

Spacefarer's Digest

Vol. 001

Digital Themes

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*Necromancers
of the Northwest*

STARFINDER
COMPATIBLE

Credits

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Introduction

A character theme represents a focus for your character, which may be a result of your background, upbringing, training, or mystic destiny. In the Starfinder Roleplaying Game, you select a character theme at 1st level, gaining special benefits that reflect major aspects of that theme at 1st, 6th, 12th, and 18th levels.

The themes presented in the Starfinder Roleplaying Game Core Rulebook do an admirable job of catering to a wide variety of different character concepts, but many of them are quite broad, and there are a few popular sci-fi character tropes that don't quite seem to fit with any of them. This book, and others in the series, present four new character themes, all of which are tied to a central, flavorful concept.

For this book, we explore digital themes, those that relate to the world of computers, data, and information technology. Ready access to information and communication at near-instant speed over vast distances is one of the defining features that sets the modern world (as well as speculative worlds of the future) apart from historical and fantasy settings. Even in high-magic settings, it's rare for common folk to be able to so freely communicate and to access the incredible amount of raw information that anyone with a computer and basic internet access can achieve even today. And in a world (or worlds) as advanced as Starfinder, surely the digital world is even more important than it is today.

Blogger

Using the internet to amplify your voice, you shine a spotlight on things that people deserve to know, combating misinformation from mega-corporations and corrupt planetary governments to bring the truth to your growing fanbase.

Hacker

You've never met a password you couldn't crack, or a network you couldn't get into. While those around you may be satisfied to simply use computers to check their mail and look at videos online, you can code faster than most people can talk, and no one's data is outside your reach.

Transhumanist

Technology offers a way for you to transcend your biological limits, upgrading failing body parts with cybernetic replacements. While you may settle for piecemeal upgrades for now, your long-term goal is to upload your mind into a computer or robot, and thereby achieve immortality.

VR Junkie

You've never been satisfied with so-called reality, and prefer to spend your time in digital fantasy worlds, or at least, you did before you started adventuring. They may have scoffed at your hobbies before, but all that time in a holographic virtual reality has given you skills you can use to excel in the real world.



Blogger

+1 Cha

You are a self-published or freelance journalist, uncovering stories and sharing them with the world through the miracle of the internet. You may focus on a general topic or a particular agenda, such as writing specifically about environmental issues, championing the plight of a particular group, or simply focusing on news relating to a particular hobby or field of interest. Whatever you write about, you are driven to know more and uncover the truth, and this need is what propels you towards adventure.

Theme Knowledge [1st]

You have a knack for getting to the truth, and can spot a good story from a mile away, in addition to having a way with words and a knack for storytelling. Choose a specific topic of inquiry appropriate for a journalistic article. Reduce the DC of Diplomacy and Sense Motive checks made in relation to that topic by 5. If you are not aware that the check relates to the topic, this bonus does not apply. Once you uncover the truth about the story and spend at least 1 hour writing and publishing the story, you may choose a new topic of inquiry in a process that takes 1 minute. You can instead abandon your story for a new one without completing it, but if you do so, you take a -2 penalty on all skill checks for 1 week. Diplomacy 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 Diplomacy checks. In addition, you gain an ability adjustment of +1 Charisma at character creation.

Contacts [6th]

You establish a network of contacts—journalistic sources, fellow bloggers, avid readers with similar interests, and so on—from all across known space, who you can lean on in order to gain information. This allows you to gather information discreetly and with minimal effort, although it is neither quick nor precise. As long as you have access to a means of communication capable of reaching your contacts (such as an internet connection that you can use to send and receive emails, visit forums, etc.), you can use Diplomacy to gather information from your distant contacts. Doing so requires less actual time invested on your part (1d4 x 10 minutes, rather than 1d4 hours), but it takes longer for results to get back to you (1d4 days). Additionally, the DC of all Diplomacy checks made to gather information in this way is increased by +5, and the GM may determine that some information, especially about inherently local topics, may not be known to distant contacts.

Rally Followers [12th]

Although you may not possess fame or celebrity in the traditional sense, your words have power, and can influence your readers. By deliberately writing scathing attack pieces against a particular corporation, individual, or similar entity, you can drive your readers to take mild action against them, such as boycotting their goods and services, contacting them to voice their displeasure, and generally harming their public image. The exact effect that this has on the entity in question is determined by the GM, and may range from a minor nuisance to a major crisis (the impact is more closely related to the relative size and power of the entity itself in relation to you than the specifics of what or how you write: it is easy for you to drive a family business to bankruptcy, but nearly impossible for you to cripple an interplanetary megacorporation). Regardless of any impact that actually rallying your followers may have, by threatening to do so, you gain a +5 bonus on Intimidate checks made to bully creatures concerned with their public image (or that of their company, organization, etc.).

Journalistic Thrill [18th]

Your implacable pursuit of the truth invigorates you and renews your spirits. Once per day while in pursuit of your story, you can review current information about the topic of inquiry for 10 minutes to regain 1 Resolve Point; this doesn't count as resting to regain Stamina Points. Additionally, once per day when you successfully complete a story, you may regain 1 Resolve Point.

Hacker

+1 Int

You have always been one to look beyond a computer program's shiny graphics interface and wonder how it manages to do what it does. Just as others might pull apart a vehicle or a tool and put it back together again to learn how it works, you spend your free time disassembling and reassembling scripts, experimenting with codes, and generally mastering the art of digital manipulation. Armed with this knowledge, you can do things with a keyboard that others can only dream of.

Theme Knowledge [1st]

You are fixated on all things computer-related, and always take care to stay up to date with the latest developments in hardware and software. Reduce the DC of Computers and Engineering checks made to identify computer technology or recall information relating to computers by 5. Computers 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 Computers checks. In addition, you gain an ability adjustment of +1 to Intelligence at character creation.

Script Kid [6th]

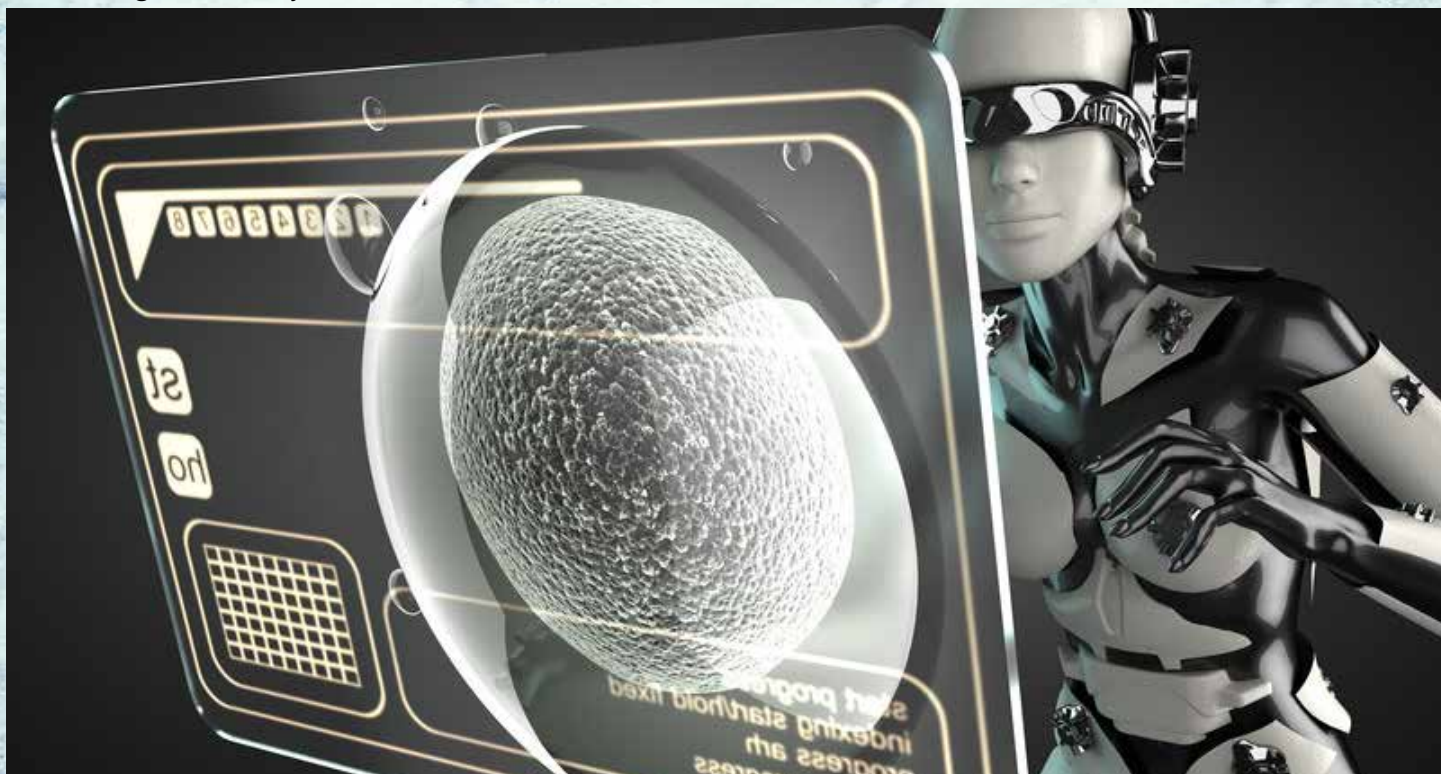
You are intimately familiar with a wide variety of hacking methods, as well as the various countermeasures used to combat them. Once per day, you can reroll a Computers check made to hack a computer. You must decide to use this ability after rolling but before learning the result of the initial roll. You must take the second result, even if it is worse. Additionally, you only need to beat a computer's normal DC by 15 or more when attempting to hack it in order to gain root access, rather than having to beat it by 20 or more.

Leave No Trace [12th]

You are particularly good at covering your tracks while hacking into a computer system, making it very difficult for the system's countermeasures to even detect your presence. You only trigger a computer's countermeasures when you fail a Computers check to hack the computer by 5 or more.

Elite Hacker [18th]

The cat-and-mouse game of infiltrating a difficult computer system, bypassing its defenses, and taking control gives you a heady thrill that you just can't get anywhere else. Up to twice per day, after you successfully hack a computer whose tier is at least 1/3 your level, you regain 1 Resolve Point. You only gain Resolve Points in this way for computers that you have not successfully hacked before.



Transhumanist

+1 Con

You are a staunch believer in transhumanism, the movement to transform the human condition through the use of various technological advancements that allow creatures to overcome the limitations of their species, up to and including death. Despite its name, the term extends beyond humans to creatures of all races, and ultimately comes down to a desire to transcend the limitations of one's race. As a result, you have a keen interest in technologies that can modify or improve upon what you were born with.

Theme Knowledge [1st]

You are obsessed with transhumanism, and anything that can allow you to exceed the limitations of your birth and species. As a result, you are well-versed in all manner of augmentations and similar technologies. Reduce the DC of all skill checks to recall information about technologies that augment or replace the anatomy of intelligent species, or which otherwise relate to transhumanist philosophies or famous transhumanists, by 5. Engineering 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 Engineering checks. In addition, you gain an ability adjustment of +1 to Constitution at character creation.

Mnemonic Flexibility [6th]

Like many transhumanists, you view your own mind and consciousness as something that can be separated from your physical body, and you are easily able to envision your own memories and experiences as nothing more than data, and your brain as merely a highly advanced computer. This way of thinking makes it much easier for you to benefit from the effects of a mnemonic editor. When you use a mnemonic editor, you can change the decisions made at any two previous character levels, not just the most recent ones. Additionally, you can benefit from each model of mnemonic editor up to twice, rather than just once. Finally, whenever you are operating a computer via telepathy, a datajack augmentation, or any other means that allows direct interface between your mind and the computer, without need for separate input devices, you gain a +2 bonus on all Computers checks made to operate that computer.

Superhuman [12th]

Because you strive to use technology to advance yourself beyond your biological limitations, you gain even greater benefits from cybernetic augmentations than others do. Once per day per cybernetic augmentation you possess (to a maximum of 5 times per day), before you roll a skill check, you can gain a +1 bonus to that skill for that check.

Deus Ex Machina [18th]

By augmenting yourself, you are able to become more than what you were born as, and this quest for self-improvement drives you and gives you the strength to carry on even in the face of extreme adversity. By spending 10 minutes tuning and calibrating your cybernetic augmentations and succeeding on a DC 30 Engineering check, you recover 1 Resolve Point (this does not count as resting to regain Stamina Points). If you have 1–3 cybernetic augmentations, you can do this once per day. If you have 4–6 cybernetic augmentations, you can do this twice per day. If you have 7 or more cybernetic augmentations, you can do this three times per day. You cannot use this ability at all unless you have at least 1 cybernetic augmentation.



VR Junkie

+1 Wis

Why spend your life in boring, unpleasant reality when you can escape to a fantasy world where you can be whatever you want, and which has been designed specifically for you to experience? You can't think of any reason to, and so spend the majority of your leisure time immersed in a digital reality that you find to be even more satisfying than the physical world. Some may call you an addict, or question why you would spend so much of your time on something that "isn't real," but you know that as long as it feels real to you, that's what really matters. And your virtual reality experiences are such faithful simulations that you find they better prepare you for real world challenges.

Theme Knowledge [1st]

Your time living out fantastic adventures in virtual reality has given you an eclectic collection of skills and talents. Choose three skills. Once per day per chosen skill, when you make a skill check using the chosen skill, you can grant yourself a +2 bonus to that skill for that check. You must declare that you are using this ability before the roll is made. In addition, you gain an ability adjustment of +1 to Wisdom at character creation.

Illusion Connoisseur [6th]

You willingly subject yourself to false realities on a regular basis, and so have developed a finely honed sense of what is real and what isn't. You gain a +2 bonus on saving throws made to disbelieve illusions. Additionally, once per day, when you make a saving throw to disbelieve an illusion, you may spend 1 Resolve Point to roll twice and take the better result. You must declare that you are using this ability before making the roll.

Mental Retreat [12th]

In times of great stress, you can retreat into your own mind in order to protect yourself, effectively living out a

VR fantasy entirely in your head. As a full-round action, when you are confused, frightened, panicked, or shaken, or affected by a charm or compulsion effect, you can spend 1 Resolve Point in order to close your eyes and mentally retreat to a fantasy world. This leaves you blind and completely unaware of your surroundings, but causes you to be unaffected by the condition or effect you are suffering from until the beginning of your next turn. At the beginning of your next turn, you may make a new saving throw to end the condition or effect you were suffering from, at the same DC (if there was no initial saving throw allowed to resist the effect, then no new saving throw is allowed, either). You can use this ability once per day.

Virtual Mastery [18th]

By immersing yourself in a virtual fantasy world, you are able to draw strength from your simulated experiences, granting you the energy and stamina to continue in the real world. By spending 2 hours engaging in recreational activities using virtual reality, you can recover 1 Resolve Point (this does not count as resting to regain Stamina Points). You can use this ability up to twice per day.



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Character Options for a Digital Age!

A spacefarer's life is a difficult one, fraught with danger. She is surrounded by hazardous environments, encounters strange and hostile alien species, and must often make do with outdated, or even glitch, equipment. If one wants to live long adventuring among the stars, it's important to be the best that one can be. The Spacefarer's Digest series contains new player options and content, from character themes and races, to archetypes, feats, spells, and more, allowing every traveler among the stars to reach their maximum potential.

This volume features a collection of new character themes, all of which are linked to the digital world. Included are the blogger, a cyber journalist with a nose for the truth and the ability to shape public opinion, the hacker, a computer expert who can get past any kind of digital security, the transhumanist, who specializes in using technological advances to leave the limitations of her race behind, and the VR junkie, whose experiences in virtual reality leave her well-prepared for a life of adventure.



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