Arcforge

Star✦Path

by Matt Daley

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Star★Path

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WELCOME TO ARCFORGE

This product is a part of our line of sci-fi supplements for Paizo's *Pathfinder Roleplaying Game*, with a special eye towards integrating science and technology with the core classes and magic systems of Pathfinder as well as alternate classes and powers such as psionics, akashic magic, martial maneuvers and stances, and many more. Within this line you'll find new classes and class abilities, along with archetypes, prestige classes, and innovative and unique alternate class models that allow you to tailor your character to interact with and use technology in amazing ways. You'll also find new forms of gear, spells, psionic powers, vehicles, servant creatures, and so much more, each designed to harmonize perfectly with your favorite classes using the traditional Pathfinder array of options. The all-star team of designers here at Legendary Games is committed to bringing you—the busy GM or player—the absolute best third party support for your Pathfinder campaign, products that are innovative in their ideas, beautiful in their appearance, bursting with the creativity of the best authors in the business and developed with a rich interactive layout that blends form and function, and on top of all of that products that are flat-out fun to play.

SPECIAL ELECTRONIC FEATURES

We've hyperlinked this product internally from the Table of Contents and externally with links to the official Pathfinder Reference Document as well as d20PFSRD. If it is in the core rulebook, we generally didn't link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.

ABOUT LEGENDARY GAMES

Legendary Games is an all star team of authors and designers, founded by Clark Peterson of Necromancer Games, Inc. and headed up by Jason Nelson. Legendary Games uses a cooperative, team-based approach to bring you the best expansion material for your game. We are gamers and storytellers first, and we believe that passion shows in our products. Check us out, and Make Your Game Legendary!

Visit us on Facebook, follow us on Twitter, and check out our website at www.makeyourgamelegendary.com.

WHAT YOU WILL FIND INSIDE
ARCFORGE

Advanced technology in the Pathfinder Roleplaying Game makes you wonder how it might fit into the Starfinder Roleplaying Game, including new rules from **Arcforge: Technology Expanded** and **Arcforge: Psibertech**. While we could have rewritten rules for Bonded Mechs, the Helmsman class, and so on from the ground up for Starfinder, who needs all that work to bridge both systems? The solution: **Arcforge: Star*Path!**

This amazing book is a guide for everyone who wants to take their favorite things from the *Pathfinder Roleplaying Game* and bring them into the *Starfinder Roleplaying Game*, offering more detailed and holistic legacy conversion rules that should enable most anything from the expansive *Pathfinder Roleplaying Game* universe into the new frontier of sci-fi gaming. What's more, *Arcforge: Star*Path* contains extensive rules for taking things back the other way, enabling players and GMs who love the familiar *Pathfinder Roleplaying Game* rules to enjoy the new classes, weapons, monsters, and more introduced in the *Starfinder Roleplaying Game*.

You'll find tons of rules, notes, and advice for dealing with classes, archetypes, races, gear, and more! Plus, there's a whole section of brand-new options, with nearly 30 feats and class features like *solar renewal*, Cosmic Variance, and Void Spell, as well as 7 all-new archetypes like the Ace Greaser, Starknight, Uplink Warrior, and Zenith Marine! Whichever your favorite system, *Arcforge: Star*Path* provides you a wealth of rules and options for unifying the best parts of each to create countless new characters, stories, and adventures!

-Matt "thealtruistorc" Daley and Jason Nelson
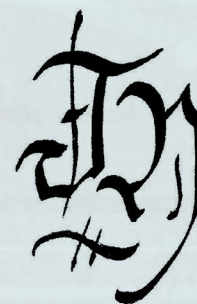
The following notations are used to indicate sources for rules outside the Pathfinder Roleplaying Game Core Rulebook and Starfinder Core Rulebook.

ACG = Pathfinder Roleplaying Game Advanced Class Guide

AP# = Official path adventures for Pathfinder including the relevant issue number (see OGL).

APG = Pathfinder Roleplaying Game Advanced Player's Guide

ARG = Pathfinder Roleplaying Game Advanced Race Guide

ATE = Arcforge: Technology Expanded

B1 = Pathfinder Roleplaying Game Bestiary

B2 = Pathfinder Roleplaying Game Bestiary 2

B3 = Pathfinder Roleplaying Game Bestiary 3

B4 = Pathfinder Roleplaying Game Bestiary 4

B5 = Pathfinder Roleplaying Game Bestiary 5

B6 = Pathfinder Roleplaying Game Bestiary 6

CRB = Pathfinder Roleplaying Game Core Rulebook

GMG = Pathfinder Roleplaying Game GameMastery Guide

ISR = Companion guide to races of the inland sea in the official PFRPG setting.

LF = Legendary Fighters

LG = Legendary Gunslingers

LM = Legendary Magus

LR = Legendary Rogues

LS = Legendary Shifters

LSA = Legendary Samurai

LSW = Legendary Swashbucklers

OA = Pathfinder Roleplaying Game Occult Adventures

OR = Softcover companion guide to realms of the occult in the official PFRPG setting.

PFU = Pathfinder Roleplaying Game Pathfinder Unchained

PoW = Path of War

PoWE = Path of War Expanded

TG = Softcover companion guide to technology for Pathfinder.

UC = Pathfinder Roleplaying Game Ultimate Combat

UE = Pathfinder Roleplaying Game Ultimate Equipment

UE = Pathfinder Roleplaying Game Ultimate Intrigue

UM = Pathfinder Roleplaying Game Ultimate Magic

UP = Ultimate Psionics

UW = Pathfinder Roleplaying Game Ultimate Wilderness

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FORWARDS CONVERSION RULES

PATHFINDER ROLEPLAYING GAME TO STARFINDER ROLEPLAYING GAME

The following rules are meant to expand upon what is written in the Pathfinder Legacy section of the *Starfinder Core Rulebook*, elaborating on certain topics while converting new systems introduced in *Arcforge: Technology Expanded*.

CLASSES AND ARCHETYPES

As both games use a system known as Archetypes, some separation is required. The Archetypes system in SF shall be referred to as SF Archetypes and the PF system as PF Archetypes.

It is advised that PF Archetypes be used freely in SF, just as they are used in PF. Certain archetypes may not be appropriate for the level of balance in SF, but such rulings should be settled on a case-by-case basis. Provided that they do not replace the same features, it is even possible for a character to possess both a PF Archetype and a SF Archetype on the same character and class.

To facilitate the integration of PF classes into SF, the following altered or replaced class features are listed for PF classes to make them compatible with SF archetypes

Same Name, Different Ability

There are quite a few abilities in *Pathfinder* and *Starfinder* which share a name but not a function, rendering notation of these abilities rather difficult. For convenience, such abilities, items, feats, spells, and other details will be labelled with a SF or PF superscript to distinguish if they come from the *Starfinder Roleplaying Game* or *Pathfinder Roleplaying Game*, respectively. For example, one could find Improved Unarmed StrikePF on in the Pathfinder Roleplaying Game Core Rulebook and Improved Unarmed StrikeSF in the Starfinder Core Rulebook.

For the sake of brevity, all further references to the *Pathfinder Roleplaying Game* will be abbreviated PF in this document, while references to the *Starfinder Roleplaying Game* will be abbreviated SF. Likewise, for the sake of clarity some rules elements like class features are capitalized in this book even if not normally capitalized in their native rule system.

ALCHEMIST[APG]

Multilevel 2nd, 4th, 6th, 12th, and 18th Levels: You don't gain an alchemist discovery at this level.

9th Level: You don't gain the increase to your bomb damage. Your bomb damage is thus 1d6 lower than listed at 9th level and any higher levels.

ANTIPALADIN[APG]

2nd Level: You do not gain the Unholy Resilience class feature.

4th Level: You do not gain an additional use of Smite Good. Your uses of Smite Good per day are 1 lower than listed at 4th level and any higher levels.

Multilevel 6th, 9th, 12th, and 18th Levels: You do not gain an additional cruelty.

ARCANIST[ACG]

2nd Level: For the highest level of arcanist spells you can prepare, reduce the number of spells prepared by 1.

4th Level: You do not gain an arcanist exploit at 5th level.

6th Level: You do not gain an arcanist exploit at 7th level.

9th Level: You don't gain an arcanist exploit.

12th Level: You do not gain an arcanist exploit at 13th level.

18th Level: You do not gain an arcanist exploit at 19th level.

BARBARIAN

Multilevel 2nd, 4th, 6th, 12th, and 18th Levels: You don't gain a bonus rage power.

9th level: You don't gain the increase to your Trap Sense bonus. Your bonus is thus 1 lower than listed at 9th level and any higher levels.

BARD

2nd Level: You do not gain Well-versed.

4th Level: For the highest level of bard spells you can cast, reduce your number of spell slots by 1.

6th Level: You do not gain a Versatile Performance.

9th Level: You do not gain Inspire Greatness.

12th Level: You do not gain Soothing Performance.

18th Level: You do not gain *mass suggestion*.

BLOODRAGER^{ACG}

2nd Level: You do not gain the uncanny dodge class feature. When you would gain improved uncanny dodge, you instead gain uncanny dodge.

4th Level: You don't gain a bloodline power.

Multilevel 6th, 9th, 12th, and 18th Levels: You do not gain a bloodline feat.

BRAWLER^{ACG}

2nd Level: You do not gain a bonus combat feat.

4th Level: You do not gain Knockout until 10th level. Your uses of Knockout per day are 1 lower than listed at 10th level and any higher levels.

6th Level: You do not gain the ability to use Martial Flexibility as a swift action until 12th level and never gain the ability to use Martial Flexibility as an immediate action.

9th Level: Your Brawler's Strike does not count as cold iron and silver.

12th Level: Your Brawler's Strike does not count as your alignment.

18th Level: Your AC bonus does not increase to +4.

CAVALIER^{APG}

2nd Level: You do not gain an order ability.

4th Level: You do not gain Expert Trainer.

Multilevel 6th, 12th, and 18th levels: You do not gain a bonus feat.

9th Level: You do not gain Greater Tactician.

CAVALIER (LEGENDARY)^{LC}

2nd Level: You do not gain Skilled Diplomat.

4th Level: You do not gain Commander's Shout until 10th level. For the purpose of determining the effects of Commander's Shout, treat your Cavalier level as 6 levels lower.

6th Level: You do not gain Compact Steed. Alternatively, you can choose not to gain a feat at 5th level.

8th Level: You do not gain Chivalry's Call.

9th Level: You do not gain Rider's Bond. Alternatively, you can choose not to gain a feat at 9th level.

12th Level: You do not gain Steed's Parry.

18th Level: You do not gain General's Awe.

CLERIC

2nd Level: For the highest level of cleric spells you can prepare, reduce the number of spells prepared by 1.

4th Level: You don't gain access to the highest-level domain spell slot you would normally have access to.

6th Level: You do not gain one of your domain abilities which you would normally acquire at 6th or 8th levels.

9th Level: You don't gain the increase to your channel energy dice. Your channel energy dice is thus 1d6 lower than listed at 9th level and any higher levels.

12th Level: You are able to prepare one fewer 6th-level spell.

18th Level: You are able to prepare one fewer 9th-level spell.

DRUID

2nd Level: You do not gain Woodland Stride.

4th Level: You do not gain Resist Nature's Lure.

6th Level: You do not gain an additional use of Wild Shape. Your uses of Wild Shape per day are 1 lower than listed at 6th level and any higher levels.

9th Level: You do not gain Venom Immunity.

12th Level: You do not gain an additional use of Wild Shape. Your uses of Wild Shape per day are 2 lower than listed at 12th level and any higher levels.

18th Level: You are able to prepare one fewer 9th-level spell.

FIGHTER

Multilevel 2nd, 4th, 6th, 12th, and 18th Levels: You don't gain a bonus combat feat.

9th Level: You don't gain the benefits of Weapon Training with a second weapon group.

FIGHTER (LEGENDARY)^{LF}

Multilevel 2nd, 4th, 6th, 12th, and 18th Levels: You don't gain a bonus combat feat.

9th Level: You don't gain Tenacious Grip. If you would gain Autonomic Grasp, you instead gain Tenacious Grip.

GUNSLINGER^{UC}

Multilevel 2nd and 6th levels: You do not gain Nimble until 10th level. Your bonus from Nimble is 2 lower than listed at 10th level and any higher levels.

Multilevel 4th, 8th, and 12th level: You do not gain a bonus feat.

9th Level: You do not choose a second firearm with Gun Training 2.

18th Level: You do not choose a third firearm with Gun Training 4.

GUNSLINGER (LEGENDARY)^{LG}

2nd Level: You do not gain Slinger's Quirk.

Multilevel 4th, 8th, and 12th level: You do not gain Nimble until 10th level. Your bonus from Nimble is 3 lower than listed at 16th level and any higher levels.

Multilevel 6th and 18th Levels: You do not gain Gunner's Style.

9th Level: You do not gain a point of Combat Grit.

HUNTER^{ACG}

2nd Level: You do not gain Precise Companion.

4th Level: You do not gain Improved Empathic Link.

Multilevel 6th, 9th, 12th, and 18th Levels: You do not gain a bonus teamwork feat.

INQUISITOR^{APG}

2nd Level: You do not gain Cunning Initiative.

4th Level: You do not gain an additional use of Judgment. Your uses of Judgment per day are 1 lower than listed at 10th level and any higher levels.

Multilevel 6th, 9th, 12th, and 18th Levels: You do not gain a bonus teamwork feat.

INVESTIGATOR^{ACG}

2nd Level: You do not gain Poison Resistance until 4th level. Your bonus from Poison Resistance is 2 lower than listed at 4th level and any higher levels, and you gain Poison Resistance +6 rather than Poison Immunity at 11th level.

4th Level: You do not gain Swift Alchemy.

6th Level: You do not gain an additional dice for studied strike. Your damage from Studied Strike is 1d6 lower than listed at 6th level and any higher levels.

9th Level: You do not gain an Investigator Talent.

12th Level: You do not gain an increase to your bonus from Trap Sense at 12th level, 15th level, or 18th level.

18th Level: You are able to prepare one fewer 6th-level extract.

KINETICIST^{TOA}

Multilevel 2nd, 4th, 6th, 12th, and 18th Levels: You don't gain a Utility Wild Talent.

9th Level: You don't gain an Infusion.

MAGUS^{UM}

2nd Level: For the highest level of magus spells you can prepare, reduce the number of spells prepared by 1.

4th Level: You do not gain Spell Recall. When you would gain Improved Spell Recall, you instead gain Spell Recall.

Multilevel 6th, 9th, 12th, and 18th levels: You do not gain a Magus Arcana.

MAGUS (LEGENDARY)^{LM}

2nd Level: For the highest level of magus spells you can prepare, reduce the number of spells prepared by 1.

4th Level: You do not gain Combat Casting. Alternatively, you can choose not to gain a feat at 3rd level.

Multilevel 6th, 9th, 12th, and 18th levels: You do not gain a Magus Arcana.

MEDIUM^{OA}

2nd Level: You do not gain the ability to accept a taboo.

4th Level: For the highest level of medium spells you can cast, reduce the number of spell slots by 1.

6th Level: You do not gain Location Channel.

9th Level: You do not gain Propitiation.

12th Level: Your Spirit Bonus does not increase to +4. Your Spirit Bonus is 1 lower than listed at 16th level. Alternatively, you can choose to not gain a feat at 11th level and retain your normal spirit bonus increase.

18th Level: You do not gain Spacious Soul.

MESMERIST^{OA}

Multilevel 2nd, 4th, 6th, 8th, 12th, and 18th Levels: You don't gain a Mesmerist Trick.

9th Level: You don't gain an additional manifold trick. Your number of manifold tricks is 1 lower than listed at 13th level and any higher levels.

MONK

2nd Level: You don't gain a bonus feat.

Multilevel 4th, 6th, 12th, and 18th Levels: You don't gain the Slow Fall class feature.

9th Level: You don't gain Improved Evasion. Alternatively, you can choose not to gain a feat at 9th level.

NINJA^{UC}

Multilevel 2nd, 4th, 6th, 8th, 12th, and 18th Levels: You don't gain a Ninja Trick.

9th Level: You do not gain an additional dice for sneak attack. Your damage from Sneak Attack is 1d6 lower than listed at 9th level and any higher levels.

OCCULTIST^{OA}

Multilevel 2nd, 6th, and 18th Levels: Implements you select at these levels must be of a school that you already possess.

4th Level: You do not gain Shift Focus.

Multilevel 8th and 12th Levels: You don't gain Outside Contact. Rather than their higher-level equivalents, you gain the benefits of Ouside Contact 1 at 16th level and Outside Contact 2 at 20th level.

9th Level: You do not gain a Focus Power.

ORACLE^{APG}

Multilevel 2nd, 4th, 6th, 12th, and 18th Levels: You don't gain a Mystery Spell.

9th Level: You don't gain a Revelation.

PALADIN

2nd Level: You do not gain the Divine Grace class feature.

4th Level: You do not gain an additional use of Smite Evil. Your uses of Smite Evil per day are 1 lower than listed at 4th level and any higher levels.

Multilevel 6th, 9th, 12th, and 18th Levels: You do not gain an additional mercy.

PSYCHIC^{OA}

2nd Level: You don't gain *detect thoughts*.

Multilevel 4th, 6th, 12th, and 18th Levels: You don't gain a Discipline Spell.

9th Level: You don't gain *telepathic bond*.

RANGER

Multilevel 2nd, 6th, and 18th Levels: You don't gain a Combat Style Feat.

4th Level: You do not gain a favored terrain at 3rd level.

8th Level: You do not gain a favored terrain.

12th Level: You don't gain Camouflage.

ROGUE

Multilevel 2nd, 4th, 6th, 8th, 12th, and 18th Levels: You don't gain a Rogue Talent.

9th Level: You do not gain an additional dice for sneak attack. Your damage from Sneak Attack is 1d6 lower than listed at 9th level and any higher levels.

ROGUE (LEGENDARY)^LR

Multilevel 2nd, 4th, 6th, 8th, 9th, 12th, and 18th Levels: You don't gain a Talent. Alternatively, you can choose instead not to gain an instinct if you would gain one at this level.

SAMURAI^UC

2nd Level: You do not gain an order ability.

4th Level: You do not gain Mounted Archer.

Multilevel 6th, 12th, and 18th levels: You do not gain a bonus feat.

9th Level: You do not gain Greater Resolve.

SAMURAI (LEGENDARY)^LSA

Multilevel 2nd, 6th, 12th, and 18th Levels: You do not gain a warrior's grace ability at these levels.

4th Level: You do not gain the sheathe block class feature until 8th level and its shield bonus is 1 lower than normal.

9th Level: You do not gain an Iajutsu technique.

SHAMAN^ACG

Multilevel 2nd, 4th, 8th, 12th, and 18th Levels: You don't gain a Hex.

6th Level: You don't gain Wandering Hex.

9th Level: For the highest level of shaman spells you can prepare, reduce the number of spells prepared by 1.

SHIFTER^UW

2nd Level: You do not gain Track.

Multilevel 4th, 8th, and 12th Levels: You don't gain an increase to Defensive Instinct. Your bonus from Defensive Instinct is 3 lower than listed at 18th level.

6th Level: You do not gain Shifter's Fury. Alternatively, you can choose not to gain a feat at 5th level

9th Level: You do not gain Chimeric Aspect. Alternatively, you can choose not to gain a feat at 9th level

18th Level: You do not gain Timeless Body.

SHIFTER (LEGENDARY)^LS

2nd Level: You do not gain Track.

Multilevel 4th, 8th, and 12th Levels: You don't gain a bonus feat.

6th Level: You do not gain Speed Shift. Alternatively, you can choose not to gain a feat at 5th level

9th Level: You do not gain an additional aspect. Alternatively, you can choose not to gain a feat at 9th level.

18th Level: You do not gain Instant Shift.

SKALD^ACG

2nd Level: You do not gain Well-Versed.

4th Level: You do not gain Uncanny Dodge. If you would gain Improved Uncanny Dodge, you instead gain Uncanny Dodge.

Multilevel 6th, 9th, 12th, and 18th Levels: You don't gain a Rage Power.

8th Level: You don't gain Improved Uncanny Dodge.

SLAYER^ACG

Multilevel 2nd, 4th, 6th, 12th, and 18th Levels: You don't gain a Slayer Talent.

9th Level: You do not gain an additional dice for sneak attack. Your damage from Sneak Attack is 1d6 lower than listed at 9th level and any higher levels.

SORCERER

2nd Level: For the highest level of sorcerer spells you can cast, reduce your number of spell slots by 1.

4th Level: You do not gain a bloodline power at 3rd level.

6th Level: You do not gain a bloodline spell at 5th level.

8th Level: You do not gain a bloodline feat at 7th level.

9th Level: You do not gain a bloodline power at 9th level.

12th Level: You do not gain a bloodline spell at 11th level.

18th Level: You do not gain a bloodline spell at 17th level.

SPIRITUALIST^ACG

2nd Level: You do not gain Bonded Senses.

4th Level: You do not gain Spiritual Interference. If you would gain Greater Spiritual Interference, you instead gain Spiritual Interference.

6th Level: You do not gain Phantom Recall until 10th level. Your uses per day of Phantom Recall are 1 lower than listed at 10th level and any higher levels.

8th Level: For the highest level of spiritualist spells you can cast, reduce your number of spell slots by 1.

9th Level: You do not gain *see invisibility*.

12th Level: You do not gain Greater Spiritual Interference.

18th Level: You do not gain an additional spell known at 18th level.

SUMMONER^{APG}

2nd Level: You do not gain Bond Senses.

4th Level: You do not gain Shield Ally. If you would gain Greater Shield Ally, you instead gain Shield Ally.

6th Level: You do not gain Maker's Call.

8th Level: You do not gain Transposition.

9th Level: For the highest level of summoner spells you can cast, reduce your number of spell slots by 1.

12th Level: You do not gain Greater Shield Ally.

18th Level: You do not gain Greater Aspect.

SWASHBUCKLER^{ACG}

Multilevel 2nd and 6th levels: You do not gain Charmed Life until 10th level. Your uses per day of Charmed Life are 2 lower than listed at 10th level and any higher levels.

Multilevel 4th, 8th, and 12th level: You do not gain a bonus feat.

9th Level: You do not increase the bonus from Swashbuckler Weapon Training. Your bonus from Swashbuckler Weapon Training is 1 lower than listed at 9th level and any higher levels.

18th Level: You do not gain an additional use of Charmed Life.

SWASHBUCKLER (LEGENDARY)^{LSB}

2nd Level: You do not gain Uncanny Dodge. If you would gain Improved Uncanny Dodge, you instead gain Uncanny Dodge.

Multilevel 4th, 8th, and 12th Levels: You don't gain a bonus feat.

6th Level: You do not gain Evasion. If you would gain Improved Evasion, you instead gain Evasion.

9th Level: You do not increase the bonus from Swashbuckler Weapon Training. Your bonus from Swashbuckler Weapon Training is 1 lower than listed at 9th level and any higher levels.

18th Level: You do not gain a Personage ability at 18th level.

UNCHAINED MONK^{PFU}

2nd Level: You do not gain a bonus feat.

Multilevel 4th, 6th, 12th, and 18th Levels: You don't gain a Ki Power.

9th Level: You do not gain a Style Strike.

VIGILANTE^{UI}

Multilevel 2nd, 4th, 6th, 12th, and 18th Levels: You don't gain a Vigilante Talent.

9th Level: You do not gain a Social Talent.

WARPRIEST^{ACG}

2nd Level: You do not gain Focus Weapon at 1st level.

4th Level: You do not gain Channel Energy.

Multilevel 6th, 9th, 12th, and 18th Levels: You don't gain a bonus feat.

8th Level: You do not gain an additional dice for Fervor. Your dice from Fervor is 1d6 lower than listed at 8th level and any higher levels.

WITCH^{APG}

Multilevel 2nd, 4th, 6th, 12th, and 18th Levels: You don't gain a Hex.

9th Level: For the highest level of witch spells you can prepare, reduce the number of spells prepared by 1.

WIZARD

2nd Level: You do not gain Scribe Scroll as a bonus feat.

4th Level: For the highest level of wizard spells you can prepare, reduce the number of spells prepared by 1.

6th Level: You do not gain a bonus feat at 5th level.

9th Level: You do not gain a bonus feat at 10th level.

12th Level: You do not gain a bonus feat at 15th level.

18th Level: You do not gain a bonus feat at 20th level.

FAVORED CLASS BONUSES

The concept of favored classes does not natively exist in SF, although a GM may introduce them to their game if they so wish. In such cases, the system of Favored Class Bonuses works the same way in SF as it did in PF, granting additional hit points, skill points, or other benefits based on the decision of the player.

HELMSMAN^ATE CLASS

Given that SF discourages traditional numerical bonuses, many of the akashic armaments class features may be considered problematic. At GM's discretion, some options from Akashic armaments or perhaps the class feature as a whole may be removed. A Helmsman can expend a point of resolve in place of taking a point of essence burn, and while engaged in starship combat may take a point of essence burn to replicate any effect that spending a point of resolve would create. The Helmsman's key ability score is his veilweaving ability score (usually intelligence).

A Helmsman can make a Starship his bonded vessel. If he does, the starship does not gain the benefits of any of the helmsman's veils or chakra binds, except for interface veils, and cannot use hypercharges. For every 10 feet a class feature would increase the starship's speed, the speed is instead increased by 1 hex. In starship combat, the starship cannot take reactions or immediate actions, and reallocating essence on the starship is a captain action.

In addition, the helmsman gains the ability to select the following new akashic armaments:

1st-level armaments

Enhanced Interface: For every point of essence invested in this armament, whoever is performing the role of science officer on the ship gains a +1 bonus on Computers checks

Evasive: For every point of essence invested in this armament, the vessel gains a +1 insight bonus to AC and TL

Fluid Piloting: For every point of essence invested in this armament, any creature piloting the ship gains a +1 bonus on Piloting checks.

9th-level armaments

Absorption: For every point of essence invested in this armament, increase the ship's damage threshold by 1

Reinforcement: For every point of essence invested in this armament, increase the ship's critical threshold by 1.

Shielding: For every point of essence invested in this armament, the ship gains 5 additional shield points

16th-level armaments

Double Time: for every three points of essence invested in this armament, one person on board the ship is capable of taking one additional action during the helm, engineering, or gunnery phase.

Stable Armaments: for every point of essence invested in this armament, any weapons the starship has with the limited fire property gain one additional use.

OTHER CHARACTER RULES

In addition to the core rules surrounding character classes, the following rules subsystems must be addressed to make PF-native character and creature rules interface smoothly with the SF rules.

FEATS

For the purpose of meeting prerequisites, all characters in SF are treated as having the Technologist^ATE, TG feat and all item creation feats.

In addition, to balance with some of the feat streamlining in SF, it is advised that the following general changes be made to prominent PF feats:

- The feats Combat Expertise, Dodge, Point Blank Shot, Power Attack, and Precise Shot are no longer prerequisites for any feat besides those which directly modify the feat mentioned (such as Furious Focus[APG] altering the effects of Power Attack)

- The improved combat maneuver feats (such as Improved Overrun and Improved Trip), except for Improved Feint, are not needed to meet prerequisites which would normally require them.

- If a feat from PF has a feat from SF with the same name (such as Mobility, Spring Attack, or Weapon Focus), then any effects and prerequisites the PF feat has are replaced by the effects and prerequisites the SF feat has.

- Certain feats that increase AC (such as Dodge or Improved Natural Armor) or that allow additional attacks (such as Improved Two-Weapon Fighting or Rapid Shot) may not be appropriate for SF's combat system and shouldn't be used.

MARTIAL MANEUVERS[POW]

Given the different expectations regarding the abilities of combat-focused characters in SF, it is inadvisable to allow the use of martial maneuvers in a SF game. Initiators should be removed or disallowed given the differing expectations about play which these classes are based on.

MECHS AND COMPANION VEHICLES[ATE]

Mechs are considered to be forms of Power Armor for the purpose of meeting prerequisites. In addition, a mech can select the following mech enhancement:

Upgrade Slots: The mech gains 2 armor upgrade slots in which armor upgrades can be installed.

PSIONICS[UP] AS ADVANCED TECHNOLOGY / AKASHA AS CYBERTECH[ATE]

If either of these variant rules are integrated, then psionics and akasha are not treated as inherently mystical forces but rather as particularly sophisticated sets of technological tools, pioneered through scientific rather than supernatural discoveries.

Akashic veils are identified using Engineering checks, as they are cybernetic enhancements which are added to a creature's form. Similarly, Akashic equipment is created using the Engineering skill.

Psionics is a more complicated form of power, seeing as it draws influence from a variety of fields based on discipline. As such, different skills should be used to understand what sorts of technology is at work. If a check would fall into multiple categories (such as crafting an item which uses powers from multiple different disciplines), then either skill may be used.

Table 1: Disciplines and Skills

Disciplines	Skill Used
Telepathy, Psychometabolism	Life Science
Psychokinesis, Psychoportation, Clairsentience	Physical Science
Athanatism[PASP], Metacreativity	Mysticism

If these rules are not used, then the Mysticism skill should simply be employed for all checks relating to Akasha or Psionics.

RACES

To convert an existing race from PF to SF, the first step is exchanging any existing skill bonuses for their corresponding skills in SF (see the PF legacy chapter of the *Starfinder Core Rulebook* for rules on converting skills). The second step is to figure out the race's bonus hit points, which can be calculated as 4 + the race's ability score modifier to constitution (if positive) + twice the race's size modifier to CMB (this modifier can be negative). If the race has a variable ability score modifier, treat their effective constitution modifier as +0.

RESOLVE POINTS

It is wise for certain classes which possess a pool of points which fuel class features (such as a magus^{UM} arcane pool or a psychic^{OA} phrenic pool) to have those pools removed. Rather, resolve points are used to fuel these class features to the same effect.

SPELLS

If a spell exists in both PF and SF (such as *haste*), replace any effects and costs the spell had in PF with those it has in SF. As with feats, spells and powers that grant substantial boosts to AC, saving throws, or attack rolls.

TRAITS

If the GM wishes to use the Traits rules from PF, they are welcome to, allowing traits and flaws in varying numbers just as they would with PF characters. If a GM wishes to use PF traits without increasing the strength of characters, it would be reasonable for a character to gain two traits in exchange for not being able to select a theme.

PF EQUIPMENT IN SF

SF takes a very different approach to weaponry from PF, so several changes need to be made to determine how weapons from PF function if they are brought into SF.

WEAPON PROFICIENCIES AND CATEGORIES

Simple melee weapons from PF are considered basic melee weapons in SF, save that they all possess the archaic property. Martial melee weapons from PF are likewise considered advanced melee weapons in SF.

Simple ranged weapons from PF are considered small arms in SF if they require one hand and longarms if they require two hands. Firearms are considered small arms if they require one hand and longarms if they require two hands.

Items which were considered Heavy Weapons^{TG} in PF are considered Heavy Weapons in SF.

Martial ranged weapons and any exotic weapons which are neither firearms nor heavy weapons are considered special weapons.

Simple weapons in PF are considered archaic weapons in SF, with the exception of crossbows

WEAPON PROPERTIES

Any weapons which can be used with weapon finesse are considered to have the operative property.

The Automatic weapon property has very different effects in PF from SF, which may lead to some confusion in regard to how Automatic^{TG} weapons operate. The simplest way to deal with this is to clarify PF weapons with the Automatic quality (such as Gravity Rifles^{TG} and M1910 Machine Guns^{AP71}) as having a property known as "Automatic (Burst)" as opposed to Automatic.

CRITICAL HIT ALTERATIONS

As the rules for critcal hits and ranges is altered in SF, it is advised that any weapon with a critical hit range other than 20/x2 have its altered critical hit range replaced with a corresponding critical hit effect.

Table 2: PF to SF Critical Hit Effects

PF Critical Hit Range	SF Critical Hit Effect
20/x3	Wound
20/x4	Severe Wound
19-20/x2	Bleed 1d6
18-20/x2	Bleed 1d8
19-20/x3	Bleed 2d6
18-20/x3	Bleed 2d8

ARMOR PROFICIENCIES

Armor from PF provides its AC bonus to KAC and a bonus to EAC equal to the KAC bonus -2. A weapon with the blastproof magical property instead provides an EAC equal to the KAC bonus.

Light and Medium armor from PF is considered Light Armor in SF. Heavy Armor from PF is considered Heavy Armor in SF

CHARGES

As items which use technological charges were rarer in PF, batteries and charge-restoring abilities

generally possessed lower capacities and should be tweaked slightly. For the purpose of abilities and equipment, one charge from a PF source is considered worth 2 charges from a SF source and one from a SF source is considered 1/2 of a charge of a PF source. For example, using a Battery^TG on a Red Star Plasma Rifle would restore 20 charges to the rifle.

CURRENCY AND ITEM COST

Many pieces of equipment which would be powerful or rare in PF are more commonplace in SF and can be acquired at a lower price. This makes senses, given how the proliferation of technology has made many material goods (including magical ones, due to more regular industrialization) more commonplace.

For the purpose of purchasing PF equipment to SF, 2 GP of PF equipment is worth 1 CP of SF equipment. In other words, the price of all PF equipment is halved if you are using it in SF. Equipment that would be worth less than 2 GP is worth 1 GP in SF. For example, a folding ladder would cost only 1 CP and a *belt of stoneskin* would cost 30,000 CP

If you are using any technological equipment from PF sources, it is advised that the prices of such items be halved in addition to converting the price from GP to CP. This is to convey the fact that such items are no longer rarities.

MAGIC ITEM LIMITATIONS

In SF, characters are unable to wear more than two functioning magic items at a time. Given the sheer number of magic items that become available when PF content is allowed, players may wish for a way to circumvent this restriction. Hence, it is proposed that for every unused armor upgrade slot the character possesses in their armor, the character may wear and use an additional worn magic item.

It is advised that items that provide static bonuses to AC, Saving Throws, or Attack Rolls (this includes items that increase ability scores) be removed or altered so as to eliminate such benefits to conincide with SF's stricter expectations regarding the measurements of each of these stats at each level.

Table 3: Technological Artifacts

Technological Artifact	GP Price	CP Price	Item Level	Crafting DC	Feats	Lab
Production Lab[TG]	20,000	10,000	6	26	Craft Technological Item[ATE]	None
Military Lab[TG]	40,000	20,000	8	28	Craft Technological Item[ATE]	None
Nanotech Lab[TG]	45,000	22,500	9	32	Craft Technological Item[ATE]	None
Graviton Lab[TG]	60,000	30,000	11	32	Craft Technological Item[ATE]	None
Cybernetics Lab[TG]	30,000	15,000	7	30	Craft Technological Item[ATE]	None
Medical Lab[TG]	50,000	25,000	10	30	Craft Technological Item[ATE]	None
Autodoc[TG]	170,000	85,000	18	34	Craft Cybernetics[ATE]	Cybernetics Lab
Extinction Wave Device[TG]	190,000	95,000	14	34	Craft Technological Arms and Armor[ATE]	Military Lab
Powered Armor[TG]	300,000	150,000	17	39	Craft Technological Arms and Armor[ATE]	Military Lab
Psychic Imprinter[TG]	240,000	120,000	14	37	Craft Cybernetics[ATE]	Cybnernetics Lab
Rebirthing Chamber[TG]	300,000	150,000	18	38	Craft Technological Item[ATE]	Nanotech Lab
Fission Reactor[TG]	420,000	210,000	18	40	Craft Technological Item[ATE]	Nanotech Lab
Fusion Reactor[TG]	240,000	120,000	14	35	Craft Technological Item[ATE]	Nanotech Lab
Geothermal Generator[TG]	120,000	60,000	10	31	Craft Technological Item[ATE]	Production Lab
Graviton Reactor[TG]	360,000	180,000	16	38	Craft Technological Item[ATE]	Graviton Lab
Solar Generator[TG]	36,000	18,000	8	25	Craft Technological Item[ATE]	Production Lab
Power Relay[AP85]	20,000	10,000	6	22	Craft Technological Item[ATE]	Production Lab
Memory Facet (any)[AP86]	20,000	10,000	14	32	Craft Technological Item[ATE]	Nanotech Lab
Smoke Furnace[AP87]	40,000	20,000	10	27	Craft Technological Item[ATE] and Craft Wondrous Item	None
Compact AI Core[AP88]	18,000	9,000	10	30	Craft Technological Item[ATE]	Nanotech Lab
Gravity Cannon[AP89]	220,000	110,000	14	35	Craft Technological Arms and Armor[ATE]	Graviton Lab

ADDITIONAL TECHNOLOGICAL EQUIPMENT

As technology is more commonplace in SF, it is advised that many of the PF's Technological Artifacts instead be listed as normal items which can be crafted and purchased at the following prices. GP prices are also given in case GMs wish to make this equipment accessible in a PF game where such items are commonplace. For SF characters, the levels of these items are listed. For PF characters, the DC to craft these items is listed alongside the feats and lab required to craft them.

BACKWARDS CONVERSION RULES

STARFINDER ROLEPLAYING GAME TO PATHFINDER ROLEPLAYING GAME

While some look to translate their existing PF content into SF, some players may with to go in the opposite direction and utilize SF content in their PF campaigns. The following rules enable equipment, races, and classes from SF to be used in a PF game.

CLASS CONVERSIONS

While the process of converting characters and classes from PF to SF has been clarified, the path backwards has not been created. In certain PF settings, it would make sense to have characters who fall under the categories of envoy, soldier, or operative. The following rules enable conversions of SF classes into the PF system.

GENERAL CHANGES

The following alterations apply to all SF classes:

Hit Points: Replace the hit points and stamina points gained at each level with hit dice at each level, based on how many hit points the class would get at each level.

Table 4: Class Hit Points

Hit points at each level	Hit Dice
5 hp	d8
6 hp	d8
7 hp	d10

Iterative Attacks: The class gains additional iterative attacks as a PF class would as its BAB increases (for reference on what levels classes with BAB equal to their class level would gain attacks, consult the table for the fighter class. For reference on what levels classes with BAB equal to ¾ their class level would gain attacks, consult the table for the rogue class). SF do not gain additional attacks per round from class features such as Soldier's Onslaught or Triple Attack which enable more than two attacks on a full attack (seeing as creatures can make more than two attacks on a full attack anyway in PF)

Weapon Specialization: Classes do not gain weapon specialization at 3rd level

Resolve Points: All characters with levels in SF classes gain resolve points as normal. However, these points can only be used for class features (such as Magic Hacks). Any spells which would have Resolve Point costs lose these costs.

As many items, feats, and ship actions require resolve points, however, a new system is required in order to facilitate the use of such abilities. It is advised that each character be given a pool of "surge points" which can be used in place of resolve points to fuel feats, items, or other actions not gained from a class or archetype. The number of surge points a creature has is equal to half their hit dice or CR (whichever is lower) plus the creature's highest ability score modifier (minimum 1 surge point). A creature can replenish their surge points by resting for 8 hours.

Full Attacks: Any ability which would reduce the penalties for a full attack or enable the character to perform multiple attacks in an additional circumstance (such as the Solarian's Solar Acceleration ability or the Charge Attack style technique of the Soldier) instead enables them to perform a full attack in that circumstance or reduces the penalty on iterative attacks by a corresponding amount.

Bonuses: To keep in line with the rapid escalation of PF, it is advised that any class feature which provides a static or level-based bonus to AC, attack rolls, or damage rolls (excluding Weapon Specialization) be doubled.

MYSTIC

- Mystics are proficient with light armor and with simple weapons and are proficient with the favored weapon of their deity.
- The Mystic can learn and cast any spell on the cleric/oracle and psychic spell lists as if they were on the mystic spell list.
- The Mystic gains Appraise and Use Magic Device as class skills.
- The Mystic's spellcasting is considered psychic spellcasting for rules purposes, and the Mystic must provide thought and emotion components to cast spells (some spells may only require one of these components, or none at all, at GM's discretion).

OPERATIVE

- Operatives are proficient with light armor and with simple and martial weapons.
- Trick attack can be used with any weapon that can be used with weapon finesse alongside any one-handed ranged weapon.
- Replace the operative's uncanny agility class feature with the uncanny dodge and improved uncanny dodge class features of the monk, using operative level in place of monk level.
- On any round that you move further than 10 feet while also attacking, you may make a skill check as you could with a trick attack (this is considered to be the skill check made as part of the trick attack). If you succeed, you add your trick attack bonus to all damage rolls made this turn, provided that you are attacking with a weapon usable with trick attack.
- You may select rogue talents in place of operative exploits, using your operative level in place of your rogue level and applying any benefits to sneak attacks to trick attacks.

SOLARIAN

- Solarians are proficient with light and medium armor, with shields, and with simple and martial weapons. They are always proficient with their solar weapon.
- The Solarian gains Use Magic Device as a class skill.
- The bonus to AC from the Solarian's solar weapon is a deflection bonus rather than an enhancement bonus.
- Change Flashing Strikes to "when making a full attack entirely with melee weapons, your

SPECIFIC CHANGES

The following modifications and clarifications are listed for specific SF classes

ENVOY

- Envoys are proficient with light and medium armor and with shields. They are proficient with simple weapons.
- The envoy gains Appraise as a class skill.

MECHANIC

- Mechanics are proficient with light and medium armor and with simple weapons. The combat tracking class feature grants proficiency with heavy armor and martial weapons.
- The mechanic gains Appraise as a class skill.
- The mechanic's drone gains the True AI feature at 1st level rather than 20th level. In place of listed HP, BAB, and save progression, the drone gains hit dice progression as the Homunculus companion of the Promethean^{OA} Alchemist.
- The mechanic's drone does not gain the Master Control class feature.

second attack made with each weapon is just as accurate as the first and does not take the -5 penalty to attack rolls for being an iterative attack."

- The Solarian's solar weapon is a one-handed weapon which can be wielded in two hands but can also be used with the Weapon Finesse feat.

SOLDIER

- Soldiers are proficient with light, medium, and heavy armor and simple, martial, and heavy exotic weapons.
- Levels in soldier count as levels in fighter for the purpose of meeting prerequisites.
- Abilities that would enable the soldier to make a third attack as part of a full attack (such as Soldier's Onslaught) instead enable the soldier to make an additional attack at their highest base attack bonus when making a full attack (this additional attack does not stack with similar effects such as haste).
- Abilities that would reduce the Soldier's penalties when making full attacks (such as Focus Fire) instead reduce the penalty on all iterative attacks beyond the first when making full attacks by the same amount they would reduce the full attack penalty (for example, a full attack made by a soldier using Focus Fire would have penalties of -0/-4/-9 rather than -0/-5/-10).

TECHNOMANCER

- Technomancers are proficient with light armor and with simple weapons.
- The Technomancer can learn and cast any spell on the magus spell list as if they were on the technomancer spell list.
- The Technomancer gains Appraise and Use Magic Device as class skills.
- The Technomancer's spellcasting is considered arcane spellcasting for rules purposes, and the Technomancer must provide somatic and verbal components to cast spells (some spells may only require one of these components, or none at all, at GM's discretion). However, she does not suffer any sort of arcane spell failure chance for casting in armor.
- The Cache Capacitor class feature works with any 1st-level spell at 6th level. It works with any 2nd-level spell starting at 12th level and any 3rd-level spell starting at 18th level.

RACE CONVERSIONS

Due to the similarity of how races function in PF and SF, it is not difficult to alter player races from SF for use in PF. To make a SF race playable in PF, make the following adjustments:

- Remove any racial hit points the race receives.
- If the race provides a bonus on certain skill checks, replace that skill with an appropriate skill from PF. It may be appropriate to grant multiple skill bonuses or perhaps additional abilities tied to the skill in which the race gains a bonus.
- If a race has the **natural weapons** racial trait, replace this with an appropriate natural weapon, generally two claw attacks which deal 1d4 damage or a bite which deals 1d6 damage (these values assume a medium creature). Alternatively, the race could be given Improved Unarmed Strike[SF] as bonus feats.
- Supply the race with a list of starting languages appropriate to the campaign.

Two examples of race conversion are given below.

SHIRREN

+2 Constitution, +2 Wisdom, -2 Charisma. Shirrens are perceptive and durable but end up being off-putting to many.

Blindsense (Ex): Shirren gain blindsense out to 30 feet. This is negated any time the shirren would be unable to hear.

Communalism (Ex): Shirren excel at cooperating with others. Once per day, as long as an ally is within 10 feet, a shirren can roll a single attack roll or skill check twice and take the higher result.

Gifted Linguist: Shirren receive a +2 bonus on linguistics checks and can select two languages every time they gain a rank in linguistics rather than 1.

Limited Telepathy (Su): A shirren is able to mentally communicate with any creature within 30 feet with whom he shares a language. Otherwise this ability is identical to the telepathy ability.

Languages: Shirren begin speaking common and shirren. Shirren with a high intelligence score can learn any languages as bonus languages, save for secret languages such as druidic.

VESK

+2 Strength, +2 Constitution, -2 Intelligence. Vesk are powerful and hearty creatures, but are not the most intellectual of beings

Armor Savant: When wearing armor, vesk gain a +1 racial bonus to AC. When they're wearing heavy armor, their armor check penalty is 1 less severe than normal.

Fearless: Vesk gain a +2 racial bonus on saving throws against fear effects

Low-light Vision: Vesk can see twice as far as humans in dim light

Martial Savant: Vesk gain Improved Unarmed Strike^{SF} as a bonus feat at 1st level

Languages: Vesk begin speaking Vesk. Vesk with a high intelligence score can choose the following languages as bonus languages: Aklo, Common, Draconic, Dwarven, Giant, Orc, and Undercommon.

MODIFYING EXISTING RACES

Many races exist in both SF and PF but possess different abilities in each system. It is advised that when playing with SF content, PF characters should be able to select alternate racial traits that correspond to the abilities that their races possess in SF. Given below are a few examples of such racial trait replacement.

ANDROIDS

Upgrade Slot (Ex): The Android possesses a single armor upgrade slot in its body. Regardless of whether it is wearing armor, they can use this slot to install any one armor upgrade that could be installed into light armor. This ability replaces Nanite surge.

DROW

Sophisticate Mage (Su): Drow in certain cases have focused their studies on magic to a greater degree, learning how to call upon their powers more easily. Drow with this racial trait gain Drow Nobility as a bonus feat and are treated has having the Minor Psychic Power feat for the purpose of meeting prerequisites. This ability replaces poison use.

GOBLINS

It is advised that GMs simply replace existing PF goblin stats with the stats given in the *Starfinder Roleplaying Game Alien Archive*, removing the racial hit points. The fast trait is considered to be the fast movement trait for the purpose of replacing it. And any alternate racial trait which could replace a PF Goblin's Skilled Racial Trait (including the Skilled Racial Trait) would instead replace Tinker.

KASATHA

Historian: Kasatha are known for keeping close records of their history and receive a +2 bonus on knowledge [history] and knowledge [local] checks. This ability replaces stalker.

Martial Student: Some Kasatha possess a culture which is more in tune with physical discipline at the expense of certain scholastic pursuits. They receive a +2 bonus to strength and wisdom but take a -2 penalty to intelligence. This replaces the normal kasatha racial ability score modifiers.

LASHUNTA

Altered Dimorphism: The process of development for some Lashunta has altered, causing their bodies and minds to mature in a manner that alters their dimorphism from being female-male to being Damaya-Korasha. Both Damaya and Korasha Lashunta gain a +2 bonus to Charisma. Korasha get +2 Strength and -2 Wisdom. Damaya get +2 Intelligence and -2 Constitution. This replaces the Lashunta's normal Ability Score modifiers and Sexual Dimorphism.

RATFOLK

Heavily Armed (Ex): Ratfolk with this racial trait can utilize weapons of one size category larger than normal. This ability replaces rodent empathy.

Moxie (Ex): Some ratfolk are known to creatively respond to adversity, dodging out of unpleasant situations easily. A ratfolk with this racial trait can stand up from prone as a swift action and does not become flat-footed or take a penalty on attack rolls when off-kilter. This ability replaces swarming.

SYSTEM CHANGES

SF classes and equipment share a set of expectations which don't necessarily exist in PF. Rather than laying unneeded burdens on SF characters, it is rather advised that the following system modifications be made to PF if it is played using a combination of PF and SF content. It is advised that the following changes be applied to the system overall.

FEATS

All characters gain the following feats as bonus feats even if they don't meet the prerequisites: Precise Shot, Technologist (they do not gain the bonus on skill checks, however), Weapon Finesse, and Improved Unarmed StrikePF

All characters are treated as having the following feats for the purpose of meeting prerequisites but cannot use their effects unless they specifically take them: Combat Expertise, Dodge, Point-Blank Shot, and Power Attack.

The improved combat maneuver feats (such as Improved Overrun and Improved Trip), with the exception of Improved FeintPF, are not needed to meet prerequisites which would normally require them.

For feats which exist in both PF and SF but have different effects in each game, it falls to the GM to decide which version to use or whether both versions of the feat can be selected by characters within their world. The table below outlines which versions of each feat will be used in TPK Games' production of multi-system content. If there are multiple feats separated by a slash, it implies that the feats should be treated as the same feat for the purpose of deciding which one to use in a game. Any SF ability which would use a reaction instead uses an immediate action

THEMES

A GM is welcome to grant all players (as well as suitably powerful or influential NPCs) a theme of their choice from SF, which takes effect as normal. Alternatively, a character could choose to exchange two traits at character creation in order to gain the benefits of a theme of their choice (these can include traits gained from the Additional Traits^APG feat).

ARCHETYPES

As both games use a system known as Archetypes, some separation is required. The Archetypes system in SF shall be referred to as SF Archetypes and the PF system as PF Archetypes.

It is advised that SF Archetypes be used freely in PF, just as they are used in SF. Certain archetypes may not be appropriate for the level of balance in SF, but such rulings should be settled on a case-by-case basis. Provided that they do not replace the same features, it is even possible for a character to possess both a PF Archetype and a SF Archetype on the same character and class.

FAVORED CLASS BONUSES

Just as they could with any PF class, a character may choose a SF class as their favored class, gaining favored class bonuses as normal

SPELLS

If a spell exists in both PF and SF, the GM chooses which version feels more appropriate for the game he wishes to run. Alternatively, the spellcaster could choose to apply either effect when he either learns, prepares or casts the spell. For example, in the case of Haste, a GM may rule that the version of Haste a wizard can cast is dependent on either what version he learns (as the PF and SF versions function

Table 5: PF vs. SF Feats

Use PF Version	Use SF Version
Barroom Brawler^{ACG}/Adaptive Fighting	Blind-Fight
Bodyguard^{APG}	Improved Sidestep
Cleave	Lunge
Combat Casting	Nimble Moves
Deadly Aim	Parting Shot
Deflect Arrows/Deflect Projectiles	Penetrating Attack/Penetrating Strike
Diehard	Shot on the Run
Great Cleave	Sidestep
Improved Critical	Spring Attack
Improved Feint	Step Up and Strike
Improved Great Fortitude	Strike Back
Improved Iron Will	Weapon Focus*
Improved Lightning Reflexes	
Improved Unarmed Strike**	
In Harm's Way^{APG}	
Mobility	
Multiweapon Fighting/Multi-Weapon Fighting	
Quick Draw	
Snatch Arrows/Reflect Projectiles	
Spell Focus	
Spell Penetration	
Stand Still	
Suppressive Fire^{ISR}**	
Toughness	
Weapon Specialization*	

*See the rules regarding equipment for more information on this feat.

**As the two versions of this feat function very differently, it is advised that players and GMs treat them as separate feats which can be taken individually.

differently and are completely distinct spells), what version he prepares (meaning that the effect is decided at the start of the day), or what version he chooses to cast (meaning that the two variants are the same spell, just with options in regard to its effect).

Some classes may benefit from being able to use new spells from SF, and at GM's discretion may learn any of them at the appropriate levels.

Variable-level spells may be used in PF at GM's discretion. The following PF spells are considered to be variable-level spells if the GM wishes for these rules to be employed (using different iterations at different levels as varied castings of the same spell).

- -*Animate dead*, *create undead*, and *create greater undead*
- -*Interposing hand*, *forceful hand*, *grasping hand*, *clenched fist*, and *crushing hand*.
- -All spells that can be undercast (each spell being capable of undercast individually, such as the *Summon monster*^{PF} spells or the *tower of iron will*^{PF}, OA spells)
- -All spells with "cure" in their name
- -All spells with "inflict" in their name

SKILLS

It is advised that GMs use the skills from SF rather than those from PF, consolidating them as they are in the *Starfinder Core Rulebook*. In this case, Appraise and Use magic device (both from PF) should both be added to the list of SF skills. Craft skills should be replaced with skills more relevant to the crafting of specific items (Mysticism for magical items, Engineering for mechanical items, etc.)

STARSHIP COMBAT

Starship combat can be directly ported from SF into PF if skill alterations are similarly replicated, but the looser math of PF skills could potentially result in immense skill modifiers that break down the normal calculations of ship combat. Some GMs may wish to normalize the math of ship combat, in which case it is advised that they ignore any skill bonuses characters obtain from spells, powers, veils, and equipment (excluding ship computers).

CRAFTING

Given that a more technologically advanced world would allow for characters to more easily access blueprints and materials, the process of crafting items should be more accessible to characters.

If a character possesses the necessary spells, labs, and other prerequisites needed to craft an item, they are able to craft the item without the necessary item creation feats. However, the cost of creating such items is doubled, meaning that it costs the same amount of money to craft an item as it does to purchase it. If a character possesses the necessary item creation feats to craft an item, however, they can craft it at half market price as normal.

It is advised that the time needed to craft an item be reduced to one hour of work for every 1,000 gp in its price, or two hours of work for every 1,000 gp if the creator does not possess the proper item creation feats.

SF EQUIPMENT IN PF

If a player or GM wishes to use SF equipment in a PF game, it is advised that the following rules be employed.

ARMOR PENETRATION

If using the Armor Penetration Rules listed in *Arcforge: Technology Expanded*, SF weapons have an Armor Penetration value equal to their level -2 (minimum 0). Otherwise, any weapon above 5th level or that deals energy damage targets touch AC.

ARMOR PROFICIENCIES

Light Armor from SF is considered to be Light Armor in PF, while Heavy Armor from SF is considered to be eavy Armor in PF for all purposes.

CRITICAL HIT EFFECTS

Rather than using the Critical Hit Effects rule, it may be possible for SF weapons to instead have enhanced critical hit threat ranges and damage multipliers corresponding to the magnitude of critical hit effects. The same process can also go the other way if the GM so wishes (for example, a scimitar could be changed to a weapon with the Bleed 2d6 property). Some GMs may wish to use this system selectively, applying altered effects only to certain types of critical hit effects while keeping others the same (for example, a screamer could still deafen targets on a critical hit while a buzzblade curve blade has a critical threat range of 19-20/x4)

Table 6: SF to PF Critical Hit Effects

SF Critical Hit Effect	PF Threat Range and Damage
Arc, Corrode, Burn, or Bleed 1 die	19-20/x2
Arc, Corrode Burn, or Bleed 2 dice	18-20/x2
Arc, Corrode, Burn, or Bleed 3 dice	19-20/x3
Arc, Corrode, Burn, or Bleed 4 dice	18-20/x3
Arc, Corrode, Burn, or Bleed 5 dice	19-20/x4
Arc, Corrode, Burn, or Bleed 6 dice or more	18-20/x4
Wound	20/x3
Severe Wound	20/x4
Deafen	19-20/x2
Injection +2	20/x3
Knockdown	20/x4
Staggered	19-20/x2
Stunned	20/x4

WEAPON GROUPS

As SF uses a much wider variety of weapons than PF and players are generally expected to exchange weapons a great deal more often, it is unfeasible to build characters whose specialize in using a single weapon (such as a katanaUC). Hence, if SF equipment is being used regularly in a PF game, it is advised that any feat, ability, or class feature which applies to specific weapon (with the exception of proficiencies) instead applies to all weapons in that weapon group (with the exception of unarmed strikes). For example, if a character has the feat Weapon Specialization (greatsword), she would gain the benefits of Weapon Specialization with all heavy blades. Similarly, the Sling FlailUC feat could be used with any thrown weapon, not just a sling.

The system of weapon groups should also be altered to accommodate the greater number of weapons of certain types in the setting.

- The firearms weapon group should be removed.
- Small arms is a new weapon group, comprised of all small arms and one-handed firearms.
- Longarms is a new weapon group, comprised of all longarms and two-handed firearms.
- Heavy Weaponry is a new weapon group, comprised of all heavy weaponry and seige firearms.
- All grenades are considered to be part of the thrown weapon group.

Other weapons may be sorted into groups as well, with the following list including examples of how this might be done from the Starfinder Core Rulebook.

- Cryopikes and pikes are considered part of the spears weapon group.
- Batons, shock truncheons, clubs, hammers, swoop hammers, incapacitators, and peacemakers are considered part of the hammers weapon group.
- Daggers, starknives, and knives are considered part of the light blades weapon group.
- Doshkos, flame doshkos, and plasma doshkos are considered part of the axes weapon group.
- Longswords, skyfire swords, dueling swords, curve blades, devastation blades, fangblades, grindblades, and plasma swords are considered part of the heavy blades weapon group.
- Staves (including weapons with staff in their name) and Dragonglaives are considered part of the polearms weapon group.
- Taclashes and Monowhips are considered part of the flails weapon group.
- Battlegloves, pulse gauntlets, bone cesti, electrovore gloves, and injection gloves are considered part of the close weapon group.

WEAPON PROFICIENCIES

For the purpose of converting different weapon types to PF, it is advised that the following system be used:

- Small arms and basic melee weapons should be considered simple weapons.
- Longarms and advanced melee weapons should be considered martial weapons, but any character which would be considered proficient with firearms is proficient with longarms).
- Heavy Weapons are considered exotic weapons, but a character can gain proficiency with all of them by taking the feat Exotic Weapon Proficiency (Heavy Weaponry).
- Sniper Weapons are considered exotic weapons, but a character can gain proficiency with all of them by taking the feat Exotic Weapon Proficiency (Sniper Weapons).
- Grenades are considered martial weapons.

WEAPON PROPERTIES

Weapons with the Operative property are considered to be light weapons for all purposes.

For rules regarding Automatic Weaponry, the same principle applies in Backwards Conversion as in Forwards Conversion. When making a full attack with an Automatic weapon in PF, one can choose to simply make iterative attacks with the weapon as if it didn't have the Automatic property or to make attacks as per the SF Automatic weapon property at a -4 penalty.

WEAPON FUSIONS AND ENHANCEMENTS

Weapon Fusions use the pricing of weapon enhancements and are considered to be weapon enhancements for all purposes (for example, a +1 Trailblazer Fangblade would cost the same amount as a +2 Fangblade). All weapon fusions of 8th level or below cost the same amount to add to a weapon as an enhancement ability worth +1, while those of 9th level or higher cost the same amount as an enhancement ability worth +2. If a PF enhancement and a SF weapon fusion share the same name, it is possible for a weapon to have both (for example, a weapon could have both the flaming weapon enhancement and the flaming weapon fusion).

It is advised that the +1 enhancement bonus requirement of weapon enhancements be removed if weapon fusions are being used. For example, someone could create a venomous ominous mighty cleaving doshko for the same price they could create a +3 doshko.

WEAPONS AND ARMOR OF ALTERNATE SIZES

All of the weapons in the SF books are built for medium-sized characters, and to keep in line with PF rules it is advised that their damage be altered if they are constructed to be other than medium size.

When the damage dealt by a creature's weapons or natural attacks changes due to a change in its size (or the size of its weapon), use the following rules to determine the new damage.

If the size increases by one step, look up the original damage on the chart and increase the damage by two steps. If the initial size is Small or lower (or is treated as Small or lower) or the initial damage is 1d6 or less, instead increase the damage by one step.

If the size decreases by one step, look up the original damage on the chart and decrease the damage by two steps. If the initial size is Medium or lower (or is treated as Medium or lower) or the initial damage is 1d8 or less, instead decrease the damage by one step.

If the exact number of original dice is not found on this chart, apply the following before adjusting the damage dice. If the damage is a number of d6, find the next lowest number of d6 on the chart and use that number of d8 as the original damage value (for example, 10d6 would instead be treated as 8d8). If the damage is a number of d8, find the next highest number of d8 on the chart and use that number of d6 as the original damage value (for example, 5d8 would instead be treated as 6d6). Once you have the new damage value, adjust by the number of steps noted above.

If the die type is not referenced on this chart, apply the following rules before adjusting the damage dice. 2d4 counts as 1d8 on the chart, 3d4 counts as 2d6 on the chart, and so on for higher numbers of d4. 1d12 counts as 2d6 on the chart, and so on for higher numbers of d12.

Finally, multiple d10s increases to twice as many d8s (for example, 2d10 to 4d8 and 3d10 to 6d8) and decreases to an equal number of d8s (for example, 2d10 to 2d8 and 4d10 to 4d8), regardless of the initial size.

If a specific weapon's damage dice do not easily correspond with the values on the table, take the weapon's average damage and select the damage dice value whose average damage value is closest (round down in the case of ties). For example, a medium-sized Liquidator Disintegrator Cannon has a base damage dice of 1d20 (average 10.5), so a

Table 7: Damage Dice Progression Chart

Damage Dice	Average Damage
1	1
1d2	1.5
1d3	2
1d4	2.5
1d6	3.5
1d8	4.5
1d10	5.5
2d6	7
2d8	9
3d6	10.5
3d8	13.5
4d6	14
4d8	18
6d6	21
6d8	27
8d6	28
8d8	36
12d6	42
12d8	54
16d6	56
16d8	72
+4d6	+14
+4d8	+18

large-sized disintegrator cannon would have base damage dice of 4d6 (two steps higher than 3d6, which also has damage dice of 10.5) and a small-sized Liquidator Disintegrator Cannon would have base damage dice of 2d6 (two steps lower than 3d6).

The cost of SF weapons or armor should not be altered based on size, as larger equipment is easier to manufacture given less concentrated components and smaller weapons requiring more condensed mechanism but less material overall.

MAGIC ITEM RESTRICTIONS

If using SF content in PF, it falls to the GM to decide if SF's magic item restriction should be imposed upon PF characters. For balance purposes, the following resolution is suggested:

If a character is wearing SF armor, then they are restricted as a SF character would be in terms of

magic items but can have this limit circumvented by the alternate rule regarding Magic Item Restrictions from the Forwards Conversion Rules. If a character is not wearing SF Armor, there is no limit to the number of magic items they can utilize at the same time.

EQUIPMENT COSTS AND LEVELS

SF's player wealth scales at a different rate than PF's, so the prices of SF equipment should be adjusted based on the equipment's effective level if they are being used in PF.

- Equipment of 7th level or lower should have its price doubled
- Equipment of 8th, 9th, or 10th level should have its price be the same.
- Equipment of 11th, 12th, 13th, 14th, or 15th level should have its price halved
- Equipment of 16th level or higher should have its price reduced to ¼ of the listed price.

To control the progression of players buying powerful weapons and armor, PF characters should generally not be able to purchase items whose level exceeds their own. This also circumvents the issue of certain pieces of armor being more expensive than stronger (but more high-level) alternatives.

CRAFTING

When crafting a piece of SF equipment, characters will use a variety of skills and feats depending on the nature of the item.

- Weapons and Armor require a Military Lab and use the Craft Technological Arms and Armor feat. They are created with an Engineering check.
- Weapons Fusions use the Craft Magical Arms and Armor feat. They are created with a Mysticism check
- Armor Upgrades use the Craft Wondrous Item or Craft Technological feat, depending on whether the item is magical or not. They are created with an Engineering check if they are nonmagical or a Mysticism check if they are magical
- Computers use the Craft Technological Item feat. They are created with a Computers or Engineering check.
- Technological Items use the Craft Technological Item feat. They are created with an Engineering check
- Magic Items use the Craft Wondrous Item feat. They are created with a Mysticism check

- Hybrid Items use both the Craft Technological Item and Craft Wondrous Item feats, requiring both to gain the benefits of having the necessary item creation feats. They are created with either an Engineering or Mysticism check

- Augmentations use the Craft Cybernetics feat. They are created with an Engineering or Medicine check

- Vehicles use the Craft Technological Item feat. They are created with an Engineering check

- Drugs, Medicinals, and Poisons use the Craft Pharmaceutical feat. They are created with a Life Science or Physical Science check

- Food and Drink Items are created with a Life Science check

- Generic items of other, unlisted types can be crafted with GM discretion using either Engineering, Life Science, or Phyiscal Science to make the check, and do use specific item creation feats.

The DC to craft a SF item is 15 + the item's level.

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SF MONSTERS IN PF

A good number of monsters in SF already exist in PF in some form or another (shobhad[B4], zombies, chromatic dragons, and witchwyrds[B2] being among the more notable). In the cases of these monsters, using the existing stats is recommended, perhaps with slight adjustments in the event that the SF version possess abilities the original did not.

SF MONSTERS IN PF

As SF monsters are simplified in their statistics, converting them backwards is a much more difficult affair. Hence, if a GM wishes to apply class levels or certain complex templates to a SF monster, such a creature should be rebuilt from scratch using the rules for Monster Creation listed in the *PF Bestiary*.

For a GM who wishes to use a SF monster in a PF game without altering it, simply add the following additions to the creature's existing statblock:

- CMB equal to the monster's high attack bonus.
- CMD equal to the monster's high attack bonus + it's CR.
- Concentration bonus on casting spells equal to the monster's CR+the highest of their intelligence, wisdom, and charisma modifiers.
- An effective number of Hit Dice equal to the monster's CR for the purpose of effects based on HD (such as *color spray* or *animate dead*).
- An AC equal to the higher of the monster's EAC and KAC, a flat-footed AC equal to 9+the creature's fortitude saving throw modifier, and touch AC equal to the creature's 9+the creature's reflex saving throw modifier. How these bonuses are distributed among different bonus types is up to the GM and should be determined on a monster-by-monster basis.

MONSTERS AND ARMOR PENETRATION

If players are using SF armor and weapons while employing the Armor Penetration rules, this will result in many creatures whose defenses are based on Natural Armor being easily hit by higher-level weapons. Here are several suggested ways to deal with this issue.

1. No Change The first solution is to simply not change anything, giving high-level weaponry

ENCOUNTER ALTERATION

In a game where Pathfinder characters have access to SF equipment, it is possible for them to easily increase their AC and damage to incredible levels (although such feats were not difficult in PF, either). As such, GMs with less experience designing encounters may struggle to keep pace with players who employ SF gear in combat. Below is some advice for giving characters with high AC and damage output more of a challenge:

-**More Numerous Enemies** More creatures on the field means that killing individual creatures will have less of an impact on the fight, which in turn diminishes the value of high single-target damage. Use of weaker monsters to obstruct attacks against stronger monsters also increases the survivability of heavy hitters

-**Negative Status Conditions** Characters using more powerful armor and weapons will be no less vulnerable to many effects which target their saving throws and CMD, meaning that spells such as Confusion, Slow, or Black Tentacles can still do a great deal to hamper them. What's more, many of these conditions will also inhibit the ability of player characters to fight back or defend against attacks, allowing monsters to get hits in more easily.

-**High Initiative** If monsters are dying before they can act, make sure that they are able to act before the players. Invest in initiative so that your creatures can unleash their most dangerous abilities

-**Utilize the Environment** Cover, traps, lighting, terrain, weather, and unusual architecture are all things that a GM can use to the monster's advantage, allowing them to obstruct attacks and movement. The players will have a harder time if they are dealing with monsters in an entrenched position.

a distinct advantage against creatures which rely on natural armor to protect themselves.

2. Increased Natural Armor To compensate for the phenomenally improved accuracy of weapons, any creature which does not possess class levels and which is not wearing armor should increase this natural armor bonus by an amount equal to half the creature's CR (minimum 0). This increase to AC (which scales in a similar way to the increased AC of characters using SF Armor) enables an armored monster to deflect attacks and forces

firearms, it may become necessary for them to hit monsters many more times in order to bring them down. To reflect how thicker hide might be indicative of a more durable biology, creatures without class levels and armor should gain additional hit points equal to their natural armor bonus x their CR.

NEW OPTIONS

The following are new options for characters playing in a PF game that utilizes SF content. Note that not all of these abilities may be acceptably balanced for SF given the different standards for each game. Many of the archetypes which follow use maneuvers and stances based in the Path of War rules; for such classes, all use the following table to determine the number of maneuvers and stances available to them.

Table 8: Archetype Maneuver Progression

Level	Known	Readied	Stances	Max Level
1	3	3	1	1
2	4	3	1	1
3	5	3	1	1
4	5	4	2	2
5	6	4	2	2
6	6	4	2	2
7	7	4	2	3
8	7	4	2	3
9	8	4	2	4
10	8	5	3	4
11	9	5	3	5
12	9	5	3	5
13	10	5	3	6
14	10	5	3	6
15	11	6	4	6
16	11	6	4	6
17	12	6	4	6
18	12	6	4	6
19	13	6	4	6
20	13	7	4	6

players to still account for accuracy even when they possess powerful armor-piercing armaments. The disadvantage of this solution is that it disadvantages characters who rely on low-level or low-AP weapons, incentivizing them to invest more in accuracy than those who obtain weapons with greater penetrating capacity.

3. Bulletproof Hide As an alternative to increasing AC, one might also say that natural armor has adapted to defend against more sophisticated armaments, and as a result ignores any armor penetration that weapons possess. This, however, has the opposite effect to the previous rule change, potentially discouraging players from spending large amounts of gold on high-end weaponry.

4. Increased Health Although players will be hitting a lot more with their armor-piercing

ARCHETYPES

ACE GREASER (MECHANIC ARCHETYPE)

A unique brand of mechanics, Ace Greasers focus themselves on optimizing the abilities of vehicles and honing their abilities behind the wheel. Forgoing typical measures of stealth, an Ace Greaser will employ their vehicle as their primary weapon, running foes down with several tons of screaming metal at their command.

Companion Vehicle (Ex)

The ace greaser gains a companion vehicleATE, treating his class level as his pilot level. This replaces artificial intelligence.

Skilled at the Wheel (Ex)

At 1st level, the ace greaser gains a +1 insight bonus to engineering and piloting checks. At 5th level, every 4 levels thereafter, and 20th level, this bonus increases by 1.

Starting at 3rd level, any vehicle the ace greaser is driving has its speed increased by 10 feet and its acceleration increased by 5 feet. If piloting a starship, the starship's maneuverability is treated as one step better and its speed increases by 1 hex.

At 9th level, If the ace greaser becomes staggered, dying, sickened, nauseated, stunned, dazed, disabled, fatigued, exhausted, or paralyzed while piloting a vehicle, he can attempt a DC 15 Fortitude save each round to remain in control of his vehicle and maneuver it as if he was uninhibited, though he may take no other actions.

At 19th level, the ace greaser gains an additional standard or move action each round, but such actions can only be used to pilot a vehicle or fire a weapon mounted on a vehicle.

This ability replaces bypass, overload, override, and ghost in the machine.

Greaser Tricks (Ex)

An ace greaser can select helmsman overcharges in place of mechanic tricks, using their ace greaser level in place of their helmsman level. For every point of essence burn a helmsman would take for using an overcharge, an ace greaser instead spends one point of resolve. This ability alters mechanic tricks.

Tricked-Out (Ex)

At 7th, 11th, 14th, and 17th level, the ace greaser's companion vehicle gains one additional Mech Enhancement. This ability replaces coordinated assault and control net.

ELIMINATOR (OPERATIVE ARCHETYPE)

All operatives are versatile and skilled combatants who excel at making the most of any situation with a wide array of tools. Among the most dangerous of these individuals, however, are the operatives who don the mantle of eliminator, studying martial arts and strategy to master the art of murder.

Maneuvers

An eliminator begins their career with knowledge of three martial maneuvers. The disciplines available to them are Steel Serpent[PoW], Tempest Gale, and Thrashing Dragon[PoW].

Once the eliminator knows a maneuver, they must ready it before they can use it (see Maneuvers Readied, below). A maneuver usable by eliminators is considered an extraordinary ability unless otherwise noted in it or its discipline's description. An eliminator's maneuvers are not affected by spell resistance, and she does not provoke attacks of opportunity when they initiate one.

The eliminator learns additional maneuvers at higher levels, as indicated on **Table 8: Archetype Maneuver Progression**. The maximum level of maneuvers gained through eliminator levels is limited by those listed in that table as well, although this restriction does not apply to

maneuvers known at 1st level, and as they advance in level and learns more maneuvers, they are able to ready more, but must choose which maneuvers to ready. An eliminator must always ready their maximum number of maneuvers readied. They ready their maneuvers by meditating or performing martial katas for ten minutes. The maneuvers they choose remain readied until they decides to meditate again and change them. The eliminator does not need to sleep or rest for any long period of time in order to ready their maneuvers; any time they spends ten minutes meditating, they can change their readied maneuvers.

An eliminator begins an encounter with all their readied maneuvers unexpended, regardless of how many times they might have already used them since they chose them. When they initiate a maneuver, they expend it for the current encounter, so each of their readied maneuvers can be used once per encounter (unless they recover them, as described below).

In order for the eliminator to recover maneuvers, they must single out a target for elimination. The eliminator recovers one maneuver whenever they claim a creature and recovers a number of maneuvers equal to their initiation modifier (minimum 2) whenever they reduce a claimed creature to 0 hit points. Alternately, the eliminator may take a moment to study their surroundings, recovering a single maneuver as a standard action.

maneuvers added to his maneuvers known through other methods, such as prestige classes or the Advanced Study feat. An eliminator must meet a maneuver's prerequisite to learn it. See the Systems and Use chapter in Path of War for more details on how maneuvers are used.

Upon reaching 4th level, and at every even numbered initiator level thereafter (6th, 8th, 10th, and so on), the eliminator can choose to learn a new maneuver in place of one they already know. In effect, they lose the old maneuver in exchange for the new one. They can choose a new maneuver of any level they like, as long as they observes the restriction on the highest-level maneuvers they know; the eliminator need not replace the old maneuver with a maneuver of the same level. They can swap only a single maneuver at any given level. An eliminator's initiation modifier is Intelligence, and each eliminator level is counted as a full initiator level.

Maneuvers Readied

An eliminator can ready all three of their

Stances

An eliminator begins play with knowledge of one stance from any discipline open to eliminators. At 4th, 7th, 11th, and 13th levels, they can select an additional stance to learn. The maximum level of stances gained through eliminator levels is limited by those listed in **Table 8: Archetype Maneuver Progression**. Unlike maneuvers, stances are not expended and the eliminator does not have to ready them. All the stances they know are available to them at all times, and they can change the stance they are currently maintaining as a swift action. A stance is an extraordinary ability unless otherwise stated in the stance or discipline description.

Unlike with maneuvers, an eliminator cannot learn a new stance at higher levels in place of one they already know.

This ability replaces the operative exploits gained at 4th, 8th, 12th, 16th and 20th levels. This ability does not cause the eliminator archetype to be incompatible with other archetypes that alter the operative exploits class feature, so long as it still has an exploit at each of these levels to give up.

Designated Target (Ex)

The eliminator's combat styles revolves around picking out targets and dealing with them individually. As a swift action, the eliminator may Claim an opponent that they can see (including with special senses such as blindsense or tremorsense) within close range (25 feet + 5 feet per 2 eliminator levels) for a number of rounds equal to 1/2 their class level (minimum 1 round). An eliminator can have a maximum number of creatures Claimed equal to their eliminator initiation modifier (minimum 1) and may not Claim a creature they have already Claimed until or unless the Claim expires. When making a trick attack against a claimed creature, the eliminator automatically succeeds on the skill check needed to make a trick attack.

Martial Trick (Ex)

When an eliminator performs a trick attack with a martial strike, she can use the strike's associated skill for the trick attack. For example, when performing a trick attack with a scarlet throne maneuver, she may use sense motive in place of bluff, intimidate, or stealth.

At 11th level, when an eliminator makes an attack roll, she can spend a resolve point to reroll the attack roll and take the higher result between the two. This ability can only be done before revealing whether or not the attack is a hit.

This ability replaces Operative Specialization.

Extermination (Su)

At 20th level, you ensure that no opponent you slay ever gets back up. Whenever you reduce a claimed creature to 0 hit points with nonlethal damage, you deal ability damage to one of the target's ability scores so that it is instantly reduced to 0. If you kill a creature, then that creature cannot be resurrected by any means short of a Wish or Miracle.

This ability replaces Supreme Operative.

LEGATUS (ENVOY ARCHETYPE)

The role of the envoy is rarely that of the combatant. Rather, it is that of the supporter and commander, the knowledgeable entity which uses tact to optimize the utility of its allies. A Legatus merges these roles, displaying a great deal of martial understanding while also employing these abilities to increase the capabilities of their allies.

Maneuvers

A legatus begins her career with knowledge of three martial maneuvers. The disciplines available to her are Golden Lion[PoW], Scarlet Throne[PoW], and Tempest Gale[PoWE].

Once the legatus knows a maneuver, she must ready it before she can use it (see Maneuvers Readied, below). A maneuver usable by legatus is considered an extraordinary ability unless otherwise noted in it or its discipline's description. A legatus' maneuvers are not affected by spell resistance, and she does not provoke attacks of opportunity when she initiates one.

The legatus learns additional maneuvers at higher levels, as indicated on **Table 8: Archetype Maneuver Progression**. The maximum level of maneuvers gained through legatus levels is limited by those listed in that table as well, although this restriction does not apply to maneuvers added to his maneuvers known through other methods, such as prestige classes or the Advanced Study feat. A legatus must meet a maneuver's prerequisite to learn it. See the Systems and Use chapter in *Path of War* for more details on how maneuvers are used.

Upon reaching 4th level, and at every even numbered initiator level thereafter (6th, 8th, 10th, and so on), the legatus can choose to learn a new maneuver in place of one she already knows. In effect, she loses the old maneuver in exchange for the new one. She can choose a new maneuver of any level she likes, as long as she observes the restriction on the highest- level maneuvers she knows; the legatus need not replace the old maneuver with a maneuver of the same level. She can swap only a single maneuver at any given level. A legatus' initiation modifier is Charisma, and each legatus level is counted as a full initiator level.

Maneuvers Readied

A legatus can ready all three of her maneuvers known at 1st level, and as she advances in level and learns more maneuvers, she is able to ready more, but must still choose which maneuvers to ready. A legatus must always ready her maximum number of maneuvers readied. She readies her maneuvers by meditating or performing martial katas for ten minutes. The maneuvers she chooses remain readied until she decides to meditate again and change them. The legatus does not need to sleep or rest for any long period of time in order to ready her maneuvers; any time she spends ten minutes in meditating, she can change her readied maneuvers.

A legatus begins an encounter with all her readied maneuvers unexpended, regardless of how many times she might have already used them since she chose them. When she initiates a maneuver, she expends it for the current encounter, so each of her readied maneuvers can be used once per encounter (unless she recovers them, as described below).

A legatus regains a single maneuver whenever she designates an ally as a comitatus and regains a number of maneuvers equal to her initiation modifier (minimum 0) whenever a comitatus reduces an enemy to 0 hit points or fewer. Alternately, the legatus may take in the scene around her, recovering a single maneuver as a standard action.

Stances

A legatus begins play with knowledge of one stance from any discipline open to legati. At 4th, 7th, 11th, and 13th levels, she can select an additional stance to learn. The maximum level of stances gained through legatus levels is limited by those listed in

Table 8: Archetype Maneuver Progression. Unlike maneuvers, stances are not expended and the legatus does not have to ready them. All the stances she knows are available to her at all times, and she can change the stance she is currently maintaining as a swift action. A stance is an extraordinary ability unless otherwise stated in the stance or discipline description.

Unlike with maneuvers, a legatus cannot learn a new stance at higher levels in place of one she already knows.

This ability replaces the envoy improvisations gained at 4th, 8th, 12th, 16th and 20th levels.

Committee (Ex)

As a swift action, a legatus can open a channel of communication with an ally within close range (25 feet + 5 feet/2 levels) which enables the legatus to easily relay information to them. Any ally targeted by this ability is considered a comitatus, and the legatus can have a number of comitati at any given time equal to her initiation modifier (minimum 1). An comitatus which becomes unable to communicate with the Envoy is no longer considered a comitatus. A legatus is always treated as their own comitati and does not count towards the limit of comitati she can have.

Delegation (Ex)

Whenever the legatus initiates a maneuver, she may have one of her willing comitati perform the maneuver in place of her as a free action. The legatus still expends the maneuver and is treated as having used up the initiation action, but the comitatus carries out the effects of the maneuver. For example, the legatus could spend a swift action to perform a boost that would affect herself but could instead use this ability to have it affect one of her comitati. Similarly, the Legatus could use this ability in conjunction with a martial strike as a standard or full-round action to have one of her comitati perform the martial strike against a target as a free action.

Dual Boost (Ex)

At 5th level, the legatus learns to use boosts more effectively, augmenting her maneuvers in multiple ways. Once per day the legatus may initiate two boost type maneuvers as part of the same swift action. She may use this an additional time per day at 9th level and every 4 levels thereafter. This ability can be used in conjunction with Delegation. This replaces the bonus to expertise granted at 5th level.

Dual Strike (Ex)

At 9th level, the legatus gains the ability to expend a use of dual boost to initiate two martial strikes as a full round action. The strikes the legatus initiates must have an initiation action of one standard action, and she must have both strikes readied. Boosts may not be applied to a dual strike due to the need to concentrate on two separate martial movements. When a dual strike is used, the action must be declared beforehand when used, both strikes are resolved separately and are expended. This ability can be used in conjunction with Delegation. This replaces the bonus to expertise granted at 9th level.

Improved Delegation (Ex)

At 13th level, whenever the legatus uses her delegation ability, she may target two comitati rather than one with the ability. In addition, all members of the legatus' committee gain the benefits of whatever stances the legatus is in. This ability replaces the increase in expertise die size at 13th level (it remains a d6 rather than becoming a d8).

Dual Counter (Ex)

At 17th level, the legatus learns how to set up multiple defensive measures simultaneously. By expending a use of Dual Boost, a legatus may initiate two counters as part of the same immediate action. This ability can be used in conjunction with Delegation. This replaces the bonus to expertise granted at 17th level.

Dual Stance (Ex)

At 20th level, the legatus' martial knowledge enables her to combine several techniques at once. she can gain the benefits of two known stances simultaneously. She must still adopt each stance individually, requiring him to expend one swift action for each stance. This ability can be used in conjunction with Improved Delegation. This replaces the bonus to expertise granted at 20th level.

ROBOT LORD (HELMSMAN ARCHETYPE)

No matter how close a captain may be to his ship, the experience cannot truly compare to that of having an intelligent entity fighting alongside them on the battlefield. Be it in the form of a cybernetic companion working in their mind or a robot companion backing them up. Those who utilize these companions are known as robot lords, commanding intelligent machines to aid them.

Artificial Intelligence (Ex)

At 1st level, the Robot Lord gains the Artificial Intelligence and Custom Rig class features of a Mechanic, using his Helmsman level in place of his Mechanic level to determine the effects of either the drone or the exocortex. If the Robot Lord also possesses levels in Mechanic, these levels stack for the purpose of either the exocortex or the drone (provided both classess have selected the same option).

If the Robot Lord chooses a Drone, the drone gains the benefits of all veils and chakra binds the Robot Lord is using, and the Robot Lord can apply the Hypercharge, Turboboost, and Akashic Armaments class features to the Drone as if it were a bonded vessel. When using the Hardware Augment hypercharge, the Robot Lord selects a drone mod instead of a mech enhancement (this includes advanced mods if the Robot Lord is at least 11th level).

If the Robot Lord chooses an exocortex, he may use his Akashic Armaments, Hypercharge, and Turboboost class features on himself rather than a companion vehicle.

This ability replaces Bonded Vessel, and modifies Hypercharge, Turboboost, and Akashic Armaments.

Mechanic Tricks (Ex)

The Robot Lord can learn the following mechanic tricks in place of Hypercharges, provided that his Helmsman level equals or exceeds the minimum mechanic level to select them: Drone Meld, Extra Mod, Hyperclocking, Mod Tinkerer, Overclocking, Repair Drone, and Ultraclocking. The Robot Lord may take one point of essence burn in place of spending a resolve point.

STARKNIGHT (SOLARIAN ARCHETYPE)

Some Solarians utilize a unique array of tactics which involve internatlizing the powers of the universe rather than simply channeling them. Fusing cosmic power into their form, these entities known as Starknights become living avatars of cosmic energy who utilize these grandiose energies in a flowing combat style.

Maneuvers

A starknight begins his career with knowledge of five martial maneuvers. The disciplines available to him are Elemental Flux[PoWE], Golden Lion, Riven Hourglass[PoWE], Solar Wind, and Veiled Moon[PoW]. Once the starknight knows a maneuver, he must ready it before she can use it (see Maneuvers Readied, below). A maneuver usable by a starknight is considered an extraordinary ability unless otherwise noted in it or its discipline's description. A starknight's maneuvers are not affected by spell resistance, and he does not provoke attacks of opportunity when he initiates one.

The starknight learns additional maneuvers at higher levels, as indicated on **Table 9: Starknight Maneuvers**. The maximum level of maneuvers gained through starknight levels is limited by those listed in that table as well, although this restriction does not apply to maneuvers added to his maneuvers known through other methods, such as prestige classes or the Advanced Study feat. He must meet a maneuver's prerequisite to learn it.

Upon reaching 4th level, and at every even numbered initiator level thereafter (6th, 8th, 10th, and so on), the starknight can choose to learn a new maneuver in place of one he already knows. In effect, he loses the old maneuver in exchange for the new one. He can choose a new maneuver of any level he likes, as long as he observes the restriction on the highest-level maneuvers she knows; the starknight need not replace the old maneuver with a maneuver of the same level. He can swap only a single maneuver at any given level. A starknight's primary initiator attribute is Charisma.

Maneuvers Readied

A starknight can ready three of his five maneuvers known at 1st level, and as he advances in level and learns more maneuvers, he is able to ready more, but must still choose which maneuvers to ready. A starknight must always ready his maximum number of maneuvers readied. He readies his maneuvers by meditating for ten minutes. The maneuvers he chooses remain readied until he decides to meditate again and change them. The starknightdoes not need to sleep or rest for any long period of time in order to ready his maneuvers; any time he spends ten minutes in meditation, he can change his readied maneuvers.

A starknight begins an encounter with all his readied maneuvers unexpended, regardless of how many times he might have already used them since she chose them. When he initiates a maneuver, he expends it for the current encounter, so each of his readied maneuvers can be used once per encounter (unless he recovers them, as described below).

As they tap the power of the universe rather than their own abilities, Starknights do not have full control over their readied maneuvers; when a starknight readies his maneuvers, he selects one of his readied maneuvers to be immediately granted to him for use at any time (when this maneuver is used outside of combat, they recover on their own in the following round), with the rest of his initially randomized maneuvers waiting to be granted in combat. The remainder of his readied maneuvers are withheld and currently inaccessible until combat begins. If he is able to act in a surprise round when combat begins, he is granted his maneuvers then as normal, but if he is caught unaware, he must wait until his initiative before his maneuvers are granted (beyond the initial one). At the end of each of his combat turns, one previously withheld maneuver (randomly determined) is granted to him, and thus becomes accessible for his next turn and subsequent turns. He can freely choose to initiate any maneuver that is currently granted when his turn begins, but he cannot initiate a withheld maneuver. If the starknight chooses not to employ a maneuver in a given round, his currently granted maneuvers remain available, and a previously withheld maneuver is granted, as described above. In other words, it doesn't matter if he uses his maneuvers or not—at the end of each of his turns, one withheld maneuver from his selection of readied maneuvers is granted to him. Over the course of a few rounds, all the starknight's maneuvers will eventually be granted.

Starknights receive readied maneuvers based upon their attunement. A starknight attuned to photons can be granted maneuvers from the Golden Lion, and Solar Wind disciplines (or any disciplines that replace them). A starknight attuned to gravitons can only be granted maneuvers from the Riven Hourglass, and Veiled Moon Disciplines. Elemental Flux maneuvers can be granted in either attunement

A starknight can change the readied maneuver he has chosen to be immediately granted for use at any time by spending one minute meditating.

If, at the end of the starknight's turn, he cannot be granted a maneuver because he has no withheld maneuvers remaining, he recovers all expended maneuvers, and a new group of readied maneuvers is granted to him, replacing his previously granted maneuvers if any remain unspent. He selects one of his choice (and gains the remainder of granted maneuvers as randomized selections, see below). At the end of his next turn, a withheld maneuver is granted to the starknight, and the process of gathering power begins again.

At 4th level and again at 8th, 12th, 16th, and 20th levels, the number of maneuvers granted to the starknight at the beginning of an encounter and when he recovers his maneuvers increases by one. Unlike the starknight's initial granted maneuver, these additional maneuvers are randomly determined (for example, at the beginning of an encounter, an 8th level nexus commander would choose one maneuver to have access to, then randomly be granted two more).

This replaces the stellar revelations gained at 4th, 8th, 12th, 16th, and 20th levels.

Stances

Starknights begin play with knowledge of one stance from any discipline open to them. At 4th, 7th, 11th, and 13th levels, the starknight selects an additional new stance. Unlike maneuvers, stances are not expended and he does not have to ready them. All the stances he knows are available to him at all times, and he can change the stance he is currently using as a swift action. A stance is an extraordinary ability unless otherwise stated in the stance description. Unlike with maneuvers, the starknight cannot learn a new stance at higher levels in place of one he already knows.

Animus (Su)

The powers of the cosmos infuse the starnight with an erratic energy known as animus. The Starknight gains the animus class feature of a mysticPoWE of his starknight level, using his starknight initiator level in place of a mystic initiator level.

A starknight does not gain stellar attunement normally. Rather, he must spend animus to attune himself. As a free action, the starknight may spend any number of points of animus to gain points of attunement in either photon or graviton mode equal to the number of points of animus spent. If he becomes attuned in one mode, he loses any attunement in his other mode.

This ability modifies Stellar Mode

Stellar Restructure (Su)

As a full-round action, a starknigh may spend a point of animus to grant himself all his remaining withheld maneuvers, then immediately expend them all at once. As there are no remaining maneuvers to be granted, a new set of maneuvers is granted to the starknight at the end of his turn, as normal. When he does this, a starknight may become either full photon-attuned, fully graviton-attuned, or unattuned.

Dualistic Strike (Su)

At 7th level, a starknight learns how to combine their martial and cosmic abilities into a single fighting style. As a full-round action, the starknight can initiate a martial strike and use a single stellar revelation of their choice as part of the same action. You may choose which ability takes effect first.

This ability replaces Flashing Strikes.

Table 9: Starknight Maneuvers

Level	Known	Readied	Stances	Max Level
1	5	3 (1)	1	1
2	6	3 (1)	1	1
3	6	3 (1)	1	1
4	7	4 (2)	2	2
5	8	4 (2)	2	2
6	9	4 (2)	2	2
7	9	5 (2)	2	3
8	10	5 (3)	2	3
9	11	5 (3)	2	4
10	12	6 (3)	3	4
11	12	6 (3)	3	5
12	13	6 (4)	3	5
13	14	7 (4)	3	6
14	14	7 (4)	3	6
15	15	7 (4)	4	6
16	15	8 (5)	4	6
17	16	8 (5)	4	6
18	16	8 (5)	4	6
19	17	9 (5)	4	6
20	17	9 (6)	4	6

UPLINK WARRIOR (MECHANIC ARCHETYPE)

For most, martial study is exhaustive, with individuals enduring intense training to learn of the sophisticated mechanics of combat. In the wake of ever-developing technology, however, there have some who have figured out a way to shortcut this process. By tapping into immense databases of martial lore, uplink warriors draw upon whatever combat skill is needed for the situation.

Maneuvers

The uplink warrior chooses any three disciplines to be available to her at first level. Any maneuvers she learns from the combat uplink class feature must be from one of these three disciplines. The uplink warrior treats all maneuvers of these disciplines that she is capable of initiating as maneuvers known.

Once the uplink warrior knows a maneuver, she must ready it before she can use it (see Maneuvers Readied, below). A maneuver usable by uplink warriors is considered an extraordinary ability unless otherwise noted in it or its discipline's description. An uplink warrior's maneuvers are not affected by spell resistance, and she does not provoke attacks of opportunity when she initiates one.

The maximum level of maneuvers learned through uplink warrior levels is limited by those listed in that table as well, although this restriction does not apply to maneuvers added to her maneuvers known through other methods, such as prestige classes or the Advanced Study feat. An uplink warrior must meet a maneuver's prerequisite to learn it.

An uplink warrior's initiation modifier is intelligence, and her initiator level is equal to her uplink warrior level.

Maneuvers Readied

An uplink warrior can ready three maneuvers from her chosen disciplines at 1st level, and as she advances in level and learns more maneuvers, she is able to ready more, but must still choose which maneuvers to ready. The number of maneuvers she may ready at any given time is given on **Table 8: Archetype Maneuver Progression**. An uplink warrior must always ready her maximum number

Stances

An uplink warrior begins play with knowledge of one stance from any discipline open to her. At 4th, 7th, 11th, and 13th levels, she can select an additional stance to learn. The maximum level of stances gained through uplink warrior levels is limited by those listed in **Table 8: Archetype Maneuver Progression**. Unlike maneuvers, stances are not expended and the uplink warrior does not have to ready them. All the stances she knows are available to her at all times, and she can change the stance she is currently maintaining as a swift action. A stance is an extraordinary ability unless otherwise stated in the stance or discipline description.

Unlike with maneuvers, an uplink warrior cannot learn a new stance at higher levels in place of one she already knows.

of maneuvers readied. She readies her maneuvers by searching through information on her maneuvers using her uplink for ten minutes. The maneuvers she chooses remain readied until she decides to change them. The uplink warrior does not need to sleep or rest for any long period of time in order to ready her maneuvers; any time she spends ten minutes in meditating, she can change her readied maneuvers.

An uplink warrior begins an encounter with all her readied maneuvers unexpended, regardless of how many times she might have already used them since she chose them. When she initiates a maneuver, she expends it for the current encounter, so each of her readied maneuvers can be used once per encounter (unless she recovers them, as described below).

In order for the uplink warrior to recover maneuvers, she must use her combat uplink to take in information from her surroundings and process a new strategy as a full-round action. When she does, she regains a number of expended maneuvers equal to her initiation modifier (minimum 2) and may exchange one maneuver readied with any other maneuver that she is capable of learning on top of changing any feats gained from martial flexibility to other feats which could be selected. Alternately, the uplink warrior may take a moment to reposition, recovering a single maneuver as a standard action.

This ability replaces the mechanic tricks gained at 4th, 8th, 12th, 16th and 20th levels.

Combat Uplink (Ex)

An Uplink Warrior must select an exocortex for her artificial intelligence class feature. This is her combat uplink and provides her with the means to install her maneuvers into her mind. If her combat uplink would not function (such as in an antitech field), she cannot use her martial flexibility class feature, exchange maneuvers when she recovers them, or ready new maneuvers. This does not stop the uplink warrior from regaining or initiating currently readied maneuvers or benefitting from feats already gained from martial flexibility.

An uplink warrior can take a move action to gain the benefit of a combat feat she doesn't possess. This effect lasts for 1 minute. The uplink warrior must meet all the feat's prerequisites. She may use this ability a number of times per day equal to 3 + 1/2 her uplink warrior level (minimum 1).

The uplink warrior can use this ability again before the duration expires in order to replace the previous combat feat with another choice.

If a combat feat has a daily use limitation (such as Stunning Fist), any uses of that combat feat while using this ability count toward that feat's daily limit.

At 5th level, an uplink warrior can use this ability to gain the benefit of two combat feats at the same time. She may select one feat as a swift action or two feats as a move action. She may use one of these feats to meet a prerequisite of the second feat; doing so means that she cannot replace a feat currently fulfilling another's prerequisite without also replacing those feats that require it. Each individual feat selected counts toward her daily uses of this ability.

At 10th level, an uplink warrior can use this ability to gain the benefit of three combat feats at the same time. She may select one feat as a free action, two feats as a swift action, or three feats as a move action. She may use one of the feats to meet a prerequisite of the second and third feats, and use the second feat to meet a prerequisite of the third feat. Each individual feat selected counts toward her daily uses of this ability.

At 15th level, an uplink warrior can use this ability to gain the benefit of one combat feat as an immediate action or three combat feats as a swift action. Each individual feat selected counts toward her daily uses of this ability.

At 20th level, an uplink warrior can use this ability to gain the benefit of any number of combat feats as a swift action. Each feat selected counts toward her daily uses of this ability.

This ability replaces the Combat Tracking, Wireless Hack, Twin Tracking, Quad Tracking, and Multitasking abilities of the Exocortex.

Unrestricted Info (Ex)

At 20th level, the uplink warrior gains the ability to enter a state where advanced analytics constantly feed her information. By spending one resolve point as a free action, the uplink warrior gains the ability to treat all maneuvers from her chosen discipline as readied maneuvers for a number of rounds equal to her initiation modifier. Each maneuver is only readied once but can be recovered as normal so long as the uplink warrior remains in this state.

This ability replaces Tech Master.

ZENITH MARINE (SOLDIER ARCHETYPE)

As the art of war evolves ever-further, so too must its practitioners. Eventually, even the most basic soldier must display superhuman might if they are to survive on the battlefield. Representing this fact more than any other beings are the zenith marines, combatants whose skill-at-arms has evolved to match their inhuman arsenal and whose physical prowess are rivaled by none.

Maneuvers

A zenith marine begins his career with knowledge of three martial maneuvers. When he takes his first zenith marine level, he selects any four disciplines to gain access to for zenith marine maneuvers. If one of his selected disciplines' associated skills is not on his class skill list, he gains it as a class skill.

Once the zenith marine knows a maneuver, he must ready it before he can use it (see Maneuvers Readied, below). A maneuver usable by zenith marines is considered an extraordinary ability unless otherwise noted in it or its discipline's description. A zenith marine's maneuvers are not affected by spell resistance, and he does not provoke attacks of opportunity when he initiates one.

The zenith marine learns additional maneuvers at higher levels, as indicated on **Table 8: Archetype Maneuver Progression**. The maximum level of maneuvers gained through zenith marine levels is limited by those listed in that table as well, although this restriction does not apply to maneuvers added to his maneuvers known through other methods, such as prestige classes or the Advanced Study feat. A zenith marine must meet a maneuver's prerequisite to learn it.

Upon reaching 4th level, and at every even numbered initiator level thereafter (6th, 8th, 10th, and so on), the zenith marine can choose to learn a new maneuver in place of one he already knows. In effect, he loses the old maneuver in exchange for the new one. He can choose a new maneuver of any level he likes, as long as he observes the restriction on the highest-level maneuvers he knows; the zenith marine need not replace the old maneuver with a maneuver of the same level. He can swap only a single maneuver at any given level. A zenith marine's initiation modifier is Intelligence, and each zenith marine level is counted as a full initiator level.

Maneuvers Readied

A zenith marine can ready all three of his maneuvers known at 1st level, and as he advances in level and learns more maneuvers, he is able to ready more, but must still choose which maneuvers to ready. A zenith marine must always ready his maximum number of maneuvers readied. He readies his maneuvers by performing weapon drills for ten minutes. The maneuvers he chooses remain readied until he decides to practice again and change them. The zenith marine does not need to sleep or rest for any long period of time in order to ready his maneuvers; any time he spends ten minutes practicing, he can change his readied maneuvers.

A zenith marine begins an encounter with all his readied maneuvers unexpended, regardless of how many times he might have already used them since he chose them. When he initiates a maneuver, he expends it for the current encounter, so each of his readied maneuvers can be used once per encounter (unless he recovers them, as described below).

In order for the zenith marine to recover maneuvers, he must take a moment to purify his mind and body of fault, tapping into his training to bypass adverse effects. This is a full round action and causes the zenith marine to regain a number of expended maneuvers equal to his initiation modifier (minimum 2). In addition, the zenith marine may make new saving throws to end any ongoing conditions affecting him, using the effect's original DC and gaining a bonus to the saving throw equal to his initiation modifier. If the save is successful, the ongoing effect upon the zenith marine immediately ends.

Stances

A zenith marine begins his career with knowledge of one stance from any discipline open to zenith marines. At 4th, 7th, 11th, and 13th levels, he can select an additional stance to learn. The maximum level of stances gained through zenith marine levels is limited by those listed in **Table 8: Archetype Maneuver Progression**. Unlike maneuvers, stances are not expended and the zenith marine does not have to ready them. All the stances he knows are available to his at all times, and he can change the stance he is currently maintaining as a swift action. A stance is an extraordinary ability unless otherwise stated in the stance or discipline description.

Unlike with maneuvers, a zenith marine cannot learn a new stance at higher levels in place of one he already knows.

This ability replaces the bonus feats gained at 6th, 10th, 14th, and 18th levels.

Indomitable (Ex)

The zenith marine's body and mind are enhanced to shrug off most debilitating effects. At 2nd level, a zenith marine becomes immune to disease effects. At 6th level, the zenith marine becomes immune to fatigue and poison effects. At 10th level, the zenith marine becomes immune to exhaustion and paralysis effects. At 14th level, a zenith marine is immune to bleed damage and death from massive damage. At 20th level, the zenith marine becomes immune to critical hits.

This ability replaces the bonus feat gained at 2nd level as well as Kill Shot.

OTHER OPTIONS

New Solarian Stellar Revelations

Graviton Revelations are designated with [G], while Photon Revelations are designated with [S].

Kinetic Shielding [Su] [G] Your bonus to AC from Solar armor increases by an amount equal to your Charisma modifier. When you are attuned or fully attuned, you gain a bonus equal to your Charisma modifier on all saving throws.

Solar Renewal [Su] [S] You gain fast healing 1. When you are attuned or fully attuned, this increases to fast healing equal to your Charisma modifier (minimum 2).

Lethal Penetration [Su] [S] Your solar blade ignores an amount of DR, Hardness, and Energy Resistance equal to your solarian level.

New Solarian Solar Manifestation

In place of a solar weapon or solar armor, a solarian can select the following option:

Solar Guidance: Your solar mote exists inside you, guiding your actions. You may use your charisma modifier in place of either your strength modifier or dexterity modifier for all purposes.

New Technomancer Spell Hacks

Arcane Discovery: The Technomancer learns one Wizard Arcane Discovery^{UM}, using her Technomancer level in place of her Wizard level for the purpose of meeting prerequisites. The effects of any arcane discovery that she selects with this exploit apply only to arcanist spells that she casts, not to wizard spells, and she cannot select an arcane discovery in place of a feat (unless she also has wizard levels, in which case the discovery applies only to her wizard spells). This spell hack can be taken multiple times.

Exploit: The Technomancer learns one Arcanist Exploit, using her Technomancer level in place of her Arcanist level and resolve points in place of arcane pool points. The Technomancer uses her technomancer level in place of her arcanist level. This Spell Hack can be taken multiple times.

Glitch Expert (Ex): Whenever a Technomancer triggers a glitch when using a timeworn technological item^{TG}, she rolls twice and can choose which of the two glitch effects occurs. By spending 1 resolve point, a Technomancer can treat a glitched piece of equipment as not glitched for one round.

Greater Exploit. This functions as the Exploit Spell Hack, but the Technomancer can select among Greater Arcanist Exploits. The technomancer must be at least 11th level and possess the Exploit spell hack to select this spell hack. This Spell Hack can be taken multiple times.

Psi-tech discovery: The Technomancer learns one Psi-tech discovery^{OR}, using her technomancer level in place of her psychic level and using resolve points in place of phrenic pool points. This Spell Hack can be taken multiple times.

Quick Thinking: By spending an additional point of resolve, the Technomancer gains the ability to use any Spell Hack which would require a standard action as a move action, or any Spell Hack which would require a move action as a swift action. This ability can be used in conjunction with the Quicken Spell Spell Hack.

NEW FEATS

ADDITIONAL MOD

Your drone is more developed than others

Prerequisites: Drone or Exocortex class feature.

Benefit: Your Drone or Exocortex gains one additional mod

Special: This ability can be selected a second time once the character's effective mechanic level exceeds 5, and once again every 5 levels thereafter.

AGILE HEFT [COMBAT]

Even a large, cumbersome weapon can be managed in trained hands

Benefits: Firing weapons with the unwieldy or slow-firing weapon properties only requires a standard action and can be performed as a normal attack (for example, a character with this feat can use a slow-firing weapon for the vital strike feat and for martial maneuvers). In addition, such weapons can be used as part of making a full attack but can make no more than one attack as part of such an action (other attacks must be filled with other weapons).

COSMIC VARIANCE

Space is filled with more than just heat, and your powers take advantage of that.

Prerequisite: Solarian level 1st.

Benefits: Choose either cold, electricity, or acid damage. Any of your Solarian abilities which deal fire damage instead deal that type of damage.

Special: This feat can be taken multiple times, allowing you to choose which type of damage you deal with each attack.

ENERGY SOLDIER [COMBAT]

You have learned how to apply combat techniques to energy weapons.

Benefit: Any ability that would enable you ignore any amount damage reduction also enables you to ignore the same amount of energy resistance under the same circumstances (for example, you may use the Clustered Shots feat to cause fire resistance to only be applied on the first attack of a full attack with a laser rifle).

EXTRA ENVOY IMPROVISATION

Another trick of words is up your sleeve.

Prerequisites: Envoy Improvisation class feature.

Benefit: You gain one additional Envoy Improvisation for which you meet the prerequisites.

Special: This feat can be selected multiple times.

EXTRA EXPERTISE TALENT

You've learned another use for your armaments.

Prerequisites: Expertise Talent class feature.

Benefit: You gain one additional Expertise Talent for which you meet the prerequisites.

Special: This feat can be selected multiple times.

EXTRA GEAR BOOST [COMBAT]

You've learned another use for your armaments.

Prerequisites: Gear Boost class feature.

Benefit: You gain one additional Gear Boost for which you meet the prerequisites.

Special: This feat can be selected multiple times.

EXTRA MECHANIC TRICK

You've figured out a new way to tinker with machinery.

Prerequisites: Mechanic Trick class feature.

Benefit: You gain one additional Mechanic Trick for which you meet the prerequisites.

Special: This feat can be selected multiple times.

EXTRA OPERATIVE EXPLOIT

You've acquired another skill for the field.

Prerequisites: Operative Exploit class feature.

Benefit: You gain one additional Operative Exploit for which you meet the prerequisites.

Special: This feat can be selected multiple times.

EXTRA SOLAR MANIFESTATION

You learn to utilize your solar mote in multiple ways.

Prerequisites: Solar Manifestation class feature.

Benefit: You gain one additional Solar Manifestation beyond the one you selected at 1st level, gaining the benefits of all of them.

Special: This feat can be selected multiple times.

EXTRA SPELL HACK

Magic and Technology are place further at your mercy.

Prerequisites: Spell Hack class feature.

Benefit: You gain one additional Spell Hack for which you meet the prerequisites.

Special: This feat can be selected multiple times.

EXTRA STELLAR REVELATION

Your reality-warping powers have taken on a new dimension.

Prerequisites: Stellar Revelation class feature.

Benefit: You gain one additional Stellar Revelation for which you meet the prerequisites.

Special: This feat can be selected multiple times.

IMPROVED AGILE HEFT [COMBAT]

You have learned to use heavy weaponry no differently from normal arms.

Prerequisites: Agile Heft, base attack bonus +6.

Benefit: Any weapon you are using is treated as not having the unwieldy or slow-firing weapon properties.

MANY-ARMED WARRIOR [COMBAT]

You excel at fighting with many weapons at once, as befits your numerous limbs.

Prerequisites: Multiweapon Fighting, three or more arms capable of wielding weapons.

Benefit: You are treated as having the Two-Weapon Fighting feat for the purpose of meeting all prerequisites. In addition, whenever a feat would give you an extra attack with an off-hand weapon (such as from Improved Two-Weapon Fighting), you may make an attack with every weapon currently wielded in hands other than your primary hand.

MIGHTY BARRAGE [COMBAT]

You have acquired great control over rapid-firing and unpredictable weapons.

Prerequisite: Proficiency with longarms or two-handed firearms.

Benefit: When you are using a weapon with the Automatic (Burst) property, you may instead treat it as if it had the Automatic property.

SOLAR BLADE

You have integrated the techniques of Cosmic and Mental weaponry into a single deadly discipline.

Prerequisites: Enhanced Mind Blade class feature[UP], Solar Weapon class feature.

Benefit: You may choose to have your mind blade deal damage as if it were your solar weapon and may apply Solarian weapon crystals to your mind blade as if were a solar weapon. In addition, your Solarian and Soulknife levels stack for the purpose of determining the effects of your Enhanced Mind Blade and Solar Weapon class features, but neither can exceed your character level.

TRICK COMBATANT [COMBAT]

You have expanded your arsenal of techniques for agile strikes.

Prerequisite: Trick Attack class feature.

Benefit: You gain the ability to use trick attack with all weapons you are proficient with, even weapons which do not possess the operative property or are compatible with weapon finesse.

VOID SPELL [METAMAGIC]

Your spells operate even when there is nothing to conduct them.

Benefit: You may cast a void spell in any environment even where nonmagical environment abnormalities would make it impossible, such as casting a fire spell in the void of space. A void spell uses up a spell slot one level higher than the spell's actual level.

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