

# CLASSES OF RED SECTOR



STARFINDER  
COMPATIBLE

Little Red  
Goblin Games

# CLASSES OF RED SECTOR

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# INTRODUCTION

## WHAT'S IN THIS BOOK

This book provides support and expanded rules for character classes and archetypes in the Starfinder Roleplaying Game. It also details the structures related to classes found in Red Sector- ideas that can be used for any Starfinder game. Though couched in “Red Sector”, that is just set dressing and the rules provided are designed to be able to function in any setting or game.

## RED SECTOR AND THE LEAGUE OF WORLDS

Red Sector is a densely populated sector of space that is home to a sector-wide organization known as the “League of Worlds”. They are unaffiliated but generally cooperative, as much as such disparate species can be civil with each other, and have open trade and little else between each other. The sector got its name because the large number of red dwarf stars as well as an abundance of red stars (stars in the L & T spectral type). They have no formal central authority except for a station where formal meetings and discussions between worlds exist. This station, Red-1, is the size of a moon and is the legal/political hub of the sector.

**USING RED SECTOR IN YOUR GAME... OR NOT**  
This book is written in a setting neutral fashion; you can use any of the content found in this book regardless of if you use Red Sector in your game. No mechanics are related to Red Sector. All content fits in well with Starfinder's default setting (the Pact Worlds). If you would like to use Red Sector material, we suggest you pick up other Red Sector books.

## IMPORTANT FEATURES

- **Tarrasques:** There are a number of giant, hibernating, tarrasques that float in the dark of space until they happen upon a world. When they awaken they lay waste to all in their past, consuming worlds and leaving misery in their path.
- **Thaun:** The Thaunik Empire, a race of avien warriors, are slowly trying to conquer Red Sector.
- **The Losts:** A region of space decimated by a war between two long-forgotten gods. This region of space is so filled with curses, eternally persistent magical effects, unspeakable horrors, and traps from their fight that no one in their right mind would ever venture into it.
- **The Founding:** A thousand years ago, at the famous Rendonti Conference, 8 great species united to destroy a Tarrasque that was en route to destroy an urban world. That pact grew into The League of Worlds.
- **The League of Worlds:** A vague economic, political, and military alliance between most of the major species and worlds of Red Sector that fails to defuse situations as often as it succeeds.

## ABBREVIATIONS FOUND IN THIS BOOK

- **STAR:** Starfinder Core Rulebook (Paizo)
- **FORCES:** Forces of Red Sector (Little Red)
- **RACES:** Races of Red Sector (Little Red)
- **CLASS:** Classes of Red Sector (Little Red)
- **DOK:** Dokkalfar & And The Houses of the Umber Worlds (Little Red)
- **DRAG:** Dragoon (Little Red)
- **MAD:** Gonzo: Mad Science (Little Red)
- **AUG:** Aug Base Class (Little Red)

# BIKER

## A NEW BASE CLASS FOR THE STARFINDER RPG

STAMINA POINTS: 7 + CON MODIFIER

7 HP

Red Sector has an odd fascination with “things that go fast” and that extends all the way from faster than light ships to personal conveyances. Bikers are outlaws who modify their “bikes” (often far more than simple motorcycles) for death defying stunts. They cover a huge range of enthusiasts; from daredevils to professional racers and marauding techno-vikings who blast between stars on their tricked out murder-cycles.

### KEY ABILITY SCORE

**Dexterity** is a biker’s key ability score.

### CLASS SKILLS

**Skill Ranks Per Level:** 4 + Intelligence

Modifier

- Acrobatics (Dex)
- Culture (Int)
- Engineering (Int)
- Intimidate (Cha)
- Perception (Wis)
- Piloting (Dex)
- Profession (Cha, Int, or Wis)
- Survival (Wis)

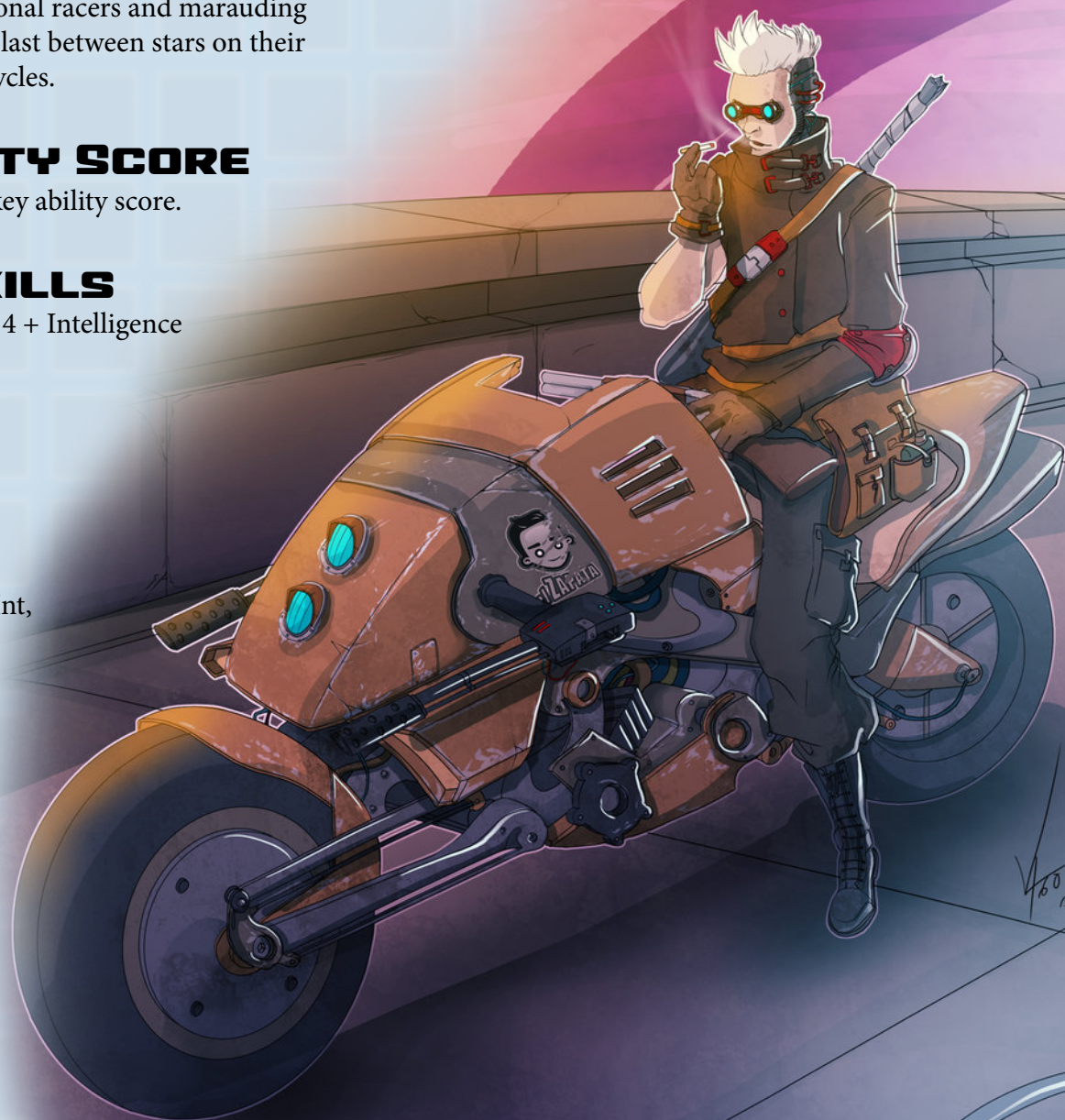




TABLE I-I: THE BIKER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Class Features	Bike Speed
1st	+1	+0	+2	+0	Bike, gang, gang ability	30
2nd	+2	+0	+3	+0	Autocontrol, ride 'em down	40
3rd	+3	+1	+3	+1	Tune up, weapon specialization	50
4th	+4	+1	+4	+1	Racer	60
5th	+5	+1	+4	+1	Gang ability	70
6th	+6	+2	+5	+2	Tune up	80
7th	+7	+2	+5	+2	Racer	90
8th	+8	+2	+6	+2	-	100
9th	+9	+3	+6	+3	Tune up	110
10th	+10	+3	+7	+3	Racer	120
11th	+11	+3	+7	+3	Gang ability	130
12th	+12	+4	+8	+4	Tune up	140
13th	+13	+4	+8	+4	Racer	150
14th	+14	+4	+9	+4	-	160
15th	+15	+5	+9	+5	Tune up	170
16th	+16	+5	+10	+5	Racer	180
17th	+17	+5	+10	+5	Gang ability	190
18th	+18	+6	+11	+6	Tune up	200
19th	+19	+6	+11	+6	Racer	220
20th	+20	+6	+12	+6	High gear	230

## PROFICIENCIES

**Armor Proficiency:** Light armor

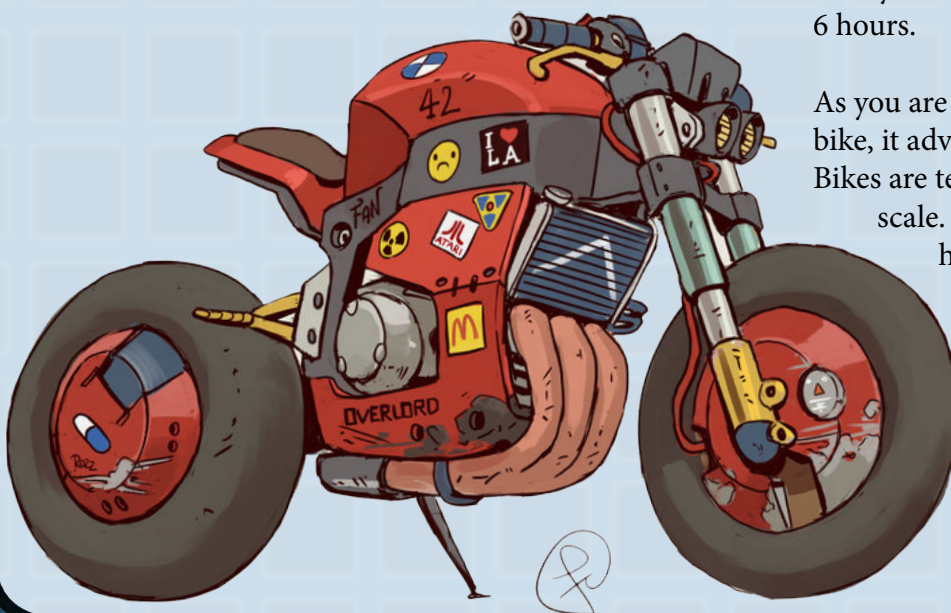
**Weapon Proficiency:** Basic and one-handed advanced melee weapons, small arms, longarms, and grenades

## BIKE

### [1ST LEVEL]

You gain a motorcycle at no cost to you. This motorcycle is precious to you and is how you make your living or at least your way in the universe. Should it be destroyed or stolen for long period of time you can rebuild it for 500 x your level credits in 6 hours.

As you are constantly tinkering and improving your bike, it advances with you as you progress in level. Bikes are terrestrial vehicles used on the human-scale. Bikes have some unique properties however, as described below:



## BIKE

**Item Level:** Equal to your level.

**Size:** Large (5 ft. wide, 10 ft. long, 3 ft. high)

**Vehicle Type:** Land

**Speed:** 30 feet (300 feet full). The base speed improves as described on Table 1-1: The Biker. (Your full speed is 10x your base speed).

**EAC / KAC:** Your EAC and KAC. Passengers use their own AC as well.

**Cover:** None

**HP:** You and your bike share and HP pool. If you run out of Stamina, the bike gains the broken condition (-2 AC, Speed Halved, -2 Piloting). Because you share an HP pool you take full damage from ramming and run over actions (not half\*).

**Hardness:** None but any DR you have also applies to your bike.

**Attack (Collision):** The DC to avoid damage is equal to 10 + 1/2 biker level + Dexterity bonus.

**Modifiers:** -2 on attack rolls (-4 at full speed)

**Systems:** None.

**Passengers:** None (only driver)

**Special Abilities:** None

This is the “default” setup. Your class features will modify this as you go.

\*This is because, technically, “you” are taking half this damage and your bike is taking another half of damage.

## GANG [1ST LEVEL]

When you ride, you are never riding alone; you ride with a proud (or infamous) tradition of the bikers that have come before you. Sure, some of them may have been degenerates, criminals, and madmen but there is nothing wrong with that and plenty of biker gangs have been freedom riders, elite racing teams, part of ancient cavalry orders, and the like.

At 1st level you select your gang. This will modify your bike, grant you a free customization, and the kind of tune up customizations you can take later on.

## AUTOCONTROL [2ND LEVEL]

Your bike gains an autocontrol system.

## RIDE ‘EM DOWN [EX] [2ND LEVEL]

You can take a special action to “ride ‘em down”. This functions like a ramming action but you take no damage from the ramming or running over enemies with your bike but deal diminished damage, as described on table Table 1-2: Biker Collision Damage & DC.

**Table 1-2: Biker Collision Damage & DC**

Level	Collision Damage	Collision DC (Large)*	Collision DC (Medium)*
1st	2d4 B	10	12
2nd	2d4 B	11	13
3rd	2d4 B	12	14
4th	2d6 B	13	15
5th	2d8 B	13	15
6th	3d8 B	14	16
7th	3d10 B	15	17
8th	3d10 B	16	18
9th	4d10 B	16	18
10th	4d10 B	17	19
11th	5d10 B	18	20
12th	5d10 B	19	21
13th	6d10 B	19	21
14th	7d10 B	20	22
15th	7d10 B	21	23
16th	8d10 B	22	24
17th	9d10 B	22	24
18th	10d10 B	23	25
19th	11d10 B	24	26
20th	12d10 B	25	27

\*Based on information from Table 7-32: Vehicle Damage And Size in chapter 7 of the Starfinder Core Rulebook.



### **Sidebar: GMing the Biker's Damage**

As a GM you may want to restrict a biker to using "ride 'em down" in typical combat situations as vehicle ramming damage gets a little excessive at high levels.

## **TUNE UP [3RD LEVEL]**

You can customize your bike. You can take 3 hours to turn up a bike and either add new customizations you've unlocked or change which ones you have active. It costs twice your current level in credits to tune up your bike. You can only tune up your own bike. A given customization cannot be selected more than once.

## **WEAPON SPECIALIZATION (EX) [3RD LEVEL]**

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

### **Sidebar: Healing Your Bike**

If your stamina points reach 0 your bike gains the broken condition. Recovering yours stamina does not inherently remove the broken condition on your bike. During a short rest you can make a DC 10 + 1/2 character level Engineering check to remove this condition.

## **RACER (EX) [4TH LEVEL]**

You gain a +2 bonus on all Piloting checks to race, ram, run over, or ride 'em down.

At 7th level, while racing you can make a single turn, up to 90 degrees, per turn.

At 10th level, while racing you can make up to two turns, each up to 90 degrees, per turn. You must move at least 10 feet between each turn.

Alternatively, you can make a single 180 degree turn while racing.

At 13th level, you gain a +4 bonus on all Piloting checks to race, ram, run over, or ride 'em down.

At 16th level, you may freely make up to 90 degrees turns while racing. You still need to move at least 10 feet between each turn.

At 19th level, you gain a +8 bonus on all Piloting checks to race, ram, run over, or ride 'em down.

## **HIGH GEAR [20TH LEVEL]**

At 20th level, a biker can make a Pilot check in place of an initiative. In addition, once per day as a free action a biker can double the speed of their bike for a single turn by paying 2 RP.

### **Sidebar: Vehicle Movement Cheat Sheet**

**Facing:** Called "heading" in the rules matters with vehicles. You set your heading at the end of your movement.

**Board/Disembark:** This is a move action.

**Drive:** You can drive at your vehicle's speed as a move action.

**Start:** Starting a vehicle is a move action.

**Race:** As a full round action you can move at your vehicle's full speed. Doing so requires a Piloting check (DC 10 + item level). If it's starting from a dead stop, +5 to the DC.

**Ram:** As a race action that ends by hitting something. Normally it deals 2x collision damage to the target and 1/2 collision damage to you\*. Target gets a Reflex save to avoid.

**Run Over:** As a full round action you can move up to twice your base speed. You can run over any creatures at least two size categories smaller than the vehicle during this movement. Deals collision damage and your bike takes 1/2 collision damage\*.

**Charge:** The rules are unclear on if you can make a charge attack with a vehicle, as going faster than base speed would require a race action. For the purpose of this class we are going to assume you can do so if you pass the Pilot check associated with the race action. If doing so you may charge at up to your full speed.

\*This is because, technically, "you" are taking half this damage and your bike is taking another half of damage.

## TUNE UP CUSTOMIZATIONS

### AUTOPILOT

Your bike gains an autopilot system, with a Piloting modifier equal to  $10 + 1/2$  your ranks in Piloting.

### BATTLE TRIKE

You gain enhanced stability by having an extra wheel or other stabilizing element. This grants you and your passengers a +2 bonus on attack rolls delivered from the bike.

### BIKE ARMOR

Your bike grants partial cover to you and your passengers.

### CABOOSE

You have a small, two-wheeled platform towed behind your bike. This increases your passenger limit by +1.

### COW PUSHER

Add 2 to the DC of avoiding your ram, run over, and ride 'em down checks.

### Gav-Bike

Your bike changes type to a hover vehicle. You must have mag wheels before selecting this.

### HEAVY WEAPON MOUNT

Any heavy weapons you are proficient in the use of that you mount in the bike's weapon slot loses the unwieldy property if it has it. You must be at least 12th level and have the weapon slot customization before selecting this.

### JUMBO ROCKET THRUSTERS

When you take a race action you add +500 feet to your full speed. You must be at least 15th level and have the turbo thrusters tune up before selecting this tune up. The bonus move speed does not stack with turbo thrusters.

### MAGIC RIDE

You may apply a single weapon fusion to your bike. The weapon fusion effect applies to your collision damage when using ride em' down, ram, and run over actions.

### MAG WHEELS

Your bike gains a constant mundane *spider climb* effect.

### SHIELDED BIKE

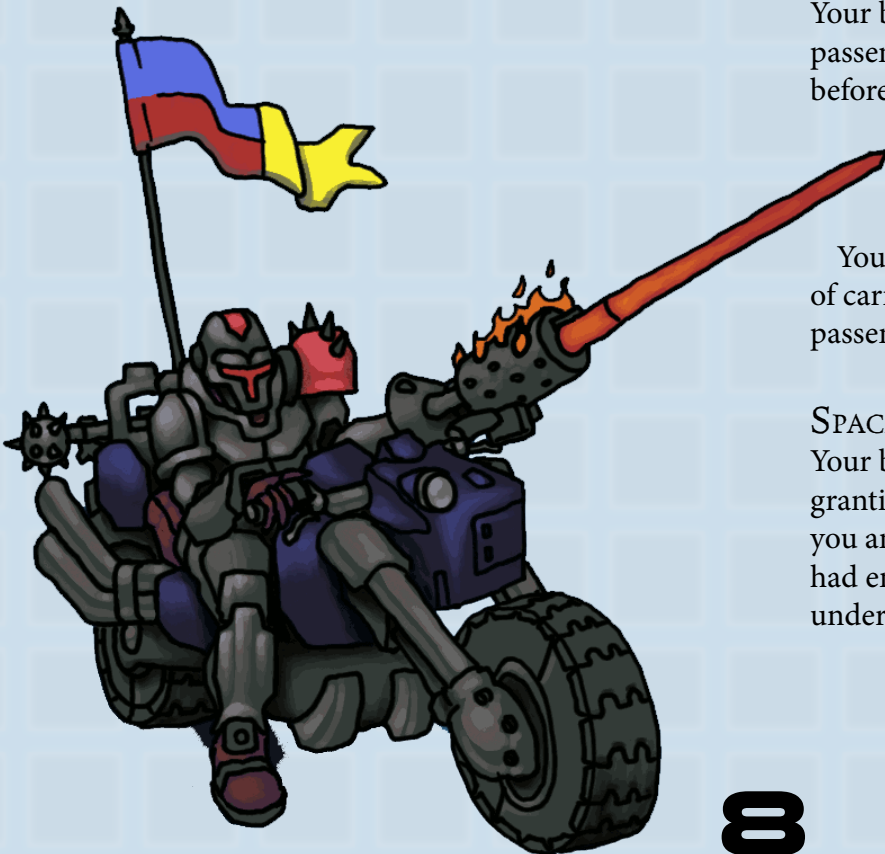
Your bike grants improved cover to you and your passengers. You must have the bike armor tune before selecting this one and cannot have both equipped at the same time.

### SIDECAR

You gain a sidecar, a second seat, or other means of carrying another person. This increases your passenger limit by +1.

### SPACE BIKE

Your bike can traverse the empty void of space, granting it a fly speed while in space. In addition, you and all your passengers are protected as if you had environmental suits. This also lets you move underwater at the same speed.





### SPIKES

Your bike is covered in spikes or blades. You can deal a combination of bludgeoning and either slashing or piercing damage (chosen when you tune up your bike) with ram, run over, and ride 'em down actions. In addition, you can add your weapon specialization bonus damage to the damage dealt by your bike (including to yourself if you use the ram or run over actions). The choice to add this extra damage is made when you decide what action to take.

### TURBO THRUSTERS

When you take a race action you add +50 feet to your full speed.

### UNIVERSAL ENERGY PORT

You can add a battery to your vehicle. Any weapon in a weapon slot, wielded by the driver, or by the passenger can draw from this battery's energy while in the vehicle in addition to its own store of energy. Hooking up or decoupling a weapon to a universal energy port is a swift action.

### WARP BIKE

Your bike gains all the modifications of a space bike but also gets a signal basic hyperspace drive. You must have space bike tune up before selecting this tune up.

### WEAPON SLOT

Your bike gains a weapon slot, as though it were a suit of power armor.

## GANGS

### GREMLIN SLAYER

A "gremlin" is a slang term for the belief that supernatural creatures will go around causing problems with bikes. A "gremlin slayer" is someone mechanically savvy enough to fix the bugs that are attributed to gremlins. Gremlin slayers tinker with their bikes, giving them a technological edge.

### LIMITED AI [1ST LEVEL]

Your bike gains the autopilot tune up but goes further than that, it gains limited AI. Each round on your turn, after you have acted, if you are not directly controlling it your iron horse can take either a move action or a standard action to attack (your iron horse doesn't make a separate initiative roll). Your bike cannot cause you to move if you've already moved during your turn. You must be able to issue simple commands to your iron horse, but you don't have to spend actions to issue these commands. To receive these commands, your iron horse must be able to see or hear you. If you become unconscious or otherwise unresponsive your drone cannot take any actions until you are again able to command it or it is once more within range. Furthermore your iron horse learns one language that you know and can communicate vocally.

### CONVERSION [5TH LEVEL]

You gain one an "improvised tune up". This is a tune up that you can swap for any other tune up you qualify for as a swift action that costs 1 RP. Example: Your improvised tune up could be mag wheels but you switch it to turbo thrusters as a swift action for 1 RP to escape the cops then make it into a cow pusher for another 1 RP as a swift action to ram something later on in the day.

### BOFFIN [11TH LEVEL]

You get a +4 bonus on all Engineering and Profession checks related to the repair, development, and design of vehicles and spaceships.

### AUTONOMOUS BIKE [17TH LEVEL]

After your actions your bike can take both a move and a standard action (or a full round action), rather than one or the other, if you are not directly controlling it.

## MARAUDER

Often seen as the iconic biker, marauders are warriors on wheels. With a mad mixture of over-the-top violence, liberal use of explosives, and speed-fueled adrenaline they tear through battlefields like a force of nature.

### SCRAPPER [1ST LEVEL]

You gain the spikes tune up. In addition, you gain Improved Combat Maneuver (Dirty Trick) as a bonus feat.

### EXPLOSION! [5TH LEVEL]

You add 10 feet to the maximum range you can throw grenades. In addition you can chose to increase the radius on grenades and missiles with the explode quality by 5 feet, and increase their damage by 1 dice (3d6 becomes 4d6, 2d8 becomes 3d8, etc).

### ROAD WARRIOR [11TH LEVEL]

You gain a +2 on attack rolls while attacking from a moving vehicle. In addition, when you hit someone with a ram, run over, or ride 'em down attempt you can also impart a condition as if you had successful made a dirty trick maneuver.

### GRUESOME [17TH LEVEL]

When you inflict a condition via a dirty trick maneuver or your road warrior class feature its effects are permanent. A condition can be cured via a full round Medicine check (DC 20).



## GAU-SURFER

The laid back culture of surfing and excellence towards one another has been passed down from the old world and has been reborn as a unique breed of cosmic surfers that sail the solar winds and bum around spaceports just long enough to refuel.

**Grav-Board [1st Level]:** You gain a grav-board in place of a traditional bike, as described below. This could be a grav-glider, grav-chair, grav-platform, etc. All things that specific your “bike” in this class also apply to your board.

### GRAV-BOARD

**Item Level:** Equal to your level.

**Size:** Medium (2 ft. wide, 6 ft. long, 6 inches high)

**Vehicle Type:** Hover\*

**Speed:** 20 feet (200 feet full). The base speed improves as described on Table 1-1: The Biker. (Your full speed is 10x your base speed).

**EAC / KAC:** Your EAC and KAC. Passengers use their own AC as well.

**Cover:** None

**HP:** You and your board share and HP pool. If you run out of Stamina, the board gains the broken condition (-2 AC, Speed Halved, -2 Piloting).

**Hardness:** None but any DR you have also applies to your board.

**Attack (Collision):** The DC to avoid damage is equal to 10 + 1/2 biker level + Dexterity bonus. As a grav-board is medium size it does -1 dice worth of collision damage.

**Modifiers:** None

**Systems:** None.

**Passengers:** None (only driver)

**Special Abilities:** A grav-board can be piloted without the use of your hands (mostly weight shifting and foot controls), leaving them free to wield weapons.

**Restricted Tune Ups:** Bike Armor, Caboose, Shielded Bike, Sidecar

\*You count as if you had the grav-bike tune up.



### COSMIC WAVES [5TH LEVEL]

You can ride on invisible cosmic waves, allowing you to take sweeping curves and turns on currents that others can't perceive. Count your biker level as being 2 levels higher for the purpose of the racer class feature.

### COSMIC FLIGHT [11TH LEVEL]

You gain the space bike tune up if you did not already have it. If you did (or gain it later), you gain Skill Focus in any class skill as a bonus feat instead. Additionally, while in space you increase your unmodified full speed by 25%. This does not affect your base speed.

### COSMIC KAHUNA [17TH LEVEL]

When you take a race action you can move freely, as if you were making a normal movement action.

## RANCER

The rancers are knights of the oldest orders who sit astride their magical motorcycles and do battle with the whatever social injustice faces the land. Their rumbling, magical, mechanical, mounts spit fire from their tailpipes as they race across the land, bringing swift justice along with the roar of their engine.

The motorcycles, known as orthella (or-thell-ah) are relics of a bygone age, fueled only by the life-flame of their rider to whom they are ritually bound. Semi-aware, orthella are technically constructs who have been passed from rancer to rancer for centuries. Rancers are selected for their spiritual simpatico with an orthella as a bonding ritual must take place between the man and the machine. Orthella contain the soul of ancient fire or lightning elementals and they feed off the passion and dedication of those they are bound to. If one is destroyed, new orthella can be fashioned, though the ritual is complex and often quite expensive.

Rancers are an informal order, often serving as mercenary knights on the side of the underdog. Most civilized planets have a rancer's guild representative who can contact local rancers for jobs.

Rancers are not taught, rather they are selected by a seeking ritual once a previous rancer is killed.

### ELEMENTAL RIDE [1ST LEVEL]

You gain the magic ride tune up.

### ORTHELLA [1ST LEVEL]

You are bound to an orthella- a magical motorcycle with the spirit of either a fire or lightning elemental caged within. At 1st level you need to select which kind of spirit your bound orthella has. Once this choice has been made it cannot be changed. Should a your orthella be destroyed, you need to return to the nearest rancer's guild hall and retrieve the spirit of your orthella (this is the only place you a tune it up or rebuild it). An orthella is never a technological vehicle but always a magical one.

Orthella have the following modifications to a bike, depending on the kind of spirit their orthella has:

#### Fire

- Resist Fire: You gain Enhanced Resistance (fire) as a bonus feat.
- Superheat (Su): An orthella possessed by a fire spirit superheats its exterior and will burn anyone other than you who touches it. Any creature other than you who comes into contact with it (including via a ram or ride over) takes 1/2th your level (minimum 1) in additional fire damage. This ability is constant, though may be suppressed as a swift action with as little as a verbal command from you.

#### Lightning

- Resist Electricity: You gain Enhanced Resistance (electricity) as a bonus feat.
- Jolt (Su): When you ride your bike any distance, you can elect to travel as a bolt of lightning if you spend 1 Resolve Point. This causes you to travel the distance you'd normally move (observing all requirements and passing all associated skill checks) as if by teleportation, to an empty square so long as you can draw line of effect from where you started to where you ended. Movement in this fashion does not provoke attacks of opportunity due to movement.

### GALLANT CHARGE [5TH LEVEL]

If you take a charge action while controlling your bike you suffer no attack roll or AC penalties as a result of the charge.

### JOUST [11TH LEVEL]

Melee attacks delivered on a charge, while riding your vehicle, gain the penetration quality (using your biker level as the effective item level if your attack lacks one).

### MASTER OF THE ORTHELLA [17TH LEVEL]

You become immune to the element you gained the Enhanced Resistance feat for from your othella class feature.

## GRAND PRIX RACER

The high octane world of racing has gone to light speed and has got all the more thrilling for it. Competitors from across the cosmos come to compete and they leave it all on the racetrack. When not racing they take up technical jobs and sometimes even take the occasional side job like wheelman during a heist or high-speed delivery services for the profits, challenges, and adrenaline it brings.

### NITRO CELL [1ST LEVEL]

You gain the turbo thrusters tune up. In addition, you gain Skill Focus (Piloting) as a bonus feat.

### STUNT DRIVER [5TH LEVEL]

You can use Pilot in place of Acrobatics or Athletics to perform the following acts while on your bike; balance, climb, jump, and tumble. For example, you could “tumble” through a square so you wouldn’t provoke an attack of opportunity while riding your bike or do a balance check to drive along a narrow ledge without falling.

### DEFENSIVE DRIVING [11TH LEVEL]

When you make a full action involving your bike that requires a Piloting check (race, ram, etc) you may spend 1 RP to use the result of your Piloting check as your AC against attacks of opportunity you provoke from movement that round.

### RACING ACE [17TH LEVEL]

When making Piloting checks during a vehicle chase, roll twice and take the higher result.

## JUGGERNAUTS [TAURIC]

Juggernauts disdain the use of held weapons in favor of turning their ride into a high-speed battering ram. Instead of dealing with impractical swords or inaccurate guns, these mounted warriors encase themselves in heavy armor to add weight to their ramming attacks, with many eventually building their amor right into the bike.





### WEAPONIZED [1ST LEVEL]

You gain the spikes tune up. Additionally, you gain Heavy Armor Proficiency as a bonus feat.

### BIKE-TAUR [5TH LEVEL]

You gain the Powered Armor Proficiency feat, and you can treat your bike as a set of powered armor in addition to being a vehicle. This does not change the type of actions required to control the bike. While equipped as armor, a powered armor bike grants the following benefits.

**EAC** biker level + 4; **KAC** biker level + 6;

**Max Dex Bonus** +4; **Armor Check Penalty** -4;

**Speed** as shown on Table 1-1;

**Strength** 20; **Damage** 2d6; **Size** Large (10'x10');

**Weapon Slots** 0; **Upgrade Slots** 1 per 3 biker levels; **Bulk** 20;

**Special** The powered armor bike does not apply a penalty to Piloting checks;

For more details on powered armor, see the entry on powered armor in Chapter 7: Equipment in the Starfinder Core Rulebook.

### ROLLING BEHEMOTH [11TH LEVEL]

Your powered armor bike becomes huge sized (15'x15'). Additionally, while piloting your bike you may use the run over action against creatures up to one size category smaller than your bike.

### GRIND 'EM DOWN [17TH LEVEL]

As a standard action, you may make a ride 'em down action against an adjacent enemy without needing to move first.

## PROFESSIONAL

Not every biker is a mechanical centaur or a crazy gang member who hurls grenades at innocent people. Some bikers are just... bikers. Riding is a passion for some, a job for others, and a escape for most. This option is excellent for military bikers or those who use it for their vocation.

### CUSTOM BIKE [1ST LEVEL]

You gain 1 bonus tune up of your choice that you qualify for.

### BONUS FEAT [5TH LEVEL]

You gain a bonus combat feat.

### BONUS FEAT [11TH LEVEL]

You gain a bonus combat feat.

### MASTER OF THE OPEN ROAD [17TH LEVEL]

You gain 3 bonus tune ups of your choice that you qualify for.



## ALTERED OR REPLACED BIKER CLASS FEATURES

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

**2nd Level:** You don't gain autocontrol at 2nd level

**Multilevel [6th, 9th, 12th, and 18th Levels]:** You don't gain your 6th, 9th, 12th, and 18th level tune ups.

**4th Level:** You don't gain your 4th level racer ability. At 13th level the bonus you gain is only +2 and at 19th level it is +4.

### REBEL RIDER

**Theme:** Outlaw

*A rebel without a cause who challenges the law at every turn just to feel something. They take on increasingly criminal jobs to just feel alive.*

**Ability Scores:** The rebel rider is all about their Dexterity. It helps with Piloting and shooti

**Gang:** Marauder

**Tune Ups:** Spikes, Weapon Slot, Battle Trike, Sidecar, Heavy Weapon Mount

**Feats:** Deadly Aim, Toughness, Weapon Spec (Grenade Launcher), Improved Initiative

**Skills:** Engineering, Intimidate, Perception, Piloting, Survival

### STAR RACER

**Theme:** Icon

*You live for the roar of engines and the adoring crowd. The universe is your raceway, and your fans await.*

**Ability Scores:** Dexterity keeps your Piloting skill strong, while Charisma helps attract new sponsors and fans.

**Gang:** Grand Prix Racer

**Tune Ups:** Turbo Thrusters, Mag Wheels, Grav-bike, Space Bike

**Feats:** Skill Focus (Piloting), Sky Jockey, Improved Initiative, Mobility

**Skills:** Acrobatics, Culture, Diplomacy, Piloting, Profession (racer)

### GEARHEAD

**Theme:** Scholar

*Skilled in repair and maintenance the gearhead lover tinkering with ships as much as they do with their bike.*

**Ability Scores:** A gearhead needs a decent Dexterity but wants to put most of their effort in their Intelligence so they can solve technical problems.

**Gang:** Gremlin Slayer

**Tune Ups:** Mag Wheels, Gav-Bike, Space Bike, Warp Bike

**Feats:** Barricade, Deadly Aim, Master Crafter, Technomantic Dabbler

**Skills:** Computers, Engineering, Perception, Piloting, Profession (Mechanic)

### COSMIC KAHUNA

**Theme:** Spacefarer

*A low-key old surf bum who spread their wisdom across the stars while hunting for that once in a lifetime solar wind that will carry them into the history books.*

**Ability Scores:** Sure Dexterity is important but, like, what are you doing with your life? What's life without introspection and self reflection, man? You'll probably want some Wisdom to be a well-rounded person.

**Gang:** Grav-Surfer

**Tune Ups:** Magic Ride, Space Bike, Warp Bike, Turbo Thrusters

**Feats:** Connection Inkling, Extra Resolve, Mobility, Sky Jockey

**Skills:** Acrobatics, Diplomacy, Mysticism, Piloting, Survival



# MERCHANT PRINCE

## A NEW BASE CLASS FOR THE STARFINDER RPG

STAMINA POINTS: 7 + CON MODIFIER

7 HP

Money can't buy happiness but it can sure as hell buy a class 6 nuclear device and watching your enemies burn in atomic hellfire can bring one a certain measure of happiness.

There are brave and intrepid adventures for whom simply glory or a payday does not suffice. Those that challenge life, taking their fate in their hands and casting their lots against the worlds for some grand prize, can expect nothing shy of its greatest rewards if they die.

Merchant-princes are wealthy scions of their theme who are equally skilled at politics, warfare, and economics who win their way though bold risks. They may be religious adventurers charged with leading a crusade of their own design, warrior poets tasked with securing a new kingdom on the edge of space, upstart officers of a hereditary family who mixes business with tactics, intrepid space captains with a rite of intergalactic marquee, or even pioneering soldiers who seeks out new life to establish trade routes with.

**Inspirations:** Hober Mallow (Foundation), Miles Vorkosigan (Vorkosigan Saga), Rogue Traders (Warhammer 40k), Achilles de Flandres (Ender's Shadow), Sir Sidney Smith (History), Xaro Xhoan Daxos (Game of Thrones)

### KEY

### ABILITY SCORE

Merchant-princes tempt fate with their every action and are reliant on their **Charisma**.

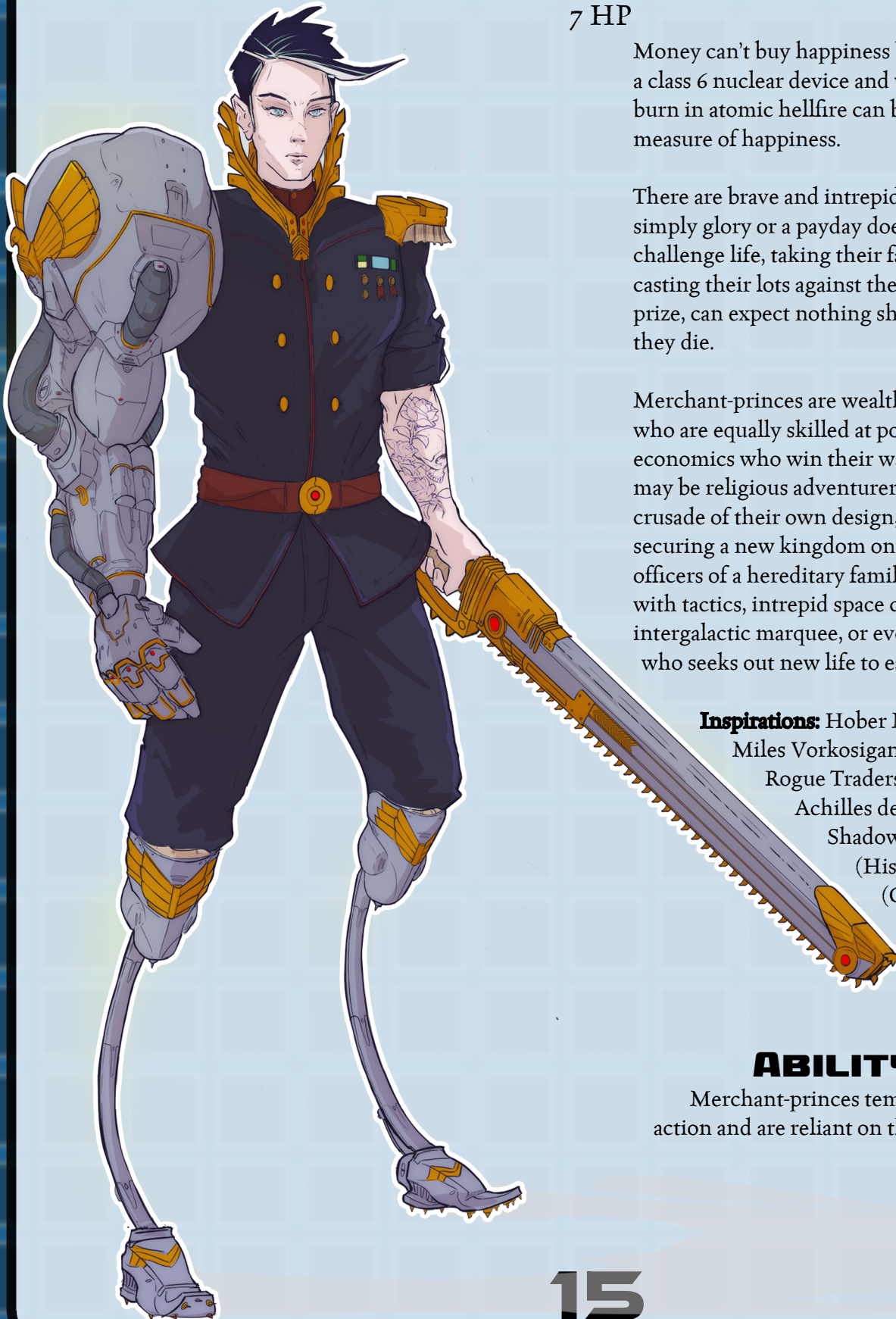




TABLE 2-1: THE MERCHANT-PRINCE

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Class Features
1st	+1	+0	+0	+2	Organizational affiliation
2nd	+2	+0	+0	+3	Tempt fate
3rd	+3	+1	+1	+3	Purchasing power, weapon specialization
4th	+4	+1	+1	+4	Clutch
5th	+5	+1	+1	+4	Reversal of fate
6th	+6	+2	+2	+5	Purchasing power
7th	+7	+2	+2	+5	Self made man
8th	+8	+2	+2	+6	Seize fate
9th	+9	+3	+3	+6	Purchasing power
10th	+10	+3	+3	+7	Daring action
11th	+11	+3	+3	+7	Legacies
12th	+12	+4	+4	+8	Make your own fate
13th	+13	+4	+4	+8	Legacies
14th	+14	+4	+4	+9	Self made man
15th	+15	+5	+5	+9	Purchasing power
16th	+16	+5	+5	+10	Legacies
17th	+17	+5	+5	+10	Organizational affiliation (+4)
18th	+18	+6	+6	+11	Legacies
19th	+19	+6	+6	+11	Organizational affiliation (+5)
20th	+20	+6	+6	+12	Master of destiny

## CLASS SKILLS

**Skill Ranks Per Level:** 6 + Intelligence Modifier

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

## PROFICIENCIES

**Armor Proficiency:** Light armor and heavy armor

**Weapon Proficiency:** Basic and advanced melee weapons, small arms, and longarms.

## ORGANIZATIONAL AFFILIATION [1ST LEVEL]

At 1st level you must declare yourself affiliated with a specific organization appropriate to your theme. For a priest this might be a church or religious movement, an ace pilot might be an officer in a space corp or battlefleet, a bounty hunter may be working for a guild, etc. A character may always choose some hereditary or familial ties and having a political office (even a nominal one) can help a merchant-prince out. Once selected a merchant-prince may change their organizational affiliation, though they must work to secure their position in game.

A merchant-prince may serve themselves or earnestly believe in their organization's goals but, regardless, they are tied to the whims of their organization

because it funds them. Should they lose their organization's support they need to either repair the breach or find a new patron. If this becomes impossible, a merchant-prince cannot continue as a member of this class. While not affiliated with an organization they gain no benefits from class features that are tied to that (such as purchasing power). At 1st level you gain Skill Focus (Profession) as a bonus feat in a profession linked to the income of your organization. At 17th and 19th level the bonus this feat provides increases by 1 to a maximum of +5 at 19th level.

## TEMPT FATE (EX) [2ND LEVEL]

Merchant-princes live or die by the fall of the dice and are famous for their willingness to tempt fate. With a bold flourish that no one but the criminally insane or the insanely ambitious would dare, they launch themselves into a task. On any d20 roll they may "tempt fate" (declared before rolling). If they chose to do so they consult the following table based on the result of that d20 roll and take the results:

TABLE 2-2: TEMPT FATE

Dice Result	Effect
1	Calamity*
2-10	You take a -2 penalty on the roll.
11-19	You gain a +2 luck bonus on the roll.
20	You gain a +2 luck bonus on the roll and regain 1 RP.

### CALAMITY

When tempting fate a roll of a natural 1 is not just a miss, it is an unmitigated disaster for you! You not only automatically fail the check you are attempting but also lose 1 Resolve (if you had any) or some other penalty instead that better represents how you critically screwed up.

### Sidebar: Other Ideas

- **Butterfingers:** You drop one item that you are holding and it gains the broken condition.
- **Easy Target:** You provoke an attack of opportunity from all adjacent enemies or one enemy with a ranged weapon within 60 feet.

- **Ruined It for Everyone:** You give all your allies within 20 feet of you a -2 on their next d20 roll made within the next minute.
- **Hit the Ground... Hard:** You are knocked prone and are confused on your next turn.
- **Embarrassment:** You do something instantly embarrassing. While singing you suddenly and spontaneously throw up when you go for a high note, your pants fall down before the Insect Queen of Bandalor IV, you call your wife by your secret lover's name in bed, or you accidentally stitch your hand to your patient's stomach while giving them a suture (etc).

## WEAPON SPECIALIZATION (EX) [3RD LEVEL]

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

## PURCHASING POWER (EX) [3RD LEVEL]

Once per day you can spend 1 Resolve to make a d20 roll to outright buy an expensive item on the credit of an organization you are affiliated with (or personal credit). Tempt fate cannot be used on this roll.

At 3rd level you roll 1d20 + your class level vs. a DC of 10 + cost of item/100 (round down). If you meet or exceed the DC you can purchase it on credit.

Depending on your theme and the organization you are affiliated with you may need to meet certain terms or agreements to get this line of credit. A mercenary, for example, might only be able to buy things for their mission, a priest may only be able to get it from a merchant who is a member of their faith, a spacefarer may need to prove they are using it for a conolozation office that they work for, etc.

At 6th level the DC for this check equals 10 + cost of item/1,000.

At 9th level the DC for this check equals 10 + cost of item/10,000.



At 15th level the DC for this check equals 10 + cost of item/100,000 and you can use this an unlimited number of times per day (so long as you have the Resolve for it).

#### **Sidebar: The Aristocrat Theme**

The merchant-prince gains similar abilities to the aristocrat theme that Little Red published in “SciFi Themes for Starfinder” and they should not stack.

### **CLUTCH (EX) [4TH LEVEL]**

You can spend 1 RP to cause an attack that has successfully hit to trigger any critical effects related to the attack. Unlike a normal critical hit, it deals normal damage instead of dealing x2 damage (simply adding the critical effect, if the weapon has one). This does not trigger other things that occur on a critical hit (such as feats, class features, spells, weapon fusions, etc).

### **REVERSAL OF FATE (EX) [5TH LEVEL]**

*Chutzpah* doesn't even begin to describe you anymore; you can look disaster in the eye and glare back. At 5th level if you roll 2-10 with your tempt fate class feature you can spend 1 RP to reduce the penalty to -0.

### **SELF MADE MAN (EX) [7TH LEVEL]**

Once per day you can take a move action to grant yourself a pool of 3 temporary RP. These points need to be used in the next 3 turns or they are lost and can only be used on merchant-prince class features. At 14th level you gain 6 temporary RP rather than 3 when you use this and they last for 1 minute.

### **SEIZE FATE (EX) [8TH LEVEL]**

When you use your tempt fate class feature on an attack and get a bonus to the roll, the bonus also applies to damage rolls. This has no impact if you roll a penalty.

### **DARING ACTION (EX) [10TH LEVEL]**

Starting at 10th level when you tempt fate you can chose to make the attempt a “daring action”. This doubles the potential penalty on the roll (-4) but also doubles any bonus you get (+4) if you roll high. You cannot use the clutch class feature when using daring action.

### **LEGACY (EX) [11TH LEVEL]**

*“My reputation precedes me I see...”*

Starting at 11th level you get a reputation from the actions you've taken. This is your legacy and a smart merchant-prince capitalizes on it. It's all about image control and public perception; you gain certain benefits from the legacy you decide to project. A complete list of legacies is listed later in this class entry.

### **MAKE YOUR OWN FATE (EX) [12TH LEVEL]**

When you critically hit on an attack you are tempting fate on, your deal x3 damage rather than x2. This does not apply to attacks that are affected by your clutch class feature.

### **MASTER OF DESTINY (EX) [20TH LEVEL]**

Any time you roll a natural 1 it is instead treated like you had rolled a natural 20.

#### **Sidebar: Gendered Language**

This class is called the “Merchant-Prince”, referring their noble or at least governmentally recognized position. The term prince can be used for all genders though alternative terms like Merchant-Princess, Noble Merchant, Exalted Trader, Errant Trader, and the like are equally acceptable. There is also the term “Self Made Man” in this section that has gendered language. We used this term largely as it is common parlance, you may call it whatever you'd like.

## LEGACIES

Everyone's got a reputation but a merchant-prince makes a living out of whipping theirs up until their names are on everyone's lips and they've sold the holovid rights to some big movie studio.

### CULTURE HERO

You have earned the love of a nation (or planet, religious movement, culture, etc) and you can do no wrong in their eyes. Maybe you're a hero of the military, a popular politician, or you've run an exceptionally good PR campaign for yourself but the result is that your name is on the lips of everyone in a society.

#### ADORATION [11TH LEVEL]

All the common people from the group that worships/prizes you have their attitude automatically start as friendly by default (key NPCs may differ).

#### KEY TO THE CITY [13TH LEVEL]

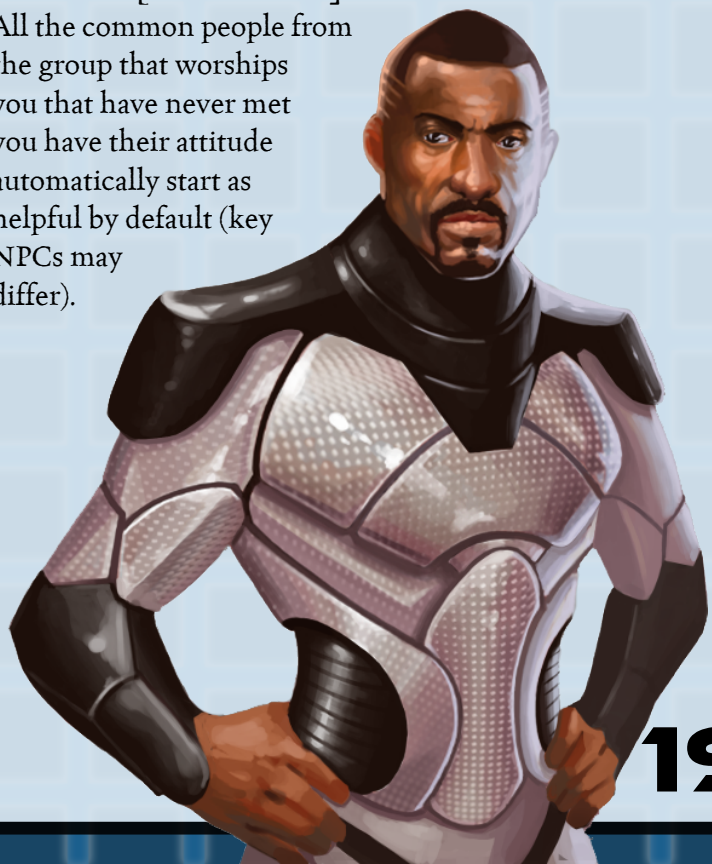
You gain +4 bonus to Charisma or Wisdom based checks in social situations against creatures from the group that worships you.

#### KEY TO THE PLANET [16TH LEVEL]

You add your level to Charisma or Wisdom based checks in social situations against creatures from the group that worships you.

#### BELOVED [18TH LEVEL]

All the common people from the group that worships you that have never met you have their attitude automatically start as helpful by default (key NPCs may differ).



### HEROIC DESTINY

You are at the nexus of some kind of bizarre story that you couldn't make up if you tried. Your great destiny was written in the stars long before you were born and many prophecies told of your coming.

#### HERO [11TH LEVEL]

You gain +4 bonus to Diplomacy checks against creatures who know of your deeds.

#### DESTINED [13TH, 16TH, 18TH LEVEL]

You are (or at least appear to be) destined for great things. You gain 1 extra RP at 13th level, and +1 additional RP at 16th and 18th levels.

### INVINCIBLE

You've never lost a battle, never surrendered, never given up, and always saved the day. You have a reputation for excellence, if not perfection, and decisive action so people think twice before taking sides against you.

#### DECISIVE ACTION [11TH LEVEL]

You add your Charisma modifier to your Initiative rolls, in addition to your Dexterity modifier.

#### INVINCIBLE [13TH LEVEL]

You gain a +1 bonus on all saves. In addition you gain a +1 HP and +1 Stamina for every 4 class levels you have.

#### INSURMOUNTABLE [16TH LEVEL]

Once per day you can spend 3 Resolve points to regain Stamina points up to your normal maximum as a full round action.

#### INDOMITABLE [18TH LEVEL]

When you roll a natural 19 on a d20 with a weapon you are proficient with it counts as a critical hit so long as the attack successfully hits.



## ROBBER BARON

You are a titan of industry in the making. It's all about the money with you and your adventures fill your coffers. One day you will make a grand company and dominate an industry, no matter what the cost to your soul. Your ambition knows no bounds and few can stand in your presence without recognizing your ruthless potential.

### IN STOCK [11TH LEVEL]

You can spend 1 RP and pay twice the price of an item to have retroactively purchased it. The item's bulk that you produced cannot be above 2 and the total weight of all objects purchased like this in a given day must not increase the penalty you have due to encumbrance (example: if you were encumbered the object you retroactively buy may not move you to overburdened).

### TYCOON [13TH LEVEL]

Your reputation inflates the quality (and thus price) of your work. You can make a Profession check once per day to do some work and earn 10 times your Profession skill check result.

### DISCOUNT [16TH LEVEL]

The price to buy goods on the open market is reduced by 10%.

### IMPOSSIBLE RETURNS [18TH LEVEL]

You are either really good at investment, really good at scamming people, or really good at both. You can invest your money for 1 month, spend 1 Resolve and get back +5d10% more than you put in. There is a 10% chance (roll 1d100) that you will be caught doing something illegal and be required to pay 1d10 x 50,000 credits in fines.

If you are using the investment subsystem, you can instead chose to take an alternate version of this ability that simply grants you a +8 insight bonus on all investment rolls.

## SPACE PIRATE

You are the scourge of the 7 stars, a freebooting freelancer with a Letter of Marquis from their organization. You skirt the law in favor of profit and adventure. Not all are wicked- some fight as privateers for the honor of their homeworld or as liberators.

### SCOURGE [11TH LEVEL]

You gain +4 bonus to Intimidate checks against creatures who know of your deeds.

### BLACK MARKETEER [13TH LEVEL]

Out of fear of being robbed or killed, when you buy goods on the black market creatures who k offer you a 10% discount on all goods.

### VILE SCOURGE [16TH LEVEL]

You add +8 to Intimidate checks against creatures who know of your deeds. (This replces the bonus from scourge.)

### KING OF THE BLACK MARKET [18TH LEVEL]

Out of fear of being robbed or killed, when you buy goods on the black market creatures who k offer you a 25% discount on all goods.

## STRANGER IN A STRANGE LAND

You've explored every star, involved yourself with dozens of species and cultures, seen every phenomenon, and fought tooth and nail for the sake of exploration. Maybe that's true or maybe you wrote a really convincing book about it. Either way, you have a cultured, worldly, legacy that people admire.

### WORLDLY [11TH LEVEL]

You gain +4 bonus on checks to identify creatures.

### CULTURED [13TH LEVEL]

You learn 4 new languages.

### VERY WORLDLY [16TH LEVEL]

You add your level to checks made to identify creatures. (This replces the bonus from worldly.)

## VERY CULTURED [18TH LEVEL]

You are treated as if you knew all non-secret languages.

### ALTERED OR REPLACED MERCHANT-PRINCE CLASS FEATURES

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

**2nd Level:** You gain tempt fate at 3rd level, and you don't gain purchasing power.

**4th Level:** You don't gain the clutch class feature.

**Multilevel [6th, 9th and 18th Levels]:**

You don't gain the improvements to purchasing power\*. If there is an instance where you'd gain an improvement to purchasing power when you don't have the class feature, you instead gain purchasing power at that level.

**12th Level:** You don't gain the make your own fate class feature.

\*The final improvement to purchasing power is granted at 15th level, but for the purpose of archetypes it is replaced by any archetype that replaces an 18th level class feature. This does not grant an 18th level archetype ability earlier than normal.





### SKEEVY PETE

**Theme:** Outlaw

*Wanted in 16 jurisdictions for crimes ranging from mail-fraud to grand theft starship and even not calling his mother on her birthday, Skeevy Peat is a king of crime with a heart of ice.*

**Ability Scores:** Pete likes Dexterity because it allows him to shoot people before they see him.

**Organizational Affiliation:** Profession (Conman) (Cha)

**Legacy:** Space Pirate

**Feats:** Deadly Aim, Fast Talk, Quick Draw, Improved Initiative

**Skills:** Bluff, Disguise, Profession (Conman), Sleight of Hand, Stealth

### GALACTIC PRESIDENT

**Theme:** Icon

*The third member of a long-line of adventurer-politicians to be elected Galactic President has the whole galaxy at her disposal.*

**Ability Scores:** It's all about Charisma baby.

**Organizational Affiliation:** Profession (Politician) (Cha)

**Legacy:** Heroic Destiny

**Feats:** Extra Resolve, Skill Focus (Culture), Diehard, Reflect Projectile

**Skills:** Culture, Diplomacy, Perception, Profession (Politician), Sense Motive

### MERC BOSS

**Theme:** Mercenary

*You're the hands-on boss of a mercenary company, leading from the front and keeping your boys equipped with the best money can buy.*

**Ability Scores:** You need to walk the line between a respectable Wisdom and Charisma without letting your Dexterity drop too low or you'll be losing out on some of your combat potential.

**Organizational Affiliation:** Profession (Mercenary) (Wis)

**Legacy:** Invincible

**Feats:** Deadly Aim, Enhanced Resistance (kinetic), Toughness, Veiled Threat

**Skills:** Athletics, Intimidate, Perception, Piloting, Profession (mercenary)

### CAPTAIN OF INDUSTRY

**Theme:** Government\*

*Be it storming a space station or a boardroom meeting, nothing stops a captain of industry from making money.*

**Ability Scores:** The captain of industry is reliant on its skills so you need a solid Charisma and Intelligence.

**Organizational Affiliation:** Profession (Stock Trader) (Int)

**Legacy:** Robber Baron

**Feats:** Improved Combat Maneuver (Dirty Trick), Powered Armor Proficiency, Unfriendly Fire, Veiled Threat

**Skills:** Bluff, Culture, Intimidate, Profession (Stock Trader), Sense Motive

\*This theme can be found in Little Red's book "SciFi Themes for Starfinder". If not using this, scholar is also acceptable.

# PSION

## A NEW BASE CLASS FOR THE STARFINDER RPG

STAMINA POINTS: 7 + CON MODIFIER

7 HP

Those who can shut out the noise of the modern world can cultivate within their body a temple to psychic power. Psions live in monasteries or places away from the hustle and bustle of everyday life. They commonly take jobs as explorers of new planets, wardens of death worlds, leaders or guardians of small psychic covens, etc.

### KEY ABILITY SCORE

A psion uses Wisdom as their key ability score as it represents their psionic power but a psion would be naked without halfway decent Dexterity and Constitution.

### CLASS SKILLS

**Skill Ranks Per Level:** 4 + Intelligence Modifier

- Acrobatics (Dex)
- Athletics (Str)
- Diplomacy (Cha)
- Disguise (Cha)
- Intimidate (Cha)
- Mysticism (Wis)
- Perception (Wis)
- Profession (Cha, Int, or Wis)
- Sense Motive (Wis)
- Sleight of Hand (Dex)
- Stealth (Dex)
- Survival (Wis)

### PROFICIENCIES

**Armor Proficiency:** Light armor

**Weapon Proficiency:** Basic melee weapons





TABLE 3-1: THE PSION

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Class Features
1st	+1	+0	+2	+2	Improved Unarmed Strike, psionic empowerment
2nd	+2	+0	+3	+3	Glorious energy fist
3rd	+3	+1	+3	+3	Temple, temple ability, weapon specialization
4th	+4	+1	+4	+4	Psionic power
5th	+5	+1	+4	+4	Psychic reserve
6th	+6	+2	+5	+5	Psionic power
7th	+7	+2	+5	+5	Temple ability
8th	+8	+2	+6	+6	Psionic power
9th	+9	+3	+6	+6	Psychic reserve
10th	+10	+3	+7	+7	Psionic power
11th	+11	+3	+7	+7	Temple ability
12th	+12	+4	+8	+8	Psionic power
13th	+13	+4	+8	+8	Psychic reserve, psionic onslaught
14th	+14	+4	+9	+9	Psionic power
15th	+15	+5	+9	+9	Temple ability
16th	+16	+5	+10	+10	Psionic power
17th	+17	+5	+10	+10	Psychic reserve
18th	+18	+6	+11	+11	Psionic power
19th	+19	+6	+11	+11	Temple ability
20th	+20	+6	+12	+12	Ego death, psionic power

## IMPROVED UNARMED STRIKE [1ST LEVEL]

The psion gains Improved Unarmed Strike as a bonus feat at 1st level.

## PSIONIC EMPOWERMENT (SP) [1ST LEVEL]

You have cultivated strong psionic powers and can divide your focus up to grant yourself tremendous supernatural abilities. This allows you to “invest” Resolve to grant yourself psionic abilities. An invested point is one that is unable to be used but is not consumed. It returns to being able to be used when you deactivate the ability.

As a swift action a psion can allocate (or reallocate) their invested Resolve to activate different psionic features. At 1st level a psion only knows the Psychic Kung Fu psionic power. At 4th level and every even level thereafter you gain 1 new psionic power.

### DEEPER RULES

- **Example:** If you wanted your fists to become psionic, you could invest 1 Resolve. You could not use this Resolve for anything else until you deactivate your psionic fists.
- Because a Resolve is not expended when it is invested, you cannot “recover” those points. So, for example, if you invested all your Resolve you could not recover any as your Resolve pool is technically still full.

## PSYCHIC KUNG FU (1):

When activated, this power causes your body to faintly glow with psychic energy, imbuing your body with psionic energy. This has multiple benefits:

- You can chose to add your Wisdom modifier in place of your Strength/Dexterity modifier to attack rolls with unarmed strikes (but not damage rolls).
- You double the number of weapon damage dice rolled for unarmed strikes.
- Your unarmed strikes are no longer considered to be archaic.
- While you are not wearing armor you add your level to your KAC and EAC as an insight bonus and gain the environmental protection equivalent to that of light armor.

TABLE 3-2: PSION UNARMED DAMAGE

Level	Unarmed Strike Damage	Psy Kung Fu
1st	1d3	2d3
2nd	1d3	2d3
3rd	1d3	2d3
4th	1d6	2d6
5th	1d6	2d6
6th	1d6	2d6
7th	1d6	2d6
8th	2d6	4d6
9th	2d6	4d6
10th	2d6	4d6
11th	2d6	4d6
12th	3d6	6d6
13th	3d6	6d6
14th	3d6	6d6
15th	5d6	10d6
16th	5d6	10d6
17th	5d6	10d6
18th	5d6	10d6
19th	5d6	10d6
20th	7d6	14d6

## GLORIOUS ENERGY FIST [2ND LEVEL]

You gain the glorious energy fist psionic power.

## WEAPON SPECIALIZATION [EX] [3RD LEVEL]

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

## PSYCHIC RESERVE [5TH LEVEL]

You gain 1 “psychic reserve” point that can be used like a point of Resolve, but only to invest in psionic powers. At 9th level and every 4 levels thereafter you gain 1 additional psychic reserve point.



## PSIONIC ONSLAUGHT [EX] [13TH LEVEL]

When making 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.

## EGO DEATH [20TH LEVEL]

You gain an additional 10 psychic reserve points.



## PSIONIC POWERS

All psionic powers are Supernatural (Su) abilities unless otherwise noted. The number listed in the parenthetical (#) is the amount of Resolve that is required to be invested to activate the power.

### BODY IMMUNITY CONTROL (2)

While active, you are immune to poisons and diseases.

### BODY PAIN CONTROL (1)

While active, you gain DR/- equal to your level. You must know psychic kung fu active to activate this psionic power.

### ENHANCED MOVEMENT (1)

While active, increase your base movement speed by +20 feet. This is an enhancement bonus.

### FLIGHT (3)

You gain a fly speed equal to your land speed with average maneuverability. You must know the levitation psionic power before selecting this power.

### GLORIOUS ENERGY FIST (1)

While active, your unarmed attacks can target either KAC or EAC. This does not change their damage type. You may decide what your unarmed attacks target on a per-attack basis.

### HYPNOSIS (1) (Sp)

While active, you can use charm person at will as a spell-like ability with a creature who meets your gaze but never more than once per day on a given creature. You must be at least 6th level to select this psionic power.

### LEVITATION (1)

While active you gain a fly speed equal to your movement speed but can only levitate 10 feet off the ground at maximum.

### MEDITATIVE RECOVERY (3)

While active, you recover 1 Stamina per minute if you do nothing but meditate.

### MINDSIGHT (1)

While active you gain blindsight (thought) 30 feet.

### MIRROR PALM (2)

While active, you gain the Deflect Projectiles feat. If you are at least 12th level, you also gain the Reflect Projectiles feat. You may deflect or reflect projectiles of any damage types with your unarmed strikes. Unlike the feats, deflecting or reflecting projectiles does not cost Resolve (however, as this is a reaction, it may only be done once per round).

### PRECOGNITIVE ASSURANCE (1)

While active you can reroll one failed attack roll or skill check per round and take the better result. You may not have the precognitive avoidance psionic power active at the same time as this one.

### PRECOGNITIVE AVOIDANCE (1)

While active you can reroll one failed save per round and take the better result or cause an opponent who has successfully hit you to reroll their attack roll and take the worse result. You may not have the precognitive assurance psionic power active at the same time as this one.

### PRECOGNITIVE FOCUS (2)

While active, any time you roll a natural 19 you count as critically hitting so long as your attack successfully hits. However, if you critically hit on a 19, you only deal 1.5x damage. You must be at least 10th level to select this psionic power.

### PRECOGNITIVE SPEED (2)

While active you gain a +4 bonus to your initiative score. If initiative has already been rolled and this is activated, treat your result as if it were +4 higher. If this was active at the start of combat and you deactivate it, lower your result by 4. This stacks with other effects that improve your initiative like the Improved Initiative feat.

### READ MIND (1) (SP)

While active, you can use *detect thoughts* at will as a spell-like ability.

### STAR DANCING (2) (SP)

While active you can chose to move as if by a *dimension door* spell as a move action once per turn. Unlike the spell you may only move yourself with this psionic power, the range is limited to your highest movement speed, and this action does not end your turn. You must have the enhanced movement psionic power active to use this one.

### SUSTAINING LOTUS (1) (SP)

You place your mind in a waking meditative state that allows you to endure environments that others would find impossible. While active you gain the benefit of a constant *life bubble* spell.

### TELEPATHY (1)

While active, you gain limited telepathy with a range of 100 feet. If you are at least 14th level this improves to (non-limited) telepathy.

### TK BARRIER (1)

Your mind creates a transparent barrier that wards attacks off your. While active, you add your Wisdom modifier to your EAC bonus so long as you are wearing no armor. This stacks with the benefit from psychic kung fu.

### TK FIST (1)

While active you can make unarmed strikes as if you had a reach of 10 feet greater than your size category (15 feet for a medium creature) as you strike them with psychic force.

### TK PROJECTILE (1) (SP)

You can use the *telekinetic projectile* spell at will as a spell-like ability. You add your Wisdom modifier to the ranged attack roll made with this in place of your Dexterity modifier and add it to the damage it deals as well. If you are at least 14th level you can use *telekinesis* as a spell like ability at will as well if you invest 3 instead of 1.

### TRUTHSENSE (3)

While active, you gain the benefits of a discern lies spell. Maintaining the effect does not require concentration but you must concentrate on a creature to gain the benefit of this spell. You must be at least 10th level and have the read mind power to select this psionic power.

## TEMPLES

Psions gain their power through many ways and all are guided on that path by a temple (or other group of like-minded psions of some sort). Temples instil discipline in the minds of psions and through their unique training impart secret practices that allow them to shape the way they employ their psionic abilities. Temple abilities are all supernatural abilities, unless otherwise noted.

### BLIND MONKS OF THE VALLEY OF THE MIND

The Blind Monks of the Valley of the Mind are mendicant order of monks who seek to distance themselves from the physical in order to achieve a clearer view of the spiritual. They either symbolically or literally blind themselves and gain sight beyond sight. Their denial of the material world grants them their psionic powers, a representation of their partial inhabitation of the next world.

**Requirement:** You only gain the benefits of this temple while you are denied your race's primary method of perception (vision for most creatures). You may do this permanently or temporarily but only gain the benefits while you are denied your standard form of perception. For example, a human may tie a blindfold over their eyes or even shut them tightly. If you were of a race that is naturally blind, you'd have to deafen yourself. Shirren need to inhibit their natural vibration-sensing powers (often by binding their antennae or even cutting them off).



### MINDSIGHT [3RD LEVEL]

You gain the mindsight psionic power and it requires no investment to activate. In addition, while active the range of your blindsight increases to 60 feet and you also benefit from blindsight (vibration) while it is active.

### GHOSTFIST [7TH]

While psychic kung fu is active you deal full damage to incorporeal creatures and can score critical hits on them. In addition, when you score a critical hit on an extraplanar creature they are subject to a dismissal spell. The Will save for this effect is DC 10 + 1/2 class level + Wisdom modifier.

### FUTURE VISION (Sp) [11TH]

While your mindsight power is active you may use *augury* as a spell-like ability at will.

### UNCLOUDED MIND (Sp) [15TH]

You gain the benefits of a *true seeing* spell via their mindsight power. In addition, while active the range of your mindsight increases to 120 feet and you also benefit from blindsight (life) while it is active.

### ALL SEEING EYE OF THE MIND [19TH]

When using mindsight you extend its range to 500 feet and it also grants you blindsight (emotion), blindsight (sound), and blindsight (scent) at the same range. In addition, while using mindsight you can take a full-round action to use *retrocognition* as a spell-like ability, though only to observe events that transpired up to 1 minute ago from the location they are standing in as if they had physically been there (using their senses).

## FIST OF THE PHOENIX

The pyrokinetic school of martial arts known as the Fist of the Phoenix has a reputation as an unsavory, vicious, kill-or-be-killed, sort of institution and its students strike to win at all costs. To lose is to be shamed. A Phoenix never dies though; a defeated student ritually takes on a new name to symbolize their rebirth before going on a trail of unmitigated destruction and rage to get revenge on those who bested them. They will stop at nothing to beat people who have bested them in contests, training excessively hard to try to catch up to superior opponents. This temple has produced some of the finest psions ever due to their focus on perfection and always striving to become better, but has produced far more violent, amoral, psychic brutes with anger issues.

### PHOENIX FIST [3RD LEVEL]

You gain the TK Fist psionic power. In addition, anytime you make an unarmed strike you may add 1d6 fire damage. If you use TK fist, all the damage dealt can be fire damage if you wish.

### PHOENIX SKIN [7TH]

You gain fire resistance equal to your base attack bonus. If you have the Enhanced Resistance (fire) feat, these effects stack. In addition your unarmed strike gains the burn critical effect, dealing 1d6 fire damage per 4 class levels each round.

### PYROKINESIS [11TH]

While TK Fist is active you can chose to give your unarmed strikes the blast quality with a range increment equal to your reach - 5 (minimum 10 feet). This damage is always fire damage. You can make this choice on a per attack basis.

### PYROVORE [15TH]

You become immune to fire damage, instead absorbing any fire damage and healing your stamina for an amount equal to 1/4th the damage taken to a maximum of your level per round. Additional damage is simply negated.

### FIERY REBIRTH [19TH]

The first time per day that you are reduced to 0 Hit Points you automatically spend 1 Resolve to recover your level in hit points at the start of your next turn. This is a grandiose display; you are shot upright and explode in a ring of fire. This causes you to cease to be prone if you were, without provoking an attack of opportunity, and causing all creatures within 10 feet of you to make a Reflex save (DC 10 + 1/2 class level + your Wisdom modifier) or take 1d6 points of fire damage per class level. A successful save halves this damage.

## FREAKS

The term “Freak” is a disparaging one used by other psions to describe any psion who gained their powers from medical experimentation. They were manifested either by someone experimenting on their own mind or some agency doing it for them in order to bring about a superior being with psychic powers. Freaks congregate in laboratories, government programs, and even underground collectives of their own to train their minds.

### TK FREAK [3RD LEVEL]

You gain the TK Projectile psionic power. In addition, you add 1.5x your level to damage rolls with objects thrown with telekinetic projectile.

### LAB RAT [7TH]

You are immune to any drugs, medicinals, and poisons you chose to be (on a case by case basis) so long as their save DC is equal to 10 + 1/2 psion level + your Wisdom modifier or less. If it lacks a save (or it would be harmless), it's item level must be lower than your character level. This does not negate the benefit of drugs you willing take. Regardless of the save, you can always immediately make a Life Science or Medical check to identify any subsistence that enters your body as a free action. When immune to something you can chose to hold 1 dose of whatever you were attempted to be infected with in your body, though only one such dose may be held at a time. When you score a critical hit with your unarmed strike you may deliver the dose as if you had the “inject” weapon quality. A psion can deliver an

unarmed strike that deals no damage to an ally and automatically imparts a medicinal in place of a normal unarmed strike.

### CHEMICAL MIND [11TH]

You can hold up to your Wisdom modifier in doses of chemicals via your lab rat class feature. When scoring a critical hit, you may select which stored dose is used. In addition, the DC of any drug, medical, or poison you administer to anyone has its DC can be increased to 10 + 1/2 psion level + your Wisdom modifier if you chose to.

### TK STORM [15TH]

You add your Wisdom modifier to the ranged attack roll made with objects hurled via the *telekinesis* spell in place of your Dexterity modifier and add your level to the damage dealt of a single object that has hit once per round.

### NATURAL TELEKINESIS [19TH]

At all times you have an aura of telekinetic energy surrounding you. You gain access to the TK Projectile psionic power without investing any Resolve. In addition, creatures attempting to attack you find their attacks turned away by an opposing telekinetic force. You gain an additional +4 bonus to your KAC while your psychic kung fu is active.

### Sidebar: Helpful Freaks

Medicinals can be stored in your body via the lab rat/chemical mind temple abilities. This can make a freak a reasonably good support characters in a pinch, as they can eventually store up to their Wisdom modifier in doses of medicinals in their body and impart them to their friend. Pair this up with TK Fist and you can deliver aid to your allies at a range!



## HAPPY SOUL TEMPLE

The Happy Soul Temple represents a wide range of new religious movements that seeks to ensure that all creatures in the universe are happy and sustained. Cultists who follow this psionic discipline seek to cultivate joy and pleasure in themselves and others at all times and in return are rewarded with a supernaturally healthy life.

### SUSTAINMENT [3RD LEVEL]

You gain the Sustaining Lotus psionic power. In addition, you can spend 1 RP as a standard action to restore 3 Stamina Points to yourself per character level.

### HAPPY [7TH]

You are constantly, irrationally, happy. You become immune to any fear effects that you chose to. However, in exchange, you must always smile. If you fail to smile, you lose this benefit until you smile again (a free action). While you are smiling, any ally who can see you and choses to smile gains a +2 morale bonus on saves against fear effects.

### MYSTIC TOUCH [11TH]

You can spend RP to cast *mystic cure* as a spell-like ability. The level of the spell is dependent on your level. The RP cost of this is equal to the level of spell cast.

TABLE 3-3: MYSTIC TOUCH

Psion Level	Maximum Mystic Cure Spell Level
4th	2nd
7th	3rd
10th	4th
13th	5th
16th	6th

### TUKDAM [15TH]

While the sustaining lotus psionic power is active, you may choose to place yourself into a deep meditation trance. Activating this deeper meditation is a swift action but once in this state, known as “Tukdam”, you are immune to many environmental effects but may take no actions other than waking yourself up (which takes 1 minute). While in tukdam you can exist freely in the void of space without harm, are immune to radiation effects, are immune to death effects, and can endure temperatures up to 2,000 F and down to absolute zero. While in this state you do not need to eat, breath, or do any other biological functions (as they cease as if you were in stasis) and you do not age. You are not able to concentrate on much other than maintaining this state while doing so- effectively removing you from the universe. You are still somewhat cognisant of things happening around you and you can make Perception checks at a -8 penalty, though your eyes must remain closed. You are still subject to things that you are not expressly noted as being immune to like mortal wounds, spells, and mind affecting effects.

### CYCLE OF REINCARNATION [19TH]

When you are killed, if you are not brought back within 1d4 months you automatically reincarnate (as per the *reincarnate* spell). You may be killed permanently if you died in an urban environment, in an evil-aligned plane, or if your body was desecrated in a profane fashion.

## TEMPLE OF THE WAYWARD SWORDS

The Temple of the Wayward are a collective of warrior poets that cultivate not only their psionic powers but a sense of inner peace with their study of both weapons and poetry. They believe that to master the self one must master something outside themselves. Some dedicate themselves to cloistered works like botany, knitting, academic pursuits, or even obscure things like playing cards or racing but a sizable portion to the temple (the so called “Martialists”) dedicate themselves to the study of armed combat.

### WARRIOR MONK [3RD]

You gain the Mirror Palm psionic power. In addition, you become proficient in all analog advanced melee weapons and with analog small arms. Finally, when using a psion class feature that specifies unarmed strikes you may use melee weapons. However, This does not increase the weapon’s base damage via your Improved Unarmed Strike class feature or the weapon dice doubling effect of the psychic kung fu psionic power. These weapons are affected by the Weapon Specialization class feature.

### WARRIOR POET [7TH]

As all members of the Temple of the Wayward Sword are required to have an understanding of the poetic, they can inspire the minds of others. You can spend 1 Resolve as a reaction to grant yourself and all allies a +1/4 your class level morale bonus on a single save as you recite poetic verse relevant to the situation. This is a mind-affecting, language dependent, effect.

### GUN KATA [11TH]

When using psychic kung fu you add your Wisdom modifier to attack and damage rolls with analog small arms in place of your Dexterity. In addition, when using mirror palm to reflect a projectile you do not take the -4 penalty normally associated with the reflecting; you gain a +2 bonus on such attacks instead. Finally, the range of the reflection attack is equal to the range at which the attack was fired at you (or 60 feet, whichever is greater).

### MENTAL MARTIALIST [15TH]

When you make a full attack while psychic kung fu is active you reduce the penalty associated with it by 1.

### BLACK BELT [19TH]

You add twice your Wisdom modifier on damage rolls with unarmed strikes, analog melee weapons, and analog small arms on attacks that normally allow you to add your Wisdom modifier in place of other relevant ability scores instead of just adding your Wisdom modifier.

## UMBERWAVE RIDERS

In the dark, accursed, reaches of the plane of Milliheim the Dökkálfar perfected an ascetic style of psychic combat that is suited to their situation. While too new to truly be considered a Dökkálfar House, the Umberwave Rider Temple is a vital part of the training of many Dökkálfar, particularly those of House Skapti. Allies of the Dökkálfar have been permitted to learn this art, though only with the understanding that it must be used to guard Milliheim from those who would misuse it.

**Note:** Milliheim, the Dökkálfar, and Umberwaves were introduced in Little Red’s “Dökkálfar & the Houses of the Umber Worlds”

**Requirement:** Dökkálfar or have studied with the Dökkálfar or in Milliheim

### UMBER JUMPER [3RD]

You gain the star dancing psionic power. Additionally, you may activate star dancing without activating the enhanced movement power so long as you have psychic kung fu active. If you have both psychic kung fu and enhanced movement active, activating star dancing only requires you to invest 1 Resolve.

### NONLINEAR MOVEMENT (SP) [7TH]

While either psychic kung fu or star dancing is active, you act as though under the effects of a *spider climb* spell, although your hands remain free and you can still run.





### UMBER STEP [11TH]

You may become incorporeal as a swift action by spending 1 Resolve, or as a reaction by spending 2 Resolve. This lasts for 1 round per 4 class levels (minimum 1). During this time, your unarmed strikes deal force damage and target EAC, allowing you to deal damage to corporeal creatures and objects. You may end this effect as free action.

### MULTIDIMENSIONAL ASSAULT [15TH]

While psychic kung fu is active, you may move up to your speed and still make a full attack, although you are limited to unarmed strikes. If you have Spring Attack, you may divide your movement to move both before and after the attacks, so long as the attacks are all made with unarmed strikes.

### UMBERWAVE (SP) [19TH]

As a move action, you may spend 1 Resolve to cast *ethereal jaunt* as a spell-like ability.

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## ALTERED OR REPLACED PSION CLASS FEATURES

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

**2nd Level:** You don't gain glorious energy fist at 2nd level.

**Multilevel [4th, 6th, 12th, and 18th Levels]:** You don't gain your 4th, 6th, 12, and 18th level psionic powers.

**9th Level:** You don't gain your 9th level psychic reserve

### ACE PILOT WAYWARD SWORD

**Theme:** Ace Pilot

*A Wayward Sword psion whose external focus is racing ships.*

**Ability Scores:** They favor Wisdom and Dexterity.

**Temple:** Temple of the Wayward Sword

**Powers:** Mirror fist, TK fist, precognitive assurance, TK barrier, procognitive speed

**Skills:** Acrobatics (Dex), Pilot (Dex), Perception (Wis), Stealth (Dex)

### PRIEST OF THE THIRD EYE

**Theme:** Priest

*"Open your mind to the truth of all worlds, unveiled from the precepts of mere vision"*

**Ability Scores:** Wisdom is their primary concern.

**Temple:** Blind Monks of the Valley of the Mind

**Powers:** Mindsight, hypnosis, read mind, telepathy, truthsense

**Skills:** Diplomacy (Cha), Mysticism (Wis), Perception (Wis), Sense Motive (Wis),

### PSYCHIC STREET FIGHTER

**Theme:** Outlaw

*A Fist of the Phoenix disciple who challenges everyone she meets.*

**Ability Scores:** They favor Wisdom and Constitution.

**Temple:** Fist of the Phoenix

**Powers:** TK fist, precognitive assurance, enhanced movement, body pain control, TK barrier

**Skills:** Athletics (Str), Intimidate (Cha), Survival (Wis), Stealth (Dex)

### HAPPY SOUL MISSIONARY

**Theme:** Xenoseeker

*A psion who travels far and wide to spread the word of the Happy Soul Temple to new alien cultures.*

**Ability Scores:** They favor Wisdom and Charisma.

**Temple:** Happy Soul Temple

**Powers:** Sustaining lotus, hypnosis, truthsense, telepathy, meditative recovery

**Skills:** Diplomacy



# STAR RANGER

## A NEW BASE CLASS FOR THE STARFINDER RPG

STAMINA POINTS: 7 + CON MODIFIER

7 HP

The universe sings and only those with a keen ear can hear its song. This cosmic resonance, the “symphony of the planets”, is a powerful universal force that guides everything from the orbit of planets down to the movement of quarks. This resonance lets star rangers eke out small mystical feats that let them survive for another day. Star rangers have a natural wanderlust, as the “call of the universe” is strongest in them, and are constantly traveling. Because of this they are the ultimate improvisers; adapting to overcome any obstacle with a huge bag of tricks.

Star rangers can listen to the unspoken song of the stars and, as their training progresses, can interpret it to mean certain things. With time, training, and practice they can learn a lot about a city simply by spending a few days in it studying its song or see the heart of a desert world by interpreting the spiritual noise it produces.

All star rangers have a natural wanderlust, brought on by the call of the stars, but not all embark on journeys for the same reasons; star rangers are as diverse as any group of people. Some travel to hear all the songs of the universe, some to get rich, some to offer aid in universal causes, some as an expression of their faith, and some to stay one step ahead of the law.

**Inspirations:** Paul Atreides (Dune), Riddick (Chronicles of Riddick), Marcus Cole (Babylon 5)

### ROLE

A star ranger is, at its core, a character who has options. They have skill points, bonus feats, adaptations, spells, etc and because of this they either have just the right tool for the job, or can find it in a few minutes. Secondly they are about exploration



TABLE 4-1: THE STAR RANGER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Class Features
1st	+1	+2	+0	+2	Spells, wanderlust
2nd	+2	+3	+0	+3	Adaptation, cosmic resonance
3rd	+3	+3	+1	+3	Acclimate, bonus feat, weapon specialization
4th	+4	+4	+1	+4	Adaptation
5th	+5	+4	+1	+4	Planet totem
6th	+6	+5	+2	+5	Adaptation
7th	+7	+5	+2	+5	Bonus feat
8th	+8	+6	+2	+6	Adaptation
9th	+9	+6	+3	+6	Planet totem
10th	+10	+7	+3	+7	Adaptation
11th	+11	+7	+3	+7	Bonus feat
12th	+12	+8	+4	+8	Adaptation
13th	+13	+8	+4	+8	Planet totem, star ranger's onslaught
14th	+14	+9	+4	+9	Adaptation
15th	+15	+9	+5	+9	Bonus feat
16th	+16	+10	+5	+10	Adaptation
17th	+17	+10	+5	+10	Planet totem
18th	+18	+11	+6	+11	Adaptation
19th	+19	+11	+6	+11	Bonus feat
20th	+20	+12	+6	+12	Adaptation

and information superiority: they know what's going on and where it's happening before anyone else does. They are always seasoned, confident, characters with a bevy of useful talents and knacks that some in the party may lack.

## RELATIONSHIP TO OTHER CLASSES

**Mystics:** Star rangers are similar to mystics in that they are both aware of the will of the greater cosmos. While they may have spells and draw from the same list, they gain their mystical powers more incidentally, not as a matter of study and are never their primary focus. Mystics will understand the star ranger's connection to the cosmos and can even bond with them over it. While star rangers may never fully grasp the mystic's reliance on magic, they sometimes feel like they have a shared burden or interest.

**Solarian:** A solarian and a star ranger understand each other as both are agents of the greater cosmos. A solarian taps into a different, more direct, sort of power while a star ranger has a more generalized and utility-focused approach to their utilization of their powers. A star ranger is to a solarion as a operative is to a soldier.

**Operatives:** Star rangers share some of the way they approach combat with operative as they try to approach things in a creative fashion rather than a straightforward one. Star rangers differ in that they tend to focus on survival and rely on their mystic abilities more than any particular piece of gear or social subversion.

**Soldiers:** Star rangers and soldiers understand each other but don't often intersect; both regularly find themselves in hostile environments and have a focus on survival but approach it differently. Soldiers rely on their equipment and training while a star ranger



accomplishes the same feat with hard-won intuition and mystic abilities.

**Envoy:** An envoy may benefit from a star ranger's presence and guidance but they don't often interact beyond that. Star rangers tend to do their own thing and envoys are more interested in working as a team. They both "read" things; envoys do it with people and star rangers with places so this intuitive connection allows them to bond sometimes.

**Technology Classes:** Technomancers and mechanics are at odds with star rangers; they don't have an overt reliance on technology but they can see the appeal. They will work together but may view each other with suspicion.

## KEY ABILITY SCORE

Star rangers are **Wisdom** based characters.

## CLASS SKILLS

**Skill Ranks Per Level:** 6 + Intelligence Modifier

- Acrobatics (Dex)
- Athletics (Str)
- Culture (Int)
- Diplomacy (Cha)
- Engineering (Int)
- Intimidate (Cha)
- Life Science (Int)
- Medicine (Int)
- Mysticism (Wis)
- Perception (Wis)
- Piloting (Dex)
- Profession (Cha, Int, or Wis)
- Sense Motive (Wis)
- Stealth (Dex)
- Survival (Wis)

## PROFICIENCIES

**Armor Proficiency:** Light armor and heavy armor

**Weapon Proficiency:** Basic and advanced melee weapons, small arms, and longarms

## SPELLS

### (EX) [1ST LEVEL]

You cast spells drawn from the mystic's spell list. To learn or cast a spell, you must have a Wisdom 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 Wisdom modifier.

You can cast only a certain number of spells of each spell level per day. Your number of spells per day is given on Table 4-2: Star Ranger spell Per Day. You do not gain bonus spells due to high Wisdom. 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 each day.

Your selection of spells is limited. You begin play knowing two 0-level spells and one 1st-level spells of your choice from the mystic's spell list. At each new star ranger level, you learn one or more new spells, as indicated on Table 4-3: Star Ranger Spells Known (The number of spells you know isn't affected by your Wisdom modifier).

Every time you gain a level, you can swap out one spell you already know and learn a single new spell of the same level in its place. In effect, you lose the old spell in exchange for the new one. You must choose whether or not to swap the spell at the same time you gain new spells known for the level.

You can cast any star ranger spell you know at any time, assuming you have not yet used up your allotment of spells per day for the spell's level. You can also cast a spell using a higher-level spell slot. For instance, if you want to cast a 1st-level spell but have used up all your 1st-level spells for the day, you can use a spell from a 2nd-level slot instead if you have one.

You can also decipher magical inscriptions that would otherwise be unintelligible or, as a full action, identify any spells encoded in a spell gem as a full action. This does not normally invoke the magic contained within, although it may do so in the case of a Cursed or trapped spell gem.



TABLE 4-2: STAR RANGER SPELLS PER DAY

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

## WANDERLUST [EX] [1ST LEVEL]

You gain Toughness as a bonus feat at 1st level. In addition, you add 1/2 your level (minimum +1) to all Constitution checks to continue running, to avoid damage from a forced march, to hold your breath, and to avoid damage from starvation or thirst, on Fortitude saving throws to avoid taking damage from hot or cold environments, to withstand the harmful effects of thick and thin atmospheres, to avoid choking when breathing in heavy smoke, and to avoid fatigue caused by sleep deprivation. This bonus stacks with Toughness and is extended to any ally who has traveled with you for at least 24 hours, ending 24 hours after parting ways (allies without Toughness simply add 1/2 your level to such checks).

TABLE 4-3: STAR RANGER SPELLS KNOWN

Level	0th	1st	2nd	3rd	4th
1st	2	1	-	-	-
2nd	2	1	-	-	-
3rd	3	1	-	-	-
4th	3	2	1	-	-
5th	4	2	1	-	-
6th	4	2	1	-	-
7th	4	3	2	1	-
8th	4	3	2	1	-
9th	4	3	2	1	-
10th	4	4	3	2	1
11th	4	4	3	2	1
12th	4	4	3	2	1
13th	4	4	4	3	2
14th	4	4	4	3	2
15th	4	4	4	3	2
16th	4	4	4	4	3
17th	4	4	4	4	3
18th	4	4	4	4	3
19th	4	4	4	4	4
20th	4	4	4	4	4

## ADAPTATIONS [2ND LEVEL]

Using your wits and a touch of mysticism, you've learned how to use your environment to adapt to various situations. At 2nd level and every even level thereafter you gain an adaptation from the list of those found later in this class's entry.

## COSMIC RESONANCE [SP] [2ND LEVEL]

A star ranger can plum the deepest heart of a location; be it a planet or town. Once per day you can take 10 minutes to listen to the heart of a place you are in and expend 1 RP to cast *commune with nature*. Unlike the normal spell you only gain knowledge of 1 subject (rather than 3) + 1 additional subject per 4 class levels. A star ranger who uses this ability also adds the following subject to the list of subjects they can

get information on: general lay of the politics, kinds of people, and the pervasive attitudes (in a settlement with a sentient population).

## **ACCLIMATE [SP] [3RD LEVEL]**

A star ranger is a master of adapting to whatever environment or situation they find themselves in. By expending 1 RP you may exist comfortably in the environment you find yourself in as if you had a *life bubble* spell.

## **BONUS FEAT [3RD LEVEL]**

You gain a bonus feat at 3rd level and every 4 levels thereafter. The feat selected may not be a combat feat.

## **WEAPON SPECIALIZATION [EX] [3RD LEVEL]**

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

## **PLANET TOTEM [EX] [5TH LEVEL]**

Star rangers bind themselves to planets (or other stellar bodies) they identify with. They carry a piece of that song around in their soul at all times, keeping them mindful of specific things. Their spiritual connection with them always ensures they know the location of said planet in relation to themselves and it grants them a host of abilities linked to that planet's archetypal spiritual concept.





**Example:** Paul Atreides from the Dune series might select “Arrakis” as his planetary totem and decide the “Mars” totem best represents it. He now bound to the spirit of Arrakis, making him ever mindful of survival and his location in relationship to Arrakis.

## **STAR RANGER'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.

## **MASTER RANGER (EX) [20TH LEVEL]**

You gain 2 adaptations that you did not already have. In addition, once per day as a move action, you can temporarily trade out one of your adaptations for another adaptation that you qualify for. This trade lasts 24 hours.

## **ADAPTATIONS**

This is a list of adaptations. Each may only be selected once unless otherwise stated.

### **ANIMAL SONG**

You gain an insight bonus on Survival checks made to handle animals or rear a wild animal equal to 1/2 your class level (minimum +1). In addition you can communicate with any creature of the animal type, though this doesn't make it friendly. If an animal is friendly toward you, it may do you favors. This ability allows you to use Intimidate to bully animals, and you can use any other language-dependent effect against animals.

### **BLEND IN WITH THE HERD**

When in an area congested with living beings (a densely packed street, a herd of animals, etc) you gain a +2 bonus on Disguise and Stealth checks to go unnoticed and can move at your normal movement speed.

### **BONUS FEAT**

You may take a feat in place of an adaptation. This may be taken any number of times.

### **EARTHCHILD**

While prone, you take no penalty on melee attack rolls and take no penalty to your AC against melee attack rolls from enemies.

### **ENVIRONMENTAL ADVANTAGE**

While flanking, you improve any attack roll bonus it provides by 2 for both yourself and the ally you are flanking with (typically, this increases it to a +4).

### **ENVIRONMENTAL INTERPOSE**

You do not trigger the first attack of opportunity you'd normally provoke in a given round. In addition, you gain +2 circumstance bonus to hit with attacks of opportunity.

### **FRUGAL USAGE**

You've found shortcuts and have a very strict trigger discipline that allows you to more efficiently utilize ammunition on the battlefield. When using a weapon with a usage of 3 or higher, cut the usage requirement in half to a minimum of 2. This only works on player-scale weapons that uses rounds or charges as ammunition.

### **GO ANYWHERE**

You gain Climbing Master and Swimming Master as bonus feats, even if you don't meet the prerequisites.

### **IMPROVISATIONAL FIGHTING**

By listening to the song of the universe you can anticipate an enemy's action and lead them into



devastating counters. You gain a +2 bonus on attack rolls to make combat maneuvers, can take a full round action to make 2 combat maneuvers at -4 penalty, and inflict damage equal to your Wisdom modifier upon a successful combat maneuver.

### SAVAGE CRITICAL

You can use the environment to cause a more devastating critical hit than normal. This allows you to grant any weapon you have the wound effect on critical if it doesn't have it. If the weapon has a critical effect you may use chose to use the wound effect or its normal critical effect on a case by case basis.

### SAVED BY THE SONG

By listening to the cosmic song you are granted a moment of reprieve before tragedy strikes. You gain a +2 luck bonus on all saves.

### SIMPLE TOOLS

When using unarmed strikes, basic melee weapons, or any archaic weapon you gain a +2 bonus on attack rolls. In addition, any weapon or armor with the archaic property loses that quality while you wear/wield it.

### SONGBORNE SPELL

You gain an additional spell slot of each spell level you can cast.

### SPACE HAWK

You can move as if you had a fly speed equal to your base movement speed while in zero gravity. In addition, you gain a +2 circumstance bonus on attack rolls with ranged weapons while in zero gravity.

### STAR RANGER SENSES

You gain blindsense (vibrations) 20 feet and a +2 insight bonus on all Perception checks made to spot hidden creatures.

### STRIDER STEP

You never double the movement cost when moving through a square due to hampered movement (such as difficult terrain). You are still subject to any dangers those squares impose. In addition, once per day when you take a guarded step you can take 10 feet of movement rather than 5 if you pay 1 RP.

### SUBDUE

You gain a +2 circumstance bonus on non-lethal damage rolls against targets who are unaware of you.

### TERRAIN BASED MOVEMENT

Whenever you use cover it provides a greater benefit as you know how to better utilize it. While using any kind of cover you gain a +2 circumstance bonus to your AC and Reflex saves.



### TRAPFINDER

You have a sixth sense about traps; the song guides you and warns you about them and you've listened well. You gain a +2 bonus to spot traps, dangerous terrain, and similar hazards, and a +2 bonus to disable or bypass such hazards. In addition, you receive a check to notice traps whenever they pass within 10 feet of a trap, whether or not you are actively looking for one.

### WARDS AND CHARMS

You have a collection of wards, charms, and trinkets that the cosmic song has indicated were good traveling charms. You get a +2 luck bonus on saves against spells.

### WELL-ROUNDED

You've been to many planets, found yourself in many ugly situations, and come out more hardy than you did going into it. You gain +1 Stamina Points, +1 Hit Points, +1 Skill Point, and +5 feet of movement. This may be taken any number of times.

## PLANET TOTEMS

The names of the planets below represent an archetype for a planet. For example, an "Earth Totem" star ranger may not be literally bound to planet Earth in Sol system, but some other civilized world that has a large sentient population.

### BLACK HOLE-TYPE TOTEM

Black hole star ranger are destroyers, conquerors, and tyrants who make the music fit their message. They use the powers granted to them by the cosmic song to bring everyone in line with it and rule them. They are ruthless, all-consuming, and as destructive as their totem. Unlike other star rangers black hole totems literally pray to a black hole whose all-consuming spirit demands an endless campaign of carnage and consumption.

#### WARLORD [5TH LEVEL]

You gain a +4 morale bonus on Intimidate and Athletics checks.

#### ENSLAVER [9TH LEVEL]

You gain a +2 morale on all attack and damage rolls against sapient creatures who are not subservient to you.

#### SACRIFICE [13TH LEVEL]

As a standard action you make a single attack against a creature with half their hit points or less with the aim of offering the creature targeted to your all-consuming patron. You must spend 1 RP as part of the attack in payment for your dark master adding some of its destructive energy to your attack. The creature must make a Fortitude save (DC 10 + 1/2 class level + Wisdom modifier) or take your level in additional damage. If reduced to 0 or less hit points by this attack the creature is consumed by a miniature black hole and you recover 1 RP. This only functions against creature who present a reasonable challenge (the black hole spirit does not want pathetic offerings).

#### APOSTLE OF THE CONSUMER [17TH LEVEL]

You may use your sacrifice ability on creatures with any amount of hit points. In addition, the DC of the save for that ability improves by 2 and the damage it deals also increases by 2.

### EARTH-TYPE TOTEM

A star ranger bound to an Earth-type totem is most at home on civilized worlds. They are able to pick up on subtle social cues in the music of the universe, find people as interesting as the animals of their world, and are always mindful of their position in society.

#### SOCIALLY MINDFUL [5TH LEVEL]

You gain a +4 insight bonus on Culture and Sense Motive checks.

#### MANHUNTER [9TH LEVEL]

You gain a +2 morale bonus on all attack and damage rolls against humanoids.

#### STAR SPEAKER [13TH LEVEL]

You gain 1 bonus language of your choice that is spoken in an area around you. You may switch this bonus language one per day after you wake up. In addition, you gain a +4 insight bonus on all Profession checks.

#### MANSLAYER [17TH LEVEL]

The bonus from your manhunter ability improves to a +4.

### JUPITER-TYPE TOTEM

Seeking perfection and danger, Jovian star rangers are daredevils who challenge insurmountable odds and come out on top. They bind to planets with stormy or other high energy atmospheres (usually gas giants) to channel some of that wild, untapped, raw, energy into their own soul. They are always pushing themselves harder and farther.

### DAREDEVIL [5TH LEVEL]

You gain a +4 insight bonus on Acrobatics and Athletics checks.

### JOVIAN SKIRMISHER [9TH LEVEL]

You gain a +2 circumstance bonus on attack and damage rolls so long as you moved prior to your attack.

### DARING [13TH LEVEL]

Once per day per 4 levels of star ranger you can attempt a daring action. This must be a dramatic action with a potentially dangerous or deadly outcome and a less than 50% chance of success. Should you succeed, you recover 1 RP. In addition, increase your maximum Resolve by 2.

### JOVIAN STORM [17TH LEVEL]

The bonus from your Jovian skirmisher ability improves to a +4.

## LOST STAR-TYPE TOTEM

Dreamers, seekers, and explorers. Those are the kinds of star rangers who bind to “lost stars”. A lost star is some legendary or rumored place. It might be the lost homeworld of your race, a legendary planet that’s home to a great treasure, or simply a legendary place. While this totem is very abstract (something other star rangers smirk at) there needs to be at least a physical location the star ranger can be attuned to, even if it’s not the literal planet they are looking for. Lost star star rangers have a tendency to be motivated by the search for something and are seen as a little shifty.

### SEEKER [5TH LEVEL]

You gain a +4 insight bonus on Piloting and Stealth checks.

### OPPORTUNIST [9TH LEVEL]

You gain a +2 circumstance bonus on all attack and damage rolls against creatures unaware of you or while flanking.

### TREASURE HUNTER [13TH LEVEL]

You gain blindsense (treasure) 120 feet. This sense alerts you to the presence of valuables (currency, gems, fine art, expensive material, etc) worth at least 5,000 credits within 120 feet of you. In addition, you may cast identify at will as a spell like ability and you may attempt to identify items untrained.

### ASSASSIN [17TH LEVEL]

The bonus from your opportunist ability improves to a +4.

## LUNAR-TYPE TOTEM

Like a moon orbiting a planet, lunar star rangers are bound to their groups. They are loyal, always mindful of the needs of the group, and selfless.

### WISE GUIDANCE [5TH LEVEL]

When you provides a successful Aid Another check, or receive an aid another check, the bonus provided is a +4 rather than a +2. This applies to both the combat use of aid another and the skill use of aid another.

### ALLY [9TH LEVEL]

You are always focused on how your attacks can open your enemy to your allies. Allies who attack a target you successfully damaged on your last turn gain a +2 circumstance bonus on all attack and damage rolls until the start of your next turn.

### CLOSE ORBIT [13TH LEVEL]

If you are adjacent to an ally when an enemy attacks you, you gain a +2 morale bonus to your AC. An ally who is adjacent to you also gain a +2 morale bonus to their AC if attacked by an enemy.

### GIFT OF THE MOON [17TH LEVEL]

When you provide healing to an ally’s hit points, increase the amount healed by 50%.



## MARS-TYPE TOTEM

Mars-bound star rangers are hardened survival types who often register as a bit twitchy or paranoid. They bind to harsh, unforgiving, worlds that most find to inhospitable for long-term habitation. Mars-bound star rangers are like roses; beautiful on the inside but covered in thorns.

### CONSUMMATE SURVIVALIST [5TH LEVEL]

You gain a +4 insight bonus on Survival and Medicine checks.

### HUNTER [9TH LEVEL]

You gain a +2 morale bonus on all attack and damage rolls against aberrations and animals.

### SAVIOR [13TH LEVEL]

When you activate your acclimate class feature it can be extended to up to 1 allied creature per level who are within 30 feet of you. This lasts so long as the spell does and they remain within a mile of you.

### MASTER HUNTER [17TH LEVEL]

The bonus from your hunter ability improves to a +4.

## PLUTO-TYPE TOTEM

Always on the fringes of space, Pluto-type star rangers are loners. They are academics, observers, and guardians on the edges of civilized worlds (and beyond). Pluto-bound star rangers watch for dangers from beyond the sphere of civilizations.

### GUARDIAN OF THE FRINGE [5TH LEVEL]

You gain a +4 insight bonus on Perception and Stealth checks so long as you do not receive any aid another checks when making the check.

### LONE WOLF [9TH LEVEL]

You gain a +2 on all attack and damage rolls against creatures so long as there is no ally within 60 feet of you.

### SENTINEL IN THE DARK [13TH LEVEL]

You gain blindsight (vibration) 60 feet.

### DIRE WOLF [17TH LEVEL]

The bonus from your lone wolf ability improves to a +4.

## SOLAR-TYPE TOTEM

Solar star rangers are easy to identify. They are gallant explorers and crusaders for great justice who always have a cause they are crusading for. They are impassioned by the song of the universe to accomplish great deeds in the name of some cause or organization. They can be found on the front lines of military conflicts against wicked foes, passing out flyers for an extremist environmental conservation group, or in back rooms plotting a revolution to overthrow a tyrant. Whatever they're doing they're always at the center of it and they are burning bright with their passion.

### SOLAR INSPIRATION [5TH LEVEL]

You gain a +4 moral bonus on Diplomacy and Intimidate checks.

### WORKED UP [9TH LEVEL]

Each day you may select one political group or faction. You gain a +2 morale bonus on attack and damage rolls against known members of that group or faction. This bonus lasts for 24 hours or until you rest for 10 minutes to regain Stamina points.

### CRUSADE [13TH LEVEL]

Spend 2 RP and select 1 target who fits the target of your worked up class feature. Instead of a +2, you gain a +1/2 level morale bonus on attack and damage rolls against that creature. In addition, you gain a +2 to your AC against attacks from that creature. This lasts for 24 hours or until the creature is dead. If you successfully kill that creature within 24 hours you recover 1 RP.

### SOLAR BEACON [17TH LEVEL]

The bonus from your solar inspiration ability improves to a +8.

# ALTERED OR REPLACED STAR RANGER CLASS FEATURES

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

**Multilevel [2nd, 4th, 6th, 12th, and 18th Levels]:** You don't gain your 2nd, 4th, 6th, 12th, and 18th level adaptations.

**9th Level:** You gain your 9th level planet totem ability at 10th level and don't gain your 10th level adaptation.

## FRINGER

**Theme:** Outlaw

*Life is hard on the fringe but the cosmic song needs guardians even more where civilization breaks down.*

**Ability Scores:** Life is cruel, brutal, and short. You need a good gun arm (Dexterity) and a body that can stand up to punishment (Constitution).

**Planet Totem:** Mars-Type

**Adaptations:** Environmental Advantage, Environmental Interpose, Improvisational Fighting, Star Ranger Senses

**Feats:** Improved Combat Maneuver (Dirty Trick), Deadly Aim, Toughness, Slippery Shooter

**Skills:** Medicine, Perception, Sense Motive, Stealth, Sleight of Hand, Survival

## OUTLANDER

**Theme:** Outlaw

*You've never fit in in the civilized world, and seek solace in the song as it guides you. You make sure that you can make it on your own, no matter what the universe throws at you.*

**Ability Scores:** Dexterity keeps your aim true and body bullet-free, while Wisdom keys you into the song and powers your spellcasting.

**Planet Totem:** Pluto-Type

**Adaptations:** Blend In With The Herd, Frugal Usage, Space Hawk, Strider Step

**Feats:** Blind-Fight, Combat Casting, Diehard, Jet Dash,

**Skills:** Acrobatics, Intimidate, Perception, Piloting, Stealth, Survival

## HORIZON SEEKER

**Theme:** Spacefarer

*There is so much out there that isn't known yet, how can anyone just sit around? The unknown always calls to you, beckoning you towards the next adventure.*

**Ability Scores:** Dexterity and Strength helps keep your mobile style of combat viable. Good Wisdom means your spells can cover for any problem you find yourself in.

**Planet Totem:** Jupiter-Type

**Adaptations:** Go Anywhere, Saved By The Song, Trapfinder, Well-Rounded

**Feats:** Improved Initiative, Mobility, Agile Casting, Shot On The Run

**Skills:** Acrobatics, Athletics, Culture, Mysticism, Perception, Survival

## PANGALAXIAN PRIEST

**Theme:** Priest

*You are an envoy of the cosmos; spreading the message of universal oneness via a religious message that invokes gaia theory.*

**Ability Scores:** You are not as concerned with combat and thus focus on your Wisdom and do not neglect your Charisma.

**Planet Totem:** Earth-Type

**Adaptations:** Animal Song, Saved by the Song, Songborne Spell, Subdue

**Feats:** Coordinated Shot, Spell Penetration, Skill Focus (Diplomacy), Toughness

**Skills:** Culture, Perception, Profession (Diplomat), Sense Motive, Diplomacy, Survival



# TYRANT

## A NEW BASE CLASS FOR THE STARFINDER RPG

STAMINA POINTS: 7 + CON MODIFIER

7 HP

Tyrants are defined by one thing: their almost supernatural levels of ambition. They are political juggernauts with the motivation and force of will to accomplish anything they set their mind to. A tyrant's sheer will power causes them to blur the line between mundane powers and psychic might, possessing an unconscious influence over those around them. Each one has a unique and seemingly impossible goal they are striving for at all costs; an ouroboros that both fuels their ambition and stands defiantly. Every person has their mountain and it takes great conviction to surmount it.

Many tyrants are evil or, at the very least, self-centered. It's hard to cultivate a altruistic soul while focusing so fully on the acquisition of personal power. Even those who have a noble ambitions often go to radical lengths and use any means to accomplish their goals and the line between hero and villain get blurred. While history is full of bloodthirsty dictators and horrific autocrats we must remember Cincinnatus. He was a Roman Consul who retired in poverty to work his farm only to be called back by the senate during an invasion and given absolute power (literally made a "dictator" in the Roman fashion). Once the country's foes were defeated he could have held onto that absolute power but returned it in exchange for his plow.

**Inspirations:** God Emperor  
Leto II (Dune), Darth Sidious  
(Star Wars), Emperor  
Zarkon / Prince Lotor  
(Voltron), Cincinnatus  
(History), Cao Cao  
(Romance of the  
Three Kingdoms)



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161



# KEY ABILITY SCORE

Tyrants are reliant on the force of their personality and are thus **Charisma** based.

# CLASS SKILLS

**Skill Ranks Per Level:** 4 + Intelligence Modifier

- Athletics (Str)
- Bluff (Cha)
- Computers (Int)
- Culture (Int)
- Diplomacy (Cha)
- Intimidate (Cha)
- Perception (Wis)
- Piloting (Dex)
- Profession (Cha, Int, or Wis)
- Sense Motive (Wis)

# PROFICIENCIES

**Armor Proficiency:** Light armor and heavy armor  
**Weapon Proficiency:** Basic melee weapons, small arms, heavy weapons, and grenades

# CONVICTION [EX] [1ST LEVEL]

The main source of a tyrant's power is their conviction; the belief beyond a shadow of doubt that they are right. These are known as "mandates". If a mandate targets anyone other than the tyrant they are always mind-affecting and language-dependent (unless otherwise noted). You will unlock new mandates as you progress in level, but at 1st level the only mandate you know is the command mandate.

TABLE 5-1: THE SPACE TYRANT

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Class Features
1st	+1	+2	+0	+2	Conviction, Iron Will
2nd	+2	+3	+0	+3	Mandate
3rd	+3	+3	+1	+3	Ambition, ambition benefit, weapon specialization
4th	+4	+4	+1	+4	Imperium (+1)
5th	+5	+4	+1	+4	Fear (1st), Improved Iron Will
6th	+6	+5	+2	+5	Mandate
7th	+7	+5	+2	+5	Ambition benefit
8th	+8	+6	+2	+6	Imperium (+2)
9th	+9	+6	+3	+6	Fear (2nd)
10th	+10	+7	+3	+7	Mandate
11th	+11	+7	+3	+7	Ambition benefit
12th	+12	+8	+4	+8	Imperium (+3)
13th	+13	+8	+4	+8	Fear (3rd)
14th	+14	+9	+4	+9	Mandate
15th	+15	+9	+5	+9	Ambition benefit
16th	+16	+10	+5	+10	Imperium (+4)
17th	+17	+10	+5	+10	Fear (4th)
18th	+18	+11	+6	+11	Mandate
19th	+19	+11	+6	+11	Ambition benefit
20th	+20	+12	+6	+12	Emperor, imperium (+5)

## IRON WILL [EX] [1ST LEVEL]

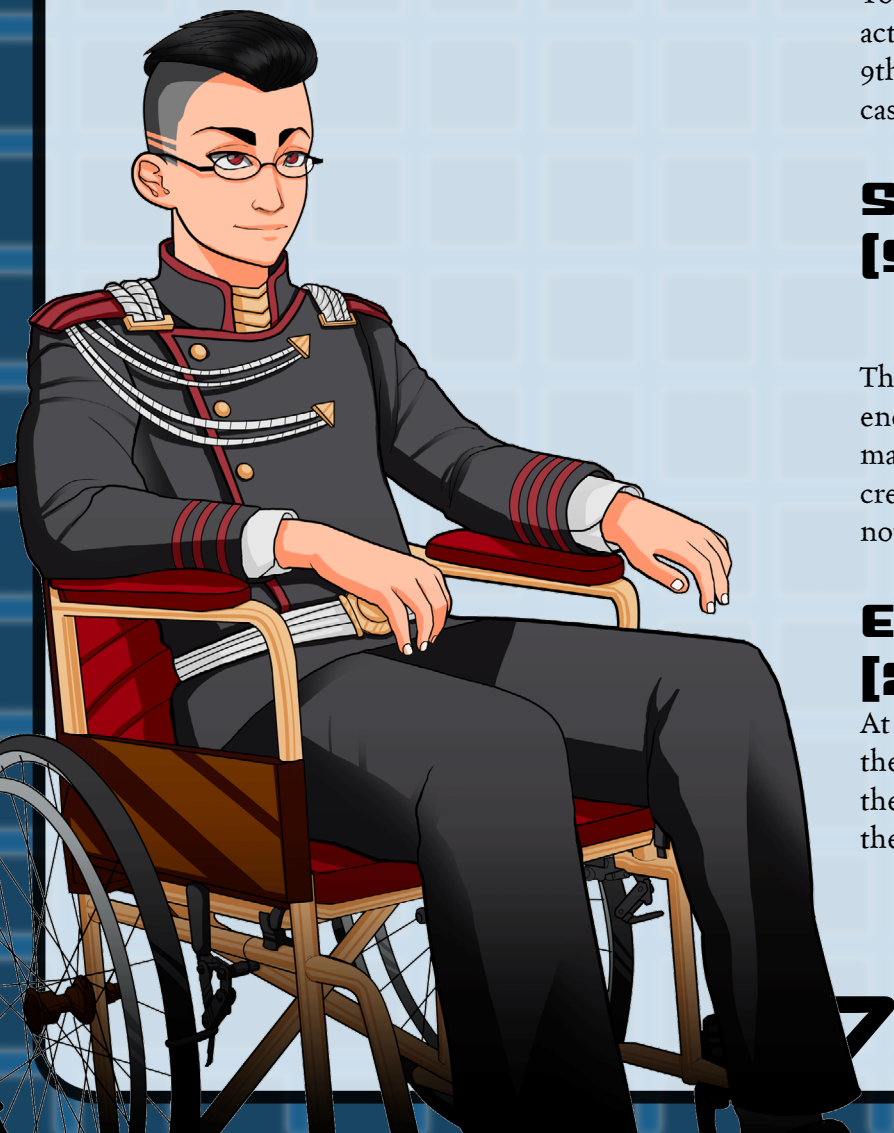
At 1st level you gain Iron Will as a bonus feat.

## MANDATES [2ND LEVEL]

At 2nd level and every 4 levels thereafter you gain a new way to bully the world into doing what you want. These are new uses for your conviction class feature and a complete list of mandates can be found later in this class.

## AMBITION [3RD LEVEL]

At 3rd level you must declare your ambition; a statement of intent to the universe that you intend to achieve some great thing. At 3rd level and every 4 levels thereafter you gain a benefit related to this ambitious undertaking that is both reflective of your burning desire to achieve it and progress you may have made. A complete list of ambitions and their benefits can be found later in this class.



## IMPERIUM [3RD LEVEL]

At 4th level you gain 1 special RP that can only be spent on mandates. You gain 1 special RP at 8th level and every 4 levels thereafter.

## WEAPON SPECIALIZATION [EX] [3RD LEVEL]

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

## IMPROVED IRON WILL [EX] [5TH LEVEL]

At 5th level you gain Improved Iron Will as a bonus feat.

## FEAR [SP] [5TH LEVEL]

You can use *fear* as a spell-like ability as a full round action. At 5th level you can only cast 1st level *fear*; at 9th level you can cast 2nd level, at 13th level you can cast 3rd level, at 17th level you can cast 4th level *fear*.

## SWAY THE UNTHINKING [SU] [10TH LEVEL]

*"Know that even the machines recognize my authority. What hope do you have?"*

Through sheer force of will, you can demoralize enemies that you normally wouldn't be able to. You may inflict fear effects on mindless creatures and creature noted to be immune to fear effects (this does not work on objects or non-creature computers).

## EMPEROR [20TH LEVEL]

At 20th level, the first time per day that you improve the quality of life of those in your dominion, advance their cause, and/or advance your own standing in their mind or control over them you regain 1 RP.

# MANDATES

The DC for all mandates are  $10 + \frac{1}{2}$  class level + key ability score modifier.

## COMMAND

You can use *command* as a spell-like ability as a standard action by paying 1 RP.

## DESPAIR

As a standard action you can make a special Intimidate check to demoralize a creature. If you succeed, you also suppress all morale bonuses the target is benefiting from for duration of the shaken condition.

## DIABOLUS EX MACHINA

*"I demand the codes now you insufferable calculator!"*

You can spend 1 RP to use an Intimidate check in place of a Computer check.

## DOMINATION (Sp)

You can use *dominate person* as a spell-like ability as a standard action by paying 5 Resolve Points. You must be at least 14th level to select this mandate.

## DREAD

You can spend 1 RP as a standard action to worsen the state of all fear effects all creatures within 30 feet of you are suffering from (shaken > frightened > panicked > cowering) until the start of your next turn.

## FALTER

When you inflict a fear effect, the penalties also apply to the creature's AC.

## FLATTERED

*"Render unto Caesar that which is Caesar's"*

While benefiting from a morale bonus from an ally you gain a +2 morale bonus on Will saves.

## GIVE NO GROUND

As a reaction to being targeted with a Bull Rush, Reposition, or Trip attempt you can spend 1 Resolve Point to gain a bonus to your KAC equal to  $\frac{1}{2}$  your class level against that attempt.

## GRANDEUR OVERWHELMING

*"I know you weren't about to attack me...  
That would be foolish."*

As a reaction that costs 1 RP, you can browbeat someone who dared think of attacking you into rethinking their foolish action. The creature must make a Will save or spend the action they would have attacking you recoiling in fear.

## TWISTED ENVOY

*"... thanks boss."*

You may select a single envoy improvisation, using your tyrant level as your envoy level. The selected improvisation must target an ally and provide a benefit. However, the target of this improvisation is shaken for the duration of the effect (ending or suppressing the shaken effect removes the benefit of the improvisation. The ally must willingly accept this improvisation but cannot end it prematurely. If an improvisation does not have a duration (such as Inspiring Boost, which just heals) your ally is shaken for 3 rounds. This mandate may be selected more than once, though each time applies to a different envoy improvisation.

## UNYIELDING

As a reaction, you can reroll a failed Will or Fortitude save by paying 1 RP.





# AMBITIONS

## DOMINIONS: MECHANICS

All ambitions have a “dominion”. This something place, group of people, or vehicle that you have undisputed control over. Dominion abilities affect all creatures within your dominion. You can only use abilities relating to your dominion so long as you maintain undisputed control of it. Members of a dominion only count if they are willing participants or members of a group. For example: for the political ambition people who actively oppose you and slaves do not count as part of your dominion. You can intentionally restrict your dominion as much as you’d like. You can tighten or loosen this restriction each time you gain a level.

## DOMINIONS: GAME MASTERY & ROLEPLAYING

A tyrant’s power is derived from their dominion. They walk a razor’s edge between exerting control over it and being at the mercy of it. A tyrant is really only as strong as their dominion and that dominion’s faith in the tyrant (or at least fear of). A tyrant should constantly be concerned with the opinion of their dominion and their control over it; should a tyrant lose control of their dominion they should lose the benefits of their ambition until they get it back. It is assumed that a tyrant is always working for greater control and enlarging their dominion; if one fails to live up to that they should be denied higher level abilities from their ambition until they do. An ambition’s 19th level ability is hugely powerful and is not typically on the scale found in class features. They are intended and expected to be used as culminations of a campaign (or even multiple campaign’s worth) or effort on the behalf of as tyrant and their dominion. Please keep that in mind when using the benefits of ambitions, particularly their 11th and 19th level abilities; they should be a function of story and character effort more than simply “given”. A GM should carefully discuss the ambition the tyrant player is defining and what is hoped to be achieved so it meshes nicely with the story being told in the campaign.

## LIST OF DOMINIONS

### DARK SAVIOR

**Ambition:** Your ambition must be to create a religious movement for the glory of a deity with you at its head.

**Dominion:** Dedicated and declared members of the religious movement.

#### ZEALOTRY [3RD LEVEL]

You gain a +2 on Mysticism and one of the following skills: Bluff, Diplomacy, or Sense Motive.

#### DIVINE ILLUMINATION [7TH LEVEL]

Once per day you can perform a ritual that takes 10 minutes and then renders you unconscious for 1 minute. While unconscious you may converse freely with your deity if they are willing to speak with you. Invoking this costs 3 RP.

#### DARK RITUAL [11TH LEVEL]

In a ritual that takes 24 hours, a single spell that is cast on you is also cast on all members of your dominion, though you do not suffer its effect if you do not wish it. To perform the ritual you must sacrifice creatures whose HD equals your own x 2. This consumes all your RP and can only be used once per month, -2 days for every RP expended in the casting of the dark ritual (minimum of once every 3 days).

#### FORCED CONVERSION [15TH LEVEL]

You may, once per creature, attempt a Diplomacy or Intimidate check to attempt to coerce or forcibly convert a creature to join your faith. This take 1 hour of uninterrupted communication and the DC of the check is 15 + 1.5 x the creature’s CR. This cannot be used on PCs.

#### LORD OF THE LEGIONS [19TH LEVEL]

You add all outsiders who are direct servants of your deity to your dominion.

## DEFEAT

**Ambition:** Your ambition must be to defeat a specific and apparently insurmountable force/foe. This might be the embodiment of death, a galactic overlord, a planet-devouring beast, a god, etc.

**Dominion:** Members of forces helping you defeat “the thing”.

### WARLORD [3RD LEVEL]

You gain Advanced Melee Weapon Proficiency and Longarm Proficiency as bonus. This counts as proficiency granted by the class for the purpose of interaction with your 3rd level weapon specialization class feature.

### FLY THE BANNER [7TH LEVEL]

So long as they can see you, members of your dominion and other allies within 60 feet of you gain a +4 morale bonus against fear effects not originating from you.

### RALLY THE TROOPS [11TH LEVEL]

Once per day as a swift action, you may designate a creature, spaceship, or structure as a critical target. For a number of hours equal to your Charisma modifier, all members of your dominion gain a +1/4th level morale bonus to attack rolls and gunnery checks made against the critical target.

### ARMS DEALER [15TH LEVEL]

You can buy weapon and ammunition at a 20% discount.

### DESTROYER OF WORLDS [19TH LEVEL]

You automatically ignore any defenses, miss chances, DR, or immunities the target(s) of your ambition has. This extends as far as allow you to hurt the personification of death, suppress the regenerative functions of a tarrasque, and cause injury to planet-devouring beings.

## GRAND WORK

**Ambition:** Your ambition must be technical in nature. You must have a grand idea you want to see become reality. This might be a super-weapon capable of destroying solar systems, a dyson sphere, a theoretical null-life equation etc. A grand work should not be simply an impressive engineering feat but something grandiose, fanciful, bold, and seemingly impossible.

**Dominion:** Any technical staff or members of your field actively working with you towards your technical ends.

### DRIVEN SCIENTIST [3RD LEVEL]

You gain a +2 bonus on one of the following skills: Engineering, Life Science, Medicine, Mysticism, or Physical Science and a +2 on all attempts to craft equipment. The skills selected must be relevant to your grand work.

### COMBAT APPLICATION [7TH LEVEL]

You have devised a way that allows you to utilize the progress you’ve made thus far in combat situations. At 7th level you select a 2nd level technomancer spell and, so long as you have one hand occupied with some element of your grand work, you can cast that spell as a spell-like ability for 2 RP. The spell selected must be directly related to your grand work.

### MASS PRODUCTION [11TH LEVEL]

When you attempt to produce an object related to your grand work, you may involve the resources and technological know-how of your entire dominion. Whatever you produce in your 4 hour crafting period is replicated by members of your dominion, allowing you to produce a number of copies equal to  $1 + 1/2$  your level. You must pay for these additional objects and they may take time to be delivered to you if you are not among your colleagues.

### FUNDING [15TH LEVEL]

You gain automatic funding from your dominion that allows you to craft prototypes of your grand work. This reduces the cost to buy UPB to craft objects directly related to your grand work (though not the grand work itself) by 50%.

## GRAND WORK [19TH LEVEL]

You can create your grand work and implement it. To do so you must take 24 hours and have sufficient resources to create your grand work. Doing so requires a DC 30 Engineering or Mysticism check, though you gain a +2 bonus on the check (in addition to all other bonuses). If successful, you have created your grand work. The grand work is under your exclusive jurisdiction and will only function for you. You may only have one copy of your grand work created and under your command at a time.

## POLITICAL

**Ambition:** Your ambition must be to rule a group of people or region via a political or military process.

**Dominion:** Any citizen who has an undisputed allegiance to your region/group of people.

## MACHINATIONS [3RD LEVEL]

You gain a +2 bonus on two of the following skills: Bluff, Diplomacy, Intimidate, Sense Motive.

## HONEYED WORDS [7TH LEVEL]

You can cast *charm person* as a spell-like ability by expending 1 RP. This costs no RP if used on a member of your dominion. This is a mind-affecting, language-dependant effect with a verbal component. The tyrant may not be aware of the spell-like ability; only noticing that they are unusually good at convincing others. This only works face-to-face (or via voice and video communication) and, specifically, not with the back channel whispers class feature.

## BACK CHANNEL WHISPERS [11TH LEVEL]

Once per day you can make a Diplomacy, Intimidate, or Sense Motive check against all members of your dominion on matters that apply to your dominion (policy, political dissonance, elections, general military plan, spending, alliances, etc). Compare the result of this check to all members (assume your average politician has a DC of 20 to change their attitude). This can be used to gather information (with Diplomacy) on general matters as well (such as everyone's attitude on it). When you use this you can either totally obscure yourself as the origin (only

magical methods can divine your involvement) or make it known that you are the source. No mandate, spell, or spell-like ability may be delivered via this.

## DOMINAR [15TH LEVEL]

Your dominion now includes unwilling and people who oppose you within your region/group of people.

## SOVEREIGN [19TH LEVEL]

You are automatically the de facto or actual leader of your dominion. Your word is law, your presence signifies the state/group, you may dictate policy unanimously, and any leaders put on the throne are mere puppets. People may oppose you if your plans or policies (often violently) are not in line with their vision but, until your death or resignation, you are the sovereign. In addition, once per day as a move action you may attempt to declare dominion over a creature that can see and hear you; the target must succeed a Will save (10 + 1/2 class level + Charisma modifier) or permanently become part of your dominion. This can never be attempted on the same creature more than once and cannot be used on PCs.

## SUBLIME VISION

**Ambition:** Your ambition must be to enact a grand vision that you were gifted. This may involve you shifting fate, damning the gods, and doing things as you saw them.

**Dominion:** You and you alone.

## CORRECTIVE FATE [3RD LEVEL]

When acting in accordance with or for the furtherance of the vision you have seen, as a free action you can gain a +1 luck bonus on d20 roll (before or after the dice is rolled and the results known). This can occur no more than once per day per 2 levels of space tyrant (minimum once per day).

## VISIONS [7TH LEVEL]

You can cast *augury* as a spell-like ability by expending 2 RP.



### UNWITTING PAWNS [11TH LEVEL]

Any benefit that specifies “you” in your benefits from the sublime vision ambition provides its benefits to all allies within 120 feet. Activating this is a swift action and it lasts for 1 round per space tyrant level. This cannot grant uses of the the Come to Fruition class feature to others.

### ALL ACCORDING TO PLAN [15TH LEVEL]

You can spend 3 RP to re-roll any dice roll you’ve made (immediately after it has been made but before the results are known), though no more than once per turn.

### COME TO FRUITION [19TH LEVEL]

Your vision comes to past, no matter how inconceivable or impossible it seems: everything clicks into place like a perfectly executed ballet. In addition, your corrective fate ambition benefit now grants you a +2 bonus on d20 rolls rather than a +1.

Fate, like many things, works in cycles however and your vision will thematically/metaphorically repeat ad nauseum- echoing throughout history forever. The final benefit of this class feature is that, once per day, as a standard action that costs 3 RP, you may invoke this echo and force some lesser version of your vision to come to pass sometime in the next hour. If your vision was to kill a god, maybe an angel who is blocking you way spontaneously dies. If you saw yourself crowned king of all space, maybe you are granted the key to a city. If you were supposed to kill your father and sleep with your mother, maybe you kill a relative or seduce an acquaintance.

This manifests itself not only as a relevant event occurring but it allows your corrective fate class feature to work freely on all d20 rolls for 1 minute when the lesser version of your vision comes to fruition. These free +2s do not subtract from your daily total.

## ALTERED OR REPLACED TYRANT CLASS FEATURES

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

**Multilevel [2nd, 6th, and 18th Levels]:** You don’t gain a mandate.

**Multilevel [4 and 12]:** You don’t gain bonus RP for use on mandates.

**9th Level:** You don’t gain the 9th level advancement of fear; instead you gain it at 10th level, and you don’t gain your 10th level mandate.



### AMBITIOUS APOSTLE

**Theme:** Priest

*You are the avatar of a dark god, its will made flesh though your ambition.*

**Ability Scores:** Short sentence or two.

**Dominion:** Dark Savior

**Mandates:** Command, Despair, Dread, Diehard

**Feats:** Antagonize, Minor Psychic Power, Extra Resolve, Skill Focus (Intimidate)

**Skills:** Diplomacy, Intimidate, Mysticism, Sense Motive

### DEMIURGE

**Theme:** Scholar

*By your dark designs you will bring into existence the most terrible weapon the universe has ever seen and you will be its master...*

**Ability Scores:** While Charisma is important to all tyrants your augment that with a high Intelligence score as well.

**Dominion:** Grand Work

**Mandates:** Diabolus Ex Machina, Unyielding, Despair

**Feats:** Barricade, Deadly Aim, Skill Focus (Engineering), Skill Focus (Intimidate)

**Skills:** Engineering, Intimidate, Physical Science, Sense Motive

### NOBLE TYRANT

**Theme:** Icon

*You are a hero to the people, even if it means you need to make some hard choice for them.*

**Ability Scores:** Short sentence or two.

**Dominion:** Political

**Mandates:** Flattered, Twisted Envoy, Grandeur Overwhelming

**Feats:** Bodyguard, Extra Resolve, Fast Talk, Skill Synergy (Bluff, Diplomacy)

**Skills:** Bluff, Culture, Diplomacy, Sense Motive

### PAINSLAYER COMMANDER

**Theme:** Mercenary

*You ride with at the head of a company of godslaying warrior who seek to usurp the God of Pain.*

**Ability Scores:** Strength means you can beat the other guy into submission, while Charisma fuels your ability to stride untouched through the battlefield.

**Dominion:** Defeat

**Mandates:** Give No Ground, Grandeur Overwhelming, Unyielding

**Feats:** Deadly Aim, Opening Volley, Suppressive Fire, Toughness

**Skills:** Athletics, Culture, Intimidate, Profession (mercenary)

# ARCHETYPES

## “TECHNIQUE” ARCHETYPES

Technique archetypes are archetypes that represent your character studying a certain kind of mystical technique or seeking to master some esoteric ability through physical training. They are available primarily to soldiers but may be taken by operatives or solarians as well.

### PAIZO CLASSES

#### OPERATIVE

This replaces your 4th and 18th level operative exploits, and your 9th level trick attack damage increase.

#### SOLARIAN

This replaces your 4th, 10th and 18th level stellar revelations, and you gain your zenith revelation class feature at 10th level rather than 9th.

#### SOLDIER

This replaces your 4th, 10th, and 18th level combat feats, and you gain your secondary combat style and secondary style technique class features at 10th level rather than 9th.

**Special:** As a soldier you can take a second technique archetype by replacing your 2nd, 6th, and 12th level combat feats. In this case, you gain the 4th level ability at 2nd level, the 9th level ability at 6th level, and the 18th level ability at 12th level.



### LRGG CLASSES

#### AUG <sup>AUG</sup>

This replaces your 4th and 18th level aug slots, and you don't gain your 9th level modification.

#### DRAGOON <sup>DG</sup>

This replaces your 4th level of wrath of Mewth bonus damage, your 9th level order ability, and your 18th level dragoon ability.

#### MYSTIC SPACE KNIGHT <sup>MSK</sup>

This replaces your 4th level Extra Resolve, the 9th level advancement of your energy deflection class feature, or the 18th level version of the diplomat class feature.

#### ONI <sup>FOR</sup>

This replaces your 4th level binding benefits, and your 9th and 18th increased bond class features.

#### PSION <sup>CoR</sup>

You don't gain your 4th or 18th level psionic powers and you don't gain your 9th level psychic reserve.

#### STAR RANGER <sup>CoR</sup>

You don't gain your 4th or 18th level adaptations and you gain your 9th level planet totem ability at 10th level and don't gain your 10th level adaptation.

#### SAVAGE <sup>FOR</sup>

This replaces your 4th level snarl ability, and your 9th and 18th level savage path abilities.



## BUSTER ARTS

Nothing is more deadly than a mage on a rampage and many years ago an elite collection of great mystic minds bound themselves together to come up with the ultimate anathema for their arts. Distilled into the simplest terms they are taught to licensed bondsmen known as “Busters” who take on contracts to hunt down rogue mages, protect clients or locations from arcane threats, or oversee detention facilities for the magically inclined.

### STAGE 1 BUSTER ARTS [4TH LEVEL]

Any time you attack you can spend 1 RP after successfully damaging a creature you know has the ability to cast spells or spell like abilities. This shuts down 1 of their “magical nodes” for 1 minute. For the purpose of this technique a creature has 1 magical node for every caster level they have (or effective caster level). If a character has any node shutdown in this fashion they must always make a caster level check when casting spells. The DC to pass it is 10 + the spell's level + 1 for every node shut down. If you make multiple attacks in a round you can use this multiple times per turn (though each time causes 1 RP). If a character has all their nodes shut down in this fashion they cannot cast spells. You cannot shut down more magical nodes than a character has. A character can make a Mysticism check to repair magical nodes in their body or in the body of an adjacent ally. The DC is 20 and it fixes 1 magical node + 1 for every 2 above 20 the result of the check is.

### STAGE 2 BUSTER ARTS

#### [9TH LEVEL]

Whenever you use your buster art you shut down 1 magical node per 4 character levels you have. If you make multiple attacks per round only the first shuts down multiple magical nodes; each one after the first only shuts down 1 per attack.

### STAGE 3 BUSTER ARTS [18TH LEVEL]

You gain a +4 bonus on saves against all spells and spell-like abilities.

#### Sidebar: Licensed Busters

Becoming a buster requires that you be insured, licensed, and bonded. This all costs 25,000 credits but most agencies will cover your costs and let you work it off by doing jobs for them. This is a great way to get some introductory plot and get swept up in the story!

## RAKETENFAUST

Their name translates to something like “rocket fist” and that's because a master of this style strikes with the force of an explosive. Taught only to elite soldiers and assassins the use a little known principle to convert some small fraction of mass they impart into pure energy with each strike. This style allows unarmed individuals to fight heavily armored or even mechanized infantry. Their sparking strikes strike fear into the hearts of armored foes wherever they go.

### RAKETENFAUST [4TH LEVEL]

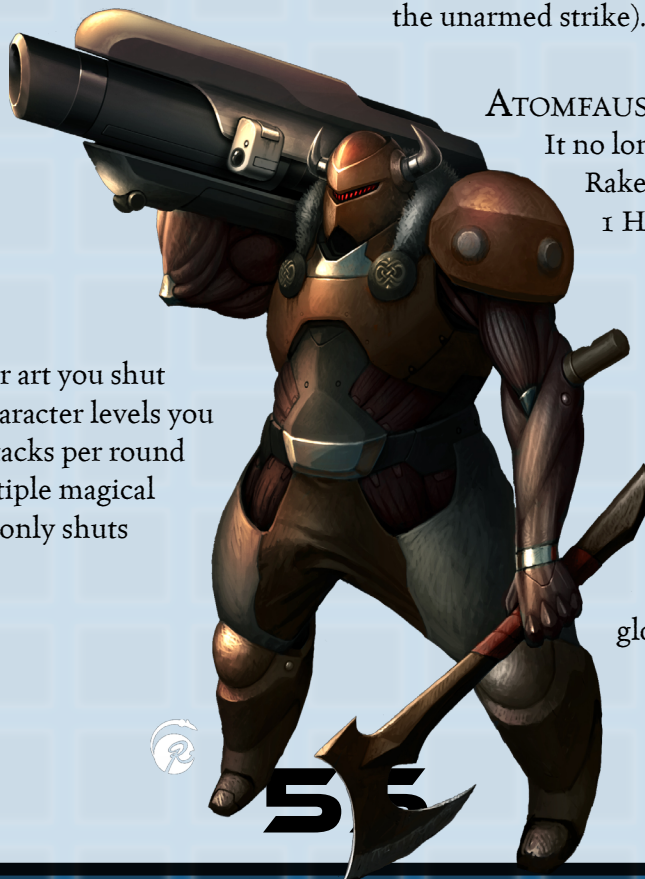
Each time you successfully strike a foe with an unarmed strike or battleglove you can pay 1 RP as a free action to take 1 point of HP damage and your attack automatically counts as if it had the penetration quality (treating your class level as the item level of the unarmed strike).

### ATOMFAUST [9TH LEVEL]

It no longer costs RP to use your Raketenfaust technique. You still take 1 HP of damage.

### STERNENZERSTÖRER [18TH LEVEL]

When hit with an attack from a ship-scale enemy you take normal damage (rather than x10) if you pay 1 RP as reaction so long as you are wearing powers armor or wielding a battle glove.



### Sidebar: Appropriate Weapons

Starshine can be used with unarmed strikes or operative melee weapons and Raketenfaust can be done using battlegloves and unarmed strikes. At a GM's discretion they may allow similar weapons to be used with the techniques.

## SPIDER'S WALTZ

First developed by an unknown multi-armed race, Spider's Waltz has become known for its showy, dance-like combat approach. With the advent of additional limb augmentation, spider's waltz has become the premier style for multi-weapon combat. Made wildly popular by a series of films starring a 5-armed swordsman, the style has seen a surge of imitators. Despite this popularity there aren't that many true Spider's Waltz students, mostly a large number of fans who pose a greater threat to themselves than anyone else. Still, those trained in Spider's Waltz don't want for employment, be it as bodyguards or as show fighters.

**Requirement:** You must have more than 2 arms, either racially or via augmentation, to take this technique archetype

### MULTIWEAPON STUDENT [4TH LEVEL]

You gain Multiweapon Fighting as a bonus feat. Additionally, the feat applies to all one-handed melee weapon, not just operative weapons. Finally, if you also have Improved Unarmed Strike, when making a full attack action with unarmed strikes you treat your unarmed strikes as separate weapons for the purpose of Multiweapon Fighting.

### BLADES FOR ALL [9TH LEVEL]

You have studied hard on dividing your attention between weapons, so addressing multiple assailants isn't so hard for you. Creatures do not receive a bonus to attack rolls for flanking you. They still count as flanking you for the purpose of class features and other effects.

### MULTIWEAPON MASTER [18TH LEVEL]

The benefit of your Multiweapon Fighting feat applies to all melee weapons, not just operative weapons. Additionally, the feat reduces the penalty for full attacking with 2 or more different melee weapons by 2 instead of 1 (i.e. full attacking with 2 different weapons now only inflicts a -2 penalty).

## STARSHINE

Different martial systems call it different things; chi, ki, ib, vital force, aura, etc but the unified life force of a being can be controlled. The Tao Rev have a secret technique that only their mind-monks learn called "starshine" that creates an unseen aura of energy that extends the range of their unarmed strikes an inch or so above their body.

### STARSHINE AURA [4TH LEVEL]

By spending 1 RP you gain a starshine aura for 1 minute as a swift action. If you miss by 2 or less on an unarmed attack or operative melee weapon roll you hit but deal 1/2 damage. A critical hit causes the attack to deal damage normally and trigger its typical effect, rather than gain a damage multiplier. This aura is invisible and has no effect on those who can perceive it (typically via blindsense or blindsight).

### BURNING AURA [9TH LEVEL]

Your starshine aura now triggers if you miss by 3 or less, rather than 2 or less. In addition, it has a 50% chance of succeeding on creatures who can perceive your aura.

### NOVASTAR AURA [18TH LEVEL]

Your starshine aura now affects all creatures and provides you with a +1 bonus to your EAC when active, regardless if they can see your aura or not.



# FATELESS

## A NEW ARCHETYPE FOR THE STARFINDER RPG

A man, no more male than female, who is not unlike an atomic bomb in their military potential, though no less impactful in the realm of human society. They are less people and more accurately described as fulcrums around which humanity revolves. Not fate holds them for they are the indrawn breath of reality that waits before the moment of decision. Who in our great history as a species can claim to be the same? None, I suspect, but that does not mean that this person is not waiting beyond our time; held in the bullpen of destiny to throw a wrench into our world and the perception we have of it. So it is that, unbound from fate such a one might do wonderful or horrific things... and without the dictum of the gods it is impossible to discern between the two kinds of actions.

Fateless ones are being free from the influence of both fate and destiny either by universal agreement, their own design, or the designs of others. They can neither be influenced by gods or the tendrils of fate; ruly free beings untethered from the rules that bind the rest of us. The deeper exploration of this renders one devoid of the tethers that bind them and, as they expand away from the familiar they become further unbound, defined largely in absence of the familiar we find in them.



### FATELESS [2ND LEVEL]

You are unsheltered but also untethered from fate, the gods, all greater powers, and their agents. This has several implications:

- **Spells:** You gain a +4 enhancement bonus on saving throws against spells. You are never a willing target for a spell however.
- **Luck & Insight Bonuses:** You cannot benefit from any luck or insight bonuses. However, no creature receives luck or insight bonuses when targeting a fateless one or when a fateless one is involved.
- **Indefinable Future:** Any attempt to perceive the future or ascertain probable futures (such as an *augury* spell) always automatically exclude you and any influence you might have. Likewise the gods and other omnipotent beings have a blind spot when it comes to you, so attempting to ascertain information from a divine source about you always fails.
- **Upsetting Outsiders:** Outsiders feel a stinging disruption when in your presence and always have initial starting attitudes 2 steps lower than normal. It has been likened to a “high-pitched tone at an exceptionally high volume”, but in ones soul.

### UNBINDINGS [OPTIONAL] [4TH, 6TH, 12TH, 18TH LEVEL]

You can free yourself from characteristics, existing as whatever you desire if an effect calls for it. You no longer gain any mechanical benefit or detriment from it; any characteristic of your character that you unbind yourself from has no mechanical impact on your character any longer. By unbinding, you may superficially change that characteristic of them physical form (or at least the form understood by those who perceive it). As they no longer truly possess this aspect of themselves it only really grants them a means by which they can change their appearance



and a +20 bonus on Disguise checks to appear that way. Changing an aspect of themselves is a free action.

**Example:** If you unbind yourself from race you cease to gain any benefit from your race (including ability score bonuses, racial abilities, etc). From that point on however, you can count as any (or any combination) of races for the purpose of things like feats, technology, magic items, etc. You can chose on a whim to change their superficial appearance to that of any race so long as it doesn't change anything about them mechanically (for example, a medium fateless one could not assume the form of a huge sized race).

If you unbind yourself from a certain characteristic creatures will perceive you as having a version of that characteristic that they most desire. This has no effect if you to temporary define that characteristic.

**Example:** If a xenophobic group of elves comes across you and you've unbound yourself from the concept of race, the elves would see you as an elf. At the same time, a human party member would see them as a human (if they thought humans the most pleasing).

This is not a magical or supernatural effect; you simply lack a defined characteristic in a way that only a fateless can and the creature's mind fills in something it wants to see. This can cause a great deal of drama as people will disagree over their perception of your characteristics or perceive things that are impossible (imagine the surprise of the last dwarf in the universe if it across you and saw another member of its own kind!). Mindless creatures or creatures of limited perceptive abilities always have a murky, hazy, perception of what a fateless is (and, ironically, may have a view clearest to what they actually are).

**Example:** If you communicate with a plant via a *commune with nature* spell while hunting a fated they may tell you that someone passed through the forest but be unable to describe their race except in frustratingly vague and conflicting terms. "It was like you but... not", "it was like a breath of spring air", "it was a dwarf or an elf or a human or a gnome or maybe not".

This class feature is optional. You may elect to replace the class features normally gained at any or all of the following level with an instance of the unbinding class feature: 4th, 6th, 12th, 18th. Each time you elect to take it you are unbound from one of the following concepts in the following ways:

### RACE

You are freed from your race. As this removes a great many benefits, you receive a +2 bonus to any ability score you wish and gains 3 bonus feats that they both qualify for and that a character of 1st level could select. This does not, however, free them from their creature type or size category. A fateless one may count as all races within their creature type, no races (though they retain their creature type), a specific race within their creature type, some mix, or some entirely new race within their creature type.

### CREATURE TYPE

You one no longer possess a creature type. This is a natural extension of their unbinding from race and thus functions in the same way, though without the constraint of creature type. You must be unbound from your race before you can become unbound from your creature type. After unbinding you become aware of the true nature of all creatures and the connections the bind this. This grants you a +4 insight bonus on all checks made to identify creatures.

### AGE

You are now ageless and can shift their age to anything they wish. This does not have any mechanical changes and frees them from any existing mechanical changes due to age. They are also ageless, unable to die from aging (though they may die from things like damage). They may count as all ages, no age, a specific age, some mix, or something entirely new. The fateless one also becomes immune to spells and abilities that play with one's time such as *haste*, *slow*, and similar effects.

## GENDER

You are freed from your gender. However, all genders and orientations now find them desirable, seeing whatever they most desire. They receive a +4 circumstance bonus on all skill checks made to influence the attitude of those who share a creature type with them. A fateless one can assume any gender role (biological or social) at will, both at once, neither, some mix, or something entirely new.

## PHYSICALITY

You are no longer bound by the laws of physical presence and, as such may decide at will whether you are physically present or incorporeal at will at the cost of 1 RP and it lasts for 1 round per character level. If this is done during combat or other time of stress, you may only change this at the start of their turn as a free action. You can only select this unbinding at 18th level.





# NEW THEMES

## GOLDEN OLDIE

### +1 WISDOM

See that crusty old man at the bar? He's done a lot in his time and seen even more. He used to be the human ambassador to six star systems. See that kindly old lady talking to her grandson? Would you believe she was the notorious "Butcher of Azork VI", the most famed and heroic assassin of the last sector war in her youth? A "golden oldie" (a slang term for a old song that's still popular) is an old person with a storied and heroic (or infamous) life behind them.

### Sidebar: Vague Backgrounds

Part of the fun of playing a character like this is that you can always say, "Oh yeah, I was totally at the Battle of Vindos", "Have I ever told you about the time I was a death-bike racer for 6 months?", or "Do I know how to fly a ship? Why sure I do: I ran transport rigs along Orion's Belt just before I met my 3rd wife.". This theme assumes you lived a storied and varied life so you should leave a lot of your background vague so you can insert little tidbits. Just how vague is too vague is a discussion for you to have with your GM and it should never leave out key details about your life. It would be inappropriate to say that you were "secretly in league with the bad guys the entire time" or "actually a god masquerading as a mortal". Largely, keep it constrained to the confines of the theme's class features.

### THEME KNOWLEDGE [1ST LEVEL]

You've been there and done that, even if you haven't "been there" or "done that" in 30 years.

Reduce the DC of Culture checks to recall historical events or pop culture references from the past by 5. Culture is a class skill for you, though if it is a class skill from the class you take at 1st level, you instead gain a +1 bonus to your Culture checks. In addition, you gain an ability adjustment of +1 to Wisdom at character creation.

### GLORY DAYS [6TH LEVEL]

You have friends, acquaintances, and connections in odd and unexpected places. Once per week you can claim to have known, have a shared a life experience, or have a vague connection to a given NPC. The GM determines if this is appropriate and, if so, you can spend 1 RP and attempt a DC 20 Culture check to make it true. If the GM determines it is not appropriate the use of this ability isn't expended.

### VETERAN [12TH LEVEL]

Once per day you can designate a single skill that relates to some aspect of your background and gain a +2 bonus on that skill until you change what that skill is. In addition, you may use your glory days ability twice per week.

### LIVING LEGEND [18TH LEVEL]

You can use your glory days ability once per day (rather than twice per week). The first time per day that you use your glory days ability successfully you recover 1 RP.

**Alternative:** You can use your glory days ability once per day (rather than twice per week). The first time per day that you impart some great wisdom or life lesson to a creature of a lower age category that you recover 1 RP.

### Sidebar: The Effects of Aging & "Age Categories"

Other than a general increase in Wisdom in most creatures who live a long time, the Starfinder Core Rulebook says that the detrimental effects of old age have largely been bypassed by medical advancements. Though this theme calls out "age categories" it refers to the "general stages of one's life" (generally: childhood, adolescence, adulthood, middle age, and elderly).



## INFAMOUS [VARIANT ICON THEME]

You are not so much a famous celebrity as an infamous one. Your “fans” are actually those who fear your reputation and will give you things out of fear or respect. While they are the same theme ability, you can refer to the one you get at 6th level as “Infamous” and the one at 12th as “Dreaded”.

### THEME KNOWLEDGE [1ST LEVEL]

When attempting an Intimidate a creature who is aware of your infamous background, decrease the DC by 5. Culture also becomes a class skill for you, though if it is a class skill from the class you take at 1st level, you instead gain a +1 bonus to Culture checks. In addition, you gain an ability adjustment of +1 to Charisma at character creation.

### DREAD LORD [18TH LEVEL]

Up to twice per day when you demean a creature until you utterly humiliate them or break their will, an act that takes at least 10 minutes, you recover 1 Resolve Point.

### Sidebar: Variant Themes

A variant theme is a modification to an existing theme. These give an adjustment to a few parts of the theme while keeping the other aspects intact. This is often to give a theme new flavor or an interesting new angle while keeping the rough idea the same.

# INVESTMENT

You can invest money into various stock and commodity markets. To do so you simply pay a certain amount (your “investment”) and 1 month later you get a certain amount of money back (your “return”) depending on how you did on the market.

After 1 month in game, roll 1d20 + your Wisdom or Intelligence modifier to represent how the stocks you bought on the market did. If the total bonus is 1-15, you have lost money. If your result is 16 or higher, you gain money on your investment. A roll of a natural 1 or 2 is always a loss. Roll 1d100. That is the % you gained or lost on your investment. If you lost money, you gain back the remainder of what you put in (Example: If you invested 100 credits and lost 10%, you only get back 90 credits.)

Your character level x 1,000 determines the maximum credit amount you can invest per month.

If you are playing an envoy<sup>SF</sup> or merchant prince<sup>CoR</sup> of at least 5th level you may invest up to twice the normal amount.

### MODIFIERS

**Insider Trading:** If you talk to someone who has secret information about how an industry is going to do in the stock market and invest with that knowledge, you gain a +4 insight bonus on the investment roll. This is a highly illegal activity and there is always at least a 5% chance that you will be caught. Penalties differ but it's normally jail time and you need to pay back all your winnings you've earned in the last 6 months.

**Stock Broker:** You can enlist a stock broker to help you invest. You get +2 insight on the investment roll. They take half of any profit you get. (Example: If you invested 100 credits and gain 10%, you'd get 105 credits back, rather than 110, and the stock broker would get 5 credits.)

**Legendary Stock Broker:** This functions like a stock broker but they provide a +4 insight bonus on the investment roll rather than a +2. They still take 50% of your profits but also cost 1,000 credits upfront per investment.

**Profession (Stock Trader):** If you have Profession (Stock Trader) (Int) you may use 1/2 your ranks in the skill (minimum +1) in place of your Wisdom or Intelligence modifier.

# CLASS GRAFTS

The following are template grafts that can be applied to NPCs to give them the abilities of a Little Red character class.

## AUG CLASS GRAFT

**Special Rules:** Choose one transformation type. The aug creature's transformation modifications must come from that transformation type. Any transformation modifications that aren't relevant to the savage creature (or that can be simply integrated into the creature's statistics) don't need to appear in the creature's stat block.

**Required Array:** Combatant

**Adjustments:** One additional master skill

**Skills:** Master Engineering

**Ability Score Modifiers:** Constitution, either Strength or Dexterity, Intelligence

**Gear:** An aug creature's gear depends on its transformation type, although an aug creature always has all of its aug slots (if any) filled with applicable armor upgrades and augmentations, each of which can have an item level of up to CR +1.

- **Killbot, Super Soldier:** Heavy armor (Item Level = CR), one sniper weapon or heavy weapon (Item Level = CR +1), one advanced melee weapon (Item Level = CR).
- **Spelljacker:** Heavy armor (Item Level = CR), one longarm (Item Level = CR +1), one advanced melee weapon (Item Level = CR).
- **Mutant:** Heavy armor (Item Level = CR +1), one advanced melee weapon (Item Level = CR +1).
- **Gear Head:** Heavy armor (Item Level = CR +1), one vehicle (Item Level = CR), one longarm (Item Level = CR)

### ABILITIES BY CR

- **CR 1:** 1st-level transformation modification and one special ability.
- **CR 2:** 1st-level transformation modification, one aug-slot.
- **CR 5:** 1st- and 5th-level transformation modification, one aug-slot.
- **CR 7:** 1st- and 5th-level transformation modification, two aug-slots.
- **CR 9:** 1st-, 5th-, and 9th-level transformation modification, two aug-slots.

- **CR 11:** 1st-, 5th-, and 9th-level transformation modification, three aug-slots.
- **CR 13:** 1st-, 5th-, and 9th-, and 13th-level transformation modification, three aug-slots.
- **CR 15:** 1st-, 5th-, and 9th-, and 13th-level transformation modification, four aug-slots.
- **CR 17:** 1st-, 5th-, and 9th-, 13th-, and 17th-level transformation modification, four aug-slots.
- **CR 19:** 1st-, 5th-, and 9th-, 13th-, and 17th-level transformation modification, five aug-slots.

## BIKER CLASS GRAFT

**Special Rules:** All biker creatures have a bike, which should be built as the bike of the biker class with a level equal to the biker creature's CR. It shares a pool of hit points with the biker, and becomes broken when the biker creature reaches half hit points. Choose one gang. All of a biker creature's gang abilities must come from that gang. Any gang abilities that aren't relevant to the biker creature (or that can be simply integrated into the creature's statistics) don't need to appear in the creature's stat block. A biker creature of CR 2 or higher gains the ride 'em down ability, which functions as per the ride 'em down ability of the biker class, but deals damage equal to the standard melee damage of a combatant creature of the biker creature's CR.

A biker creature of CR 3 or higher gains a number of tune up customizations, which apply to their bike and cannot be changed once selected. A biker creature treats their CR as their levels in the biker class for the purposes of meeting the prerequisites of tune up customizations.

**Required Array:** Combatant

**Adjustments:** -2 FORT, +2 REF, -2 WILL.

**Skills:** Master Piloting



**Ability Score Modifiers:** A biker creature's ability score modifiers depend on its gang.

- **Gremlin Slayer:** Dexterity, Intelligence, Constitution
- **Marauder:** Dexterity, Strength, Charisma
- **Gav-Surfer:** Dexterity, Wisdom, Strength
- **Rancer:** Dexterity, Strength, Constitution
- **Grand Prix Racer:** Dexterity, Intelligence, Strength
- **Juggernaut:** Dexterity, Strength, Constitution
- **Professional:** Dexterity, Strength, Wisdom

**Gear:** A biker creature's gear depends on its gang.

- **Gremlin Slayer:** Light armor (item level = CR), one-handed advanced melee weapon (item level = CR), longarm (item level = CR + 1).
- **Marauder:** Light armor (item level = CR), one-handed advanced melee weapon (item level = CR), four grenades (item level = CR + 1).
- **Gav-Surfer:** Light armor (item level = CR), one-handed advanced melee weapon (item level = CR + 1), longarm (item level = CR).
- **Rancer:** Light armor (item level = CR), one-handed advanced melee weapon (item level = CR + 1), longarm (item level = CR).
- **Grand Prix Racer:** Light armor (item level = CR), one-handed advanced melee weapon (item level = CR + 1), longarm (item level = CR).
- **Juggernaut:** Heavy or powered armor (item level = CR + 1), one-handed advanced melee weapon (item level = CR), longarm (item level = CR).
- **Professional:** Light armor (item level = CR), one-handed advanced melee weapon (item level = CR), longarm (item level = CR + 1).

#### ABILITIES BY CR

- **CR 1:** Bike, 1st-level gang ability, one special ability.
- **CR 2:** Autocontrol, bike, 1st-level gang ability, run 'em down.
- **CR 3:** Autocontrol, bike, 1st-level gang ability, run 'em down, one tune-up customization.

- **CR 4:** Autocontrol, bike, 1st-level gang ability, 4th-level racer ability, run 'em down, one tune-up customization.
- **CR 5:** Autocontrol, bike, 1st- and 5th-level gang abilities, 4th-level racer ability, run 'em down, one tune-up customization.
- **CR 6:** Autocontrol, bike, 1st- and 5th-level gang abilities, 4th-level racer ability, run 'em down, two tune-up customizations.
- **CR 7:** Autocontrol, bike, 1st- and 5th-level gang abilities, 4th- and 7th-level racer abilities, run 'em down, two tune-up customizations.
- **CR 10:** Autocontrol, bike, 1st- and 5th-level gang abilities, 4th-, 7th-, and 10th-level racer abilities, run 'em down, two tune-up customizations.
- **CR 11:** Autocontrol, bike, 1st-, 5th-, and 11th-level gang abilities, 4th-, 7th-, and 10th-level racer abilities, run 'em down, two tune-up customizations.
- **CR 12:** Autocontrol, bike, 1st-, 5th-, and 11th-level gang abilities, 4th-, 7th-, and 10th-level racer abilities, run 'em down, three tune-up customizations.
- **CR 13:** Autocontrol, bike, 1st-, 5th-, and 11th-level gang abilities, 4th-, 7th-, 10th-, and 13th-level racer abilities, run 'em down, three tune-up customizations.
- **CR 16:** Autocontrol, bike, 1st-, 5th-, and 11th-level gang abilities, 4th-, 7th-, 10th-, 13th-, and 16th-level racer abilities, run 'em down, three tune-up customizations.
- **CR 17:** Autocontrol, bike, 1st-, 5th-, 11th-, and 17th-level gang abilities, 4th-, 7th-, 10th-, 13th-, and 16th-level racer abilities, run 'em down, three tune-up customizations.
- **CR 18:** Autocontrol, bike, 1st-, 5th-, 11th-, and 17th-level gang abilities, 4th-, 7th-, 10th-, 13th-, and 16th-level racer abilities, run 'em down, four tune-up customizations.
- **CR 19:** Autocontrol, bike, 1st-, 5th-, 11th-, and 17th-level gang abilities, 4th-, 7th-, 10th-, 13th-, 16th-, and 19th-level racer abilities, run 'em down, four tune-up customizations.

## DRAGOON CLASS GRAFT

**Special Rules:** Choose one order. The dragoon creature's order abilities must come from that order. Any order abilities that aren't relevant to the dragoon creature (or that can be simply integrated into the creature's statistics) don't need to appear in the creature's stat block.

An Order of the Eclipse dragoon creature gains spellcasting as per the spellcaster array, but still has the combatant array as normal.

**Required Array:** Combatant

**Adjustments:** -2 Fortitude, -2 Reflex, +2 Will.

**Skills:** Master skill from order.

**Ability Score Modifiers:** Charisma, Strength or Dexterity, Constitution.

**Gear:** A dragoon creature's gear depends on its order. Additionally, a dragoon creature automatically has its dragoon armor as detailed in eternal service (except if its order is Lindharts), which is considered to have an item level equal to its CR (minimum 1). Whenever possible, a dragoon creature's weapons should deal the damage type specified in its order.

- **The Dragon Slayers, Errant Dragoons, Godslayers, Joywardens, Kingbreakers, Order of the Black Ode, Order of the Eclipse, Order of the Fang, Order of the Silver Rose, Rangers of Jora, the Raveners, the Saint Guard, the Vorpall Order:** One advanced melee weapon (item level = CR +1).
- **Guild of Fools:** One sniper weapon (item level = CR +1).
- **Lindharts:** One advanced melee weapon (item level = CR +1), heavy armor (item level = CR).
- **Rayjack's Regiments:** One longarm (item level = CR +1).
- **Silent Order:** Two operative melee weapons (item level = CR), two small arms (item level = CR).
- **Skullwatch Grenadiers:** One heavy weapon (item level = CR +1).

### ABILITIES BY CR

- **CR 1:** Eternal service, 1st-level order ability, one special ability.
- **CR 2:** Eternal service, 1st-level order ability, resistance.

- **CR 4:** Eternal service, 1st-level order ability, resistance, wrath of mewth.
- **CR 5:** Eternal service, 1st- and 5th-level order abilities, resistance, wrath of mewth.
- **CR 6:** Eternal service, 1st- and 5th-level order abilities, one dragoon ability, resistance, wrath of mewth.
- **CR 9:** Eternal service, 1st-, 5th-, and 9th-level order abilities, one dragoon ability, resistance, wrath of mewth.
- **CR 10:** Eternal service, 1st-, 5th-, and 9th-level order abilities, two dragoon abilities, resistance, wrath of mewth.
- **CR 13:** Eternal service, 1st-, 5th-, 9th-, and 13th-level order abilities, two dragoon abilities, resistance, wrath of mewth.
- **CR 14:** Eternal service, 1st-, 5th-, 9th-, and 13th-level order abilities, three dragoon abilities, resistance, wrath of mewth.
- **CR 17:** Eternal service, 1st-, 5th-, 9th-, and 13th-, and 17th-level order abilities, three dragoon abilities, resistance, wrath of mewth.
- **CR 18:** Eternal service, 1st-, 5th-, 9th-, and 13th-, and 17th-level order abilities, four dragoon abilities, resistance, wrath of mewth.
- **CR 19:** Eternal service, 1st-, 5th-, 9th-, and 13th-, and 17th-level order abilities, four dragoon abilities, dragon's breath, resistance, wrath of mewth.

## MERCHANT-PRINCE CLASS GRAFT

**Special Rules:** For a merchant-prince creature of CR 11 or above, choose one legacy. All legacy abilities must come from that legacy.

**Required Array:** Combatant

**Adjustments:** -2 FORT, +2 WILL

**Skills:** Master Profession (any one)

**Ability Score Modifiers:** Charisma, either Strength or Dexterity, Any

**Gear:** Heavy armor (item level = CR +1), one advanced melee weapon (item level = CR +2), one longarm (item level = CR +2).

## ABILITIES BY CR

- **CR 2:** Tempt fate, one special ability.
- **CR 4:** Clutch, tempt fate, one special ability.
- **CR 5:** Clutch, reversal of fate, tempt fate.
- **CR 7:** Clutch, reversal of fate, 7th-level self-made man ability, tempt fate.
- **CR 8:** Clutch, reversal of fate, seize fate, 7th-level self-made man ability, tempt fate.
- **CR 10:** Clutch, daring action, reversal of fate, seize fate, 7th-level self-made man ability, tempt fate.
- **CR 11:** Clutch, daring action, 11th-level legacy ability, reversal of fate, seize fate, 7th-level self-made man ability, tempt fate.
- **CR 12:** Clutch, daring action, 11th-level legacy ability, make your own fate, reversal of fate, seize fate, 7th-level self-made man ability, tempt fate.
- **CR 13:** Clutch, daring action, 11th- and 13th-level legacy abilities, make your own fate, reversal of fate, seize fate, 7th-level self-made man ability, tempt fate.
- **CR 14:** Clutch, daring action, 11th- and 13th-level legacy abilities, make your own fate, reversal of fate, seize fate, 7th- and 14th-level self-made man abilities, tempt fate.
- **CR 16:** Clutch, daring action, 11th-, 13th-, and 16th-level legacy abilities, make your own fate, reversal of fate, seize fate, 7th- and 14th-level self-made man abilities, tempt fate.
- **CR 18:** Clutch, daring action, 11th-, 13th-, 16th-, and 18th-level legacy abilities, make your own fate, reversal of fate, seize fate, 7th- and 14th-level self-made man abilities, tempt fate.
- **CR 20:** Clutch, daring action, 11th-, 13th-, 16th-, and 18th-level legacy abilities, make your own fate, master of destiny, reversal of fate, seize fate, 7th- and 14th-level self-made man abilities, tempt fate.

## MYSTIC SPACE KNIGHT CLASS GRAFT

**Special Rules:** For a mystic space knight creature of CR 5 or above, choose a battle-order. All order abilities must come from that battle-order. For a mystic space knight creature of CR 10 or above, choose whether to gain the vanaprastha feature or the eternal yoddha feature, including the appropriate battle-order for which is chosen. Any battle-order abilities that aren't relevant to the mystic space knight creature (or that can be simply integrated into the creature's statistics) don't need to appear in the creature's stat block.

**Required Array:** Combatant

**Adjustments:** -2 FORT, +2 WILL

**Skills:** Master Diplomacy and Sense Motive

**Ability Score Modifiers:** Charisma, Strength, Dexterity

**Gear:** Light armor (item level = CR), energy weapon (item level = CR).

## ABILITIES BY CR

- **CR 1:** Energy weapon, powers (adhyeta).
- **CR 4:** 4th-level deflection ability, energy weapon, extra resolve (+2 RP), powers (adhyeta)
- **CR 5:** Battle-order, 4th-level deflection ability, energy weapon, extra resolve (+2 RP), powers (adhyeta, yoddha).
- **CR 6:** Battle-order, 4th-level deflection ability, energy weapon, extra resolve (+2 RP), powers (adhyeta, yoddha), 6th-level order ability.
- **CR 7:** Advanced weapon design (one quality), battle-order, 4th-level deflection ability, energy weapon, extra resolve (+2 RP), powers (adhyeta, yoddha), 6th-level order ability.
- **CR 8:** Advanced weapon design (one quality), battle-order, 4th-level deflection ability, energy weapon, extra resolve (+3 RP), powers (adhyeta, yoddha), 6th-level order ability.
- **CR 9:** Advanced weapon design (one quality), battle-order, 4th- and 9th-level deflection abilities, energy weapon, extra resolve (+3 RP), powers (adhyeta, yoddha), 6th-level order ability.
- **CR 10:** Advanced weapon design (one quality), battle-order, 4th- and 9th-level deflection abilities, energy weapon, extra resolve (+3 RP), powers (adhyeta, vanaprastha, yoddha), 6th-level order ability.



- **CR 11:** Advanced weapon design (two qualities), battle-order, 4th- and 9th-level deflection abilities, energy weapon, extra resolve (+3 RP), powers (adhyeta, vanaprastha, yoddha), 6th-level order ability.
- **CR 12:** Advanced weapon design (two qualities), battle-order, 4th- and 9th-level deflection abilities, energy weapon, extra resolve (+4 RP), powers (adhyeta, vanaprastha, yoddha), 6th-level order ability.
- **CR 14:** Advanced weapon design (two qualities), battle-order, 4th- and 9th- and 14th-level deflection abilities, energy weapon, extra resolve (+4 RP), powers (adhyeta, vanaprastha, yoddha), 6th-level order ability.
- **CR 15:** Advanced weapon design (three qualities), battle-order, 4th- and 9th- and 14th-level deflection abilities, energy weapon, extra resolve (+4 RP), powers (adhyeta, sannayasa, vanaprastha, yoddha), 6th-level order ability.
- **CR 16:** Advanced weapon design (three qualities), battle-order, 4th- and 9th- and 14th-level deflection abilities, energy weapon, extra resolve (+5 RP), powers (adhyeta, sannayasa, vanaprastha, yoddha), 6th-level order ability.
- **CR 17:** Advanced weapon design (three qualities), battle-order, 4th- and 9th- and 14th-level deflection abilities, energy weapon, extra resolve (+5 RP), powers (adhyeta, sannayasa, vanaprastha, yoddha), 6th- and 17th-level order abilities.
- **CR 19:** Advanced weapon design (four qualities), battle-order, 4th- and 9th- and 14th-level deflection abilities, energy weapon, extra resolve (+5 RP), powers (adhyeta, sannayasa, vanaprastha, yoddha), 6th- and 17th-level order abilities.
- **CR 20:** Advanced weapon design (four qualities), battle-order, 4th- and 9th- and 14th-level deflection abilities, energy weapon, extra resolve (+6 RP), master of the order, powers (adhyeta, sannayasa, vanaprastha, yoddha), 6th- and 17th-level order abilities.

## ONI CLASS GRAFT

**Special Rules:** Choose one creature (likely a creature that is encountered alongside the oni) to be the subject of the oni creature's binding ability.

Choose one oni school. The oni creature's oni school ability, ultimate technique, and school techniques must be chosen from that oni school, and the oni creature's CR must be equal to or greater than the class level requirements of all chosen school techniques. Any school techniques chosen that aren't relevant to the oni creature (or that can be simply integrated into the creature's statistics) don't need to appear in the creature's stat block.

Spells must come from the oni spell list.

**Required Array:** Spellcaster

**Adjustments:** +2 to high attack bonus

**Skills:** Master Mysticism

**Ability Score Modifiers:** An oni creature should arrange its ability score modifiers in accordance with its oni school.

- **Star Fist Style and Sword of the Crescent Void:** Wisdom, Strength, Dexterity
- **Yato Ryu and Spellslingers:** Wisdom, Dexterity, Strength

**Gear:** An oni creature's gear depends on its oni school.

- **Star Fist Style:** Heavy armor (item level = CR) and two grenades (item level = CR)
- **Sword of the Crescent Void:** Heavy armor (item level = CR), advanced melee weapon (item level = CR + 1), and two grenades (item level = CR).
- **Yato Ryu:** Light armor (item level = CR), two operative melee weapons (item level = CR), and two grenades (item level = CR).
- **Spellslingers:** Heavy armor (item level = CR), advanced melee weapon (item level = CR), two analog small arms (item level = CR), and two grenades (item level = CR)

### ABILITIES BY CR

- **CR 1:** Battle-magic, binding, and one special ability.
- **CR 2:** Battle-magic, binding, and 2nd-level oni school ability.

- **CR 4:** Battle-magic, binding, one binding benefit, and 2nd-level oni school ability.
- **CR 5:** Battle-magic, binding, one binding benefit, 2nd-level oni school ability, and one oni school technique.
- **CR 6:** Battle-magic, binding, improved bond (10 feet), one binding benefit, 2nd-level oni school ability, and one oni school technique.
- **CR 8:** Battle-magic, binding, improved bond (10 feet), two binding benefits, 2nd-level oni school ability, and one oni school technique.
- **CR 9:** Battle-magic, binding, improved bond (10 feet), two binding benefits, 2nd-level oni school ability, and two oni school techniques.
- **CR 11:** Battle-magic, binding, improved bond (15 feet), two binding benefits, 2nd-level oni school ability, and two oni school techniques.
- **CR 12:** Battle-magic, binding, improved bond (15 feet), three binding benefits, 2nd-level oni school ability, and two oni school techniques.
- **CR 14:** Battle-magic, binding, improved bond (15 feet), three binding benefits, 2nd-level oni school ability, and three oni school techniques.
- **CR 15:** Battle-magic, binding, improved bond (20 feet), three binding benefits, 2nd-level oni school ability, and three oni school techniques.
- **CR 16:** Battle-magic, binding, improved bond (20 feet), four binding benefits, 2nd-level oni school ability, and three oni school techniques.
- **CR 17:** Battle-magic, binding, improved bond (20 feet), four binding benefits, 2nd-level oni school ability, and four oni school techniques.
- **CR 19:** Battle-magic, binding, improved bond (25 feet), four binding benefits, 2nd-level oni school ability, and four oni school techniques.
- **CR 20:** Battle-magic, binding, improved bond (25 feet), four binding benefits, 2nd-level oni school ability, four oni school techniques, and ultimate technique.

## PSION CLASS GRAFT

**Special Rules:** A psion creature does not use the standard melee damage listed in the combatant table for their melee damage, instead using the damage listed in the psion class for their natural attacks. For a psion creature of CR 3 or above, choose one temple. All of their temple abilities must come from that temple.

A psion creature of CR 4 or above gains has a number of psionic powers from the list in the psion class, and treats their CR as their psion level for the purposes of meeting their prerequisites.

**Required Array:** Combatant

**Adjustments:** -2 FORT, +2 REF

**Ability Score Modifiers:** Wisdom, Dexterity, Constitution.

**Gear:** A psion creature typically has light armor (item level = CR) and no other permanent gear, unless they are of CR 3 or above and belong to the Temple of the Wayward Swords, in which case they have one analog advanced melee weapon (item level = CR).

### ABILITIES BY CR

- **CR 1:** Improved unarmed strike, psionic empowerment.
- **CR 2:** Glorious energy fist, improved unarmed strike, psionic empowerment.
- **CR 3:** Glorious energy fist, improved unarmed strike, psionic empowerment, 3rd-level temple ability.
- **CR 4:** Glorious energy fist, improved unarmed strike, psionic empowerment, one psionic power, 3rd-level temple ability.
- **CR 5:** Glorious energy fist, improved unarmed strike, psionic empowerment, one psionic power, psychic reserve (1 point), 3rd-level temple ability.
- **CR 7:** Glorious energy fist, improved unarmed strike, psionic empowerment, one psionic power, psychic reserve (1 point), 3rd- and 7th-level temple abilities.

- **CR 8:** Glorious energy fist, improved unarmed strike, psionic empowerment, two psionic powers, psychic reserve (1 point), 3rd- and 7th-level temple abilities.
- **CR 10:** Glorious energy fist, improved unarmed strike, psionic empowerment, three psionic powers, psychic reserve (1 point), 3rd- and 7th-level temple abilities.
- **CR 11:** Glorious energy fist, improved unarmed strike, psionic empowerment, three psionic powers, psychic reserve (1 point), 3rd-, 7th-, and 11th-level temple abilities.
- **CR 13:** Glorious energy fist, improved unarmed strike, psionic empowerment, three psionic powers, psychic reserve (2 points), 3rd-, 7th-, and 11th-level temple abilities.
- **CR 14:** Glorious energy fist, improved unarmed strike, psionic empowerment, four psionic powers, psychic reserve (2 points), 3rd-, 7th-, and 11th-level temple abilities.
- **CR 15:** Glorious energy fist, improved unarmed strike, psionic empowerment, four psionic powers, psychic reserve (2 points), 3rd-, 7th-, 11th-, and 15th-level temple abilities.
- **CR 17:** Glorious energy fist, improved unarmed strike, psionic empowerment, four psionic powers, psychic reserve (3 points), 3rd-, 7th-, 11th-, and 15th-level temple abilities.
- **CR 19:** Glorious energy fist, improved unarmed strike, psionic empowerment, four psionic powers, psychic reserve (3 points), 3rd-, 7th-, 11th-, and 15th-, and 19th-level temple abilities.
- **CR 20:** Ego death, glorious energy fist, improved unarmed strike, psionic empowerment, four psionic powers, psychic reserve (3 points), 3rd-, 7th-, 11th-, and 15th-, and 19th-level temple abilities.

## REPLICATOR CLASS GRAFT

**Special Rules:** A replicator creature typically has a nanobot swarm with bulk equal to 5 times its CR (minimum 5 bulk), but a given creature may have less. A replicator creature needs only spend a single full action to craft any items it has patterns for, and knows a number of patterns equal to 2 times its CR, with a maximum item level of its CR -2 for all of them (minimum item level 1).

**Required Array:** Expert

**Skills:** Master Engineering

**Ability Score Modifiers:** Intelligence, Dexterity, Strength

**Gear:** Light armor (item level = CR), one longarm (item level = CR +1).

### ABILITIES BY CR

- **CR 1:** Nanobot swarm
- **CR 2:** Nanobot swarm, one protocol.
- **CR 4:** Nanobot swarm, two protocols, 4th-level wargear ability.
- **CR 6:** Nanobot swarm, three protocols, 4th-level wargear ability.
- **CR 8:** Nanobot swarm, four protocols, 4th- and 8th-level wargear abilities.
- **CR 12:** Nanobot swarm, five protocols, 4th-, 8th-, and 12th-level wargear abilities.
- **CR 16:** Nanobot swarm, six protocols, 4th-, 8th-, and 12th-level wargear abilities.
- **CR 20:** Nanobot swarm, seven protocols, total conversion, 4th-, 8th-, and 12th-level wargear abilities.



## SAVAGE CLASS GRAFT

**Special Rules:** Choose one savage path. The savage creature's path abilities must come from that savage path. Any savage path abilities that aren't relevant to the savage creature (or that can be simply integrated into the creature's statistics) don't need to appear in the creature's stat block. For each iteration of ability modifier growth, increase two ability modifiers by +1.

**Required Array:** Combatant

**Adjustments:** +2 Will

**Ability Score Modifiers:** A savage creature should arrange its ability scores in accordance with its savage path.

- **Luddite, Wastelander, or Animal Totem:** Constitution, Strength, Wisdom.
- **Techno-Barbarian:** Constitution, Dexterity, Wisdom.
- **Sacred Mendicant:** Wisdom, Constitution, Strength.

**Gear:** A savage creature's gear depends on its savage path.

- **Luddite or Wastelander:** Advanced archaic melee weapon (item level = CR) and archaic ranged weapon (item level = CR).
- **Techno-Barbarian:** Analog longarm (item level = CR) and advanced archaic melee weapon (item level = CR).
- **Animal Totem:** None.
- **Sacred Mendicant:** Three improvised weapons (item level = 1).

### ABILITIES BY CR

- **CR 1:** Feral instincts, 1st-level savage path ability, one special ability.
- **CR 2:** Feral instincts, 1st-level savage path ability, one ability modifier growth, one special ability.
- **CR 3:** Feral instincts, 1st- and 3rd-level savage path abilities, one ability modifier growth, one special ability.
- **CR 4:** Feral instincts, 1st- and 3rd-level savage path abilities, one ability modifier growth, two special abilities.

- **CR 5:** Feral instincts, 1st- and 3rd-level savage path abilities, two ability modifier growths, two special abilities.
- **CR 6:** Feral instincts, 1st-, 3rd-, and 6th-level savage path abilities, two ability modifier growths, two special abilities.
- **CR 8:** Feral instincts, 1st-, 3rd-, and 6th-level savage path abilities, three ability modifier growths, two special abilities.
- **CR 9:** Feral instincts, 1st-, 3rd-, 6th-, and 9th-level savage path abilities, three ability modifier growths, two special abilities.
- **CR 10:** Feral instincts, 1st-, 3rd-, 6th-, and 9th-level savage path abilities, three ability modifier growths, three special abilities.
- **CR 11:** Feral instincts, 1st-, 3rd-, 6th-, and 9th-level savage path abilities, four ability modifier growths, three special abilities.
- **CR 12:** Feral instincts, 1st-, 3rd-, 6th-, 9th-, and 12th-level savage path abilities, four ability modifier growths, three special abilities.
- **CR 14:** Feral instincts, 1st-, 3rd-, 6th-, 9th-, and 12th-level savage path abilities, five ability modifier growths, three special abilities.
- **CR 15:** Feral instincts, 1st-, 3rd-, 6th-, 9th-, 12th-, and 15th-level savage path abilities, five ability modifier growths, three special abilities.
- **CR 17:** Feral instincts, 1st-, 3rd-, 6th-, 9th-, 12th-, and 15th-level savage path abilities, six ability modifier growths, three special abilities.
- **CR 18:** Feral instincts, 1st-, 3rd-, 6th-, 9th-, 12th-, 15th-, and 18th-level savage path abilities, six ability modifier growths, three special abilities.
- **CR 19:** Feral instincts, 1st-, 3rd-, 6th-, 9th-, 12th-, 15th-, and 18th-level savage path abilities, six ability modifier growths, three special abilities.
- **CR 20:** Feral instincts, 1st-, 3rd-, 6th-, 9th-, 12th-, 15th-, and 18th-level savage path abilities, seven ability modifier growths, three special abilities.

## STAR RANGER CLASS

### GRAFT

**Required Array:** Combatant

**Skills:** Master Survival

**Ability Score Modifiers:** Wisdom and either Dexterity or Strength

Abilities by CR:

- **CR 2:** 1 Adaptation, Cosmic Resonance,
- **CR 4:** 2 Adaptations, Acclimate, Cosmic Resonance
- **CR 6:** 3 Adaptations, Acclimate, Cosmic Resonance
- **CR 8:** 4 Adaptations, Acclimate, Cosmic Resonance
- **CR 10:** 5 Adaptations, Acclimate, Cosmic Resonance
- **CR 12:** 6 Adaptations, Acclimate, Cosmic Resonance
- **CR 14:** 7 Adaptations, Acclimate, Cosmic Resonance
- **CR 16:** 8 Adaptations, Acclimate, Cosmic Resonance
- **CR 18:** 9 Adaptations, Acclimate, Cosmic Resonance
- **CR 20:** 10 Adaptations, Acclimate, Cosmic Resonance

## TECHNICIAN CLASS

### GRAFT

**Special Rules:** A technician creature can use its database diver ability a number of times per day equal to half its CR (minimum 0) without expending a Resolve Point, but cannot do so by taking an hour. Additionally, it automatically knows one DWM with a fusion level of its CR or less. If it has the Complex Storage Matrix technica, it instead knows  $1 + 1/4$  its CR (minimum 1) DWMs, each with a fusion level of its CR or less.

Further, a technician creature with the MilSim integrated program replaces its normal benefits with a +2 bonus to attack rolls. Any other abilities that refer to technician level instead refer to a technician creature's CR.

**Required Array:** Expert

**Skills:** Master Computers

**Ability Score Modifiers:** Intelligence, Dexterity, Any

**Gear:** Suit of light armor (item level = CR), hacking kit.

#### ABILITIES BY CR

- **CR 1:** Database diver (1), digital weapons, technical datajack.
- **CR 2:** Database diver (1), digital weapons, one integrated program, technical datajack.
- **CR 3:** Database diver (1), digital weapons, one integrated program, one technica, technical datajack.
- **CR 4:** Database diver (1), digital weapons, one integrated program, one technica, technical datajack, technopathy.
- **CR 5:** Database diver (2), digital weapons, one integrated program, one technica, technical datajack, technopathy.
- **CR 6:** Database diver (2), digital weapons, two integrated programs, one technica, technical datajack, technopathy.
- **CR 7:** Database diver (2), digital weapons, two integrated programs, two technica, technical datajack, technopathy, universal wifi.
- **CR 8:** Database diver (2), digital weapons, two integrated programs, screen jump, two technica, technical datajack, technopathy, universal wifi.
- **CR 9:** Database diver (3), digital weapons, two integrated programs, screen jump, two technica, technical datajack, technopathy, universal wifi.
- **CR 10:** Database diver (3), digital weapons, three integrated programs, screen jump, two technica, technical datajack, technopathy, universal wifi.
- **CR 11:** Database diver (3), digital weapons, three integrated programs, screen jump, three technica, technical datajack, technopathy, universal wifi.
- **CR 12:** Botnet, database diver (3), digital weapons, three integrated programs, screen jump, three technica, technical datajack, technopathy, universal wifi.
- **CR 13:** Botnet, database diver (4), digital weapons, three integrated programs, screen jump, three technica, technical datajack, technopathy, universal wifi.
- **CR 14:** Botnet, database diver (4), digital weapons,

four integrated programs, screen jump, three technica, technical datajack, technopathy, universal wifi.

- **CR 15:** Botnet, database diver (4), digital weapons, four integrated programs, screen jump, four technica, technical datajack, technopathy, universal wifi.
- **CR 16:** Botnet, computerstep, database diver (4), digital weapons, four integrated programs, screen jump, four technica, technical datajack, technopathy, universal wifi.
- **CR 17:** Botnet, computerstep, database diver (5), digital weapons, four integrated programs, screen jump, four technica, technical datajack, technopathy, universal wifi.
- **CR 18:** Botnet, computerstep, database diver (5), digital weapons, five integrated programs, screen jump, four technica, technical datajack, technopathy, universal wifi.
- **CR 19:** Botnet, computerstep, database diver (5), digital weapons, five integrated programs, screen jump, five technica, technical datajack, technopathy, universal wifi.
- **CR 20:** Botnet, computerstep, database diver (5), digital weapons, five integrated programs, matrix mind, screen jump, five technica, technical datajack, technopathy, universal wifi.

## TIME TRAVELER CLASS GRAFT

**Special Rules:** A time traveler creature does not gain the time travel ability of the time traveler class in its statistics, as when employed by the GM or NPCs, it should be a plot element, not an ability tacked on to an NPC. A time traveler creature is assumed to be able to time travel as much or as little as is necessary for the plot of a campaign.

**Required Array:** Expert

**Adjustments:** +2 REF

**Ability Score Modifiers:** Intelligence, Dexterity, Strength

**Gear:** A time traveler creature's gear depends on its approach to combat.

- **Long Range:** Light armor (item level = CR), one advanced melee weapon (item level = CR), one longarm (item level = CR +1).
- **Melee:** Light armor (item level = CR), one advanced melee weapon (item level = CR +1), one longarm (item level = CR).
- **Mid Range:** Light armor (item level = CR), one advanced melee weapon (item level = CR), two small arms (item level = CR +1).

### ABILITIES BY CR

- **CR 1:** One distortion, rewind (standard action).
- **CR 2:** One distortion, rewind (standard action), unstuck from time.
- **CR 4:** One distortion, prescient movement, rewind (move action), unstuck from time.
- **CR 5:** Counter-attack, two distortions, prescient movement, rewind (move action), unstuck from time.
- **CR 7:** Counter-attack, two distortions, future sight, prescient movement, rewind (move action), unstuck from time.
- **CR 8:** Counter-attack, two distortions, future sight, prescient movement, rewind (swift action), unstuck from time.
- **CR 9:** Counter-attack, three distortions, future sight, prescient movement, rewind (swift action), unstuck from time.
- **CR 11:** Counter-attack, four distortions, future sight, prescient movement, rewind (swift action), unstuck from time.
- **CR 15:** Counter-attack, five distortions, future sight, prescient movement, rewind (swift action), unstuck from time.
- **CR 19:** Counter-attack, six distortions, future sight, prescient movement, rewind (swift action), unstuck from time.



## TYRANT CLASS GRAFT

**Required Array:** Expert

**Adjustments:** +2 to Will saving throws

**Skills:** Master Intimidate and master Bluff, Diplomacy, or Sense Motive.

**Ability Score Modifiers:** Charisma, Intelligence, and Dexterity.

Abilities by CR:

**CR 2:** 1 Mandate

**CR 4:** Imperium (1), 1 Mandates

**CR 6:** Fear, Imperium (1), 2 Mandates

**CR 8:** Fear, Imperium (2), 2 Mandates

**CR 10:** Fear (2nd), Imperium (2), 3 Mandates

**CR 12:** Fear (2nd), Imperium (3), 3 Mandates

**CR 14:** Fear (3rd), Imperium (3), 4 Mandates

**CR 16:** Fear (3rd), Imperium (4), 3 Mandates

**CR 18:** Fear (4th), Imperium (4), 4 Mandates

**CR 20:** Fear (4th), Imperium (5), 4 Mandates

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