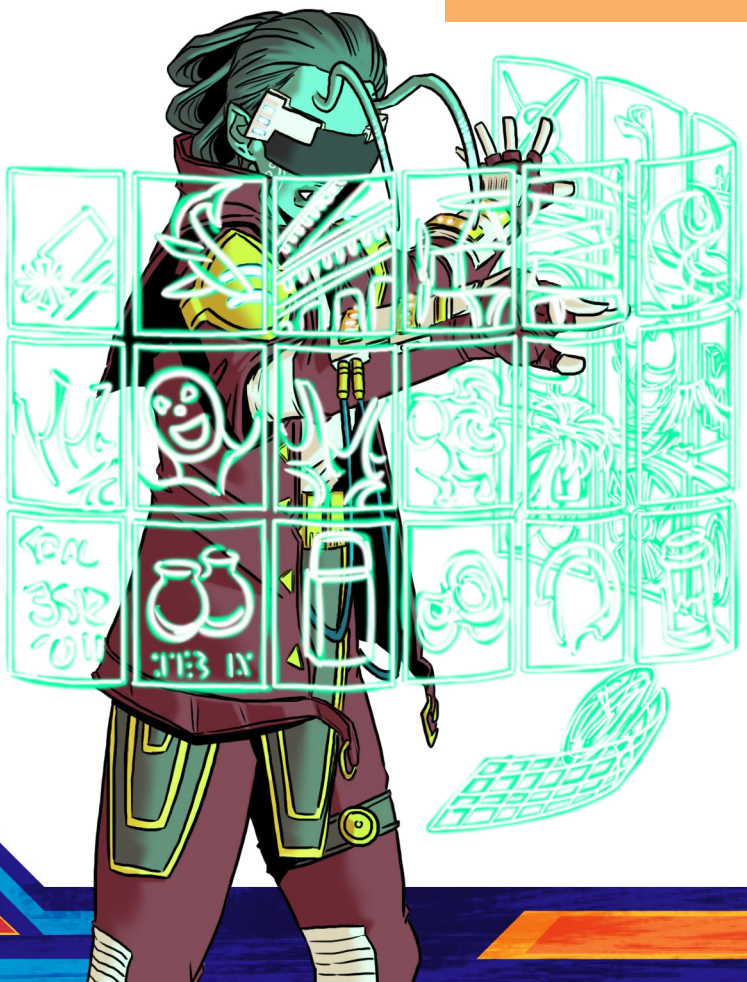
~ Alexander Augunas
Publisher & Crunchmaster of Everyman Gaming LLC

ACCESSING ARCHIVES

QUERY: MAGIC HACKS

Hello, and thank you for purchasing *Star Log.EM022: Magic Hacks*! Magic hacks are primarily the dominion of technomancers—spellcasters who have fully integrated the traditional art of spellcasting with modern technology, including computer programing, robotics, holographic displays, and more. They use their magic both to create and destroy—not only can a skilled technomancer build fantastic machines with incredible programming or powerful weapons that have been safely overcharged well beyond the capabilities of a typical assembly line model with hardly any effort, but they can also distort and alter the very laws of reality to suit their needs. As a result, technomancers don't see magic as some sort of powerful gift from the gods or some primordial force to study and understand the way mystics do—to a technomancer, reality is little more than an extremely sophisticated computer, and magic is the commands by which a savy spellcaster can acquire root access over reality's systems and processes.

This philosophy holds especially true in the Xa-Osoro system, where a fanatic organization of technomancers called the Cult of .//ALL is most active. The philosophic ideals of the cult view reality as little more than an extremely sophisticated computer, and its inhabitants as complex holograms. To this end, the Cult of .//ALL strives to uncover the secret to gaining root access over reality itself, though the Cult's cohesiveness ends there—some cultists wish to better the world, while others seek to alter it to their liking or even rule it outright.



NEW MAGIC HACKS

The following magic hacks are available to technomancers, and follow the normal rules for magic hacks as outlined in the *Starfinder Roleplaying Game Core Rulebook*. Each magic hack has a minimum level, and a technomancer must be of at least that level to select it. Some also have other prerequisites, which a technomancer must meet to select. If a technomancer somehow no longer meets a magic hack's prerequisites, they cannot use or benefit from it until they meet the prerequisites once more.

This product references an official *Starfinder Roleplaying Game* product. The superscript [AA] denotes material from *Starfinder Roleplaying Game: Alien Archive*.

2ND-LEVEL

You must be at least 2nd-level to choose these magic hacks.

Arcing Charge: As a move action, you can expend an unused spell slot and touch a weapon. If the weapon does not normally do electricity damage, you can choose to cause it to do electricity damage for the duration of this ability (though weapons that normally target KAC still do so). If that weapon lacks the arc critical effect, it gains said critical effect instead of its current one. If that weapon already has the arc critical effect, the range to which it can arc to is increased by 5 feet per level of the spell slot expended. Either way, this lasts for a number of minutes equal to the level of the spell slot expended. You must know at least one spell with the electricity descriptor to select this magic hack.

Burning Charge: As a move action, you can expend an unused spell slot and touch a weapon. If the weapon does not normally do fire damage, you can choose to cause it to do fire damage for the duration of this ability (though weapons that normally target KAC still do so). If that weapon lacks the burn critical effect, it gains said critical effect instead of its current one. If that weapon already has the burn critical effect, the DC of the critical effect increases by the level of the spell slot expended. Either way, this lasts for a number of minutes equal to the level of the spell slot expended. You must know at least one spell with the fire descriptor to select this magic hack.

Chilling Charge: As a move action, you can expend an unused spell slot and touch a weapon. If the weapon does not normally do cold damage, you can choose to cause it to do cold damage for the duration of this ability (though weapons that normally target KAC still do so). If that weapon lacks the stagger critical effect, it gains said critical effect instead of its current one. If that weapon already has the stagger critical effect, the DC of the critical effect increases by the level of the spell slot expended Either way, this lasts for a number of minutes equal to the level of the spell slot expended. You must know at least one spell with the cold descriptor to select this magic hack.

5TH-LEVEL

You must be at least 5th-level to choose these magic hacks.

Animate File: When you have access to a computer's files, you may expend one spell slot as a full action to search for recently-deleted files. As part of doing so, make a Computers check against the DC needed to hack the computer. If you succeed, you can identify all files deleted from it in the past hour, plus 30 minutes per level of the spell slot expended. After doing so, you may spend any number of Resolve Points as part of the same action to restore two of the identified files per level of the spell slot expended. This act of digital necromancy also strengthens your resilience, and you gain a bonus to Fortitude saves equal to the number of Resolve points spent in this way, which lasts for one hour. You must know at least one spell of the necromancy school to select this magic hack.

Philosopher's Flash Drive: You can reconfigure a common flash drive (an item with negligible bulk) in your possession into a philosopher's flash drive, a device that can store your transmutation spells for later use. To create a philosopher's flash drive, you must spend 10 minutes tinkering with a flash drive and sacrifice an unused technomancer spell slot of 1st-level or higher. You can create a philosopher's flash drive while also spending a Resolve Point to regain Stamina Points over the course of a 10-minute rest. After successfully creating a philosopher's flash drive, choose one transmutation technomancer spell that you know whose level is equal to or less than the sacrificed spell slot's level. The chosen spell is uploaded onto the philosopher's flash drive, and can be used by any creature with a datajack augmentation by inserting the flash drive into the datajack's port as a swift action. When a creature inserts a philosopher's flash drive into their datajack, the spell is immediately cast with the creature as the target as if you had cast the spell yourself. After its stored spell is cast, a philosopher's flash drive is reduced to worthless scrap.

When you create a philosopher's flash drive, you can key it so it will only function when inserted into any number of specific datajacks, though an intrepid hacker can attempt a Computers check to gain root access of the datajack (DC 15 + 1-1/2 × your technomancer level), which allows the hacker to adjust or remove the flash drive's permissions. Hacking a philosopher's flash drive takes 10 minutes. Spells stored within a philosopher's flash drive persist even after the item leaves your possession, and as long as the flash drive exists, it continues to occupy one of your spells per day. Each time you regain your daily spell slots, you can choose to cause all previously created philosopher's flash drives to cease functioning, reducing them to worthless scrap and allowing you to regain their stored spells per day. You must know at least one spell of the transmutation school to select this magic hack.

Encyclopedic Cache: Your spell cache has a breadth of information stored upon it. When you regain spell slots and Resolve Points, you may spend 1 Resolve Point to select one spell on your class spell list of a level you can cast, but do not know. When you use your spell cache to cast a spell, you can cast this spell instead of one you know. You must have the spell cache class feature to select this magic hack.

8TH LEVEL

You must be at least 8th-level to choose these magic hacks.

Ping Magic: When determining the spells active in your cache capacitor, you may choose to cause it to ping magic instead of putting a spell in it. When you do this, at a regular interval at the start of your turn, you automatically detect magic (as the spell, except in a 20-foot-radius burst centered on you) without requiring an action. This interval is one minute if using the cache capacitor slot gained at 6th level, five rounds if using the slot gained at 12th level, and one round if using the slot gained at 18th level. Regardless of the cache capacitor slot used, you gain information from the *detect magic* effect as if you had concentrated on every object in that area. You must know the spell *detect magic* and have the cache capacitor class feature to select this magic hack.

Summoned State Drive: When determining the spells active in your cache capacitor, you may choose to give it a summoned state drive instead of putting a spell in it. When you do so, choose one creature for each spell level you can cast *summon monster*[AA] at that you could have chosen for your summonable creatures for that level, but didn't. You can summon that creature as if you had chosen it when learning the *summon monster* spell. If you used the cache capacitor slot gained at 12th level, you instead select two such creatures. If you used the cache capacitor slot gained at 18th level, you instead select three such creatures. You must know the spell *summon monster* and have the cache capacitor class feature to select this magic hack.

NEW FEAT

The following feat is available to technomancer characters.

ADAPTABLE SPELL HACK

You can rapidly adjust your tactics, allowing you to change your available spell hacks at a moment's notice.

Prerequisites: Magic hack class feature, technomancer 5th-level.

Benefit: Select three magic hacks that you do not have but whose prerequisites you meet, and whose minimum level is equal to or less than half your technomancer level. Once per day as a move action, you can gain the benefit of one of these magic hacks for 1 minute. Each time you gain a level, you can replace one of these three selected magic hacks with a different magic hack that you don't have but meet the prerequisites for (and whose minimum level is equal to or less than half your technomancer level).

Special: You can gain this feat multiple times. Each additional time that you gain this feat, you can use it one additional time per day. (Twice per day if gained twice, three times per day if gained three times, and so on.)

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