LITTLE RED PRESENTS

DAVATTI

BASE CLASS

STARFINDER COMPATIBLE

Little Red Goblin Games

Davatti

Credits

-PRODUCER-
SCOTT GLADSTEIN

-DESIGNER-
SCOTT GLADSTEIN, IAN SISSON

-EDITORS-
IAN SISSON, BRYNN PETANO

-ART-
NAICHE WASHBURN, MASAJIB

-GRAPHIC DESIGN/LAYOUT-
SCOTT GLADSTEIN

Dear Reader,
We are a small press company working on weekends and between our jobs as a labor of love. Our studio not only works with seasoned industry professionals; it is also a place where new talent gets its start. We want to thank you for supporting us, and if you somehow obtained this illegally - we understand. Times are tough and buying third-party material isn't a priority for you. However, we do have ways for you to support us if you got this book illegally and enjoyed it. Our Patreon allows you to get all our products for just $5 per book (and for free if they are short). If you're really strapped for cash we voluntarily put up a lot of our material up on Wikis (our own and others) and always offer a "copy for a review" program (we'll provide you with a copy of a book in exchange for a legitimate review - even if you don't like it). If those options don't suit you, please consider spending a dollar or two on one of our pay-what-you-want products on DriveThruRPG.
Once again, your support means a lot to both us and our industry. Thank you for your time and patronage!
Regards,
Scott Gladstein
Producer, Little Red Goblin Games LLC

Compatibility with the Starfinder Roleplaying Game requires the Starfinder Roleplaying Game from Paizo Publishing, LLC. See http://paizo.com/starfinder for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

A Product of Little Red Goblin Games, LLC
Questions? Comments? Contact us at:
ScottGladstein@littleredgoblingames.com
http://littleredgoblingames.com/
© 2020, All Rights Reserved

OGL Compatible: Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.
System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Starfinder Core Rulebook © 2017, Paizo Inc.; Authors: Logan Bonner, Jason Bulmahn, Amanda Hamon Kunz, Jason Keeley, Robert G. McCreary, Stephen Radney-MacFarland, Mark Seifter, Owen K.C. Stephens, and James L. Sutter, with Alexander Augunas, Judy Bauer, John Compton, Adam Daigle, Crystal Frasier, Lissa Guillet, Thurston Hillman, Erik Mona, Mark Moreland, Jessica Price, F. Wesley Schneider, Amber E. Scott, and Josh Vogt.

Starfinder is a registered trademark of Paizo Publishing, LLC, and the Starfinder Roleplaying Game and the Starfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See http://paizo.com/starfinder/compatibility for more information on the compatibility license

Davatti

A New Class for Starfinder

Davatti are warriors who bend the rules of space and time by learning to perceive reality as 4th dimensional space (or, more accurately, "n-dimensional euclidean space"). It is said that the first davatti were taught to perceive this after meditating for many years on the nature of hyperspace and warp geometry, and then receiving instruction from beings who lived in hyperspace. Through their study they developed the ability to not only see in 4 dimensions but move 4-dimensionally. To the uneducated it appears as if they teleport, fade, or simply "skip" (like a skipped frame in a movie) but, in truth, they are traveling in a fashion mortals were not meant to perceive.

Davatti are martial mystics who use their secret art as much to better understand the universe as they do to defend themselves. Only those with exquisite control over both their mind and body can perform the complex and precise movements necessary to facilitate travel in the directions of ana and kata.

Their art is one part superstitious tradition and ritual, one part science, and one part martial art. They are famous for dressing in revealing outfits; often having loose cloth draped to allow them movement and modesty and wearing conical hats. These hats are used in a student's early education to help explain how space on the 4th dimension works by having them visualize a 3D cone as a 2D object. While they are skilled with many weapons, they are renowned for their skill with their reality bending Nth-blades that they form with the power of their own mind by folding space.

Davatti are clannish, each student studying with a master who can trace his own training all the way back to the early masters. Many different styles and schools of thoughts exist and many feuds exist between the various splintered lineages. Davatti have a strict sense of tradition and personal honor so it is not uncommon for opposing schools fight duels or for ashamed davatti to seek revenge on someone who has wronged them.

In terms of their status, davatti generally hold the same respect as warrior-monks, cloistered theologians, or ascetics within societies. Davatti live and train in schools that are hidden from the world and very spartan. They are simultaneously both an anachronism and a fixture of the modern age of technology and space travel. While some species are still learning how to think in 3 dimensions a davatti thinks in 4 but their intentional simplistic lifestyle puts them at odds with a world where starliners and infonets facilitate life.

Those who master the art are granted the title of "davi" (Example: "Davi Jerrico of the Southern School" or "Davi Rebecca Shortwing") and are allowed to venture forth from their school. Davatti schools accept students from all walks of life but few make it through the grueling training and can accept the mystical instruction. Those that pass and become davi are employed as military or philosophical advisors, hyperspace navigators, elite guards or troops, or even as mathematicians and tutors for the affluent. While davatti are not under any vow of humility, their expanded perception of the world often leads them to undervalue material things and downplay the need for money. The symbol for a davatti traditionally includes a depiction of a tesseract / hypercube and many either tattoo it on themselves or adorn their clothes with it if they wish to show their dedication.

Inspirations:

Bene Gesserit (Dune), The Boy Who Reversed Himself (Novel), Nightcrawler (X-Men), Sorcerers (Dr. Strange/Marvel Cinematic Universe), Warp Spiders (Warhammer 40k)

Sidebar: Understanding 4th Dimensional Movement & Related Terms

Traditionally we move on an X, Y, and Z axis. This gives us the ability to move up, down, east, west, north, and south. Positions along these axes can be called "altitude", "longitude", and "latitude". Lengths measured along these axes can be called "height", "width", and "depth" (respectively). 4th dimensional movement adds as 4th axis; the W axis. Movement on this is described as "ana" ("up towards") and "kata" ("down from"). When thinking of moving in the direction of ana, imagine that your perception is 2 dimensional, like you are looking at a photograph, and you are getting farther away from the image with your head. To imagine kata, imagine moving your head closer to the picture. 3rd dimensional creatures appear to be 2-dimensional when occupying 4th dimensional space. If you are interested in more information, the works of Charles Howard Hinton make a good starting place.

HP/Stamina

Hit Points Per Level: 7
Stamina Per Level: 7 + CON Modifier

Key Ability Score

The davatti's training requires a sharp and mathematical mind, thus their key ability score is **Intelligence**.

Class Skills

Skill Ranks Per Level: 4 + INT Modifier
Acrobatics (Dex), Athletics (Str), Mysticism (Wis), Perception (Wis), Physical Science (Int), Profession (Cha, Int, or Wis), Sleight of Hand (Dex), Stealth (Dex), Survival (Wis)

Proficiencies

Armor Proficiency
Light armor
Weapon Proficiency
Basic and advanced melee weapons, small arms, and grenades. You are always considered to be proficient with your Nth-blade.

Table 1-1: The Davatti

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Class Features	Nth-Blade
1st	+1	+2	+2	+0	4th dimensional movement, Nth-blade	1d6/1d8
2nd	+2	+3	+3	+0	Distortion	1d6/1d8
3rd	+3	+3	+3	+1	Warp talent, weapon specialization	1d6/1d8
4th	+4	+4	+4	+1	Improved dimensional movement	1d6/1d8
5th	+5	+4	+4	+1	Distortion	1d6/1d8
6th	+6	+5	+5	+2	Warp talent	2d6/2d8
7th	+7	+5	+5	+2	Improved dimensional movement	2d6/2d8
8th	+8	+6	+6	+2	Distortion	2d6/2d8
9th	+9	+6	+6	+3	Warp talent	3d6/3d8
10th	+10	+7	+7	+3	Shortening of the way (+5 ft)	3d6/3d8
11th	+11	+7	+7	+3	Distortion	3d6/3d8
12th	+12	+8	+8	+4	Warp talent	4d6/4d8
13th	+13	+8	+8	+4	Davatti's onslaught, shortening of the way (+10 ft)	5d6/5d8
14th	+14	+9	+9	+4	Distortion	6d6/6d8
15th	+15	+9	+9	+5	Warp talent	7d6/7d8
16th	+16	+10	+10	+5	Shortening of the way (+15 ft)	8d6/8d8
17th	+17	+10	+10	+5	Distortion	9d6/9d8
18th	+18	+11	+11	+6	Warp talent	10d6/10d8
19th	+19	+11	+11	+6	Shortening of the way (+20 ft)	11d6/11d8
20th	+20	+12	+12	+6	Distortion, new reality	12d6/12d8

Class Features

The following are class features of the davatti.

4th Dimensional Movement (Ex)

[1st level]

At 1st level, you can move up to half your base land speed in the 4th dimension. This allows you to teleport that distance. As you actually move across this distance (just in another dimension) you must have line of effect to your destination. You complete your movement instantly, though you are able to observe the world as if you had traveled your path of movement at normal speed. If you move via 4th dimensional movement you ignore the effects of zero gravity.

You can't use this class feature if you are wearing heavy or powered armor, are denied your Dexterity, are restrained (grappled, bound, etc), or are currently wielding a weapon with a bulk of 3 or higher. At 1st level you can only move in a typical fashion (not charge, double move, 5 foot step, etc). Moving via 4th dimensional movement never provokes attacks of opportunity unless the other creature has the 4th Dimensional Movement class feature.

Nth-Blade (Su)

[1st level]

At 1st level, a davatti can manifest a blade formed of distorted space that resembles smooth ice or glass that contains myriad colors and patterns. This commonly takes the form of normal melee

weapons, such as swords and axes, but its form is only limited by your imagination. Your Nth-blade functions as a kinetic advanced melee weapon that deals slashing damage, and you're automatically proficient with it.

At 1st level you can choose the form your Nth-blade assumes: a one-handed Nth-blade or a two-handed Nth-blade. A one-handed Nth-blade deals 1d6 damage + your Strength modifier, and a two-handed Nth-blade deals 1d8 damage + your Strength modifier (but requires two hands). This damage increases by 1d6 (or 1d8 for a two handed) at 6th level, 9th level, 12th level, and every level after 12th. Your Nth-blade has an item level equal to your character level. Distortions modify how an Nth-blade functions. Nth-blades, by default, do not have a critical effect or any special properties. Nth-blades can have weapon fusions applied to them.
Forming or dismissing a Nth-blade is a move action that takes the same amount of effort as drawing or sheathing a weapon (and can be combined with a move as a single move action or used with the Quick Draw feat). Your Nth-blade is automatically dismissed if it ever leaves your hand (unless otherwise noted).

Distortions
[2nd level]
At 2nd level and every 3 levels thereafter, you learn to fold space and mold the shape of your Nth-blade in such a way that it gains certain qualities. You can select what distortions are applied to your Nth-blade at the time of summoning it and they can be changed when it is re-summoned. At 2nd level you know a single distortion and every 3 levels thereafter you learn a new distortion.

Some distortions have additional effects that can be accessed if you are of a certain level or higher.

Warp Talents
[3rd level]
At 3rd level and every 3 levels thereafter, you gain a warp talent. These are new ways in which the davatti's unique relation to the space/time continuum can be expressed.

Weapon Specialization (Ex) [3rd level]
You gain Weapon Specialization as a bonus feat for each weapon type this class grants you proficiency with.

Improved Dimensional Movement
[4th level]
At 4th level, you can move up to your full movement speed via 4th dimensional movement.

At 7th level, you can run, charge, take guarded steps, and utilize other such alternate kinds of move actions with your 4th dimensional movement. At 7th level you can also use 4th dimensional movement with your climb, fly, and swim speeds.

Shortening of the Way (Ex) [10th level]
At 10th, 13th, 16th, and 19th level you gain a +5 feet enhancement bonus to your base land speed when moving via 4th dimensional movement.

Davatti's Onslaught (Ex)
[13th level]
When you make a full attack, you can make up to three attacks instead of two attacks. You take a -6 penalty to these attacks instead of a -4 penalty.

New Reality (Su)
[20th level]
At 20th level, you can use a davatti class feature that would normally require a Resolve Point for free a number of times per day equal to your Intelligence modifier. In addition you may pass through up to 5 feet of solid matter (but not force effects) per turn as part of your movement.

Distortions

DARTFORM

"What is matter if not energy?"

The dartform distortion causes your Nth-blade to become a ranged weapon with a range increment of 60 feet. The Nth-blade remains in a state of disrupting crystalline energy upon your hand until it is utilized. You can make multiple attacks per round (as if the weapon had a clip) on a full attack. The ranged attack deals sonic damage and deals the weapon damage of a one-handed Nth-blade (nothing added to it). This kind of Nth-blade targets EAC. For the purposes of other distortions a dartform Nth-blade counts as a one-handed Nth-blade. A dartform Nth-blade cannot benefit from the following distortions: size and function.

EXTENSION

"To extend your weapon, extend your mind."

Your size distortion grows more powerful and controlled. That distortion now grants your Nth-blade 10 feet of reach rather than 5. If you are using a dartform Nth-blade it gains the sniper (500 ft) special quality in addition to the 120 ft. range. If you are using a fieldform Nth-blade it now grants all adjacent allies the same improvement to EAC that it affords you. This is an improved form of the size distortion and replaces its benefits. You must be at least 11th level and have selected the size distortion to take this distortion.

FIELDFORM

"In all systems there is entropy."

Your Nth-blade distorts into an energy field that protects you. It ceases to function as a weapon and becomes an energy barrier. This improves the EAC bonus of your armor by 1/4th your level (minimum +1). A fieldform Nth-blade can only benefit from the size and extension distortions.

Note: This is not a "shield" as described in the Character Operations Manual and is closer to a phase shield armor upgrade.

FORM

"Your sword takes the form of what it must be- not what you wish it to be."

You can modify small aspects of the physical shape of your Nth-blade to grant any one of the following weapon properties. If you are at least 10th level you can add 2 and if you are 20th level you can add 3 qualities.

- Block
- Disarm
- Feint
- Grapple
- Nonlethal
- Sunder (Armory)
- Trip
- Underwater (Alien Archive)

FUNCTION

"Impossible is only a word."

With this distortion you have mastered a more complex form of form manipulation. The following weapon properties are added to the list of form distortions you can apply to your Nth-blade.

You must have selected the form distortion to take this distortion.

- Antibiological (Armory)
- Breach (Armory)
- Deflect (Armory)
- Gravitation (Armory)
- Injection
- Mind-Affecting (Armory)
- Stun
- Subtle (Armory)

NATURE

"Your mind makes your blade real, your creativity makes your blade worthy."

Your Nth-blade changes its damage type and gains the associated critical effect as described below. An Nth-blade with this distortion targets EAC. This cannot be added to an Nth-blade with the shape distortion. You must have selected the shape distortion to take this distortion.

- Acid damage and Corrode (1d6 + 1d6 per 3 levels) on critical.
- Cold damage and Staggered on critical.
- Electricity damage and Arc (1d6 + 1d6 per 3 levels) on critical.
- Fire damage and Burn (1d6 + 1d6 per 3 levels) on critical.
- Sonic damage and Deafened on critical.

POWER

"Imagination is power."

Add your Intelligence modifier to damage rolls with a dartform Nth-blade. You must have selected the dartform distortion to take this distortion.

QUANTITY

"You draw upon the infinite resources of unreality. Why then is it so unbelievable that you might draw twice from it?"

You can produce a second Nth-blade. You may apply different distortions to this second Nth blade if you wish. This does not affect the handedness of your Nth blades. Add the double special property to the list of special properties you can add to a Nth-blade using the form distortion. If your weapon is in dartform you can choose to grant it the automatic and/or harrying weapon properties as well.

SHAPE

"Shapes are wonderful things. By simply connecting points by way of lines in a specific order and a specific fashion, a shape with the same number of connections can be infinitely different. If the edges are sharp, it will cut, round and it will move, flat and it will brace."

Your Nth-blade changes its damage type and gains the associated critical effect as described below. This cannot be added to an Nth-blade with the nature distortion.

- Slashing damage and Wound on critical.
- Bludgeoning damage and Knockdown on critical.
- Piercing damage and Wound on critical.

SIZE

"Your sword is only as long as you imagine it to be."

You grant your Nth-blade the reach special property. This does not affect the handedness or damage dice of the weapon. If you are using a dartform Nth-blade it now has a 120 ft. range. If you are using a fieldform Nth-blade it now grants a single adjacent ally the same improvement to EAC that it affords you.

SPEED

"Since you are where you want to be, why can't your sword go where you want it to?"

You may add the operative special property to your Nth-blade. Additionally, you add half your davatti level to damage rolls when using a Nth-blade with the operative special property.

STABILITY

"Balance is just as fundamental to a person as it is to shape and to the world at large."

An Nth-blade created like this is well balanced and always strikes true. You gain a +4 bonus on combat maneuvers made with your Nth-blade. This specifically stacks with benefits from any special properties the Nth blade may possess.

Warp Talents

3rd Level

You must be at least 3rd level to take these warp talents

DAVATTI DANCE (SU)

"Speed is perception."

You gain a +10 foot enhancement bonus to your base land speed by taking advantage of tiny fluctuations in space/time. If you are at least 9th level this bonus improves to a +15 bonus, and if you are at least 15th level it becomes a +20 foot bonus to your base land speed. This stacks with your shortening the way class feature.

DENSITY BUSTER (SU)

"The only barrier to your blade is your own preconceptions."

You may spend 1 Resolve Point as a free action to ignore your davatti level worth of DR and hardness with any attack you make until the start of your next turn. When you spend the Resolve Point you can attempt an Intelligence check (DC 15) as a free action. If you are successful, you increase the amount of DR and hardness you can bypass by +4. An Nth-blade empowered in this way counts as if it had the penetrating quality for the purpose of prerequisites and conditions.

DIMENSIONAL DRIVING

"We are but a wheel- no beginnings or endings. Where we think we end and another begins is a personal bias; a matter of perspective."

If you take 1 round to "free" a personal-scale vehicle (or tiny sized spaceship) you are piloting, that vehicle can benefit from any movement-affecting davatti class features (such as 4th-Dimensional Movement, God of Gravity, etc). This ungluing from conventional reality ends once you leave your vehicle. This also allows you to add 1/2 your level as a bonus on checks made to navigate hyperspace or otherwise plot a safe course through hyperspace.

DISTORT DISTANCE (SU)

"In a two dimensional world depth is both infinite and null. In a three dimensional world one's relative position on the plane of kata / ana is likewise infinite and null. So then, what is distance to one who moves in such directions?"

When a creature within 30 feet of you attempts to make a ranged attack you can spend 1 Resolve Point to distort the distance between the attacker and their target as an immediate action. This adds 20 feet to the effective distance between the attacker and its target for every level of davatti you have (maximum of +100 ft). If this distance would put the attack outside its maximum distance, the attack falls short. Otherwise, if it would impose penalties due to range increments, add those penalties to the attack roll. This only impacts a single attack roll.

RELATIVITY (SU)

"All things are relative."

By spending 1 Resolve Point you can flex the relative distance between you and your target by compressing space from your perspective. This allows you to make melee attacks against any creature within 30 feet of you until the end of your turn. This can also reduce the distance between you and your target when you make a ranged attack against them, reducing the distance by up to 10 feet per davatti level (this never additionally causes an attack of opportunity from the target even if the distance would be "0"). This only reduces the distance for the purpose of determining the range increment and determining whether or not you can hit your target.

SPACETIME (SU)

"Space is Warped and Time is Bendable"

You understand, on a fundamental level, the relationship between time and space. This gives you a unique insight into how to navigate it in a non-disruptive way. When traveling through time you roll twice and take the better results if you encounter a paradox. In addition you gain a +4 bonus on the Physical Science check to operate time machines.

Note: This is discussing time travel mechanics described in Little Red Goblin Games' "Gonzo: Mad Science" book.

STRANGE GEOMETRY (SU)

"The difference between very small things and very large things is simply a matter of where you are standing."

If you take a special full action you can cause odd eddies, recursions, and mobius strips in local spacetime around you. This grants you 1 temporary Resolve Point that can only be used on davatti class features. Once this has been used the strain on your body is so great that it cannot be used until you get 8 hours of rest.

9th Level

You must be at least 9th level to take these warp talents

BEND LIGHT

"Perception is what we make of it."

By spending 1 Resolve Point as a swift action you become invisible (as per the spell *invisibility*) for a number of rounds equal to your Intelligence modifier.

DIMENSIONAL SLIDE (SU)

"Big and small, thick and thin- all things have their advantages and disadvantages."

By spending 1 Resolve Point as a swift action you can force your body and all of your equipment to become flat (nearly two-dimensional) for 1 minute. This grants you the ability to slip through cracks or other sorts of barriers with a width of less than 1 inch. While in this state you gain a +4 bonus on Stealth checks, +2 dodge bonus to your AC, and a -2 penalty on attack rolls. You may end this prematurely as a swift action.

ESCHERESQUE (SU)

"What is up when down is right?"

You are treated as if you are constantly under the effect of a *spider climb* spell, although unlike the spell you only need half of your limbs in contact with a surface rather than 75%. Unlike the spell, you gain a climb speed equal to your land speed. You may suppress or reactivate this ability at will as a swift action.

SELF-TESSELLATING WORMHOLE (SU)

"Space is like fabric. It may be rolled, bent, stitched, and torn."

After a successful bull rush or reposition combat maneuver that results in at least 5 feet of movement from the target, you may spend 1 Resolve Point as a free action to shove the creature into a tunnel of warped space. The creature falls 10d10 feet and is knocked prone if they do not make a Reflex save (DC 10 + 1/2 davatti level + Intelligence modifier). The creature takes falling damage but ends in the same square they were moved to. The warped tunnel appears as a tessellated image of the world around it, disorientingly spinning and shifting.

UNCERTAINTY PRINCIPLE (SU)

"That which can be, may be."

A davatti deals in quantum mechanics and possibilities. By spending 1 Resolve Point at the start of your turn as a free action you can take two turns by way of splitting yourself. This makes 2 "possibilities" (two versions of yourself that are equally real) as a swift action. You can move each possibility independently and take both of their actions in any order you wish. Each possibility is real until it or an object that was on its person comes into physical contact with another creature or if another creature makes contact with it (either with an appendage, hitting them with a ranged attack, or by giving them an item). Once one possibility is declared as real, the other one ceases to exist. Regardless of being interacted with, you must select which possibility is real before the start of your turn. The declared "real" possibility does not have the memories or experience of the non-real one.

UNLOGIC BEAM (SU)

"Logic, as understood by the uneducated, is a frail thing."

You can fire a chaotic, bending, twisting, beam of energy that takes a random path to get to its target. To use this, make a ranged attack as a full action against a target within 30 feet of you. This has all the penalties imposed by the act of firing an unwieldy weapon. This attack ignores cover less than total cover and deals 1d10 damage for every 2 levels of davatti. This damage is chaotically aligned and thus bypasses the corresponding damage reduction. It deals an extra 2d6 points of damage against all creatures of lawful alignment.

15th Level

You must be at least 15th level to take these warp talents

GOD OF GRAVITY (SU)

"Gravity is the kin of directionality and directionality is fluid when viewed from a non-euclidian view."

By spending 1 Resolve Point as a swift action you gain control over your own personal gravitational alignment for a number of rounds equal to your Intelligence modifier. This makes your personal gravity subjective to your will. This is similar to being on a plane with the subjective gravity trait. You can move normally along a solid surface by imagining "down" near their feet. If suspended in midair, you "fly" by merely choosing a "down" direction and "falling" that way. Under such a procedure, you "fall" 150 feet in the first round and 300 feet in each succeeding round. Movement is straight-line only. In order to stop, you have to slow your movement by changing the designated "down" direction (again, moving 150 feet in the new direction in the first round and 300 feet per round thereafter). It takes a DC 16 Wisdom check to set a new direction of gravity as a free action; this check can be made once per round. If you fail this Wisdom check in successive rounds you receive a +6 bonus on subsequent checks until you succeed.

SOLIDITY (SU)

"Tangibility is only a problem for those who are so limited that they can only comprehend the concrete."

By spending 1 Resolve Point as a swift action you become incorporeal for a number of rounds equal to your Intelligence modifier.

TESSERACT BREAKER (SU)

"We mark ourselves with the tesseract to remind ourselves that, like us, it is a higher-dimensional shape given form on a plane lower than itself."

You can spend 1 Resolve Point to ignore any mundane or magical ability that usually impedes movement, such as paralysis, a *slow* spell, difficult terrain, etc for 1 minute. Any attempt to grapple or bind you automatically fails and you automatically succeed on any Acrobatics check made to escape a grapple. You can also move and attack normally while underwater, while flying, or in zero gravity. This does not grant you any special ability to survive or move in these environments.

WARP ASSAULT

"Order allows for efficiency, efficiency allows for progress, progress allows for mastery, mastery allows for order."

Popping in and out of reality you slash unexpectedly from non-euclidean angles, propelling yourself across space-time to break rules that should never be broken. As a full around action you can spend 1 Resolve Point and make a single attack with your Nth blade against 3 targets. Your first target must be within 30 feet of you and the subsequent targets must be within 30 feet of the preceding target. You may end your turn within 30 feet of your final target.

Altered or Replaced Davatti Class Features

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

2nd level: You don't gain your first distortion at 2nd level. Instead you gain it at 5th level.

4th level: You don't gain improved dimensional movement at 4th level. You instead gain the full benefit of this ability at 7th level.

Multilevel [6th, 9th, 12th, and 18th Levels]: You don't gain a warp talent.

Example Builds

RAY RIDER

Theme: Ace Pilot

You're a daredevil that took your stunts not only to the next level but to a whole other dimension.

Ability Scores

Dexterity is important to you as Pilot and your ranged attacks both rely on it.

Distortions: Dartform, Form, Shape, Nature, Power, Size, Extension

Warp Talents: Dimensional Driving, Davatti Dance, Relativity, Dimensional Slide, Escheresque, God of Gravity

Feats: Deadly Aim, Sky Jockey, Mobility, Shot on the Run

Skills: Acrobatics, Athletics, Perception, Pilot, Profession (Daredevil)

SPACIAL SOHEI

Theme: Mercenary
Trained as a warrior-monk in the davatti tradition, you seek to prove yourself in combat like the samurai of old.
Ability Scores
Intelligence is nice but you will probably rely more on your brawn (Strength & Con) than your brains.
Distortions: Form, Shape, Nature, Size, Stability, Speed
Warp Talents: Davatti Dance, Density Buster, Relativity, Self-Tessellating Wormhole, Tesseract Breaker, Warp Assault
Feats: Bodyguard, Cleave, Diehard, Fleet, Jet Dash, Stand Still, Weapon Focus (Nth-blade)
Skills: Athletics, Acrobatics, Perception, Stealth, Survival

STUDENT OF KATA & ANA

Theme: Scholar
You delve deep into the nature of reality, using your insight into spacetime to further your research.
Ability Scores
Intelligence strengthens your abilities and grants you more Resolve, while Strength lets you hit harder with your Nth blade.
Distortions: Form, Size, Extension
Warp Talents: Spacetime, Uncertainty Principle, Unlogic Beam
Feats: Skill Focus (Physical Science), Fleet, Technomantic Dabbler
Skills: Physical Science, Computers, Life Science, Mysticism

DIMENSIONAL EXPLORER

Theme: Spacefarer
Some people explore new planets, you explore new dimensions and ways of getting to them.
Ability Scores
You rely on their Intelligence to get through the day and Constitution is also important for your ability to survive damage.
Distortions: Fieldform, Size, Extension, Dartform, Form
Warp Talents: Distort Distance, Relativity, Uncertainty Principle, Bend Light, Solidity, Tesseract Breaker
Feats: Barricade, Blind-fight, Extra Resolve, Skill Focus (Physical Science), Toughness
Skills: Engineering, Mysticism, Perception, Physical Science, Sleight of Hand, Stealth, Survival

Iconic Davatti

The following are davatti that are found in the Red Sector campaign setting by Little Red Goblin Games.

DRAVISH ERGOSTAR

Known in some circles as "The Sinner of Sab", Dravish is a rogue davatti assassin who serves the hostile, quasi-criminal, Gaoth company known as the Peaking Crane Clan. Dravish was once a respected davatti from the Ergostar school who showed great potential in his early years. Due to a gambeling habit he fell into debt to the Peaking Crane Clan and was forced to pay off his substantial debts to them by acting as muscle. After a few jobs he realized he actually *liked* the challenge these jobs presented and secretly became an assassin for the Gaoth merchant conglomerate. When his school found out they expelled him but his talent as a davatti was undeniable and he used the skills he'd learned to aid in his bloody work. He is a master of the dartform, able to hurl shuriken-like folded space Nth weapons at his foes with the accuracy that only a davatti with the synthetic mind of a blood-thirsty android can.
Race: Android
Theme: Outlaw
Alignment: Neutral Evil
Speciality: Dartform distortion

DAVI SUNA RYDER

The story of Suna Ryder started when her colony world of Elforfiend was destroyed by Thau raiders when she was a child. She was one of the few dozen survivors who were destined for a Thaunic work camp but a wandering davatti by the name of Moga Ma'Fashione. The Ves davatti slew the Thaun on the shuttle that was escorting them to their new prison and took Suna under her wing. She studied at the Ryder school and eventually earned the rank of Davi before she left to help fight against the Thaun. Today Davi Suna is an agent of the League of Worlds, wandering the stars with her crew to combat Thaunic aggression wherever it rears its ugly head.

Race: Human
Theme: Colonist
Alignment: Chaotic Good
Speciality: Davatti Dance warp talent

OPEN GAME LICENSE VERSION 1.0A

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.
2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.
3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.
4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.
6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.
7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.
8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.
9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.
10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.
11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.
12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.
13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.
14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

- Open Game License v 1.0a © 2000, Wizards of the Coast, Inc. System Reference Document © 2000, Wizards of the Coast, Inc.; Authors: Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.
- Starfinder Core Rulebook © 2017, Paizo Inc.; Authors: Logan Bonner, Jason Bulmahn, Amanda Hamon Kunz, Jason Keeley, Robert G. McCreary, Stephen Radney-MacFarland, Mark Seifter, Owen K.C. Stephens, and James L. Sutter, with Alexander Augunas, Judy Bauer, John Compton, Adam Daigle, Crystal Frasier, Lissa Guillet, Thurston Hillman, Erik Mona, Mark Moreland, Jessica Price, F. Wesley Schneider, Amber E. Scott, and Josh Vogt.
- Starfinder Armory © 2018, Paizo Inc.; Authors: Alexander Augunas, Kate Baker, John Compton, Eleanor Ferron, Thurston Hillman, Mikko Kallio, Lyz Liddell, Ron Lundeen, Matt Morris, David N. Ross, and Russ Taylor.
- Starfinder Armory © 2018, Paizo Inc.; Authors: Alexander Augunas, Kate Baker, John Compton, Eleanor Ferron, Thurston Hillman, Mikko Kallio, Lyz Liddell, Ron Lundeen, Matt Morris, David N. Ross, and Russ Taylor.
- Gonzo: Mad Seince ©2019, Little Red Goblin Games LLC; Authors: Scott Gladstein and Ian Sisson
- **Davatti © 2020, Little Red Goblin Games LLC; Authors: Scott Gladstein and Ian Sisson**

Product Identity

Little Red Goblin Games LLC company names and logo; backgrounds as well as all trade dress and graphic design elements are all reserved as product identity. All character artwork is fully owned by Little Red Goblin Games LLC. All rights reserved. The davatti, Nth-blades, and davi are all reserved as product idendity of Little Red Goblin Games LLC.

Open Content

All content not reserved above as product identity (including mechanics and proper names) book are Open Game Content as described in Section 1(d) of the Pathfinder Compatibility License.