

The BIZLOCK

Base Class



STARFINDER
COMPATIBLE

**Little Red
Goblin Games**

BIZLOCK

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BIZLOCK

A NEW CLASS FOR STARFINDER

When a creature amasses enough power, it is able to grant some of that power to others, usually by way of a deal or pact. In the days of yore, this practice was reserved to otherworldly grand devils and elder gods, court fey and angelic lords. With the changing of times comes the changing of power, and so too how it is distributed and these days pact-making entities are key players in powerful corporate mega-companies. These companies can offer individuals both magical power and financial opportunities in equal measure and those bold enough to sign on the dotted line get more than they ever bargained for. The cost of pacting with a company is that the company gets the soul of the one they pact with. These companies are also only willing to offer these services to those they deem valuable and trustworthy enough to warrant their favor. What the pactee gets varies but generally includes financial incentives, magical power, and status while the cost is always their soul and usually an unbreakable oath of service to the company. Wielding corporate magic these so-called “bizlocks” are granted power based on the type of corporation their contract is with. There are commonalities however: training imparted in an instant and a limited array of spells that replenishes with greater ease.

HP/STAMINA

Hit Points Per Level: 6

Stamina Per Level: 6 + CON Modifier

KEY ABILITY SCORE

As a bizlock, your power is derived from your ability to sell your skills and make deals. **Charisma** is your key ability score. Further, Intelligence is important for applying your skills, Dexterity is important for avoiding attacks, and Constitution is important for survivability.

CLASS SKILLS

Skill Ranks Per Level: 4 + INT Modifier

Bluff (Cha), Culture (Int), Diplomacy (Cha), Disguise (Cha), Intimidate (Cha), Mysticism (Wis), Perception (Wis), Profession (Cha, Int, or Wis), Sense Motive (Wis), Sleight of Hand (Dex)

PROFICIENCIES

Armor Proficiency

Light armor

Weapon Proficiency

Basic melee weapons, small arms, and grenades



TABLE 1-1: THE BIZLOCK

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Class Features
1st	+0	+0	+0	+2	Corporate patron, patron power, professional skillset
2nd	+1	+0	+0	+3	Contractor's benefits
3rd	+2	+1	+1	+3	Spell penetration, weapon specialization
4th	+3	+1	+1	+4	Patron power
5th	+3	+1	+1	+4	Negotiate magic
6th	+4	+2	+2	+5	Contractor's benefits
7th	+5	+2	+2	+5	Greater spell penetration
8th	+6	+2	+2	+6	Patron power
9th	+6	+3	+3	+6	Executive spells (3rd)
10th	+7	+3	+3	+7	Contractor's benefits
11th	+8	+3	+3	+7	Negotiate magic
12th	+9	+4	+4	+8	Patron power
13th	+9	+4	+4	+8	Executive spells (4th)
14th	+10	+4	+4	+9	Contractor's benefits
15th	+11	+5	+5	+9	Executive spells (5th)
16th	+12	+5	+5	+10	Patron power
17th	+12	+5	+5	+10	Negotiate magic
18th	+13	+6	+6	+11	Contractor's benefits
19th	+14	+6	+6	+11	Executive spells (6th)
20th	+15	+6	+6	+12	Fate of the company

CORPORATE SPELLS [1ST LEVEL]

You cast spells drawn from the mystic spell list. To learn or cast a spell, you must have a Charisma score equal to at least 10 + the spell's level. The Difficulty Class for a saving throw against your spell is 10 + the spell's level + your Charisma modifier.

Unlike other spellcasters, your patron's magic is shallow but swift. You regain all of your spells whenever you take 10 minutes to regain Stamina Points. The number of spells you can cast is given on **Table 1-2: Bizlock Spells Per Rest**. You can also cast 0-level spells. These spells are cast like any other spell, but there is no limit to how many 0-level spells you can cast between rests. Your selection of spells is very limited. You begin play knowing three 0-level spells and two 1st-level spells of your choice.

At each new bizlock level, you learn one new spell, which can be of any level that you can cast spells from this class feature.

CORPORATE PATRON [1ST LEVEL]

You made a deal with a powerful corporate entity, drawing power from them in exchange for your soul. You must pick one type of corporate patron from those listed at the end of this class's description.

If you die, your soul is drawn into your patron's resources, slowly filtering your magic from your soul so they can refund themselves of the magic they spent on you. Any attempts to return you to life in any way require the spellcaster to make a caster level check with a DC equal to 10 + your character level, as the more useful you are the harder it is to

steal you away. A spellcaster attempting to turn you to life can spend credits equal to ten times your level squared to reduce this DC by 5, to make a more even exchange.

TABLE 1-2: BIZLOCK SPELLS PER REST

Level	1st	2nd	3rd	4th
1st	1	-	-	-
2nd	1	-	-	-
3rd	1	-	-	-
4th	1	-	-	-
5th	1	-	-	-
6th	1	-	-	-
7th	1	1	-	-
8th	1	1	-	-
9th	2	1	-	-
10th	2	1	-	-
11th	2	1	-	-
12th	2	1	-	-
13th	2	1	1	-
14th	2	1	1	-
15th	2	2	1	-
16th	2	2	1	-
17th	3	2	1	1
18th	3	2	1	1
19th	3	2	1	1
20th	3	2	1	1

PATRON POWER [1ST LEVEL]

At 1st level, 4th level, and every 4 levels thereafter (except for 20th level), you gain a patron power unique to the type of corporate patron you have. If a patron power allows a saving throw to resist its effects, the DC is equal to 10 + half your bizlock level + your Charisma modifier. If the power requires an enemy to attempt a skill check, the DC is equal to 10 + 1-1/2 × your bizlock level + your Charisma modifier.

SIDEBAR: INDEPENDENT CONSULTANTS

Another route to a magical corporate contract is via the Department of Warloghe Services. The DWS is a universal broker that represents a myriad of pact-making beings and serves as a sort of “marketplace of pacts” that unites ambitious individuals with nothing to lose with prospective pact-makers. The pact-makers are associated with large corporations and may be looking for people to pact with to help fulfill a specific contract or help with an “off the books” project. These are short-term, high-risk, projects, but allow the bizlock to keep their options open once a contract ends. Seasoned independent bizlocks are always in demand as corporate fixers and outside consultants on undesirable procuts.

Playing an independent bizlock can, with a GM’s approval, allow you to take on one contract after another. This allows you to switch which kind of corporation you are pacted with (allowing you to switch your corporate patron) on a per contact basis. The downsides are that your patron can drop you without notice, you only have their benefits until you finish your contract, and if you end a contract and don’t find a new pact you will be without any benefit from a corporate patron until you make a new pact.

PROFESSIONAL SKILLSET [EX] [1ST LEVEL]

You have learned how to make the most of your skills to impress your patron. You gain a +1 insight bonus to Profession checks, and gain two free skill ranks every level that can only be spent on Profession skills.

CONTRACTOR’S BENEFITS [2ND LEVEL]

As you increase in usefulness, you manage to negotiate more benefits from your patron. At 2nd level and every 4 levels thereafter, you gain one of the contractor’s benefits listed later in this section. You must meet any prerequisites of the benefits you select.

WEAPON SPECIALIZATION [EX] [3RD LEVEL]

You gain Weapon Specialization as a bonus feat for each weapon type this class grants you proficiency with.

SPELL PENETRATION (EX) [3RD LEVEL]

You gain Spell Penetration as a bonus feat. At 7th level, you gain Greater Spell Penetration as a bonus feat. For each of these feats you already have when you would gain it, you gain a +1 bonus to Mysticism checks made to identify spells.

NEGOTIATE MAGIC (SU) [5TH LEVEL]

Your leverage has increased to such an extent that you can negotiate special privileges from your patron's magic. Choose two corporate spells you know that require you to make an attack roll or force a creature to make a saving throw. You gain a +1 bonus to attack rolls made with these spells and increase the DCs of any saving throws these spells allow by 1.

At 11th level, and again at 17th level, choose two more corporate spells to apply these benefits to.

EXECUTIVE SPELLS (SU) [9TH LEVEL]

You have independently developed certain techniques that rival your employer's own magic. You learn two 3th-level spells from the mystic spell list, known as "executive spells". You can cast one executive spell per day for each spell level of executive spell you can cast.

At 13th level, you learn two 4th-level executive spells. At 15th level, you learn two 5th-level executive spells. At 19th level, you learn two 6th-level executive spells.



All spells gained from this class feature are tracked separately from your corporate spells, and anything that affects your corporate spells (such as the negotiate magic class feature or certain patron powers) does not affect your executive spells.

FATE OF THE COMPANY [20TH LEVEL]

At 20th level, your patron and you have come to an agreement, and your contract is altered as a bonus for making it this far. When this occurs, you decide how you and your corporate patron's fate will be intertwined. Choose one of the following fates.

BRANCH MANAGER

You establish a cooperative agreement with your patron, allowing you to grant a limited amount of power in your own right. You gain a crew of NPC followers, each with the bizlock class graft with the same corporate patron as you have (although they can multiclass or take an archetype). Three have a CR of 6, eight have a CR of 2, and twenty more have a CR of 1. They do not travel with you, and are relatively independent, but you can call on their skills and resources, asking them to do favors and perform tasks appropriate for their CR at your behest. More directly, your Charisma score increases by 2 to reflect your managerial skills.

DISSOLUTION OF POSITION

The corporate environment is always changing, and your services are no longer needed at the company you've dedicated time to, but another company seeks you out, and you got a decent magical severance package. Choose a corporate patron other than your own. You gain the 1st, 4th, and 8th level corporate powers of that patron and one extra contractor benefit.

HOSTILE TAKEOVER

You take over your patron's position, taking their power for yourself. You can cast one additional corporate spell per rest for each level of corporate spell you have access to, and you treat your bizlock level as 4 higher for the purposes of any class features that scale with your level.

LETTER OF RESIGNATION

You strike out on your own, endeavoring to start your own corporate empire. You learn two additional executive spells of each level of executive spell you can cast, and can cast one additional executive spell per day for each level of executive spell you have access to. Further, you apply the benefits of your negotiate magic class feature to all of your executive spells that would qualify for it.

UNIONISED REVOLT

You unite with your comrades, seizing your patron's means, and sharing it with those who helped you make it this far. Choose ten creatures that do not have levels in the bizlock class and lack the bizlock class graft. They gain the corporate spells class feature as a bizlock of a class level (for PCs) or CR (for NPCs) equal to your Charisma modifier (maximum 8), using their own key ability modifier (for PCs) or highest ability modifier (for NPCs) as their casting ability modifier.

CONTRACTOR'S BENEFITS LIST

This is a list of contractor's benefits. They all have a minimum bizlock level, and are organized by their minimum level. Unless noted otherwise, you can only gain a given contractor's benefit once.

2ND LEVEL BENEFITS

You must be at least 2nd level to choose the following benefits.

Magical Work Study: Your patron dabbles in many magics, and has decided to grant you some varied power. You gain a bonus corporate spell known, following the normal restrictions on learning corporate spells, except that it is from the technomancer or witchwarper (Starfinder Character Operations Manual) spell list instead of the mystic spell list. You can select this corporate benefit multiple times, selecting a different spell each time.

Practical Paradigm: Your profession skills have helped you learn practical ones more easily. Choose one Profession skill that you have at least two ranks in and one skill that is not a Profession skill. The second skill must be related to the chosen Profession skill (subject to GM discretion). You gain a +1 insight bonus to the non-Profession skill, which increases by a further +1 for every six ranks in the chosen Profession skill beyond two.

You can select this corporate benefit multiple times, but must choose different skills each time.

Competitive Workplace Practices: Your experience in cutthroat work environments have pressured you to rise to the top. You can use Profession skills to identify creatures related to that profession (subject to GM discretion) and creatures you have successfully identified take a -1 penalty to saving throws against your spells.

Repetitive Expertise: You know that when you do something over and over, you get better. Once per round when you miss with an attack, you gain a +1 circumstance bonus to attack rolls until the start of your next turn.

Hostile Work Environment: Your coworkers have been particularly devious and crafty in the past. You gain a +2 insight bonus to AC against attacks made by traps, and to saving throws made to avoid the effects of traps.

6TH LEVEL BENEFITS

You must be at least 6th level to choose the following benefits.

Attacker's Acumen: You know how to make the most out of weapons that usually don't hit as hard. You add half your ranks in Profession (Mercenary) to damage rolls with small arms and operative melee weapons, to a maximum bonus of your bizlock level. You must have at least 4 ranks in Profession (Mercenary) to select this benefit.

Chauffeur's Guard: When you're transporting your boss, you need to make sure they get out of there alive. All passengers in a vehicle you are piloting gain an enhancement bonus to AC equal to 1/4 your ranks in Profession (Driver). You must have at least 4 ranks in Profession (Driver) to select this benefit.

Continued Negotiations: Your expertise with contract negotiations shows itself in your magic. Choose two additional corporate spells to benefit from your negotiate magic class feature. You must have the negotiate magic class feature to select this benefit.

Lightly Used: You've learned how to make a better profit on your old items with just a bit of extra charm. Once per day, you can sell an item at 15% of the base price of the item (instead of the normal 10%).

You can do so an additional time per day for every 4 ranks in Profession (Advertiser) you have beyond 4, to a maximum number of times per day equal to half your bizlock level. You must have at least 4 ranks in Profession (Advertiser) to select this benefit.

Midnight Oil: You can squeeze a little bit of extra magic out of your patron's reserves when you really need it. Once per day, you can cast a corporate spell you know, even if you've already expended all your corporate spells of that level.

Mobile Triage: You've developed techniques to prepare for healing while on the move. A number of times per day equal to half your ranks in Profession (Doctor), rounded down, you can draw a serum, medicinal, or other single-use magic, hybrid, or technological items designed in a beneficial medical context as part of any other move action or full action. You must have at least 4 ranks in Profession (Doctor) to select this benefit.

Starship Management: You have learned how to manage a starship crew as well as an office. When you take the captain role in starship combat, you can use your ranks in Profession (Corporate Professional) instead of your ranks in Bluff, Diplomacy, and Intimidate when determining what starship actions are available to you. You would still make the listed type of check unless another ability allows you to use a different skill. You must have at least 4 ranks in Profession (Corporate Professional) to select this benefit.

10TH LEVEL BENEFITS

You must be at least 10th level to choose the following benefits.

Casting Excellence: You apply the bonus from Spell Penetration and Greater Spell Penetration to all caster level checks, not just those to overcome spell resistance. You must have the Spell Penetration feat to select this benefit.

Overtime: You gain one additional corporate spell per rest for each level of corporate spell you can cast.

Winning Skillset: Your training applies to many skills, practical and professional alike. You gain one additional skill rank per bizlock level that can only be spent on Profession skills, and one additional skill rank per bizlock level that can be spent on any non-

Profession skill. This applies retroactively as well. You must have the professional skillset class feature to select this benefit.

14TH LEVEL BENEFITS

You must be at least 14th level to choose the following benefits.

Employee of the Month: Your command respect, or maybe fear, from your coworkers, subordinates, and even many superiors in your company. You gain a +4 insight bonus to Bluff, Diplomacy, and Intimidate checks made against other employees of your corporate patron.

Cross-Department Training: You've learned a lot as a practicing bizlock, including other people's tricks. You gain one soldier gear boost, envoy improvisation, mechanic trick, or operative exploit, using half your bizlock level as your level in the respective class when meeting the prerequisites and effects of the chosen ability. You can take this corporate benefit multiple times, but you must choose a different ability each time.

CORPORATE PATRONS LIST

The following types of corporate patrons are available to bizlocks.

ADVERTISING AGENCY

The corporate jingles, pop-up ads, and memetic slogans of countless worlds are the tools of your patron, and you can break into the minds of your foes like a thief with a skeleton key.

Mental Training [1st Level]: You gain *command* as a bonus corporate spell known. Additionally, whenever it would benefit you, you can use your ranks in Profession (Advertiser) in place of your ranks in Bluff, Diplomacy, and Intimidate for the purposes of meeting prerequisites and the effects of feats.

Advertising Space [4th Level]: You can advertise more readily to the multiverse, spreading your message and furthering your goals with great ease. Once per day, you can leverage your advertising to gain a discount on any purchase of an item with a level of your bizlock level or less. This discount is equal to 5 + your bizlock level percent of the original price.

Earworm [8th Level]: When you cast a mind-affecting corporate spell that requires one or more creatures to make Will saves, you can expend 1 Resolve Point to force one such creature to roll their Will save twice and take the lower roll.

Front-Page Advertisement [12th Level]: The discount you gain from your advertising space patron power can now be used on any item of your bizlock level +2 or less, and you can gain use it up to twice per day.

Stuck In Your Head [16th Level]: When you use your earworm patron power, if the spell affects multiple creatures, you can expend 1 or more Resolve Points, affecting two creatures with earworm for every Resolve Point spent. If the spell has a duration measured in rounds or minutes per level, each creature you affected with earworm that fails their save is affected for 50% longer.

ARMS DEALER

The arms dealers, weapon manufacturers, and corporate warmongers of the galaxy have granted you the power to fight and kill those who oppose your endeavors.

Martial Training [1st Level]: You gain proficiency in any two of the following categories: advanced melee weapons, longarms, heavy weapons, sniper weapons, heavy armor, or shields. You treat any weapon proficiencies from this power as class-granted proficiencies for the purposes of the Weapon Specialization feature. Additionally, whenever it would benefit you, you can treat your ranks in Profession (Mercenary) as your base attack bonus for the purposes of meeting prerequisites and the effects of combat feats.

Weapons Allowance [4th Level]: You gain a free weapon of your bizlock level or less of a type you are proficient with, which cannot be sold or broken down into UPBs. If lost or stolen, you are given a new weapon of the same type in 1d4+1 days. If this weapon consumes ammunition, charges, or anything else, each day when you regain your Resolve points after 8 hours of rest, you gain suitable ammunition

equal to twice the weapon's capacity, which is not made of any special materials. Each time you gain a bizlock level, you can exchange this weapon for a new one, with the same restrictions as above.

Focal Force [8th Level]: You gain Weapon Focus as a bonus feat. If you already have Weapon Focus, you gain a bonus combat feat of your choice that you meet the prerequisites for. As a standard action, you can make an attack with a weapon that you have Weapon Focus with (including from Versatile Focus, if you have it) and expend 1 Resolve Point. You gain a bonus to your attack roll equal to the highest level of corporate spell you know, and treat the attack as a force effect, while still dealing its normal damage type.

Next-Gen Weapons [12th Level]: The weapon you gain from your weapons allowance patron power can now be of your bizlock level +2 or less, and if it uses physical ammunition, up to half of your daily allowance of ammunition can now be made of cold iron or silver.

Destructive Force [16th Level]: When you expend a Resolve Point to use your focal force patron power, you ignore cover less than total cover and concealment less than total concealment, and you can choose for all of the attack's damage to be force damage instead of its normal type.



PHARMACEUTICAL MANUFACTURER

The manufacturers of serums, dealers of medicinals, and more are your employers, and they've taught you how to keep the right people alive.

Medical Training [1st Level]: You learn how to better apply medical treatment to creatures. You gain *mystic cure* as a bonus corporate spell known, and replace any references to Wisdom in that spell with references to Charisma. You always know it at the highest level of corporate spell you can cast. Additionally, whenever it would benefit you, you can use your Profession (Doctor) skill to make Medicine checks, and your ranks in Profession (Doctor) as your ranks in Medicine for the purposes of the prerequisites and effects of feats.

Medicinal Budget [4th Level]: Each day when you regain your Resolve points after 8 hours of rest, you gain up to three free items. These can be any medicinals, serums, or other single-use magic, hybrid, or technological items designed in a beneficial medical context (such as a nanite hypopen [Starfinder Armory], but not a poison). Each of these items must have an item level equal to or less than your bizlock level, and their combined item level must not exceed twice your bizlock level.

Pharma Expert [8th Level]: You gain Medical Expert as a bonus feat, even if you don't meet the prerequisites. If you already have Medical Expert as a bonus feat, you gain another feat that you met the prerequisites for as a bonus feat. Additionally, when you use the Medical Expert feat to treat deadly wounds as a full action, you can spend 1 Resolve Point to add your ranks in Profession (Doctor) to the amount of Hit Points healed.

Emergency Fund [12th Level]: When you gain items from your medicinal budget patron power, each item can have an item level of up to your bizlock level +2, and the combined item level of your three free items can be up to three times your bizlock level. Additionally, once per day as a move action, you can gain an item of your bizlock level or less that you could choose with your medicinal budget feature, appearing immediately and in your hand.

Expert Patch-Up [16th Level]: Whenever you cast *mystic cure* on a creature, you can increase the casting time to a full action to use your Medical Expert feat to treat deadly wounds on that creature as part of that action.

TEMP AGENCY

The hiring firms, temp agencies, and outsourcing directives of the galaxy know how to put the right person on the job, and you wield their power with a constant flow of interplanar interns.

Management Training [1st Level]: You gain *summon creature* as a bonus corporate spell known. You always know it at the highest level of corporate spell you can cast. Additionally, for every four ranks you have in Profession (Corporate Professional), you can choose one additional creature you can summon for each level that you can cast *summon creature*.

Executive Assistant [4th Level]: You gain an executive assistant, who helps you in various endeavors. Your executive assistant does not actively participate in combat, cannot be targeted or affected by effects in battle, and is considered to share a space with you. A number of times per day equal to your class level, but no more than once per round, you can direct your executive assistant to help you as part of the action required to attempt a skill check or attack roll, gaining a +2 circumstance bonus to the roll.

Mass Hire [8th Level]: When you cast *summon creature* to summon one creature, you can spend 1 Resolve Point to summon one additional identical creature.

Multitasking Assistant [12th Level]: You can direct your executive assistant to help you a number of times per day equal to 1.5x your class level, and you can direct your executive assistant to help a creature you've summoned as part of an attack roll said creature makes. You can direct your executive assistant to help up to twice per round.

Influx Of Interns [16th Level]: When you spend 1 Resolve Point to summon an additional creature with your mass hire patron power, you can cast the *summon creature* spell as a standard action instead of 1 round.

VEHICLE DEALERSHIP

The car dealers, boat distributors, and aerospace industries have hired you on to show just how good their products are, and your need for speed lets you rule the road.

Driver Training [1st Level]: You learn how best to pilot a vehicle. Any vehicle you pilot gains a +10 foot bonus to its base speed while you pilot it. Additionally, whenever it would benefit you, you can use your Profession (Driver) skill to make Piloting checks, and your ranks in Profession (Driver) as your ranks in Piloting for the purposes of meeting prerequisites and the effects of feats.

Company Vehicle [4th Level]: You gain a bike, as the biker (Classes of Red Sector) class feature of the same name, using your bizlock level -2 as your biker level.

Might Makes Right of Way [8th Level]: You learn to run 'em down as the biker class feature of the same name, using your bizlock level -2 as your biker level to determine damage, and using your patron power DC for the DC to avoid. Once per round, when a creature fails their save against your run 'em down ability and you used less than your bike's full speed, you can spend 1 Resolve Point to continue moving up to your bike's full speed, going through the space of the creature you ran down without further damage to either you or the target. You cannot use this power to run 'em down more than once per round.

Violent Chrome [12th Level]: Your bike and run 'em down class features now use your bizlock level as your biker level, and when you use the ram or run 'em down action, the damage counts as both cold iron and silver.

Speed Bump Derby [16th Level]: You no longer have a limit on how many times per round you can run 'em down, but if you don't spend 1 Resolve Point after running down a creature, you stop as normal for that action.

ALTERED OR REPLACED BIZLOCK CLASS FEATURES

For any level at which an archetype provides an alternate class feature, a bizlock who takes the archetype alters or replaces the listed class features.

Multilevel [2nd, 6th, and 18th Levels]: You don't gain a contractor's benefit.

4th Level: You gain your 4th level patron power at 5th level, and don't gain the 5th level instance of negotiate magic.

9th Level: You gain the executive spells class feature at 10th level, and you don't gain the 10th level contractor's benefit.

12th Level: You don't gain access to the highest level of patron power you would normally have access to.

BUILDS

ARMS RACER

Theme: Mercenary

You're locked in a corporate arms race, and you intend to win.

Ability Scores: Charisma is important for your magic and skills, while Strength and Dexterity let you hit more easily and avoid getting hit.

Corporate Patron: Arms Dealer

Corporate Benefits: Repetitive Expertise, Attacker's Acumen, Cross-Department Training (Gear Boost)

Feats: Deadly Aim, Improved Initiative, Weapon Focus

Skills: Bluff, Intimidate, Perception, Profession (Mercenary)

CORPORATE HEADHUNTER

Theme: Bounty Hunter

You keep your business happy by getting them the right employees for the job.

Ability Scores: Charisma is key for convincing people to work with you, both with magic and with your honeyed words. Intelligence can help you round out your repertoire when you need to fill a role.

Corporate Patron: Temp Agency

Corporate Benefits: Competitive Workplace Practices, Starship Management, Overtime

Feats: Agile Casting, Mobility, Spell Focus

Skills: Bluff, Diplomacy, Mysticism, Profession (Corporate Professional)



STAR ADVERTISER

Theme: Icon

You're easily recognizable from all your work in commercials, which helps you keep the populace wrapped around your finger.

Ability Scores: Charisma helps your magic and your ability to woo people, while Intelligence helps with keeping up on cultural topics.

Corporate Patron: Advertising Agency

Corporate Benefits: Competitive Workplace Practices, Cross-Department Training (Envoy Improvisation), Lightly Used

Feats: Iron Will, Unfriendly Fire, Veiled Threat

Skills: Culture, Diplomacy, Profession (Advertiser), Sense Motive

UNION DOCTOR

Theme: Scholar

You aim to please, whether it's your patients or your union allies.

Ability Scores: Intelligence and Charisma are both important for you, helping your skills and magic. Constitution helps minimize potential exposure.

Corporate Patron: Pharmaceutical Manufacturer

Corporate Benefits: Casting Excellence, Mobile Triage, Practical Paradigm

Feats: Great Fortitude, Iron Will, Medical Expert

Skills: Diplomacy, Life Science, Physical Science, Profession (Doctor)

BIZLOCK CLASS GRAFT

Special Rules: Choose one corporate patron connection. The bizlock creature's patron powers must come from that connection. Any patron powers that aren't relevant to the creature (or that can simply be incorporated into the creature's statistics) don't need to appear in its stat block. Spells must come from the mystic spell list.

Required Array: Spellcaster.

Adjustments: None.

Skills: Master Profession

Ability Modifiers: Wisdom, Constitution, and Charisma.

Gear: Light armor (item level = CR), small arm (item level = CR), and basic melee weapon (item level = CR - 1).

ABILITIES BY CR

- CR 1:** 1st-level patron power and one special ability.
- CR 2:** 1st-level patron power, 2nd level contractor's benefit, and one special ability.
- CR 3:** 1st-level patron power, 2nd level contractor's benefit, spell penetration.
- CR 4:** 1st and 4th-level patron powers, 2nd level contractor's benefit, spell penetration.
- CR 5:** 1st and 4th-level patron powers, 2nd level contractor's benefit, spell penetration, and negotiate magic.
- CR 6:** 1st and 4th-level patron powers, 6th level contractor's benefit, spell penetration, and negotiate magic.
- CR 7:** 1st and 4th-level patron powers, 6th level contractor's benefit, greater spell penetration, and negotiate magic.
- CR 8:** 1st, 4th, and 8th-level patron powers, 6th level contractor's benefit, greater spell penetration, and negotiate magic.
- CR 9:** 1st, 4th, and 8th-level patron powers, 6th level contractor's benefit, greater spell penetration, negotiate magic, and 3rd level executive spells.
- CR 10:** 1st, 4th, and 8th-level patron powers, 10th level contractor's benefit, greater spell penetration, negotiate magic, and 3rd level executive spells.
- CR 12:** 1st, 4th, 8th, and 12th-level patron powers, 10th level contractor's benefit, greater spell penetration, negotiate magic, and 3rd level executive spells.
- CR 13:** 1st, 4th, 8th, and 12th-level patron powers, 10th level contractor's benefit, greater spell penetration, negotiate magic, and 4th level executive spells.
- CR 14:** 1st, 4th, 8th, and 12th-level patron powers, 14th level contractor's benefit, greater spell penetration, negotiate magic, and 4th level executive spells.
- CR 15:** 1st, 4th, 8th, and 12th-level patron powers, 14th level contractor's benefit, greater spell penetration, negotiate magic, and 5th level executive spells.
- CR 16:** 1st, 4th, 8th, 12th, and 16th-level patron powers, 14th level contractor's benefit, greater spell penetration, negotiate magic, and 5th level executive spells.
- CR 18:** 1st, 4th, 8th, 12th, and 16th-level patron powers, two 14th level contractor's benefit, greater spell penetration, negotiate magic, and 5th level executive spells.
- CR 19:** 1st, 4th, 8th, 12th, and 16th-level patron powers, two 14th level contractor's benefit, greater spell penetration, negotiate magic, and 6th level executive spells.

CR 20: 1st, 4th, 8th, 12th, and 16th-level patron powers, two 14th level contractor's benefit, greater spell penetration, negotiate magic, 6th level executive spells, and fate of the company.

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