Arcforge

Spheres Left Behind

by Matt Daley

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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!

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WHAT YOU WILL FIND INSIDE
ARCFORGE: SPHERES LEFT BEHIND

When Vandara was imprisoned, it left behind a wide variety of colonies, technologies, and peoples across the Aurin system. These forces have adapted since the Sundering, ushering in a new age of conflict and espionage across a war-ruined solar system. Discover the secrets of five scattered planets and the many moons that surround them! Gear up with over 30 new talents from the **Technomancy Sphere** (now with **Wild Magic**) and the brand-new high-octane **Pilot Sphere** (complete with Advanced Talents, Drawbacks, and new options for the Conscript and Prodigy classes)! Explore new facets of combat with 8 new archetypes and a variety of new high-tech mechanics, from the far-seeing **Cosmic Prophet** to the ever-resourceful **Elite Commando** to the endlessly versatile **Gearmaster**! In Aurin, the future belongs to those who claim it. Are you brave enough to take your place among them?

Spheres Left Behind is the eighth amazing installment in the ever-growing **Arcforge Campaign Setting**, providing a wealth of lore for *Starfinder Roleplaying Game* and *Pathfinder Roleplaying Game* GMs and players alike. Players get 10 new archetypes and class options, plus over 70 new class features, feats, abilities, and other enhancements, including material specially designed to function with *Spheres of Power* and *Spheres of Might* from Drop Dead Studios. GMs get entirely new worlds, even more expanded material and errata, plus over 150 technomantic wild magic effects, item glitches, and more! No matter what your flavor of sci-fi, you'll find an amazing array of awesome stuff in these pages! We hope this double-barreled blast of awesomeness helps **Make Your (Sci-fi) Game Legendary!**
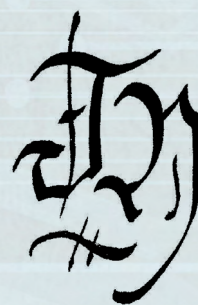
The following superscript notations are used to denote references to official
Pathfinder Roleplaying Game rulebooks and other content:

AA = *Starfinder Alien Archive*
APG = *Pathfinder Roleplaying Game: Advanced Players' Guide*
APT = *Arcforge: Psibertech*
ARG = *Advanced Race Guide*
ARotQ = *Arcforge Campaign Setting: Ravages of the Qlippoth*
ASoI = *Arcforge Campaign Setting: Spheres of Influence*
ASP = *Arcforge: Star*Path*
ATE = *Arcforge: Technology Expanded*
CotS = *Champions of the Spheres*
IH = *The Inventor's Handbook*
Lal = *Legendary Alchemist*

LRW = *Legendary Races: Wyrmtouched*
PoW = *Path of War*
PoWE = *Path of War Expanded*
SAES = *Spheres Apocrypha: The Essence Smith*
SoM = *Spheres of Might*
USoP = *Ultimate Spheres of Power*
TBS = *The Bear Sphere*
TGH = *The General's Handbook*
TIH = *The Initiate's Handbook*
UP = *Ultimate Psionics*
WM = *Wild Magic*

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A HISTORY OF AURIN

In an age long since cast beyond memory, a massive construct of light, space, and esoteric magic formed in the depths of the void. This phenomenon became known as an Iterlight, a gateway across space and time that would allow transit between countless points in existence. Control of an Iterlight meant a mastery over reality inconceivable to most creatures, the most coveted gift being the ability to effectively travel faster than the speed of light. For many cosmic civilizations, an Iterlight would a requirement for their ascension to a galactic stage.

It was for this reason that the Dragons worked to establish their utopian world of Vandara around the star of Aurin. Using their phenomenally powerful magic, the ancient race drew materials from across the planes to construct the world, a base from which they could observe and study the powers of the nearby Iterlight. Unfortunately, their work would not go unchallenged, as a rival faction soon entered the Aurin system to claim the Iterlight for itself.

These beings have been dubbed the Outer Lords, for their true names have been lost to history. Travelling across the stars in immense vessels the size of moons, the Outer Lords sought to claim the Iterlight for their own expansion. Although their incredible magical prowess paled in comparison to that of the dragons, the Outer Lords' mastery of psionics and advanced technology made them a potent adversary in a system-spanning conflict that future generations would dub the Makers' War.

Although the war was primarily fought over Vandara, not a world nor moon was spared from the immense conflict. Planets such as Melesp, Shelig, Addoroc, and Jalloth were stripped for their resources, eventually being turned into planet-sized magical batteries or weapons-testing grounds. Moons such as Kawe and Xial became barracks and launching grounds for immense armies. Weapons both magical and mechanical terraformed and even destroyed entire worlds, leaving behind the great debris field that is the Orebelt. Strange beasts and constructs, engineered for conflict, overtook native life wherever it existed. The Makers' War came to define the Aurin system, the prize of the Iterlight remaining out of reach for both factions.

After untold years of conflict, the Draconic and Outer Lord fleets had both been devastated far beyond repair. The Makers' war ended not because of a clear victor but because both sides were so immensely crippled that fighting as they once did was simply impossible. What few starfaring dragons and Outer Lords remained alive fled the system, unwilling to perpetuate the conflict that had driven both of them to the verge of extinction. Countless theories have since emerged as to the Makers' whereabouts, many more postulating the eventual return of one or both forces to Aurin. However, no concrete evidence of their continuity exists, leading many to believe that Dragons and Outer Lords alike went extinct in the depths of space.

Over millions of years, the children of the Makers developed institutions of their own, disparate communities across the Aurin system which grew into nations and eventually civilizations. Some races such as the humans of Vandara, the Kalo of Zelen,

and the Scaled peoples from across the system turned to magic, invoking miracles from across the multiverse to rise above the dangerous wilds around them. Others such as the Lashunta of Kawe and the many peoples of Shelig came to rely upon Outer Lord technology, the ancient machines and their functions becoming integral to survival in the hostile environments of Aurin. Rare were the places where the two forces of magic and super-science did not exist without each other, however, and by the time these disparate civilizations met they were well-acquainted with the armaments of both Makers. Over all these worlds loomed the Iterlight, the prize of the Makers' war which remained unwon, the vista which darkened the stars in comparison, the tantalizing shimmer of eternity which captured the awe of every civilization to gaze upon the night sky.

After reverse-engineering much of the advanced machinery left behind on Kawe, the Lashunta became the first of Aurin's children to traverse the unfathomable gap between worlds. Psychoportation powers formed from partially understood Outer Lord transport technology allowed small parties of Lashunta to explore many of Aurin's worlds and learn of the immense scope of the Makers' conflict. Finding no other beings which could match their technological mastery and military capacity, however, the Lashunta viewed diplomacy as a feeble alternative to dominion. In a great offering to the Outer Lords who created them, the Lashunta began a centuries-long mission to control the many moons and planets of Aurin, not only seizing them but terraforming them such that they could sustain life. Only Vandara, the world of the dragons, remained untouched, for the Lashunta understood that upon that planet resided perhaps the only beings in Aurin who could challenge their dominion.

Vandara did indeed birth the Lashunta's greatest enemy, but this incredible foe did not take the form of draconic legions or mighty primordials. Rather, it was humanity and its biomorph kin who touched down upon the world of Addoroc, magical experts and talented engineers forged in the crucible of endless conflict. These Vandarans proved formidable opponents who were more than willing to claim Lashunta-terraformed worlds for their own, but what astonished the Lashunta the most about these children of the dragonworld was their lack of unity. The Vandarans conquested under the banners of Taurun, Halkenir, Cidalac, and Estaria, nations which seemed more hostile to each other than to the Lashunta who stood in their way.

When the first shot was fired is unknown, but a fivefold conflict recorded as the Bleeding Moons War quickly erupted between the five great empires of Aurin. The Lashunta, although holding an early advantage, suffered several catastrophic losses in the face of Vandaran strategies and sophisticated arcane magic. For the first time since the Makers' War, great starfleets strafed the length of Aurin, scrambling for territory, propping up fragile settlements, and slaughtering any who would challenge their rule. Often on penalty of death, the less militarized races of the system were conscripted into the war by any of the five empires, learning how to use magics and technologies centuries beyond their own. After decades of erratic conflict, a war without clear fronts and no conceivable win condition, it seemed that Aurin would be forever condemned to bleed. Whether this would be a desirable alternative to what came next remains to be seen.

Eighty Vandaran orbits before the present day, the Iterlight's iridescent glow was blotted out by an immense horde of terrors which came pouring from its depths. Moments later, their psionic abilities allowed them to make planetfall on the Pesmirian moon of Vabroth, a world which these beings dominated completely within weeks. These strange beings were dubbed the Qlippoth, and in their wake they left any semblance of life corrupted by strange psionic processes which restructured their functions and mentalities. Most were not so lucky as to survive their encounters with these endless tides of abominations, however, perishing before their alien abilities or raw physical might. Their sheer numbers combined with their obscene individual strength and obscene levels of strategic coordination allowed the Qlippoth to overwhelm any force which dared challenge them. One by one, the worlds of Aurin were claimed and ravaged by the Qlippoth scourge. This unrivaled catastrophe, which had taken the lives, minds, and souls of countless beings from every corner of the system, forced the five warring empires together in a fragile alliance.

The Cidali, Tauruni, Estarians, Halken, and Lashunta coordinated their efforts to beat back the Qlippoth, their efforts often proving futile. Oftentimes, what were supposed to be joint maneuvers fell apart as each force did its best to save its own citizens and then evacuate rather than pushing for a victory. Few battles were won by the Aurin forces, and even those defenses that were successful wound up crushed under a continuous onslaught of Qlippoth attacks. Eventually, the five empires were pushed

back to Vandara itself, and all forces converged to form a blockade around the world to keep the alien onslaught from reaching their home. Every nation blames every other for the horrific loss which occurred that day, the utter annihilation of the Aurin fleets, the death of the Goddess Saint Aline, and ultimately the creation of the Silicon Barrier, an accursed debris field which entrapped Vandara and left the Qlippoth War's few survivors completely isolated from their home.

The Sundering of Vandara may have been the event that saved the rest of Aurin, however. Once the Silicon Barrier was erected, the Qlippoth of Aurin seemingly lost their drive to fight. They no longer coordinated as they did during the war, becoming lone predators that eked out territories in remote parts of the system. Against these disparate forces, the empires of Aurin were able to cleanse all but the most ravaged worlds of the alien creatures, with most of them retreating to the outer moons or to the ruined world of Addoroc. However, like the Makers before them, the empires of Aurin were now so thoroughly broken that no military forces could be mustered for continued conflict. Reluctantly, each of the five broken empires retreated to the worlds where their numbers were greatest, turning their focus inwards to reconstruct from the battle. On every world, individuals still gazed up into the night sky, cursing not only the Iterlight but also the countless enemies that they would one day resume battle with.

In the ravaged system of Aurin, the mystery and awe of the unknown interweaves with the complex struggles of deception and espionage. The peoples of the system hunger to understand the great potential hidden within both past and future, and yet their lives are inescapably bound to the many hazards of the present. The process of reconstruction could plunge Aurin into another unending war or it could kindle the flames of salvation. In such a time, the life of an adventurer is common to the mercenary, the idealist, and the subsister, for neither glory nor oblivion is promised by fate.

MAGIC OF AURIN

Numerous fundamental elements of Vandaran magic have been altered by the Sundering, and the magical techniques which Vandarans had utilized for so long had to be re-learned in the wake of this disaster. Lack of access to the Convictus has completely changed the mechanisms of psychic magic, and not all casters have been able to adapt the new mindsets required of them. The severance of the Vandarans from their gods has altered the paradigms of divine magic dramatically, with casters no longer being able to reach the divine intelligences they once relied upon for their powers. Even arcane magic, which operates by manipulating the fabric of the universe, has needed to be revised as the necessity for armor in many hazardous environments has made somatic spell components unviable. Such impediments have not resulted in the extinction of these magic arts. Rather, they have evolved.

The Ancient Dragons and Outer Lords left behind many arcane relics from their conflict with the Outer Lords, relics which became the basis for arcane magical practice among the Lashunta and the Shelig peoples. As Vandara possessed many similar relics and a sizeable dragon population, much of the Vandarans' arcane theory remained consistent following their departure from their homeworld. What's more, the universal and highly codified nature of arcane magic has allowed most spells to function unchanged in the wake of the Sundering. The dangers posed by armor-based spell failure have driven many casters to restructure their arcane practices to mitigate these dangers, but enclaves of classical Vandaran wizardry can still be found throughout Aurin.

Divine Magic, on the other hand, has been altered dramatically by the severance of the Vandarans from their gods. No longer can clerics, druids, paladins, and other divine casters draw power directly from a deific patron; no longer can the immortal intelligences which guided Vandaran civilization even be consulted for aid. Many Vandarans felt their connection to divine power weaken as they traveled further from their homeworld, but the Sundering stripped them of their powers completely. Although the dedicates of many Archfiends and Empyreal Lords have maintained their power (save for the followers of Moloch, the Archdevil who was trapped on Vandara), those who followed the gods have been forced to adapt, pursuing other courses of study or harnessing the power of the magical networks known as Omphaloi which the Lashunta and the Shelig have long employed. By tapping into the collective energies of numerous committed souls, these races discovered that it was possible to replicate the powers which Vandarans called godly. Such Omphaloi and their escalating power have become a driving force in the society of the Lashunta.

Without the stabilizing force of the Convictus, psychic magic has become much more difficult to utilize despite minimal differences in its essential functions. The collective thoughts and ideas of a single world are no longer enough to generate the magical power for great miracles, and psychics must project their desires across the Aurin system and sometimes beyond in order to cast their spells. Many psychics, frustrated by their loss of power, have given up on their tradition while others work to try and recapture the immense power they once wielded. Some Vandaran psychics work on strange magical experiments to try and recreate the Convictus outside of Vandara, feats which the psychics of other worlds view as absurd.

Psionics and Akasha have remained unchanged in their function, although lack of research resources have stunted the comprehension of certain advanced psionic techniques in comparison to Vandara. The Lashunta, quite experienced with the relics left behind by the Outer Lords, attained an in-depth understanding of many psionic processes but were caught off-guard by some of the most advanced techniques of the Qlippoth.

The impediments to many individual magical traditions have led to the creation of what scholars call hybridized traditions. These traditions combine aspects of multiple casting traditions and take a near-endless variety of shapes, many of them circumventing the typical restrictions of specific traditions or incurring strange new drawbacks in exchange for greater power. Many mages take pride in creating their own unique casting tradition, making their magical or psionic techniques their own.

SPACE TRAVEL

The technology of the Aurin civilization has yet to reach a level where faster-than-light travel on a large scale is feasible. Teleportation allows for instantaneous transportation by those with the wealth or psionic/magical capabilities, but even such wondrous powers prove insufficient for the transport of large starships or the delivery of the resources necessary to sustain many space colonies. As a result, the mechanics of space travel are somewhat different.

Starships in Aurin do not have hyperdrive engines, and travel time between planets is oftentimes calculated in days. Magical and psionic communications are instantaneous, but even the fastest radio communications have a delay of several minutes from planet to planet.

Artificial gravity is another technology which hardly exists outside the realm of miracles. Spells and powers such as Control Gravity allow for limited manipulation of gravity, but such efforts are often impractical. Gravity is often simulated aboard starships through calculated acceleration, with a starship orienting its "ceiling" position in whichever direction it is accelerating. For tighter maneuvering aboard a starship, gripping items such as magboots are often employed.

Space in the Aurin system is a vacuum, and objects in space will continue to accelerate in a given direction unless somehow stopped. What's more, the extreme forces dealt with in the vacuum of space mean that even the hardiest of starships are at continual risk. To accurately reflect these realities, it is advised that the Acceleration Ship Combat and Lethal Ship Combat variant rules from Star Battles be used when running a game in the Aurin system.

Finally, starships in the Aurin system are either designed for operation in the vacuum of space or for use in a terrestrial environment with an atmosphere. Rather than touching down upon a planet, interstellar starships will typically dock with some manner of space elevator or utilize an onboard teleportation bay.

PLANETS OF AURIN

The Aurin system contains nine planets in total, not all of which have been settled or even explored. In addition to these planets, numerous moons also exist across the Aurin system, many of these having proved more hospitable. Although none of these spheres were initially habitable, extensive terraforming efforts by the Dragons, Outer Lords, Lashunta, and Vandarans have managed to fabricate sustainable atmospheres or at the very least self-sustaining colonies on any domain with terra firma. Such efforts have created a common atmospheric composition across Aurin worlds, enabling creatures to move between inhabited planets and moons with minimal concern. Gravity is a trickier adversary, however, and many spheres possess light gravity which individuals must learn to navigate their whole lives.

MELESP

Gravity: Normal

Orbital Period: 84 days

The closest world to the star of Aurin, Melesp was and remains among the most extreme environments in the system. Immense temperature shifts between day and night made the planet inhospitable, but the ancient dragons were desperate enough for additional territory in Aurin that they devised a solution. Portals to the Planes of Earth, Air, Fire, and Water were opened across the planet, overflowing the world with planar energies and transforming the world's entire biosphere into a violent storm of elemental magic. Though inconsistently, these tides of magic were able to offset some of Melesp's environmental hazards, allowing certain colonies of dragons to inhabit the world and harvest its resources.

Ages later, the Halken peoples of Vandara came to colonize Melesp, their skill with elemental magic enabling them to create settlements and even nations across the blasted world. Recruiting genies and elementals from the world as well as from the planes, a number of Wheelwarped nobles have developed their settlements into elementally associated kingdoms, the most powerful of these often commanded by suli who control domains of multiple elemental affinities. The vast majority of Melespi are elemental wheelwarped of some inclination, a consequence of the world's sizeable genie population as well as the long-term transformative effects of the world's planar magic.

SHELIG

Gravity: Normal

Orbital Period: 240 days

The planet of Shelig was the first to be claimed by the Outer Lords during the Makers' War, and it served as an experimental testing ground for many of their creations over the course of the conflict. The entire planet became an immense research facility, the surface being used to test every variety of munition, disease, and bomb while the lower recesses became webbed with endless construction facilities, laboratories, and simulated environments for biological creations. Many of these mechanisms failed millennia ago, allowing for a countless variety of experimental creatures to escape and explore the immensely deadly planet.

With few resources, minimal hospitality, and copious competition, these Shelig peoples established small warlike tribes across the planet, battling constantly with each other for whatever clean water, safe air, or usable technologies could be scavenged from the maze of desolation their creators left behind. The fortitude and raw aggression of these countless groups is a small but significant part of why none of the five empires has ever established a permanent holding on the world, although the promise of ancient technology drives numerous small expeditions to Shelig every cycle.

CENUM

Orbital Period: 24 days

Although it is very difficult to observe, the near-microscopic black hole of Cenum has orbited the world of Shelig since the days of the Makers' War and contributed to the world's desolate climate. Said to have been the byproduct of an immensely powerful gravity-manipulation weapon created by the Outer Lords but used only in this instance, Cenum remained an unknown to the Shelig peoples and to Aurin at large until a Halken battleship of the same name was consumed during the Bleeding Moons War. Since then, ships have sailed even more carefully around the blasted planet and scholars have come to worry about the black hole's potential growth should some future catastrophe feed it.

VANDARA

Gravity: Normal

Orbital Period: 365 days

The youngest of Aurin's true planets, Vandara was created by the ancient dragons from magic and materials drawn from throughout the multiverse. Bound together using a complex network of ethereal magic known as the Convictus, Vandara was designed

GRAVITY STANDARDIZATION

If an adventure takes place mostly or entirely upon a light-gravity sphere, it may be easier for some GMs to tweak the setting so that effective gravity is standardized across all worlds or characters are acclimated enough to treat light-gravity worlds as normal-gravity worlds (in which case the would treat normal-gravity worlds as heavy-gravity worlds should they ever go there).

as a paradise world, covered with gleaming oceans and fertile lands upon which the dragons would build their civilization as they studied the powers of the Iterlight. The Outer Lords had similar intentions, however, and seeing Vandara as the seat of draconic power waged war for control of the precious world. Born out of this conflict were an endless variety of strange and powerful beings, with humankind and its creation eventually securing dominion over the world.

Now, the world of Vandara has been severed from the rest of the universe, trapped within an impassable barrier of magically charged wreckage which has sealed it from all divinations or travel. As this world contained the capitals of each of their empires, the scattered remnants of Halkenir, Taurun, Cidalac, and Estaria have all committed immense resources over these last 70 years to try and break this quarantine. These efforts have all proven futile, with any hopes of Vandara's freedom being little more than the speculation of zealots at this point. The rest of Aurin has moved on by now, accepting that Vandara's fate is simply out of their grasp.

VIGILUS

Gravity: Light

Orbital Period: 29 days

Although Vandara was not constructed with a moon of its own, the Outer Lord globeship of Vigilus has filled that role in the millennia since its arrival in Aurin. The spherical vessel was one of several vessels in which the Outer Lords traveled between star systems and one of two to survive the conflict mostly intact. Although it has been inactive for all of Aurin's living memory, however, no force in the system has

been able to explore its contents. The Anacites[AA] have protected Vigilus fiercely through the ages, maintaining its energy shields, dimensional seals, and force weapons which shred any who attempts to get close. What could lie within the ancient dreadnought is a common subject of speculation and a treasure many would kill to uncover.

ADDOROC

Gravity: Normal

Orbital Period: 434 days

A barren rock for as long as history could recall, the world of Addoroc was the last of the worlds that the lashunta were able to effectively terraform before the Vandaran expansions into space halted their endeavors. Addoroc was also the first sphere claimed by the Cidali Empire and the flashpoint of the Bleeding Moons War. As the habitable world with closest proximity to Vandara, this planet became the hotbed that Vandara was during the Makers' War. Control of territories across the planet shifted constantly during the decades of conflict, although the Cidali consistently held more territory upon the planet than any other force.

In the end, it was the Qlippoth[ARotQ] who ultimately seized Addoroc, their immense force closing in on the planet and reducing it to a tremendous ruin. The world's proximity to Vandara also made Addoroc the ideal location for the Qlippoth's onslaught against the dragon's planet, and the Qlippoth's blitzkrieg tactics and immense numbers prevented any nation from protecting their holds on the world. The Qlippoth have held unrivaled dominion over the planet ever since, continuing to defend the world against any reclamation attempts. Treasure hunters seeking lost armaments or historical information still attempt entry to the world from time to time, although few have lived to reveal their discoveries.

HEREL

Gravity: Light

Orbital Period: 28 days

The moon of Herel was much more defensible than the planet of Addoroc, allowing the Cidali Empire to maintain their hold on the planet throughout the Bleeding Moons War. In time, the moon became a center of industry and society for the Cidali, the empire's crown jewel. The Qlippoth invasion of Addoroc put an end to this, and although the outsiders did not remain long on the world their kyton byproducts quickly seized control of

much of the planet. As it was a launching ground for the Cidali, Herel has now become the kyton's primary base of operations from which they mount their crusade against the "sinful" peoples.

JALLOTH

Gravity: Normal

Orbital Period: 727 days

Commonly referred to as the Spared World due to its unique position during the Qlippoth War, Jalloth was spared from the alien invasion by its remote position relative to Vandara during the period of conflict. It's out-of-the-way rotational position meant that the Qlippoth never touched the Lashunta-terraformed planet, leaving the planet's Estarian conquerors to take advantage of the conflict elsewhere and develop their agrarian world into a wealthy breadbasket for the entire Vandaran system. Elven masters preside over vast plantations operated by their robot and android subjects, growing in power and influence while allocating their wealth into exotic passion projects or military developments on the planet's moon.

The position of Jalloth is far from stable, however. Small groups of Qlippoth and Qlippoth-blighted creatures did make it onto the world, and the drow have seen great success in rallying both the enslaved androids and the indigenous lashunta populations in revolt against the Estarian plutocrat families. Although these rebel groups often lack resources, they have achieved a number of victories by exploiting the elves' unwillingness to obliterate their own cities and plantations.

TAVOS

Gravity: Light

Orbital Period: 26 days

While Jalloth was developed as a world of planting and pleasure, its moon stands in stark contrast as an icon of raw industrial utility. Much of the world is a sprawl of mines, forges, and factories, operated by an immense population of robots who serve the elves. The moon lacks even the most basic atmosphere, the lashunta's incomplete life-support developments having been neglected or even stripped away by the Estarians when they turned the sphere entirely towards automated manufacturing.

OREBELT

Gravity: Inconsequential (Zero Gravity)

Orbital Period: 8 years

Although historical records point to Aurin's great asteroid belt originally being a planet before the Maker's War, the Orebelt has existed as an orbiting field of debris for as long as the people of Aurin remember. The Orebelt's original existence as a planet is evidenced by the wide variety of valuable minerals hidden amongst its remnants, and numerous mining colonies have developed across its expanse to harvest the immense supplies of plutonium, platinum, adamantine, and other materials which give the orebelt its name. The lack of solid ground makes large-scale industry or colonization efforts mostly futile, although a number of small colonies have developed on or around particularly large bodies.

LUSERIC

The largest and most prosperous of the Orebelt mining colonies, the asteroid of Luseric was claimed by Taurun during the early days of Vandaran space colonization and has averted much of the conflict due to its relatively small size and remote location. The beginnings of modern Luseric did not emerge until

after the Sundering, when the tieflings no longer had Moloch to guide their society. Pulling upon philosophies of Moloch but also the more benevolent teachings of Xaray and Shoran, the Independent Commonwealth of Luseric reconstructed its society, transforming the totalitarian infernal order into a communal society directed by the populace. Luseric's utopian goals must often be maintained by force abroad, however, which is why the Commonwealth has employed alliances with the aeons as well as an immense task force of undercover agents across Aurin to maintain their independence and stability.

SVANDRIIK

Perhaps the only surviving draconic vessel in Aurin, Svandriik is a massive ruined ship found floating in the Orebelt. Made of some manner of magically enhanced stone, the ship is protected by a variety of immensely powerful wards which have deterred most attempts at looting or exploration. Scholars have noted the variety of powerful magics that seem to fulfill the role of machinery on the vessel, bound outsiders and structures of force replacing the mechanisms which would normally be required to operate an interstellar transport of this scale. In spite of these miracles, Svandriik remains nonetheless wrecked beyond repair, existing more as an archaeological curiosity than a potential weapon.

HAKUN

Gravity: Heavy (Gas Giant)

Orbital Period: 13 years

Hakun is one of three gas giants in Aurin and the largest planet in the system. The endless storms moving across it were said to have been harnessed by the Makers as power sources long ago, although none of the new Empires of Aurin have replicated such feats of engineering. Hakun has earned the nickname of the godfather world due to its fourteen moons, many of which have become cradles for civilizations past and present.

ELIX

Gravity: Normal

Orbital Period: 3 days

At one point a Halken colony, Elix expanded into a tremendous metropolis that now hosts much of Aurin's population. Having been mostly bypassed by the Qlippoth, Elix became a haven for refugees and has blossomed into an immensely diverse array

of peoples of every persuasion (many Qlippoth-blighted among them). Although the representative Halken government still technically holds power, it is often ignored by the population outside of crisis situations. With laws as feebly enforced as they are on Elix, most power typically comes in the form of money, magic, and muscle. The sheer plurality of gangs, warlords, and merchants in the megacity renders it difficult for any one to wield significant power, effectively meaning that any individual can theoretically find a home amidst the chaos. The vast majority of freelance adventuring work comes through Elix, making the location a common habitat for travelers and mercenaries.

KAWE

Gravity: Normal

Orbital Period: 3 days

In the final years of the Makers' War, after many of their worldships had been destroyed, the moon of Kawe became a base of operations for the Outer Lords. It was here that they created some of their last artifacts in the Aurin system, chief among them being the lashunta race. The moon is covered in Outer Lord ruins and relics, many of which the lashunta have turned to their own uses for industry, terraforming, and of course warfare. Although the telepathically linked lashunta now control the moon in its entirety, there are numerous facets of the life-rich moon that they don't understand: technologies not yet reverse-engineered and ruins left unexplored under anacite wardenship. The Qlippoth's brief but noteworthy invasion of the world, in which they conducted several precision strikes on certain cities and ruins before moving on.

LIRUDA

Gravity: Normal

Orbital Period: 4 days

Liruda was the first sphere that the Lashunta terraformed in their expansion across the stars, and the imperfections of their first endeavor are clear in the moon's now-toxic atmosphere. This process made the location undesirable to the five Empires, but this also made the world a haven for those who could survive upon it. An army of Cidali biomorphs, engineered to survive in the high-oxygen atmosphere, rebelled against the empire during the Qlippoth War to turn the ecologically rich planet into a haven for the created peoples wishing to escape their masters. Although this process has not been without conflict, the Biomorphs have turned much of Liruda into an independent nation where "unnatural" beings such as themselves can find solace from the war. They have maintained their use of Cidalac's advanced biotech and have turned much of it towards creating sustainable Biomorph populations across the world.

MOLOSS

Gravity: Heavy

Orbital Period: 2 days

Moloss was once contained Taurun's most prominent colony, the center of infernal dominion in the expanse of Aurin. This changed when the Qlippoth closed in upon the planet, tearing through the population and structures in their warpath towards Vandara. Desperate to stem the tide, the Tauruni population turned their hopes towards their Infernal masters, hoping that within their

endless vaults was a weapon capable of seizing victory. Reluctantly, Moloch complied, unleashing a surge of hellfire that swallowed the entire planet and purged any chance of it ever being rebuilt. The smoldering wreckage of Moloss has persisted in Aurin's collective memory ever since, and rumors of bizarre hellbound undead wandering its surface have only exacerbated this horror.

XIAL

Gravity: Normal

Orbital Period: 3 days

Amongst the scaled peoples of Eigenel on Vandara, Xial was a place spoken of in legend, a draconic stronghold where countless reptilian soldiers were created and trained to fight against the Outer Lords. When the other Vandarans traveled to the stars, many gherigo, serpentfolk, and naga joined them just to reach this mythical moon. What they found there was the scattered remnants of the dragon's rule, buried ruins and an endless variety of strange reptilian races who had long ago forgotten their origins. Perhaps against the will of the ancient dragons and their own better judgement, many scaled peoples have set about reconstructing Xial's militant past, mobilizing the many scaled denizens into a unified and militant nation under the rule of the naga. Although as yet incapable of militant conquest, Xial holds the potential to be a threat to nearby worlds if their claims to ancient draconic power or a unified scaled front ever come true.

ZELEN

Gravity: Normal

Orbital Period: 4 days

Zelen is an ocean-covered moon with a rich history, populated during the Makers' War and perhaps even before then. The Cidali was the first of the Vandaran empires to try and claim the world, but each learned in time of the many hostile and magically capable civilizations which dwell within its depths. The idea of an ocean moon is too precious to be dismissed, however, and so conflict has persisted across the planet between the Vandarans, the lashunta, and native cultures of various stripes. Of these indiginous forces, the kaloAA and the aboleths have emerged as the most prominent threats, the latter having displayed a degree of coordination across the entire Aurin system.

ZIOR

Gravity: Heavy

Orbital Period: 4 days

The second of Hakun's ocean moons, Zior's waters are completely covered by a thick ice sheet. When combined with the moon's sub-zero temperatures, intense gravity, and raging blizzards, no colony has ever survived more than a few months on the surface. However, certain researchers have achieved success by constructing underwater settlements, drilling underneath the ice to explore the ecologically rich waters beneath. These groups have not been able to venture far, however, as unknown hostiles seem to dwell within the deep that pose a great threat to travelers. What these entities and their intentions are is a common subject of speculation.

CONTESTED MOONS

Seven additional moons orbit Hakun, three of which have maintained their lashunta-designed atmospheres well enough to potentially sustain unfiltered colonies. In these worlds, where the Qlippoth continue to persist in small numbers, fighting is constant, with no nation or group having yet secured control over much territory. These moons cannot even be said to possess names, for dominion over them changes so often that all but the most diligent historians have lost track of their titles. These unclaimed and unmapped worlds also offers promises of freedom that few other locales in Aurin possess, however, which is why they are a hot commodity for empires, aliens, and prospectors alike.

ARCHETYPES AND CLASS OPTIONS

ARMOR PENETRATION, CLASS ABILITIES, AND MAGICAL EFFECTS

Although the Armor Penetration^{APT} rules covered equipment in a fair amount of detail, no rules covered unique class-based or spell-based weaponry (such as the alchemist's bombs, the sorcerer's bloodline abilities, and touch spells such as *enervation*). in the original release. The intention was that such unique abilities would still target touch AC in an environment where firearms didn't, but some players may feel that such a distinction breaks verisimilitude.

If one wishes to us the armor penetration rules with class and magical abilities, the armor penetration value of such abilities is equal to the class level of the user (for example, the elemental ray ability of a 12th-level elemental sorcerer would have an AP value of 12, while the bombs of a 6th-level alchemist^{APG} would have an AP value of 6). Monsters with such abilities use their CR as their effective class level to determine their AP. Magical, psionic, or sphere effects that rely upon touch attacks have an armor penetration value equal to their caster or manifester level (for example, a *scorching ray* cast by a 10th-level wizard would have an AP value of 10 while a *ghost strike*^{USoP} used by a 4th-level *mageknight*^{USoP} would have an AP value of 2 unless other modifiers to caster level were applied).

ALCHEMIST DISCOVERIES

The following discoveries can be selected by Alchemist or Legendary Alchemist^{LAl} characters.

BOMB DISCOVERIES

Bomb Admixture (Ex): Your bombs blend multiple concoctions into a deadly weapon. You may apply two [substance] infusions to a bomb (if a legendary alchemist) or may apply two talents marked with * to a bomb (if a normal alchemist) rather than just one. If this would cause the bomb to deal multiple different damage types, the bomb deals half of its damage as one type and the other half as the other type. You may only apply the non-damage effects of one of the bombs unless you take this discovery a second time.

Grenade Bombs (Ex): Your bombs are designed to resemble conventional munitions. You may use your bombs with any equipment or feat that can be used with grenades (for example, they can be loaded into weapons such as grenade launchers and minelayers, made into grenade arrows, or used in conjunction with class abilities such as grenade expert or terrifying blast). If you are not already proficient with grenades, you become proficient with grenades.

AGENT OF RESOLUTION (OPERATIVE^{ASP} ARCHETYPE)

Warfare is rarely as straightforward nowadays as it once was, but every now and then a trigger needs to be pulled. Agents of resolution are an elite class of operatives employed by governments for their most delicate missions, and their expertise in the field of espionage is legendary.

Proficiencies: Agents of resolution are proficient with simple weapons, as well as light armor and bucklers. In addition, if this is this character's first level in any class, they may select a martial tradition of their choice. This modifies weapon and armor proficiencies.

Combat Training (Ex): An agent of resolution is considered an Adept practitioner, gaining spheres

and talents as appropriate, and uses the higher of their Charisma, Wisdom, or Intelligence as their practitioner modifier. This replaces the operative exploits gained at 4th, 8th, 12th, 16th, and 20th level.

Trick up my Sleeve (Ex): Whenever the agent of resolution takes an attack action, they may attempt a skill check as per a trick attack against any targets of their attack. On a success, any attacks made as part of the attack action add the additional damage from trick attack.

Right Tool For The Job (Ex): At 8th level, the agent of resolution gains a bonus feat which they must meet the prerequisites for. Whenever they rest for at least 8 hours, they may exchange this feat for another feat that they meet the prerequisites for.

An agent of resolution may select a military asset (from the elite commando soldier archetype) in place of a feat with this ability, although they do not retain the asset if they exchange it. At 13th level, they gain an additional asset which can be exchanged in the same manner. This ability replaces triple attack and quad attack.

COSMIC PROPHET (MYSTIC^{ASP} ARCHETYPE)

For every civilization, there is an ending. Every cosmic empire and planetary collective meets its end eventually, and to deny this fact leads into an assurance of ruin. Cosmic prophets are mystics who face these inevitable endings directly, working to guide their kin towards a specific method of termination. Such termination may take the form of an imminent oblivion or a far-off promise of ascension.

Proficiencies: Cosmic prophets are proficient with simple weapons, as well as light armor and bucklers. In addition, if this is this character's first level in any class, they may select a martial tradition of their choice.

Casting: The cosmic prophet may combine spheres and talents to create magical effects. The cosmic prophet is considered a Mid-Caster^{USoP}. (Note: All casters gain 2 bonus talents and may select a casting tradition the first time they gain the casting class feature.) This replaces the spells class feature.

Spell Pool: The cosmic prophet gains a small reservoir of energy they can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to their level + their casting ability modifier (minimum 1). This pool replenishes once per day after roughly 8 hours of rest.

Blended Training: A cosmic prophet gains a combat or magic talent every time they gains a class level. Cosmic prophets use their casting ability modifier as their practitioner modifier.

Visions of Futurity (Su): A Cosmic Prophet harnesses the fibers of eternity to alter fate's tapestry on a more intimate scale. The Cosmic Prophet gains the Divination^{USoP} and Fate^{USoP} spheres as bonus talents and uses their full cosmic prophet level as their caster level for these spheres. This ability replaces healing touch, mindlink, and telepathic bond.

Cosmic Destinies (Su): At 1st level, the cosmic prophet selects which destiny they will seek guidance towards. Each destiny grants abilities at 1st, 3rd, 6th, 9th, 12th, 15th, 18th, and 19th levels. A cosmic prophet's chosen destiny also determines the two skills granted by channel skill. If a skill associated with the cosmic prophet's destiny is not already a class skill for the cosmic prophet, it becomes a class skill for them. This ability replaces connections, connection spells, and transcendance. If a cosmic destiny ability allows for a saving throw, the DC is 10 + ½ the cosmic prophet's class level + the cosmic prophet's casting ability score modifier.

DEVASTATION DESTINY

The risk of self-destruction weighs heavily upon every civilization, and your role is to better understand, prevent, or perhaps facilitate such ruin.

Associated Skills: Disguise and Sense Motive

Share Pain (Su): Whenever a foe deals damage to you, you can spend 1 Resolve Point as an immediate action to shift some of the pain back onto that foe. Unless the foe succeeds at a Will save, reduce the damage you take from the attack by your cosmic prophet level (to a maximum of the attack's damage), and the foe takes an equal amount of damage to the amount you negated. This is a mind-affecting pain effect.

Whispers of the World (Su): At 3rd level, your connection to ruin allows you to tap into the fears of those around you. You gain blindsense (emotion) out to 30 feet, which improves by 10 feet for every 2 cosmic prophet levels you possess, to a maximum of 120 feet at 19th level. A creature can keep its emotions calm to avoid detection by this ability by succeeding at a Bluff check with a DC equal to 10 + your Sense Motive modifier, but a creature under the influence of an emotion effect cannot try to avoid detection. Creatures under the effects of nondetection or similar effects automatically avoid detection by this ability. Unless otherwise stated, constructs and creatures with Intelligence scores of 2 or lower don't have emotions and can't be sensed this way.

Agonizing Devastation (Su): At 6th level, you may spend a Resolve Point as part of making an attack or casting a spell. The first instance of damage dealt by the attack or effect to a single creature increases by 2d6 damage, although you also take 1d6 points of damage that cannot be reduced. At 9th level and every 3 levels thereafter, the damage dealt to the target increases by 1d6, to a maximum of 6d6 at 18th level. The damage you dealt to yourself increases by 1d6 at 12th level and every 6 levels thereafter, to a maximum of 3d6 at 18th level.

Overwhelming Woe (Su): At 9th level, whenever you hit a creature with an attack or whenever it fails a saving throw against one of your sphere abilities, you may spend a Resolve Point as an immediate action to cause it to become flat-footed, become off-target, or to take a -2 penalty on saving throws. Each of these effects lasts one round.

Mindsight (Su): At 12th level, the fears and anxieties of others form a map of your world. The blindsense granted by whispers of the world improves to blindsight (emotion), and you gain sense through (emotion) out to the range of your blindsight.

Unknowable Doom (Ex): At 15th level, your machinations are continually clouded. You are invisible to technological surveillance systems and most forms of divination magic, per the _unplottable_^{USoP} advanced protection talent and the _nondetection_^{SF} spell.

Destiny Deferred (Su): At 18th level, whenever another creature rolls a die, you may spend a Resolve Point as an immediate action to force the creature to roll twice and take the lower result.

Sustained by Ruin (Ex): At 19th level, whenever you affect a creature with a fear effect or it flees from combat with you, you regain one Resolve Point. You cannot gain more Resolve Points per day with this ability than your spellcasting ability score modifier.

EQUILIBRIUM DESTINY

You seek to avert destruction by pursuing stability, recreating your people and yourself to allow their survival into perpetuity

Associated Skills: Engineering and Physical Science (or Knowledge (engineering) and Knowledge (nature) if using Pathfinder skills)

Channel Energy (Su): You may summon waves of negative or positive energy that affect nearby creatures. This is identical to the cleric class feature and allows you to qualify for all channeling feats. You may use this ability by spending a resolve point and is limited only by how many resolve points you possess. Abilities that would require you to spend multiple uses of channel energy instead cause you to spend the corresponding number of Resolve Points. You must choose at 1st level whether to channel positive or negative energy, after which this decision may not be changed. Your choice to channel positive or negative energy is not connected to your alignment.

Group Sustainability (Su): Starting at 3rd level, at the start of each turn, you can choose an ally within close range who has taken Hit Point damage and transfer their wounds to yourself, dealing an amount of damage up to your cosmic prophet level to your Hit Points (bypassing any Stamina Points you may have) and healing the ally's Hit Points an equal amount. This doesn't require any action on your part. You can't prevent or reduce the damage you take from this source.

Inured against Weakness (Ex): At 6th level, you become immune to fatigue, exhaustion, and nonlethal damage.

Pooled Endurance (Su): At 9th level, you may spend a Resolve Point to transfer hit points as per Group Sustainability as an immediate action. When transferring Hit Points with either ability, you may transfer hit points to yourself from willing allies within close range.

Immaculate Form (Ex): At 12th level, you no longer need to eat or breathe and are immune to disease, poison, and adverse effects from the vacuum of space. In addition, you gain fast healing equal to half your cosmic prophet level.

Bastion of Restoration (Su): At 15th level, you may channel both positive and negative energy, choosing which type whenever you use the ability. Objects and Creatures such as constructs which are not normally repaired by channeled energy are healed by your channeled energy whenever you use it to heal. In addition, any healing you give which exceeds the maximum hit points of the target is granted as temporary hit points which last for 1 minute per cosmic prophet level. These temporary hit points cannot exceed twice your cosmic prophet level.

Unending (Ex): At 18th level, you are immune to death effects and negative levels. If you would normally die from damage or be reduced to 0 or fewer hit points, as long as you have at least 1 Resolve Point remaining, you can immediately spend all of your remaining Resolve Points to instead stay alive. If your Hit Points would have been reduced to 0, you now have 1 Hit Point instead. Once you use this ability, you can't regain Resolve Points again until you rest for 8 hours, even if you have another means to do so.

Sustained by Reconstruction (Su): At 19th level, you gain 1 Resolve Point for every 50 hit points you heal from creatures in a day. You cannot gain more Resolve Points per day with this ability than your spellcasting ability score modifier.

HARMONIZATION DESTINY

Your ambition is to enlighten those around you to a greater cosmic truth, allowing them to truly become one with the will of the universe.

Associated Skills: Diplomacy and Mysticism (or Diplomacy and Spellcraft if using Pathfinder skills)

Lore of the Infinite (Su): As a standard action starting at 1st level, you may spend a Resolve Point to grant yourself the benefit of any one magic talent or combat talent you do not possess. This effect lasts for 1 minute per mystic level. You must possess that talent's base sphere (if you are not selecting a base sphere) and meet any prerequisites (if an advanced talent).

Multiple uses of this ability do not stack. If you use this ability again before the previous duration has expired, it replaces the previous use.

Cosmic Insight (Su): At 3rd level, you can spend 1 Resolve Point as part of making a skill check to attempt the skill check as if you had ranks in that skill equal to your cosmic prophet level.

One Mind (Su): At 6th level, you gain telepathy out to medium range and may communicate both ways through it.

Glimpse of Eternity (Su): At 9th level, you may spend 2 Resolve Points to gain the benefits of two talents as a move action or one talent as a swift action when using Lore of the Infinite. You may use one of these magic talents to meet a prerequisite of the second talent; doing so means that you cannot replace a talent currently fulfilling another's prerequisite without also replacing those talents that require it.

Renewal of Mind (Su): At 12th level, whenever you rest to regain spell points, you may change any and all magic and combat talents gained from cosmic prophet levels, choosing new spheres and new talents. Talents gained as part of levels taken in other classes, as part of the 2 bonus talents all

casters gain they first gain the casting class feature, talents gained as part of a tradition, or talents gained from feats are not eligible to be changed in this fashion.

Secrets Unveiled (Su): At 15th level, you gain a special variety of blindsight out to 30 feet. This blindsight cannot be suppressed by any means or functions in any environment.

Open the Gates (Su): At 18th level, you may gain the benefit of one talent as an immediate action or up to three talents as a swift action. Each individual talent selected requires the expenditure of a resolve point.

Sustained by Enlightenment (Su): At 19th level, your insight brings hopes of enlightenment ever closer. Whenever you succeed at a Wisdom- or Charisma-based skill check, you regain one point of resolve. You cannot gain more Resolve Points per day with this ability than your spellcasting ability score modifier.

IDEALIZATION DESTINY

You forge a path towards legendary triumph, the feats of your kind being immortalized in stories across existence.

Associated Skills: Culture and Profession (or Knowledge (history) and Perform if using Pathfinder skills)

Legendary Inspiration (Ex): At 1st level, whenever you make an attack roll, ability check, MSB check, skill check, or saving throw, you may spend a Resolve Point as part of the action to add 1d6 to the roll result as an insight bonus. This die increases to 1d8 at 6th level, 1d10 at 12th level, and 1d12 at 18th level.

Heroic Stand (Su): At 3rd level, whenever you would be reduced to 0 hit points, you do not gain the dying condition for 1 round or until you take damage from another source, whichever comes first.

Second Chance (Su): Starting at 6th level, you may spend a Resolve Point as an immediate action to reroll any die roll which could be improved by

legendary inspiration. You must take the second result even if it is lower.

Triumph Through Adversity (Su): At 9th level, you exude an aura out to 30 feet that allows others to share in your success. Whenever a roll altered by your legendary inspiration or second chance abilities is successful, allies within your aura gain a +2 insight bonus on all rolls of that type for a number of rounds equal to your casting ability score modifier.

Coordinated Inspiration (Su): Starting at 12th level, you may use your Second Chance and Legendary Inspiration abilities on any of your allies within 30 feet of you. Doing so increases the Resolve Point cost of either ability by 1.

Excellence Manifested (Su): Starting at 15th level, you may spend two Resolve Points as part of making a die roll which could be modified by legendary inspiration. If you do, you may choose the result of that roll.

Legendary Field (Su): At 18th level, you can spend 2 Resolve Points to create a swirling cloud of shades within a 60-foot-radius spread centered on you. The cloud lasts up to 1 round per cosmic prophet level you have. If you create this cloud on the Material Plane, you and creatures in the spell's area slip into an identical battlefield on the Shadow Plane. You and other creatures in the effect can't leave the area while it lasts. Each round, the shadows deal 5d6 damage to creatures hostile to you in the area. A target can attempt a Fortitude save to halve this damage. In addition, each time a creature takes damage, it can attempt a Will saving throw to disbelieve the shadowy illusion and take only half damage from it for the remainder of the effect's duration. A creature that succeeds at both saves takes only one-quarter the effects damage that round. You can dismiss the effect as a move action. When the effect ends, any creatures it transported to the Shadow Plane return to the Material Plane.

Sustained by Legend (Su): At 19th level, your displays of incredible ability drive you towards legend. Whenever you succeed on a skill check, saving throw, MSB check, or attack roll by 5 or more, you regain one Resolve Point. You cannot gain more Resolve Points per day with this ability than your spellcasting ability score modifier.

OBLIVION DESTINY

You have committed yourself to the erasure of what is, condemning your targets not only to devastation but to absolute nothingness

Associated Skills: Perception and Stealth

Negation (Su): At 1st level, whenever you are targeted by an attack or a magic effect, you may attempt to negate it as an immediate action by spending a Resolve Point. In the case of any attack, you make an attack roll using one weapon you are wielding, causing the attack to not affect you if your attack roll exceeds that of your attacker. In the case of a magic effect, make an MSB check against the MSD of the effect. On a success, the magic effect is negated.

All-Consuming Force (Su): At 3rd level, you may spend a Resolve Point as part of making an attack or using a magic effect. If the attack hits or the target fails their saving throw against the effect, all damage reduction and energy resistance the target possesses is ignored.

The Abyss Gazes Also (Su): Starting at 6th level, whenever a foe succeeds at a save against one of your magic effects or you miss them with an attack, you may spend a Resolve Point as an immediate action to have all such foes that avoided the effect in this way take 1 point of damage for each cosmic prophet level you have.

Total Negation (Su): At 9th level, whenever you use your negation ability, you may spend an additional Resolve Point. If you do, the effects of the attack or magic effect are negated on all targets of the effect rather than just you.

Fade into Nothingness (Su): At 12th level, you can use Stealth to hide, even while being directly observed and with no place to hide. If you are hidden or invisible, other creatures cannot use blindsense, blindsight, or sense through to locate you. In addition, if you're benefiting from this feature and make noise that could reveal you, including speaking, creatures become aware of your presence in the dim or dark area you're in but not your specific location.

Crippling Stillness (Su): At 15th level, whenever you affect a creature with a spell effect or attack, you may force that creature to make a fortitude save. On a failed saving throw, the creature becomes staggered for a number of rounds equal to your casting ability score modifier.

Embrace of Emptiness (Su): At 18th level, your every action saps the energies of your foes. Whenever a creature fails a saving throw against one of your abilities or takes damage from one of your attacks, they lose a single spell point, a single Resolve Point, a number of power points equal to their level, a use of a single limited-use spell-like or psi-like ability, or a single spell slot or prepared spell of the highest level that they could cast. If you reduce a creature to 0 hit points, the creature has all of these resources drained to emptiness and is considered dead. Creatures you kill cannot be raised or resurrected by any means, their bodies and souls being completely destroyed.

Sustained by Oblivion (Su): At 19th level, the reduction of things to nothingness amplifies your strength. You regain a Resolve Point whenever you reduce a significant threat to 0 hit points.

PURITY DESTINY

Your actions bring about the universality of a certain vice or virtue, unifying many under a shared morality.

Associated Skills: Diplomacy and Mysticism (or Diplomacy and Knowledge (planes) if using Pathfinder skills)

Smite (Su): As a swift action, you may spend a Resolve Point and choose one target within sight to smite. If this target's alignment is opposed to yours (for example, if is evil while you are good or lawful while you are chaotic), you add your cosmic prophet level to all damage rolls made against the target of your smite. Regardless of the target, smite attacks automatically bypass any DR or resistance the creature might possess. When you are attacking the target of your smite, your base attack bonus is considered to be equal to your character level. The smite effect remains until the target of the smite is dead or the next time you rest and regain Resolve Points. If you spend 2 Resolve Points, you may add smite damage to a creature regardless of its alignment.

Alignment Sense (Su): At 3rd level, you gain the alignment sense universal monster ability, allowing you to detect the alignment of other creatures.

Sacrosanct Form (Su): At 6th level, you gain damage reduction equal to your cosmic prophet level. This damage is bypassed by attacks of an opposite alignment to you (for example, if you are lawful good, it would be bypassed by chaotic and evil attacks). Any creature that is the target of your smite cannot bypass this damage reduction.

Force of Absolution (Su): At 9th level, your attacks and sphere effects are treated to be of your alignment for the purpose of overcoming damage reduction (for example, if you are lawful good, your attacks bypass DR/lawful and DR/good). In addition, you ignore the energy resistance and immunity of outsiders and dragons whose alignment opposes yours on either axis.

Purifying Mission (Su): At 12th level, you may spend an additional Resolve Point when using smite to grant its benefits to all allies within 30 feet of you. Allies affected in this way are treated as being your alignment for the purpose of determining how your smite is resolved.

Planar Aura (Su): At 15th level, you exude a powerful aura which weakens those who oppose your moral imperatives. All creatures which do not share your alignment take a -1 penalty on all d20 rolls while within 30 feet of you. If the creature's alignment is at least two steps away from your own, this penalty increases to -2. You may exempt a number of creatures from this effect up to your spellcasting ability modifier.

Planar Being (Ex): At 18th level, your form becomes intertwined with your moral imperatives.

Your type changes to Outsider with subtypes corresponding to your alignment, although this change does not alter your ability scores, Hit Points, Stamina Points, saving throws, skill points, class skills, or proficiencies. You gain immunity to one energy type of your choice, resistance to two other energy types of your choice equal to your cosmic prophet level, and immunity to one of the following types of effects: death effects, disease, mind-affecting effects, or poison.

Sustained by Soul (Su): At 19th level, the advancement of your moral imperatives fuels your power. You regain one Resolve Point whenever you or one of your allies slays an outsider of an alignment opposed to you or whenever a creature in your presence changes alignments to become closer to yours. You cannot gain more Resolve Points per day with this ability than your spellcasting ability score modifier.

TRANSCENDENCE DESTINY

You pursue new avenues of magic, technology, and philosophy in your mission to beat the endless cycle of destruction and transform into something that climbs above ruin.

Associated Skills: Life Science and Mysticism (or Knowledge (dungeoneering) and Spellcraft if using Pathfinder skills)

Tread Amongst Stars (Ex): Starting at 1st level, you are immune to the harmful environmental effects of outer space and vacuum. You also gain a fly speed of 20 feet while in space and do not need to eat or breathe.

Reactive Resistance (Su): Starting at 3rd level, whenever you take damage from an effect, you may spend a Resolve Point as an immediate action to gain DR/- or energy resistance against that type of damage for a number of rounds equal to your cosmic prophet level. This DR or energy resistance is equal to your cosmic prophet level. You may only have one
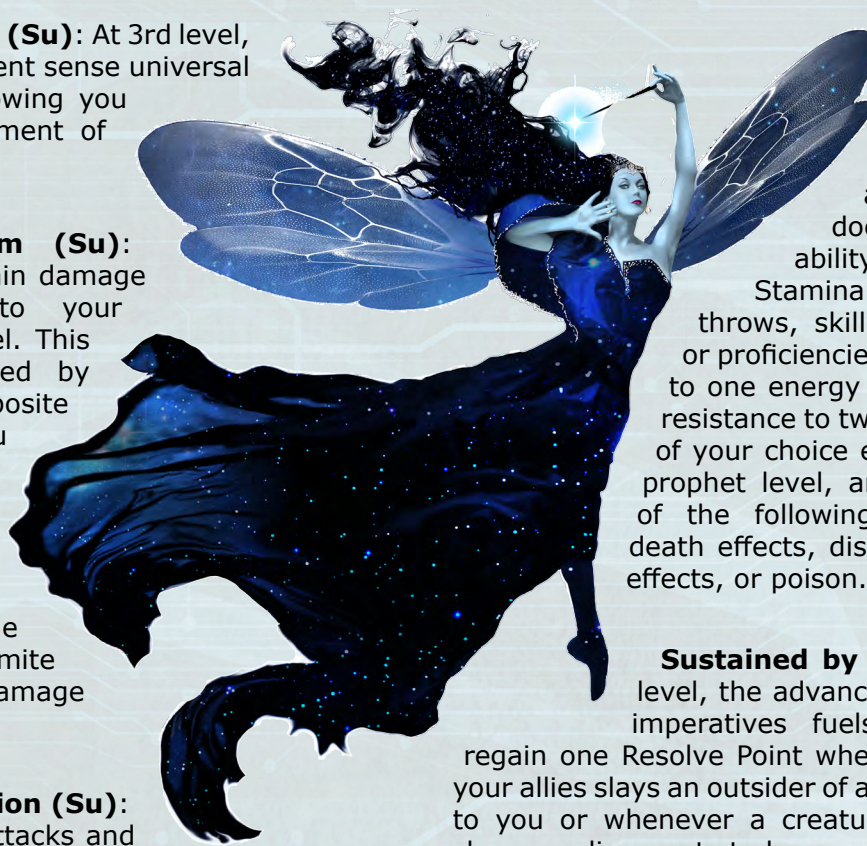
instance of reactive resistance active at a time, plus a second at 9th level and a third at 15th level.

Out of Phase (Su): At 6th level, your discoveries have enabled you to slip beyond the limitations of what others consider real. Your natural reach increases by 5 feet, and you may spend a Resolve Point to gain partial concealment for a number of rounds equal to your cosmic prophet level. At 12th level, the reach increase improves to 10 feet and the partial concealment improves to total concealment. Both forms of concealment can be ignored by true seeing or similar effects.

Reclamation (Su): At 9th level, you may spend a Resolve Point as an immediate action whenever a creature takes damage from one of your attacks or sphere effects. You are healed a number of hit points equal to half the damage dealt to the creature by the effect. You may allocate some or all of this healing to your allies within 30 feet rather than gaining the benefit yourself.

Unbound (Su): Your physical form further liberates itself from reality. At 12th level, you gain a fly speed of 60 feet. In addition, you get the fortification ability (as a force field) with 5% chance per cosmic prophet level to treat a critical hit as a normal hit.

Instant Adaptation (Su): Starting at 15th level, by spending a Resolve Point as a full action, you can send changes to your body rippling through one of your systems, spontaneously molding a biotech augmentation onto it. Choose one augmentation or personal modification with an item level less than or equal to your cosmic prophet level. You gain the benefits of that augmentation for a number of minutes equal to your cosmic prophet level. You cannot choose an augmentation that would occupy one of your systems that already contains an augmentation.

Renewal of Form (Su): Starting at 18th level, if you have at least 1 Resolve Point remaining, you can spend all your remaining Resolve Points as a full action to surround yourself with a cocoon. While enclosed in the cocoon, you are considered helpless. Eight hours later, you emerge having changed your type to aberration, humanoid (of any subtype), or your original type, gaining superficial physical characteristics as appropriate. This change does not alter your ability scores, Hit Points, Stamina Points, saving throws, skill points, class skills, or proficiencies. Each time you make this transformation, you are cleansed of all poisons and diseases, are restored to full Hit Points and Stamina Points, and heal all ability damage and drain. You can use this ability once per day. Once you use this ability, you can't regain Resolve Points until you rest for 8 hours, even if you have another means to do so.

Sustained by Discovery (Ex): New information fuels your mission to ascend. Starting at 19th level, whenever you succeed at a skill check to recall knowledge, you regain one Resolve Point. You cannot gain more Resolve Points per day with this ability than your spellcasting ability score modifier.

CYNOSURE (ENVOY^{ASP} ARCHETYPE)

Cynosures are envoys who unite their companions in a guiding principle or mission, their words and actions forming a locus around which a group or even a nation can unite.

Proficiencies: Cynosures are proficient with simple weapons, as well as light armor and bucklers. In addition, if this is this character's first level in any class, they may select a martial tradition^{SoM} of their choice.

Combat Training (Ex): A cynosure is considered an Adept^{SoM} practitioner, gaining spheres and talents as appropriate, and uses Charisma as their practitioner modifier. This replaces the envoy improvisations gained at 4th, 8th, 12th, 16th, and 20th level.

Duty (Ex): Every cynosure has a duty, a drive under which they can unite others. As a swift action, a cynosure may bind any number of willing creatures who can hear or otherwise communicate with the cynosure into their duty. A duty can contain a number of creatures up to half the cynosure's level + the cynosure's charisma modifier. A cynosure may remove a creature from their duty as a free action and creatures automatically leave if they ever become unwilling to join. A creature may only be part of the cynosure's edict so long as they can still hear or otherwise communicate with the cynosure. A cynosure is always considered to be a member of their duty. A duty can be filled with a single edict,

plus a second edict at 5th level and another at every 4 levels thereafter (to a maximum of 5 edicts at 17th level). Each edict grants a unique benefit based on its type (such as lore, triumph, etc). A duty can be composed of multiple edicts of the same type or of different types. At 1st level and every level at which the edict capacity of their duty increases, a cynosure selects an edict type they can select from. A cynosure can change which edicts are a part of their duty as a standard action or as a swift action by expending martial focus.

Lore Edict: For every instance of this edict type, the cynosure chooses one skill and one member of their duty. All other members of the duty may use the chosen member's ranks in that skill in place of their own so long as they and the granting member remain members of the duty.

Martial Edict: For every instance of this edict type, the cynosure chooses a combat feat or combat talent possessed by one member of their duty. All other members of the duty gain that feat or talent so long as they and the granting member remain members of the duty.

Militant Edict: For every instance of this edict type, the cynosure chooses one member of their duty. This member gains a +2 bonus on all damage rolls, which increases by 1 at 5th level and every 4 levels thereafter (to a maximum of +6 at 17th level)

Resolution Edict: For every instance of this edict type, the cynosure chooses one member of their duty. Whenever any member of the duty would spend a resolve point, the chosen member may spend a resolve point instead.

Salvation Edict: For every instance of this edict type, the cynosure chooses a base saving throw bonus possessed by one member of their duty for a certain type of save (Fortitude, Reflex, or Will). All other members of the duty can use that base saving throw bonus in place of their own on saves of that type so long as they and the granting member remain members of the duty.

Sympathy Edict: For every instance of this edict type, the cynosure chooses one member of their duty. Whenever that member rolls a d20, they may roll twice and take the higher result.

Triumph Edict: For every instance of this edict type, the cynosure chooses a base attack bonus possessed by one member of their duty. All other members of the duty can use that base attack bonus in place of their own so long as they and the granting member remain members of the duty.

This ability replaces the envoy improvisation gained at 1st level and the skill expertise gained at 5th, 9th, 13th, and 17th levels.

ELITE COMMANDO (SOLDIER^ASP ARCHETYPE)

Although many resist such an unheroic notion, modern warfare is rarely shaped by lone heroes or individual acumen. To fight for their nation, the soldier of tomorrow must be well-equipped and well-informed, utilizing a much larger network of resources in order to ensure victory. Elite commandos embody this fact, being well-trained soldiers who draw on numerous connections to seize any tactical advantage possible.

Weapons and Armor Proficiencies: Elite commandos are proficient with all simple weapons, as well as light armor and bucklers. If using Starfinder's weapon categories, the elite commando is proficient with basic melee weaponry, small arms, grenades, and light armor. In addition, if this is the character's first level in any class, she may select a martial tradition of her choice. This modifies weapons and armor proficiencies.

Combat Training: The elite commando is considered an Expert practitioner,

gaining spheres and talents as appropriate. An elite commando chooses whether to use Intelligence, Wisdom or Charisma as her practitioner modifier when she first gains the combat training class feature.

This ability replaces the soldier's primary and secondary fighting styles. Any other archetype which would normally replace the secondary fighting style gained at 9th level instead replaces the combat feat gained at 10th level, with the ability being gained at 10th level rather than 9th.

Military Assets (Ex): The elite commando can gain access to special equipment entrusted to them by the government they serve or by some other patron. This equipment may come in the form of equipment, intelligence networks, scouting drones, or supplies. An elite commando can select a military asset in place of a feat (including a bonus combat feat). At GM discretion, certain military assets may not be usable at certain times (for example, a supply drop may not be possible in a dimensionally warded underground bunker in enemy territory). Military assets are as follows.

Bombardment: By spending a Resolve Point as a standard action, the elite commando can call down a bombardment on a location within medium range. This bombardment, be it from a plane, drone, or teleported explosive, functions as an attack made with a grenade of a level no greater than the elite commando's soldier level, using the elite commando's bonus for a ranged attack. The weapon used for this strike is selected when the elite commando gains this asset and may be changed every time she gains an elite commando level or in an adjustment process that takes 24 hours. She may select this asset multiple times, each time selecting a different type of grenade which can be used at any given time.

Elite Skill: The elite commando gains ranks in a skill of their choice equal to their character level, and that skill is considered a class skill for them. If they already possess ranks in this skill, she may retrain those ranks.

Encrypted Network: The elite commando gains access to a special communications channel with any comm device that they are using. When using this channel, their communications cannot be traced or hacked into by third parties. At 7th level, the elite commando can use this network to interface with

their starship at a range of up to 5 miles, accessing the ship's transponder and downloaded data sets. At 13th level, this can be used at a range of 50 miles and can also access the ship's sensors, security systems, and engines (for the purpose of preparing them for takeoff). At 19th level, this range increases to the entire planet and close orbit, and the elite commando may remotely pilot the starship so long as it remains in this range.

Evacuation: Either through teleportation, a particularly fast ship, or some other similar means, an elite commando can rely on someone to get them out of trouble. By spending a Resolve Point as a move action, they can call for the evacuation of themself plus a number of additional creatures up to the elite commando's key ability score modifier. This number increases by 1 for every 2 soldier levels the elite commando possesses. The evac arrives within 1d10 rounds and transports the characters to a safe location (this may include the elite commando's safehouse if they possess that asset).

Eye in the Sky: The elite commando can utilize satellite imaging or drone scans to get the lay of an area, allowing them an aerial view of an area up to 1 square mile per elite commando they possess at any given time. Changing the viewed area takes 10 minutes. The elite commando uses their Perception modifier when observing an area in this way, and the imaging can see anything that a human could see. At 5th level, the imaging can display images as if the elite commando had darkvision with unlimited range. At 10th level, the imaging also gains sense through [vision] as per an x-ray visor. At 15th level, the imaging also gains the effects of the true seeing spell.

Intelligence Network: the elite commando gains a bonus on all skill checks to recall knowledge equal to half her soldier level.

Magical Resources: When an elite commando selects this asset, they gain one weapon fusion, magic item, hybrid item, or armor upgrade of their level or lower for free. This resource cannot be sold but will be replaced if destroyed or used up. The resource is selected when the elite commando gains this asset and may be changed every time they gain an elite commando level or in an adjustment process that takes 24 hours. An elite commando may select this asset multiple times, each time gaining an additional resource.

Precision Strike: By spending a Resolve Point as a move action, the elite commando can order a remote attack from a concealed drone, sniper, or strike satellite on a location within medium range of them. Treat this as an attack made with sniper weapon of a level no greater than the elite commando's soldier level, using the elite commando's bonus for a ranged attack. The weapon used for this strike is selected when the elite commando gains this asset and may be changed every time she gains an elite commando level or in an adjustment process that takes 24 hours. She may select this asset multiple times, each time selecting a different type of sniper weapon which can be used at any given time.

Safehouse: The elite commando can utilize contacts or simply their own resourcefulness to establish a safehouse. A safehouse takes one hour to create or change to from an old safehouse, and the elite commando may only possess a single safehouse at a time. At 1st level, a hideout is generally a small union center such as a small campsite or a room in a building. At 5th level, the safehouse may be larger, such as a small building, a hidden pathway, or a large section of a cave. At 10th level, the safehouse may be as large as a building complex or buildings of similar size. At 15th level, an elite commando may consider a large swath of land to be a safehouse, such as a small town or an entire district of a large city. At 20th level, the safehouse can include an entire metropolis as his safehouse, or regions of land just as large. Specific details regarding the region and shape of the safehouse are up to the Game Master's discretion. Being in the safehouse allows the elite commando to hide from potential threats, and act in secrecy. Any objects or data stored in this safehouse cannot be located by any effect less powerful than a vision spell, and all attempts to locate or otherwise track down the elite commando or their allies who are within the safehouse suffer a -10 penalty to all rolls involved in finding them (this includes caster level checks).

Superior Armaments: When an elite commando selects this asset, they gain one weapon of their level or lower for free. This weapon cannot be sold but will be replaced if destroyed. The weapon is selected when the elite commando gains this asset and may be changed each time they gain an elite commando level or in an adjustment process that takes 24 hours. An elite commando may select this asset multiple times, each time gaining an additional weapon.

Superior Armor: When an elite commando selects this asset, they gain one suit of armor of their level or lower for free. This armor cannot be sold but will be replaced if destroyed. The armor is selected when the elite commando gains this asset and may be changed each time they gain an elite commando level or in an adjustment process that takes 24 hours. An elite commando may select this asset multiple times, each time gaining an additional suit of armor.

Supplied Supremacy: When an elite commando selects this asset, they gain one augmentation of their level or lower for free. This augmentation cannot be sold but will be replaced if destroyed. The augmentation is selected when the elite commando gains this asset and may be changed every time they gain an elite commando level or in an adjustment process that takes 24 hours (this process also installs the new augmentation). An elite commando may select this asset multiple times, each time gaining an additional augmentation.

Supply Drop: By spending a Resolve Point as a move action, an elite commando can call in a supply drop for themself plus a number of additional creatures up to their key ability score modifier. The number of creatures increases by 1 for every 2 soldier levels the elite commando possesses. This supply drop arrives in 1d10 rounds and contains 50 rounds of ammunition or 50 charges worth of batteries for every weapon the supplied creatures have in their possession. In addition, the supply drop supplies a medpatch for every creature supplied. This improves to a dose of sprayflesh for every creature at 5th level, plus an additional dose for every 5 additional levels you possess.

Welcome Wagon: By spending a Resolve Point in a process that takes 1 hour, an elite commando may employ media connections, advanced intelligence, or other resources to better facilitate their entry into a specific location such as a city. For 24 hours, the starting disposition of creatures in the location is one step more friendly than normal to the elite commando and anyone obviously associated with them. This asset cannot be applied multiple times at once to benefit the same party.

ESOTERIC MACHINIST (TECHNOMANCER^ASP ARCHETYPE)

Studying exotic forms of magic and weaving them into their mechanical creations, esoteric machinists see themselves as enlightened mages who view the arcane arts as a means of expanding the capacity of mortality into unimagined territories.

Proficiencies Esoteric machinists are proficient with simple weapons, as well as light armor and bucklers. If using Starfinder's weapon categories, the esoteric machinist is proficient with basic melee weaponry, small arms, grenades, and light armor. In addition, if this is this character's first level in any class, they may select a martial tradition of their choice.

Casting The esoteric machinist may combine spheres and talents to create magical effects. The esoteric machinist is considered a Mid-Caster and uses Intelligence as her casting ability modifier. (Note: All casters gain 2 bonus talents and may select a casting tradition the first time they gain the casting class feature.) This replaces the spells class feature.

Spell Pool The esoteric machinist gains a small reservoir of energy she can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to her level + her intelligence modifier (minimum 1). This pool replenishes once per day after roughly 8 hours of rest.

Blended Training An esoteric machinist gains a combat or magic talent every time she gains a class level. Esoteric machinists use their casting ability modifier as their practitioner modifier.

Signature Sprite (Su) The esoteric machinist gains Technomancy as a bonus sphere at 1st level, and uses her class level as her caster level with that sphere. This stacks with other caster level sources normally. In addition, the esoteric machinist possesses a special device called a sprite cache which contains a unique sprite with a permanent duration. If the sprite is destroyed, the sprite cache creates a new permanent sprite after 1 hour. This ability replaces spell cache.

Sphere Potency (Su) At 3rd level, the esoteric machinist increases the saving throw DC of all of her sphere abilities and martial talents by 1. This ability replaces spell focus

Perpetual Magic (Su) At 6th level, when an esoteric machinist uses a sphere ability with a duration of at least 1 minute per caster level on herself, she may choose to make the duration of the effect permanent until dismissed or dispelled. She can only have one effect made permanent in this way at a time. This increases to two effects at 12th level and three effects at 18th level. This ability replaces cache capacitor.

Magical Resolve At 19th level, the esoteric machinist draws strength from her magic. Whenever she spends at least three spell points on a sphere effect, she gains one point of resolve. She must use her own spell points for this ability. This ability replaces resolve attunement

Fuse Techniques (Su) At 20th level, an esoteric machinist may use two magic sphere abilities or a magic sphere ability and a combat sphere ability as part of the same action. To do this, she spends spell points equal to the cost of the most expensive sphere ability, and this requires an action equal to the longest action between the two abilities. This ability replaces fuse spells.

Magic Hacks Esoteric machinists can select the following magic hacks in addition to normal magic hacks.

2nd level Magic Hacks

Champion: You gain a single champion feat as a bonus feat

Expanded Capacity: The maximum number of charges you may possess from the Tech sphere increases by 2.

Expanded Talents: You gain a single magic or combat talent as a bonus talent. You must meet the prerequisites for this talent but can select this magic hack multiple times.

Insight: An esoteric machinist can select a technical insight (as a technician) in place of a prowess. The esoteric machinist must meet the prerequisites of a technical insight and cannot select a technical insight that requires prerequisite technician levels unless those levels are gained from another source. The esoteric machinist uses their technomancer level in place of their technician level.

Altered Magic Hacks: Several magic hacks work differently for the esoteric machinist than they would for a normal technomancer

Exploits[ASP]: An esoteric machinist is considered to be a *sphere arcanist*[USoP] for the purpose of determining how her arcanist exploits function.

Spell Modifications: Any magic hack which could alter the casting or effects of a spell (such as Selective Spell, Quicken Spell, Robot Influence, or Spell Grenade) can be used to alter a magic sphere effect in the same manner.

Spell Slot Expenditures: Whenever an esoteric machinist would use a magic hack that requires them to spend a spell slot (such as Empowered Weapon or Fabricate Tech), she may spend a spell point instead, treating it as an expended spell slot of a level equal to 1/2 her caster level (minimum 1).

GEARMASTER (MECHANIC^ASP ARCHETYPE)

In the reaches of space, few individuals are as sought-after as gearmasters, genius tinkers who study a wide variety of crafts in order to develop a solution to most any problem. Given enough time to prepare, there are few problems which a skilled gearmaster cannot meet.

Proficiencies: Gearmasters are proficient with simple weapons, as well as light armor and bucklers. In addition, if this is this character's first level in any class, they may select a martial tradition of their choice. This modifies weapon and armor proficiencies.

Combat Training (Ex): An gearmaster is considered a Proficient^SoM practitioner, gaining spheres and talents as appropriate, and uses Intelligence as their practitioner modifier. This replaces the mechanic tricks gained at 4th, 8th, 12th, 16th, and 20th level.

Engineering Expertise (Ex): At 1st level and every odd-numbered level thereafter, a gearmaster gains a combat talent from either the Alchemy^SoM, Equipment^SoM, Tech^IH, or Trap^SoM sphere. Whenever the gearmaster rests for 8 hours (or the equivalent), they may change any and all combat talents gained from this class feature, choosing new spheres and new talents. Although devices you have created do not break if you no longer possess the talents used to create them, you cannot repair or recharge devices that you do not possess the spheres needed to create them. This ability replaces artificial intelligence.

Scrapworker (Ex): Through adventuring, a gearmaster harvests viable electronic components from their environment. The gearmaster gains a pool of scrap every level, which they may use to aid in crafting technological items as shown on **Table**

1: Scrap. Scrap is measured in credits and may be spent in place of cp to cover the raw material cost for creating technological items. No more than 50% of the cost of creating an item may be covered by scrap; the rest must be covered by conventional means.

Table 1: Scrap

Level	Scrap	Level	Scrap
1	500	11	25,000
2	700	12	35,000
3	1,000	13	50,000
4	1,500	14	67,500
5	2,000	15	90,000
6	4,500	16	125,000
7	6,000	17	170,000
8	8,000	18	227,500
9	12,000	19	300,000
10	16,000	20	400,000

Extra Kick (Ex): At 11th level, the gearmaster learns how to draw additional power out of an item in emergencies. By spending a Resolve Point as a swift action, the gearmaster may grant one gadget or drone they have prepared a number of charges equal to the gearmaster's practitioner modifier. At 17th level, the gearmaster may use this ability with all gadgets or drones they have prepared. Charges granted through this ability last for one hour per gearmaster level and do not stack from multiple uses of this ability. This ability replaces coordinated assault and control net.

Mechanic Tricks: The following new mechanic tricks can be selected by any mechanic but work particularly well for gearmasters.

2nd-level tricks

Ample Supply: Increase your maximum charge pool size by your practitioner ability modifier

Improved Expertise: You gain an additional talent from the Alchemy, Equipment, Tech, or Trap sphere that you meet the prerequisites for. This talent can be exchanged for another whenever you would be able to exchange talents with the engineering expertise class feature. You may take this mechanic trick multiple times.

SYSTEM-UNIQUE WEALTH BY LEVEL

The *Starfinder Roleplaying Game* and *Pathfinder Roleplaying Game* have different expectations for how much wealth characters should possess at various levels. As a result, the typical progression of the scrapworker class feature may not work as well in a game where *Pathfinder* wealth by level is utilized. Similarly, the progression of the essence pool class feature of the essence smith^{SAES} blacksmith archetype may not work well in a game with *Starfinder* wealth by level. If a character is using a gearmaster character in a *Pathfinder* game, it is advised they use the essence smith's **Table 2: Magical Essence** in place of **Table 1: Scrap**. Similarly, an essence smith in a *Starfinder* game should use **Table 1: Scrap** in place of **Table 2: Magical Essence**.

Table 2: Magical Essence

Level	Magical Essence	Level	Scrap
1st	100 gp	11th	15,000 gp
2nd	500 gp	12th	18,000 gp
3rd	1,000 gp	13th	21,000 gp
4th	2,000 gp	14th	24,500 gp
5th	3,000 gp	15th	28,000 gp
6th	4,500 gp	16th	32,000 gp
7th	6,000 gp	17th	36,000 gp
8th	8,000 gp	18th	40,500 gp
9th	10,000 gp	19th	45,000 gp
10th	12,500 gp	20th	50,000 gp

Insight: You can select a technical insight (as a technician) in place of a mechanic trick. You must meet the prerequisites of the technical insight and cannot select a technical insight that requires prerequisite technician levels unless those levels are gained from another source.

Surprising Trap: whenever a creature fails a save against one of your traps, they are flat-footed until the beginning of their next turn.

8th-level tricks

Expert Rigging: your dart traps extend to medium range and your snare traps double their normal area.

Full Bandolier: You double the number of formulae or enhanced poisons you can have prepared at any one time.

Got a Spare: By spending a Resolve Point as a full-round action, you may produce a copy of one gadget that you have prepared. This copy lasts for a number of hours equal to your gearmaster level before breaking down and is not created with any charges.

Impressive Loadout: You increases the number of crafted gadgets you can have prepared at any one time by your practitioner ability modifier.

INSPIRING CAPTAIN (HELMSMAN^{ATE} ARCHETYPE)

In the traversal of vast expanses, it is common for Helmsman to rely heavily upon the loyalty of their crew. The captain of a ship must not only be skilled at his craft but also adept at rallying and unifying his followers. Inspiring captains commonly use powerful motivative techniques to achieve victory in battle, channeling their willpower into akashic manifestations as well as their allies to achieve victory.

Grandiose Veilweaver: An inspiring captain gains perform as a class skill and uses his Charisma modifier in place of his Intelligence modifier to determine the effects of his helmsman class features (including veilweaving).

Rallying Song (Su): At 1st level, the inspiring captain gains the ability to use his words or songs to motivate his followers. As a standard action, the inspiring captain can begin using this ability; starting at 7th level, he may start it as a move action, and as a swift action at 13th level. He can use this ability a number of rounds per day equal to 4 + his Charisma modifier at 1st level, plus 1 additional round per day for each level beyond 1st. This ability duplicates the effect of the countersong, distraction, or inspire courage bardic performance of a bard of the inspiring captain's helmsman level. At 3rd level, he can choose to duplicate the effects of inspire competence. At 9th level, he can choose to duplicate the effects of inspire greatness. At 15th level, he can choose to duplicate the effects of inspire heroics. These abilities work on companion

vehicles, even though such entities do not have an intelligence score.

This ability counts as bardic performance for the purpose of meeting prerequisites.

This ability replaces the hypercharges gained at 1st, 3rd, 9th, and 15th level.

Shipwright Balladeer: Starting at 5th level, the inspiring captain gains the ability to select a bardic masterpiece in place of a hypercharge. The inspiring captain must have the sufficient skill ranks to select the masterpiece, and expends rounds of rallying song in place of bardic performance.

Overdrive Melody: At 12th level, the inspiring captain learns to use his song to augment the abilities of his vessel beyond their normal limits. He gains a unique use of bardic performance known as Overdrive Melody.

Overdrive Melody-While the helmsman maintains this bardic performance, all of the helmsman's akashic armaments gain the ability to accommodate one additional point of essence and the Helmsman gains a number of points of bonus essence equal to his charisma modifier which can only be used for the akashic armaments class feature. At 18th level, while maintaining this ability, all of the helmsman's akashic armaments instead gain the ability to accommodate two additional points of essence and the Helmsman gains twice his charisma modifier in bonus essence.

This ability replaces Turboboost and Improved Turboboost

MONADIC SAGE (SOLARIAN^ASP ARCHETYPE)

The Solarians of the Aurin system have always felt their powers alien, but at the same time have found a certain harmony in the great mysteries of the universe. Monadic sages do not know such peace, instead choosing to explore the full capacity of their powers and the great implications it has for their position in the cosmos.

Proficiencies: Monadic sages are proficient with simple weapons, as well as light armor and bucklers. In addition, if this is this character's first level in any class, they may select a martial tradition of their choice.

Casting: The monadic sage may combine spheres and talents to create magical effects. The monadic sage is considered a Low-Caster. (Note: All casters gain 2 bonus talents and may select a casting tradition the first time they gain the casting class feature.) This replaces the stellar revelations gained at 4th, 8th, 12th, 16th, and 20th levels.

Spell Pool: The monadic sage gains a small reservoir of energy they can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to their level + their casting ability modifier (minimum 1). This pool replenishes once per day after roughly 8 hours of rest.

Blended Training: A monadic sage gains a combat or magic talent at every even class level. Monadic sages use their casting ability modifier as

their practitioner modifier. However, unlike most casters, a monadic sage is able to change their talents as they desire. Whenever the monadic sage rests to regain spell points, they may change any and all magic or combat talents gained from monadic sage levels, choosing new spheres and new talents. Talents gained as part of levels taken in other classes, as part of the 2 bonus talents all casters gain they first gain the casting class feature, as part of the character's martial tradition, or magic talents gained from taking feats such as Extra Magic Talent are not eligible to be changed in this fashion.

Cosmic Understanding (Ex): A monadic sage uses their casting ability modifier in place of their charisma modifier for all solarian abilities.

Attuned Energies (Su): All of the monadic sage's sphere abilities are tied to either the photon attunement or the graviton attunement, and each sphere or talent the monadic sage gains from any source counts as either a photon or a graviton talent for the purpose of disproportionate revelations (see Table 3: Sphere Attunement for details on what spheres are considered photon and graviton spheres).

Rather than the typical benefits to Reflex saving throws or damage rolls from stellar mode, you instead gain a +1 bonus to your caster level and a +1 bonus to your effective base attack bonus with sphere effects that share your stellar mode attunement (for example, a character who is graviton-attuned would gain a bonus to caster level with the Alteration^USoP and Destruction^USoP spheres, but not with the Life^USoP or War^USoP spheres, and would gain a bonus to effective base attack bonus with the Berserker^SoM sphere but not the Barrage^SoM sphere). This caster level and effective base attack bonus increases to +2 at 5th level and by an additional +1 at every 5 levels thereafter (to a maximum of +5 at 20th level). This increase to base attack bonus does not affect attack rolls, just the effects of sphere abilities. If they are fully photon-attuned or fully graviton-attuned, the monadic sage may be considered to have a caster level equal to their character level in similarly attuned spheres rather than having it boosted by the bonus from this ability.

This ability alters stellar mode.

TABLE 3: SPHERE ATTUNEMENT

Photon Spheres	Graviton Spheres
Bear^TBS	Alteration
Conjuration^USoP	Blood^USoP
Creation^USoP	Dark^USoP
Divination^USoP	Death^USoP
Fallen Fey^USoP	Destruction^USoP
Fate^USoP	Enhancement^USoP
Illusion^USoP	Mind^USoP
Life	Protection^USoP
Light^USoP	Technomancy^ASoI
Nature^USoP	Telekinesis^USoP
War	Time^USoP
Weather^USoP	Warp^USoP
Mana^TIH	
Alchemy	Athletics^SoM
Barrage	Barroom^SoM
Beastmastery^SoM	Berserking
Fencing^SoM	Boxing^SoM
Gladiator^SoM	Brute^SoM
Lancer^SoM	Dual Wielding^SoM
Leadership^TGH	Duelist^SoM
Pilot	Guardian^SoM
Scout^SoM	Open Hand^SoM
Sniper^SoM	Scoundrel^SoM
Tech	Shield^SoM
Warleader^SoM	Trap
	Wrestling^SoM

New Stellar Revelations The following Stellar Revelations can be selected by any solarian, but work particularly well for a monadic sage.

2nd level Stellar Revelations

Cosmic Lore (see text): You gain a single magic or combat talent as a bonus talent. Depending on the talent's attunement, this revelation counts as either a photon or graviton revelation (or a harmonic* revelation if it comes from the equipment sphere). You may select this revelation multiple times.

Extremist Attunement (Harmonic*): Choose either photon or graviton mode. You cannot gain attunement in that mode. However, you require only

two points of attunement to become fully attuned in the other mode. The number of points needed to reach full attunement is no longer affected by disproportionate revelations.

Resolute Attunement (Harmonic*): As a swift action, you may spend a Resolve Point to gain a single point of attunement in either photon or graviton mode.

*Harmonic Revelations are revelations which are neither photon-related nor graviton-related. For more info on Harmonic Revelations, see Star Classes: Solarians

RACIAL OPTIONS

IFRIT^{ARG} ALTERNATE RACIAL TRAITS

Firetouched Cycleworlder: Rather than descending from a being of the elemental planes, you were once a being of another race who has become tainted by the energies of Melesp. Choose one non-outsider race. You are treated as that race as well as your own race for the purpose of spell effects, item effects, and prerequisites. This ability replaces Fire Affinity.

Fire Expertise: Any spells, powers, or maneuvers you use with the fire descriptor or kineticist talents of the fire element you use have their save DCs increased by 1. This ability replaces spell-like ability.

OREAD^{ARG} ALTERNATE RACIAL TRAITS

Earthtouched Cycleworlder: Rather than descending from a being of the elemental planes, you were once a being of another race who has become tainted by the energies of Melesp. Choose one non-outsider race. You are treated as that race as well as your own race for the purpose of spell effects, item effects, and prerequisites. This ability replaces Earth Affinity.

Earth Expertise: Any spells, powers, or maneuvers you use with the acid or earth descriptor or from the earth elemental school list or kineticist talents of the earth element you use have their save DCs increased by 1. This ability replaces spell-like ability.

SULI^{ARG} ALTERNATE RACIAL TRAITS

Elemental Knight: You gain Discipline Focus^{PoW} (Elemental Flux^{PoWE}) as a bonus feat, even if you do not meet the prerequisites. This ability replaces Elemental Assault

Magical Aficianado: You gain either Basic Magical Training^{USoP} or Extra Magical Talent^{USoP} as a bonus feat. This ability replaces Elemental Assault

Planar Arbiter: You excel at adapting to varied planar conditions and understanding the rhythm of elemental powers. You recieve a +2 bonus on knowledge (planes) and spellcraft checks. This ability replaces Negotiator.

SYLPH^{ARG} ALTERNATE RACIAL TRAITS

Airtouched Cycleworlder: Rather than descending from a being of the elemental planes, you were once a being of another race who has become tainted by the energies of Melesp. Choose one non-outsider race. You are treated as that race as well as your own race for the purpose of spell effects, item effects, and prerequisites. This ability replaces Air Affinity.

Air Expertise: Any spells, powers, or maneuvers you use with the air or electricity descriptor or kineticist talents of the air element you use have their save DCs increased by 1. This ability replaces spell-like ability.

UNDINE^{ARG} ALTERNATE RACIAL TRAITS

Watertouched Cycleworlder: Rather than descending from a being of the elemental planes, you were once a being of another race who has become tainted by the energies of Melesp. Choose one non-outsider race. You are treated as that race as well as your own race for the purpose of spell effects, item effects, and prerequisites. This ability replaces Water Affinity.

Water Expertise: Any spells, powers, or maneuvers you use with the water or cold descriptor or kineticist talents of the water element you use have their save DCs increased by 1. This ability replaces spell-like ability.

FEATS

HARD-WIRED SPRITE (CHAMPION)

Your gadget possess of a spark of your magical affinity

Prerequisites: Tech Sphere, Technomancy Sphere, at least one (gadget) talent

Benefit: One gadget that your create (excluding permanent gadgets and augment grafts) contains a sprite with a permanent duration that cannot be transferred. This sprite replenishes itself after 1 minute if it is dispelled or destroyed. You may change which gadget is affected by this feat in a process that takes 1 hour.

Special: You may take this feat multiple times. Each time, you may select an additional gadget.

SACROSANCT FIREWALL [DUAL SPHERE]

Your magical protections shield your equipment from tampering

Prerequisites: Fate Sphere, Technomancy Sphere, hallow word

Benefit: Targets affected by your hallow word cannot have sprites enter them so long as the sprite originates from a creature who possesses your

opposed alignment. If the target is already under the influence of such an effect, the target is allowed to make a Will saving throw against the sprite. Success means the sprite cannot use any programs for the duration of this word, but resumes when this word expires.

SPRITE COORDINATION [CHAMPION]

Your sprites give you magical connection to your machines

Prerequisites: Tech Sphere, Technomancy Sphere, at least one (gadget) talent

Benefit: You treat any of your gadgets that contain one of your sprites as if they are always within signal range.

SPRITE TARGETING

Your sprites allow you to hone in on any target

Prerequisites: Technomancy Sphere, MSB 10 or higher

Benefit: You may treat any host for your sprites as if was always in close range and that you always had line of sight and effect on it for the purpose of being able to target it with sphere effects.

SUPERNATURAL PILOT BOND

Your magic power flows through your vessel

Benefit: Any mech or vehicle your are piloting gains the share spells ability of a familiar as well as the share powers ability of a psicrystal^{UP}.

NEW COMBAT SPHERE: PILOT

Pilots excel at getting the most out of whatever vehicle they command, be it a motorbike, a flying galleon, or a starfaring dreadnought.

When you gain the Pilot sphere, you gain one of the following packages with its included abilities. You may take the Expanded Piloting talent to gain additional packages.

Each package has an associated movement mode and an associated skill. Some abilities require you to be using an associated movement mode to function. When you gain a package, you gain 5 ranks in its

associated skill, plus 5 ranks per additional talent spent in the Pilot sphere (maximum ranks equal to your total Hit Dice). If you already have ranks in the associated skill you may immediately retrain them, but you do not get to retrain when only temporarily gaining talents, such as through the armiger's customized weapons class feature.

In addition, you gain the following ability.

Adept Pilot

When piloting a vehicle, you may benefit from any movement-related sphere abilities you possess, substituting your package's associated skill for any skill checks called for by those abilities. The piloted vehicle must still possess movements modes appropriate to the packages you possess.

Special: Animal companions, Conjuration sphere companions, drake companions^LRW, eidolons^ACG, familiars, and other similar companion creatures cannot gain this sphere or talents from this sphere.

PILOT PACKAGES

NAVAL

When you are piloting a vessel and would make a swim check, you may use your associated skill in place of Swim.

Associated Skill: Profession (sailor) or Piloting

STELLAR

When a vessel you are piloting is targeted by an attack or subject to a Reflex save, you may spend martial focus and an attack of opportunity to make a Ride check and use the result in place of the vehicle's AC or Reflex save result, if higher. While in starship combat, you automatically succeed at checks made to Evade.

Associated Skill: Fly or Piloting

TERRESTRIAL

When you perform the mount or dismount action on a vessel, you regain your martial focus. Associated Skill: Ride or Piloting

PILOT TALENTS

ASSURED REPAIR

On skill checks made to repair a vessel or starship, you may take 20 on checks made to determine how much you repair or how much it costs to repair. Taking 20 in this way does not require extra time.

BONUS CUSTOMIZATION

One of your mechs or companion vehicles gains a bonus customization that it meets the prerequisites for. Though you can select this talent as many times as you wish, a single mech or companion vehicle can only benefit once, plus an additional time for every 5 ranks you possess in any of your Associated Skills.
Associated Feat: Extra Mech Enhancement^ATE

VEHICLE RULES TO USE

There are numerous rules that exist for vehicles, not all of them compatible with each other. As a result, designing a sphere based on vehicular combat is rather difficult and forces choices as to what vehicle rules to prioritize. The Pilot sphere is designed with the following vehicle rules in mind and can be used with any or all of them.

- The rules for Mechs and Companion Vehicles (collectively referred to as vessels here) presented in *Arcforge: Technology Expanded*
- The rules for Starships in the *Starfinder Core Rulebook*

THE DISRUPTED CONDITION

Disrupted is a new condition that can be applied to technological equipment, magical equipment, and vessels with certain abilities. While disrupted, the item's electronic or magical components cannot be activated, although constant effects remain in place (for example, a character would still benefit from the bonuses to AC granted by their armor, but could not activate enhancements such as *determination* or armor upgrades such as a forcepack. A disrupted vehicle cannot be made to move or act, its controls locking up for the duration of the effect. The disrupted condition can be removed from a piece of equipment with a standard action.

COMPANION VESSEL

You gain your own personal mech^{ATE} or companion vehicle^{ATE}. Your effective pilot level for this companion is equal to your ranks in your associated skill -3 (minimum 1). If you already possess a mech or companion vehicle or if you take this talent a second time, your effective pilot level for all of your mechs and companion vehicles increases by 4, to a maximum of your character level. Your effective pilot level stacks with those from other sources to a maximum of your character level.

You may take this talent any number of times. For every time after the second that you select it, you gain an additional mech or companion vehicle of your pilot level.

Should a mech or companion vehicle be lost or destroyed, you may build a replacement over the course of 1 week. Abilities that grant talents temporarily, such as taking the Extra Combat Talent feat with martial

flexibility or gaining it from an armiger's customized weapon can not be used to gain this talent.

   Associated Feats: Custom Vehicle^{ATE}, Mech Master^{ATE}, Mech Piloting^{ATE}

CRUISE CONTROL

As long as you maintain martial focus, you reduce the action cost required to pilot a vessel by one step (full round > standard > move > swift > free), though you can never reduce the action cost required to utilize an immediate action.

DAMAGE DEFLECTION

When a vehicle you are piloting would take damage, you may expend martial focus as an immediate action to cause the vehicle to take all of the damage for the attack as opposed to both you and the vehicle taking half of the damage. The damage cannot be redirected in any other ways.

EMERGENCY REPAIR

As a standard action (or as a swift action if you expend martial focus), you can temporarily patch up a vessel that has been reduced to 0 hit points. For 1 round per rank in the associated skill you possess or until the vehicle takes damage, you may pilot the vehicle as if it were not destroyed. A vehicle can only be affected by this talent once per hour. Additionally, when filling the engineer role during starship combat, once per combat you can perform the hold it together action in the same round you perform another engineering action.

EXPANDED PILOTING

Select a piloting package that you do not possess. You gain that package. You may select this talent multiple times, each time selecting a new package.

INCREDIBLE PILOTING

You gain a bonus to checks made with your associated skills equal to half your ranks in the associated skill, to a maximum of +10 at 20 ranks. **Associated Feat**: Skill Focus (any of your associated skills)

HEAD-ON COLLISION

While charging and piloting a vessel, you may expend martial focus as part of the charge. If you do, you do double damage on the first successful attack you make as part of the charge.

INTEGRATED MECH

You can convert a mech into a set of cybernetic body armor. If your mech is currently larger than your size, it is broken down for parts and converted into a same sized creature; characters with multiple mechs may choose one to receive this reconfiguration. If the mech had previously benefited from size increases for level, it instead increases its base Dexterity bonus by +2 and gains 10 additional hit points; if the mech had taken any size increasing enhancements, it may retrain any that would increase its base size above that of its pilot. While the mech is converted in this manner, you gain several benefits: you gain a +5 bonus to disguise checks to make the mech appear as a standard suit of armor, your arms (if you have any) are not occupied by piloting and may be used to wield weapons as normal, and you may pilot a mech up to one size smaller than yourself. There are also a few minor drawbacks: your mech now causes 15% spell failure due to its more confined configuration interfering with fine movements, you cannot stack weapon slots to wield a weapon more than one size category larger than yourself, and if the mech is smaller than your size, its bonuses to Strength and Dexterity are decreased by two points (minimum 0). You may benefit from the AC bonus from a shield if you are using an integrated mech, but not from armor or natural armor bonuses to AC (such as from an *amulet of natural armor*) **Associated Feat**: Cybernetic Integration^{ATE}

KEEP INTACT

As long as you maintain martial focus, whenever a vessel you are piloting would take damage, you may choose to take all of the damage rather than only half of it. If you do, the vehicle you are piloting does not take damage. Your vehicle's hardness does not apply to this damage and the damage cannot be redirected in any other ways.

MOVING TARGET

whenever you are driving a vessel and move at least 30 feet in a round, you and the vessel gain a +2 dodge bonus to AC until the start of your next turn. If the vessel has the Boost or Throttle ability and you activate it before or during this movement, you instead gain a +4 dodge bonus to AC from this ability. In starship combat, any ship you are piloting gains a +2 bonus to AC and TL any time it moves more than 6 hexes.

ONE WITH THE MACHINE

As long as you maintain martial focus, you may use your Strength or Dexterity scores in the place of the Strength or Dexterity scores of any vehicle you are piloting. In starship combat, you may use your Dexterity modifier in place of your starship's TL bonus from countermeasures.

PILOT'S SAVVY

You may use your ranks in one of your Associated Skills in place of your ranks in any other skills for the purpose of repairing or modifying vehicles and for performing any role in starship combat. You may use your ranks in any one of your associated skills in place of your ranks in Craft (mechanical), Engineering, and Knowledge (engineering) for the purpose of meeting prerequisites.

PORTABLE POWER

You can supply limited power for up to 1 minute to a computer or starship system that lacks power. If this system is part of a much larger network, this talent does not supply power to the entire network, just to a limited point of access (typically a terminal), which might greatly limit functionality. You may use this on a companion vehicle to cause it not deplete charges for 1 minute. Once you have used portable power on a system or vehicle, you cannot do so again on that specific system or vehicle for 24 hours.

QUICK PATCHING

When you attempt to patch a system on a starship, you reduce the number of actions required to do so by one. This does not reduce the time needed to patch a glitching system, but you can patch two systems with one action. In addition, you may expend martial focus as a move action to heal a vessel you are piloting by a number of hit points equal to your ranks in one of your associated skills. A vessel can only benefit from this healing once every 24 hours.

RAPID REPURPOSING

The time it takes you to alter a vessel's body type and enhancements is reduced to 1 hour for every 2 hit dice the vessel possesses. In addition, as long as you maintain martial focus, you grant any vessel you are piloting a bonus enhancement which you may change every time you regain martial focus. In addition, you can spend 1 day to refit any number of starship systems and weapons on a single starship.

READY FOR ACTION

When you perform the mount or dismount action on a vehicle, you regain your martial focus.

REMOTE PILOTING

If you have piloted a vessel within the last hour or the vessel is a companion vessel for you, you may pilot the vessel without having to be inside it so long as it remains within medium range. This requires spending actions as normal. You may also use this ability with Starships.

SEIZE CONTROL

As a standard action, you may attempt a combat maneuver check against a disrupted vessel. If you succeed, you remove the pilot from the cockpit and enter the cockpit yourself, becoming the pilot of the vessel. You cannot use this ability to pilot another's companion vessel, although you may still eject the pilot. You must be touching the vessel in order to use this ability unless you possess the Remote Piloting talent, in which case you can use it on a disrupted vessel within range of that ability.

SELF-DESTRUCT SEQUENCE

By expending martial focus as swift action, you may set any vessel you are piloting to self-destruct. You may have the vehicle self-destruct immediately or delay its destruction by a number of rounds up to your practitioner modifier. When the vessel explodes, it deals 2d6 points of force damage per hit die to all creatures within 30 feet of the vessel. For every size the vessel is above medium, this radius increases by 10 feet to a maximum of 70 feet for colossal vessels. In starship combat, the starship's explosion deals 2d6 points of damage per starship tier (minimum 2d6) to all other starships within 1 hex of the self-destructing starship.

SHATTERING CRASH

When you make a melee attack with a vessel's weapons, you may spend martial focus as part of the attack. If the attack hits, the target must succeed at a fortitude save or have all equipment it is carrying or piloting become disrupted for a number of rounds equal to your practitioner modifier. Constructs are not immune to this effect.

SPEEDSTER

When you're using a device to move (including magic items, but not spells or natural flight), your speed increases by 10 feet. If you are operating a vehicle, its fly speed increases by 10 (though this has no impact on its full speed or overland movement speed). When you are in the pilot role of starship combat, your starship's speed increases by 1. You may expend martial focus as a free action to double these bonuses for one round. **Associated Feat**: Sky Jockey

STURDY PILOT

Whenever you mount a vessel, the vessel gains a pool of temporary hit points that regenerate at a rate of 1 per minute up to a maximum amount equal to your ranks in one of your associated skills; your vessel starts at 1 temporary hit point when you mount and these hit points disappear immediately if you begin your turn not mounted in that vessel. You may expend martial focus to replenish these temporary hit points. In starship combat, you may add your ranks in an associated skill to the total shield points of any starship you are piloting.

SWIFT REPAIR

You may repair mechs at a rate of 5 hp per hour rather than per day using Craft (mechanical) checks. When repairing a starship, you reduce the time spent to 1 hour of work instead of 5.

TEMPERATURE CONTROL

You know how to use the heating and cooling systems of a vessel skillfully and can even weaponize them. For the purpose of reducing cold, electricity, and fire damage, the hardness of any vessel you are piloting is increased by half your ranks in one of your associated skills. In addition, you may have any attacks made with your piloted vessel's weapons deal additional fire or cold damage equal to half your ranks in an associated skill so long as you have martial focus. If you expend martial focus, this bonus damage is doubled for one round.

THRUSTER BURN

As a standard action while piloting a vessel, you may spend martial focus to blast the area around you with your vessel's thrusters. This deals 1d6 points of fire damage for every rank you possess in one of your associated skills to all creatures within

10 feet of your vessel (reflex save half). If you have at least 10 ranks in one of your associated skills, the range of this ability increases from 10 feet to 20 feet. While piloting a starship, you may deal 1 point of damage per starship tier to any starship you are sharing a hex with.

LEGENDARY TALENTS

AUTOPILOT

Prerequisite: cruise control

the action cost reduction from cruise control increases by 1 additional step. You may take this advanced talent up to three times, each time reducing the cost by 1 additional step.

BRUTAL COLLISION

Prerequisite: head-on collision, 11 ranks in an associated skill

When you use head-on collision, the damage is tripled rather than doubled.

GATTAI SEQUENCE

Prerequisite: 11 ranks in an associated skill

By expending martial focus as a full-round action, you gain the ability to call together willing constructs or piloted vessels (referred to as components) within close range to combine into a single massive war machine.

The fused construct has the combined hit points of all components used to create it. For each of its ability scores, the fused construct's score is the highest among the components, and the fused construct also has the highest Hit Dice among the components for the purpose of base attack bonus, saving throws, and other effects. The fused being has all mech enhancements of its components. The fused construct gains an additional +2 to one of its ability scores for each component beyond the second that makes up its form (the bonus to any one ability score cannot exceed half your ranks in an associated skill), and is one size larger than the largest component (this increases to two sizes larger if at least three components compose the

fused construct, or three sizes larger if more). If any of the components are piloted, the pilots all share a cockpit, working together to command the creature as a whole rather than any specific weapons it may wield from component parts.

After a number of rounds equal to your ranks in an associated skill, the fused construct separates. The other components appear in an area adjacent to each other that you determine. Damage taken by the fused construct is split evenly between all components and their pilots at the end of the effect, while any ongoing effects are applied to a single randomly determined component construct. You cannnot leave the fusion with more hit points than you entered it with, unless you were damaged prior to the fusion and were subsequently healed. If a fused construct is destroyed, it separates into its constituent constructs, all of which are also destroyed.

HYPERWAVE SIGNAL

Prerequisite: remote piloting

There is no limit to the range with which you can use remote piloting.
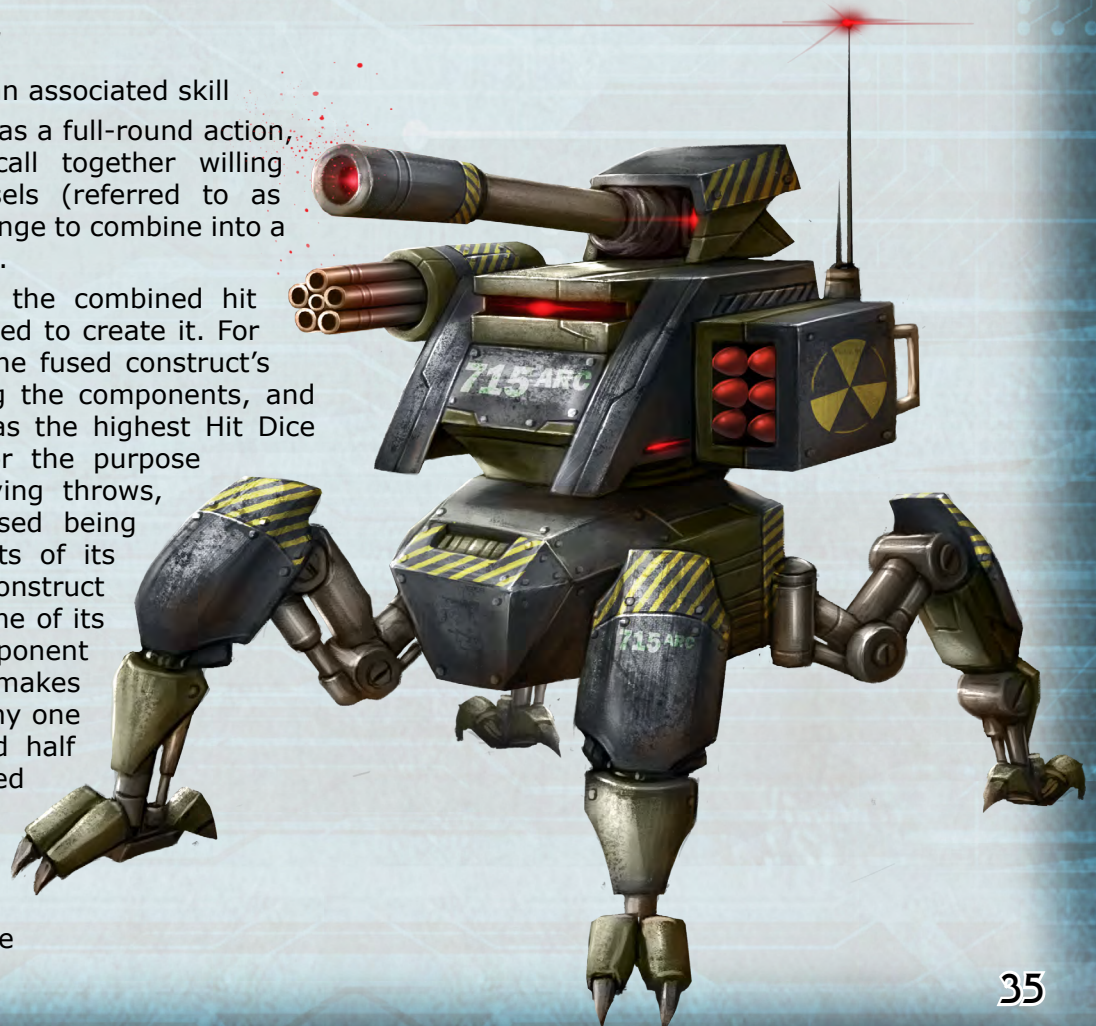
PERSONAL STARSHIP

Prerequisites: Stellar Package, 10 ranks in an associated skill

You gain your own personal starship of tier 1/4. For every rank beyond 10 you have in an associated skill, this tier increases by 1 step, going to tier ⅓ at 11 ranks, ½ at 12 ranks, 1 at 13 ranks, and increasing by an additional 1 every rank thereafter (to a maximum of tier 8 at 20th level).

SPHERE-SPECIFIC DRAWBACKS

CYBORG PILOT

Your piloting ability is restricted to form-fitting vessels. You gain the cybernetic integration talent when you select this drawback. However, your pilot sphere abilities do not function with normal vehicles, instead only operating on cybernetically integrated mechs. You can never gain a companion vessel which does not or cannot utilize the cybernetic integration talent.

UNTRAINED PILOT

You do not gain a package. You gain the Companion Vessel talent from this drawback. You may have your companion vessel scale off of your base attack bonus rather than your ranks in an associated skill.

SEALED IN THE MACHINE

Your vessel is a part of you that you can never fully leave behind. You gain the Companion Vessel talent as a bonus talent. However, you treat your companion vessel as part of your body, being unable to willingly leave it. If you possess multiple companion vessels, you may transfer yourself between them in a process that takes 1 round. If your companion vessel is destroyed while you are inside it, you may attempt to repair it as normal.

CONSCRIPT^{SOM} SPECIALIZATION

Companion Vessel (Ex): At 3rd level, the conscript gains a mech or companion vehicle using his conscript level as his pilot level

PERSONAL STARSHIP SCALE

The personal starship is not intended to replace the starship that the party might collectively possess and utilize. Rather, it is a personal craft for a single character to utilize both in starship combat and in character-to-character combat (see Star Battles for rules on using starships in normal combat).

If a character doesn't plan to use their personal starship in typical character-scale combat, then it may be acceptable to remove the skill rank requirements for this talent and making the tier or the personal starship equal to the character's ranks in the associated skill -2 (minimum rank ¼, going up to ½ at 2 ranks and 1 at 3 ranks).

Enhanced Piloting (Ex): At 8th level, the conscript gains a +1 bonus which he can apply to any mech, starship, or vehicle he is piloting. This bonus can be allocated in any of the following features and can be reallocated as a standard action (or as a swift action by expending martial focus). At 10th level and every 2 levels thereafter, the conscript gains an additional +1 bonus which he can apply to either the same feature or another feature.

- Insight bonus to the mech, starship, or vehicle's AC (and TL in the case of a starship)
- Insight bonus to attack and damage rolls with the mech, starship, or vehicle's weapons
- Insight bonus on saving throws made by the conscript while in the mech, starship, or vehicle
- Insight bonus to all Athletics, Acrobatics, Climb, Fly, Piloting, and Ride checks made by the conscript while in the mech, starship, or vehicle
- A 5-foot increase in all of the vessel's movement speeds for every +1 allocated in this feature. In the case of a starship, it's speed increases by 1 for every 2 points allocated in this feature
- A increase in the vessel's hardness equal to the number of bonuses allocated in this feature. In the case of a starship, Any damage to the starship's hull is reduced by 1 for every point allocated in this feature
- The mech, starship, or vehicle gains fast healing equal to the number of bonuses allocated in this feature

Master Pilot: At 20th level, a conscript is always treated as though they rolled a natural 20 when making a Fly, Piloting, Profession (sailor), or Ride check. In addition, they treat all features as having 4 additional points of bonus allocated in them at all times.

PRODIGY^{COTS} INTEGRATED TECHNIQUES

Daring Maneuver (link): The prodigy succeeds at a skill check using their associated skill from the Pilot sphere

Into the Fray (opener): The prodigy mounts or dismounts a vessel.

MECH ENHANCEMENTS

The new mech enhancements^{ATE} presented here are selectable by mech and vehicle pilots.

Biomech: The mech gains the biomech template and can select mech enhancements listed in the Biomech Speaker feat.

Ejector Seat: As an immediate action, the pilot may eject any number of creatures from the mech. Creatures which are unwilling to exit the mech are allowed a Reflex save to avoid ejection (DC 10 + ½ the pilot's level + the pilot's intelligence modifier). Ejected creatures land in a random square within 20 feet of the mech, although they are allowed a DC 10 Acrobatics or Fly check to determine where they land and to negate falling damage (damage from further falling may occur as normal if the character is ejected midair).

Extra Seating: The mech can carry up to two additional medium or smaller creatures without counting them against its carry capacity. This customization can be selected multiple times, each time increasing the number of medium creatures the mech can carry by 2. For the purpose of being carried, large creatures count as 2 medium creatures, huge creatures count as 4 medium creatures, and gargantuan creatures count as 8 medium creatures. A mech cannot carry creatures larger than its size, but can accommodate creatures up to its size.

Force Field: A force field sheathes the mech in a thin layer of shimmering energy that grants it a number of bonus hit points equal to 3 times the mech's Hit Dice. All damage dealt to a mech with an active force field is deducted from these hit points first. As long as the force field is active, the mech and its pilot are immune to critical hits. A force field has an amount of fast healing equal to the mech's CR, but once its hit points are reduced to 0, the force field shuts down and does not reactivate for 24 hours.

Fortified Hull: The mech gains a number of additional hit points equal to twice it's Hit Dice. This enhancement can be selected up to three times

High-Capacity Battery: The mech possesses twice the normal number of BP.

Nitroboost: The mech's driver can spend a swift action to increase its base speed by 30 ft., but while its speed is increased in this manner, attempting any turn of 45 degrees or greater requires it to sacrifice an additional 5 feet of movement. The driver can end this effect as a swift action. If a vehicle already possesses the Throttle ability, this customization instead increases the speed bonus from that ability by 30 feet.

Rocket Punch: The mech may fire off part of itself as a projectile as part of an attack, making an attack with one of its melee weapons at a range of up to 30 feet beyond its normal reach. This can be done once per round. A mech may gain this enhancement multiple times. Each time, it may use this ability an additional time per round and increases the range by an additional 30 feet.

Siege Mode: As a move action, the mech can root itself in place, losing all movement speeds until it uproots itself as a move action (if the mech is in the air when it roots itself, it hovers in place). While in siege mode, a mech gains a +4 bonus to damage rolls and CMD and reduces all range penalties by 4.

Siege Weapon Integration: The mech's weapon slots can accommodate siege weapons no larger than the mech's size (for example, a huge mech could not slot a gargantuan siege weapon). A siege weapon requires 2 weapon slots plus an additional weapon slot for every crew member beyond the first needed to load and fire the weapon. An integrated siege weapon does not require a crew to operate.

Transformation: The mech or vehicle can take on a different form. When you can this customization, choose one mech or vehicle body type and a new set of mech enhancements (although this new form must possess transformation). The mech may exchange its body type and enhancements (besides transformation) for this other body type or revert to its original form as a full-round action, altering its stats as dictated by its new form. A mech may use this enhancement to take on a vehicle body type and vice versa. If a mech's transformed form has fewer weapon slots than its original form or vise versa, those excess slots are unusable while in the form with fewer slots. This enhancement can be selected multiple times, each time allowing the mech an additional body type it can transform into.

MAGIC SPHERE OPTIONS

ALTERATION SPHERE ADVANCED TALENTS

MECHANICAL CUSTOMIZATION

Prerequisite: Caster level 5th

You may add the following additional traits to your form

Mechanical Upgrade: The target gains a single mech enhancement of your choice. This trait can be applied multiple times.

Mechanical Downgrade: The target loses the benefit of a single mech enhancement of your choice. This trait can be applied multiple times.

TECHNOMANCY TALENTS

Listed here are a variety of new talents for the Technomancy Sphere.

BROADCAST (PROGRAM)

The sprite overwrites digital projections of light and sound for 1 round, replacing anything that the host would project or recieve. If you target an object, you may have the object project whatever lights and sounds it is normally capable of creating at your discretion, save that the item projects whatever images and sounds you desire (including no image or sound). A creature can make an Engineering or Knowledge (engineering) check to realize that the broadcast is being magically tampered with, with a DC equal to your MSD. If two or more casters are trying to control the same broadcasting item, they make opposed MSB checks, the highest result taking control.

If the host is a creature that is targeted with this program, it must make a Will save against this effect. On a failure, it's auditory and visual displays (including those from senses such as blindsight) display whatever you want them to display for 1 round (treat these as illusions that only the affected creature can see). Alternatively, you may choose to make the creature blinded and deafened for 1 round.

COMPOUND HACKING

Whenever you have multiple sprites inside the same host, the sprites can work together to execute the same program. For every sprite beyond the first "aiding" a program, your caster level for the program is treated as 2 higher for the purpose of determining the effects and save DC of the programs.

CONTROL (PROGRAM)

You manipulate the host as if you had affected it with the remote control tech sphere gadget. The saving throw DC is equal to the DC of your technomancy sphere abilities. If the item is not a gadget, consult the tech sphere for possible examples of what effects might occur if it is manipulated in this way (for example, mechanical arms may be affected as per the additional arms gadget of the tech sphere).

DIGITAL PERCEPTION (PROGRAM)

You gain sensory feedback from the sprite host. You can see, hear, and perceive anything that your host could for one round. This typically includes all of the senses of a construct if it is serving as your host, or mechanisms such as audio recording devices, cameras, or computerized scopes in the case of item hosts. A host or its wielder is allowed a will save to negate this effect.

DISABLE (PROGRAM)

The sprite's host becomes the disrupted condition for one round. The host or its wielder is allowed a fortitude save to negate this effect. Constructs are not immune to this effect.

GLITCH MANIPULATION (PROGRAM)

You may treat a sprite host as if it were timeworn, causing it to trigger glitches for one round (roll on the Glitch table appropriate to the host to determine the effect of the glitch). If the host is already timeworn, you may treat it as if it wasn't timeworn for 1 round (if a sprite attempts to add or remove the timeworn condition imposed by another sprite, the caster must make an MSB check opposed by the MSD of the original sprite's caster). When the glitch table is rolled for your sprite host, you may spend a spell point as an immediate action to choose the result of the glitch rather than rolling randomly (if multiple casters attempt this on the same item, they roll opposed MSB checks, with the highest result choosing the glitch result).

LINGERING SPRITE

If you spend a spell point to allow a sprite to persist, it lasts for 1 hour per caster level rather than 1 minute.

SLICER'S STRIKE [STRIKE]

You may create and deliver sprites via a melee touch attack. As a standard action, you may make a single weapon attack in conjunction with generating a sprite. This casting cannot be reduced below a standard action, and does not provoke attacks of opportunity, unless as usual if making a ranged attack. If the target is struck by the attack, the sprite enters the target (so long as the target is a legal target for the sprite). If using a scatter weapon, the word only applies to a single target, chosen at the time of attack.

SPRITE SUSTENANCE

The host of any of your sprites consumes charges at half the normal rate (rounded up). For example, an item that would lose a charge every minute would instead lose a charge every 2 minutes, or a weapon which drains 5 charges with each attack would only drain 3. If the host is a creature, it gains a +1 insight bonus on saving throws, +1 for every 5 caster levels you possess.

TECHNOMANCY ADVANCED TALENTS

RELIC MANIPULATION

You may treat non-technological magic items as if they were technological items for the purpose of affecting them with sprites and technomancy talents.

TECHNOMANTIC ASTRONAVIGATION

You are able to utilize your sprites to benefit your starship in starship combat. By spending a spell point, you may either increase the bonus granted by your starship computer on all checks by 1 or allow your starship computer to affect one additional roll this round. At caster level 10th, you may either increase the bonus granted by your starship computer on all checks by 2, allow your starship computer to affect two additional rolls this round, or increase the bonus granted by 1 while also allowing the computer to affect an additional roll this round.

TECHNOMANCY DRAWBACKS

MACHINE GREMLIN

Your sprites cannot be used to enhance machinery. You cannot use the power program with your sprites.

OUTMODED ENCROACHMENT

The hazardous effects of your sprites are stopped by commonplace countermeasures. You cannot use the drain and interfere programs with your sprites.

RELIC WIELDER

Your ability to interfere with magical equipment does not extend to technological devices. You cannot use your Technomancy sphere abilities to affect technological items. You mus select the Relic Manipulation advanced talent with this drawback.

SINGULAR FOCUS

Your ability to focus on your sprites is limited. You may only have one sprite in existence at a time.

VOLATILE SPRITES

Your sprites cause machines to act erratically. Whenever someone attempts to use a piece of equipment that contains one or more of your sprites, the equipment triggers a glitch as if it was timeworn (see the tables below for timeworn technology glitches).

TECHNOMANCY TALENT-BASED ITEM CREATION^{USOP}

Sprite

Range: close

Duration: 1 round/caster level.

Effect: Creates a sprite inside the target which can use the drain, interfere, power, or transfer programs

Complexity

- Greater Technomancy: To add the effects of a Technomancy sphere talent, increase the complexity by +1 per talent. If a talent would normally cost extra spell points, increase the complexity by an additional +1 per spell point required.
- Program: You may add additional programs gained through (program) talents to those that the sprite can execute, increasing complexity by 1 for every program added.

TABLE 4: TECHNOMANCY WILD MAGIC^{WM} TABLE

d%	Effect
1	One item per 5 caster levels within close range of the caster is drained of all charges
2	Wireless signals cease to function anywhere within close range of the caster for 1d4 rounds.
3	The hosts of all of the caster's sprites (and their wielders) are staggered for 1d4 rounds (Fortitude save negates)
4	Every printer, replicator, or other device capable of creating objects or images within close range of the caster begins repeatedly creating images of the caster for 1d4 minutes
5	All cybernetics within close range of the caster cease functioning for 1d4 rounds (fortitude save negates) Constructs are not immune to this effect.
6	Systems lock up, increasing the DCs of any Computers or Disable Device checks made on objects within close range of the caster by 5 for 1 round.
7	Loud music begins playing from every device within close range of the caster capable of making noise.
8	The hosts of all of the caster's sprites have their movement speeds doubled for 1 round
9	The hosts of all of the caster's sprites cannot attack or be used to attack for 1 round
10	All of the caster's wielded equipment is drained of all charges
11	The hosts of all of the caster's sprites consume twice as many charges with every use for 1 minute
12	The hosts of all of the caster's sprites are only capable of understanding and speaking a single language that the caster knows (chosen at random) for 1 minute
13	All electrical lighting within close range of the caster shuts off for 1d4 rounds
14	The hosts of all of the caster's sprites (and anyone wielding them) are repelled from the caster's square as per a bull rush combat maneuver, using the caster's MSB + their casting ability score modifier in place of their CMB.
15	All hosts of the caster's sprites cause their hosts to shift in operating system, causing all actions that it takes or that it is utilized for to have 25% chance of not occuring for 1 round.

16	All hosts of the caster's sprites cause their hosts to start leaking fluid, forcing the hosts and their wielders to make a fortitude save or become sickened for 1d4 rounds. Constructs are not immune to this effect.
17	One unattended object of Diminutive size or smaller per caster level within close range of the caster become animated as per the Animate Object talent of the Enhancement sphere for 1 minute. This object is neutral toward the caster and attempt to flee any conflict, but otherwise meanders aimlessly. The size affected increases by one category per 5 caster levels.
18	All wireless communicators within close range of caster begin receiving a constant stream of random visual and auditory messages.
19	Everyone within close range of the caster can hear any wirelessly communicated audio transmitted through this range
20	Every host containing one of the caster's sprites makes an attack against a random target in reach (in the case of a weapon host, use the wielder's base attack bonus).
21	The hosts of all of the caster's sprites shine light as a torch for 1 minute
22	One security system on all computers within close range of the caster is disabled
23	All technological equipment within close range becomes uncooperative for 1 round, requiring anyone who tries to activate them to make a Craft (mechanical) or Engineering check in order to use it (DC equal to your MSD)
24	The host of one of the caster's sprites begins making a horribly grating noise, causing all creatures within close range to make a fortitude save or be deafened for 1d4 rounds. Constructs are not immune to this effect.
25	The host of one of the caster's sprites becomes sentient and gains mental ability scores equal to the caster's. Unless it is a creature, it cannot take actions, but is capable of communicating telepathically with the caster so long as it remains the host for at least one of the caster's sprites.
26	Random parts start flying off the target of the effect, dealing 1d6 piercing, slashing, and bludgeoning damage per 2 caster levels to the target (Fortitude save half) and to all creatures within 30 feet of the targe (Reflex save half).

27	Every electronically locked door, helmet, or other opening within close range immediately opens.
28	One random host of the caster's sprites loses all data stored on it (including memory) for one hour
29	The host of one of the caster's sprites becomes incredibly magnetic, pulling all metal objects within close range (as well as any creatures wearing them) towards it as per a drag combat maneuver using your MSB + your casting ability score modifier in place of CMB. Targets within range wielding metal weapons are subject to a disarm check using this same modifier
30	All hosts of the caster's sprites are countered by the caster as if the caster possessed the counterspell and harmonic counter feats
31	All hosts of the caster's sprites inflict maximum damage on their next attack (or attacks made with them)
32	One of the caster's sprites appears in every potential host in close range which does not contain a sprite.
33	The caster is fatigued.
34	All technological devices within close range shut down for one round before restarting. Targets and their wielders are allowed
35	All cybernetics within close range increase any bonuses they grant by 2 for 1d4 rounds
36	All technological items within close range of the caster replenish all of their charges
37	All intelligent constructs and AIs within close range become hostile to the caster for 1d4 minutes
38	All intelligence constructs and AIs within close range become friendly to the caster for 1d4 minutes
39	The caster is dazed for 1 round.
40	Effect receives a -4 penalty to caster level (minimum 1).
41	All hosts of the caster's sprites do not consume charges when used for 1 round
42	One item which is the host for the caster's sprites replenishes all of its charges every round for 1 minute per caster level, after which is nonfunctional for 10 minutes per caster level

43	A shockwave deals 1 point of electricity damage per caster to all creatures within close range of the caster (Fortitude save half)	59	Every electronically locked door, helmet, or other opening within close range immediately shuts.
44	All vehicles within close range start to swerve out of control, forcing their drivers or pilots to make a ride, fly, piloting, or profession check against your MSD or cause their vehicle to move in a random direction (skill check depends on the vehicle in question)	60	All hosts of the caster's sprites cannot be used for any purpose that would drain charges for 1d4 rounds
45	The caster's sprites all execute the boost program before the effect is resolved	61	The caster's sprites all move to one of the caster's pieces of equipment before the effect is resolved.
46	The casting time decreases by 2 steps.	62	All technological items within close range of the caster gain 1d6 charges, with charges in excess of the maximum being dispersed.
47	The next time the caster takes damage, they also lose a total number of charges from their equipment equal to the damage taken (allocated as the caster wishes)	63	The caster's sprites all execute the sabotage program before the effect is resolved
48	On its next turn (or on its wielder's next turn) every host containing one of the caster's sprites must perform the same action that it performed in the previous round (Will save negates)	64	The caster gains knowledge of one talent of his choice from this sphere for 1 round.
		65	The caster's sprites rapidly cool their hosts, dealing 1d6 cold damage for every 3 caster levels to their hosts and anyone touching them.
49	The caster's sprites cause their hosts to arc with electricity, dealing 1d6 electricity damage for every 3 caster levels to their hosts and anyone touching them (Reflex save for half damage).	66	Security systems on all technological items are scrambled, disabling any locks or encryptions on them for 1d4 minutes
		67	The caster's sprites all execute the power program before the effect is resolved
50	The next time the target takes damage, they also lose a total number of charges from their equipment equal to the damage taken (allocated as the caster wishes)	68	Roll twice and take both results. Ignore any results that require rerolls. If both rolls are ignored, there is no effect.
		69	All hosts for the caster's sprites began vibrating uncontrollably, taking a -2 penalty on attack rolls and AC for 1d4 rounds (or applying such a penalty to their wielder)
51	One data storage device within close range copies and transmits all of its data to all other storage devices within close range.	70	The caster becomes incredibly magnetic, pulling all metal objects within close range (as well as any creatures wearing them) towards it as per a drag combat maneuver using your MSB + their casting ability score modifier in place of CMB. Targets within range wielding metal weapons are subject to a disarm check using the same modifier
52	The caster's sprites all execute the boost program before the effect is resolved		
53	The location of the caster immediately shows up on every visual display within 1 mile		
54	The caster is nauseated for 1 round.		
55	The caster's sprites all execute the obstruct program before the effect is resolved		
56	All hosts of the caster's sprites inflict minimum damage on their next attack (or attacks made with them)	71	Roll again. If the resulting effect would be centered on the caster, it is instead centered on a random location they are familiar with.
57	The casting time increases by 1 step.	72	The effect fails and the action is lost. Spell points or spell slots are not lost.
58	All recording devices within close range shut down for 1d4 rounds. This also causes constructs to become blinded and deafened unless they succeed at a saving throw. Characters with artificial eyes, ears, or brains are affected as if they were constructs.	73	All vehicles in close range shut down for a round, becoming unable to move.
		74	The caster's sprites start consuming themselves and each other, reducing the number of sprites in each host by 1

75	The caster's surface thoughts are broadcasted onto all computer monitors within close range for 1 minute per caster level
76	The caster's sprites all execute the drain program before the effect is resolved
77	The caster is exhausted.
78	The casting time decreases by 1 step.
79	The numerical readouts on all electronic measuring devices within close range of the caster are multiplied by 12 for 1 minute per caster level.
80	The casting time increases by 2 steps.
81	All technological items within close range of the caster gain 1d6 charges. If an item would gain charges in excess of its maximum, it causes an explosion which deals 1d6 fire damage per 2 caster levels to every creature within 10 feet of the item (Reflex save half)

82	The caster's sprites heat up their hosts, dealing 1d6 fire damage for every 3 caster levels to their hosts and anyone touching them (Fortitude save for half damage).
83	Any noise the target makes is broadcasted through all devices within close range of them.
84	The caster is stunned for 1 round.
85	The effect fails, but the action is not lost. Spell points or spell slots spent are lost.
86	All technological items within close range of the caster are countered by the caster as if the caster possessed the counterspell, counterspell mastery, harmonic counter, and improved counterspell feats
87	Effect receives a +2 bonus to caster level.
88	Roll twice and choose the result. Ignore any results that require rerolls. If both rolls thus ignored, there is no effect.

89	All creatures within close range of the caster gain the ability to see the flow of electricity, granting concealment to all creatures wearing technological equipment
90	The host of one of the caster's sprites is treated as rolling a natural 1 on the next attack roll it makes (or that is made with it).
91	Cheery imagery and upbeat music flood every electronic device within close range, granting all creatures who observe them a +1 morale bonus on the next D20 roll they make
92	The caster's sprites duplicate themselves, creating an additional sprite in every host which houses at least one.
93	All data storage devices within close range of the caster randomly exchange all data on them
94	The hosts of all of the caster's sprites change color depending on how many sprites are within them (red if 1, blue if 2, yellow if 3, green if 4 or more)
95	Roll again on the Universal wild magic table^{WM}.
96	The contents of all data storage devices within close range is copied and sent out wirelessly in all directions.
97	Strange and grotesque visuals flood every electronic device within close range, forcing all creatures that look at them to become shaken unless they succeed at a Will save
98	The caster loses access to this sphere for 1d6 rounds.
99	Roll again, increasing the range of the effect from close to medium
100	For 1 hour, the caster gains the ability to perceive the inner workings of all machinery around them, giving them a +10 bonus on Computers, Craft (mechanical), Disable Device, Engineering, and Knowledge (engineering) checks.

TABLE 5: ARMOR GLITCHES

Glitching armor that loses its ability to function still provides its normal armor bonus to AC, but any charged abilities are suppressed.

d%	Glitch
01–02	Armor abilities don't function. All remaining charges are drained.
03–05	Armor seizes up and abilities don't function. The wearer is paralyzed for 1 round.
06–10	Armor doesn't function, but still consumes the normal number of charges.
11–18	Armor doesn't function, but no charges are lost.
19–50	Armor uses twice as many charges as normal (or expends an extra activation's worth of charges if already active).
51–75	Armor functions normally.
76–80	Armor functions better than anticipated. Its armor bonus improves by 1 for the duration of this charge.
81–90	Armor functions much better than anticipated. Its armor bonus improves by 2 and it provides moderate fortification for the duration of this charge.
91–98	Armor functions normally; no charges are consumed by this use.
99–100	Armor functions normally and a power surge restores 1d6 charges to the item (up to but not exceeding its capacity).

TABLE 6: CONSTRUCT GLITCHES

These glitches should be rolled at the beginning of the construct's turn each round.

d%	Glitch
01–02	Construct is reduced to half its current hit points (minimum 1)
03–05	Construct is dazed for 1d6 rounds
06–10	Construct is dazed for 1 round
11–18	Construct is staggered for 1 round
19–50	Construct takes a -2 penalty on all d20 rolls for 1 round
51–75	Construct acts normally
76–80	Construct gains an additional move action this turn
81–90	Construct gains a +2 insight bonus to all d20 rolls for 1 round

d%	
91–98	Construct maximizes all damage rolls that it makes this round
99–100	Construct gains temporary hit points equal to 4 times its CR. These temporary hit points last for 1 minute and do not stack with other forms of temporary hit points.

TABLE 7: GENERAL GLITCHES

d%	Glitch
01–02	Item does not function. All remaining charges are drained.
03–05	Item does not function, but still consumes the normal number of charges.
06–10	Item does not function, but no charges are lost.
11–18	Item uses twice as many charges as normal and jolts the user for 1d6 points of electricity damage, but otherwise functions normally.
19–50	Item uses twice as many charges as normal, but otherwise functions normally.
51–75	Item functions normally.
76–80	Item functions better than anticipated, and grants a +1 bonus on any skill check attempted with this use.
81–90	Item functions far better than anticipated, and grants a +2 bonus on any skill check attempted with this use.
91–98	Item functions normally and this use does not consume any charges.
99–100	Item functions normally and a power surge restores 1d6 charges to the item.

TABLE 8: PHARMACEUTICAL GLITCHES

These glitches also apply to drugs and medical gear.

d%	Glitch
01–02	Spoiled. Treat as poisoning by dark reaver powder.
03–11	Spoiled. Treat as exposure to red ache.
12–20	Spoiled. Patient is nauseated for 1d6 rounds.
21–30	Spoiled. Patient sickened for 1d6 × 10 minutes.
31–40	Spoiled. No effect.

d%	
41–50	Less potent. Decrease all save DCs by 2*. Use minimum values for all random results (such as healing). Decrease durations by 50%.
51–60	Normal effect, but causes 1d4 points of Constitution damage (Fortitude DC 15 half).
61–75	Normal effect, but hallucinogenic (−5 penalty on Perception checks and confused for 2d4 rounds, Fortitude DC 15 negates).
76–85	Normal effect.
86–95	More potent. Increase any save DCs by 2*. Reroll any result of 1. Increase durations by 100%.
96–100	Far more potent. As above, but treat as 2 doses.

TABLE 9: WEAPON GLITCHES

These glitches are triggered every time an attack is made with the weapon.

d%	Glitch
01–02	Weapon does not function. All remaining charges are drained.
03–24	Weapon does not function, but still consumes the normal number of charges.
25–39	Weapon consumes twice as many charges as normal and deals 1d6 points of electricity damage per charge consumed (minimum 1d6) to the user.
40–65	Weapon consumes twice as many charges as normal.
66–75	Weapon functions normally but flashes brightly, blinding the wielder and adjacent creatures for 1 round (Reflex DC 15 negates).
76–84	Weapon functions normally.
85–92	Weapon functions better than anticipated, granting a +2 bonus on attack rolls made with that weapon for 1 round.
93–96	Weapon functions much better than anticipated, granting a +2 bonus on attack and damage rolls made with the weapon.
97–98	Weapon functions normally, and this use does not consume any charges.
99–100	Weapon functions normally, and a power surge restores 1d6 charges to the item (up to but not exceeding its capacity).

TECHNOMANCY SPHERE ERRATA

The following revisions should be made to the Technomancy sphere to coincide with recent changes made to the Spheres of Power system overall.

ALL TALENTS

It should be noted that constructs and objects are not immune to the effects of the sphere even if they require a Fortitude saving throw.

DRAIN AND POWER PROGRAMS

Remove the maximum possible effect of these programs at 20th level. Characters with caster levels greater than 20 can achieve greater effects with these talents.

BOOST TALENT

Remove the maximum possible effect of these talents at 20th level. Characters with caster levels greater than 20 can achieve greater effects with these talents.

SPRITE LEGION TALENT

When you concentrate or spend a spell point to maintain any of the sprites created as part of a single instance of sprite generation, you maintain only one of them. Multiple spell points can be spent in order to maintain multiple sprites, however.

Sprite Legion gains the (mass) tag.

TECHNOMANCY INCANTER SPECIALIZATION

The irrepressible sprites ability is gained at 3rd level rather than 1st level.

The unified energy ability does not function with charges taken from items of the Tech sphere.

TECHNOMANCY AND SPELL ENGINES

If a character capable of draining charges from wands or other items with the technomancy sphere uses such abilities on a spell engine, the spell engine loses one spell point for every charge that would be drained from it.

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