Starfarer's Codex:
The Aeoncarnate

Base Class

STARFINDER COMPATIBLE

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Lava surges through the world's hardened crust and flows in erratic channels down its surface. Technomagical lightning coruscates against carefully constructed wards. Droplets of vapor crystalize high in the atmosphere of a world shrouded in clouds. The universe exists as a constant interplay of chaos and order. You strive to stand at the crux of these forces, a fulcrum balancing the forces of order and entropy. All the drives and limits of the universe are fuels and lenses for your power. Like the mysterious outsiders known as aeons, and the masters of the ancient magic items called aeon stones, you are an embodiment of the conflicts and paradoxes within all planes of existence, and you use the tensions between them to enact your will on reality.

When forced to fight you relish close combat, where you can harness the discordance chaos of battle and distill its energy to empower your own attacks. By concentrating and redirecting the fundamental forces that govern reality, you are able to accomplish astonishing feats: redirecting your opponents' attacks, absorbing deadly explosions, and bending probability through sheer force of will.

Role: You direct the forces that are the building blocks of the universe. You might explore the universe to bring balance to areas that you perceive as dangerous concentrations of order or chaos, or you might compulsively seek out war zones to revel in conflict-fueled power. You share solarians' recognition of the dualistic nature of reality and appreciate mystics' deep connection to universal forces, but you likely have less interest in the detail-oriented practices of mechanics and technomancers. While many aeoncarnates are neutral with respect to the law-chaos alignment axis, this is not universal: A lawfully-aligned aeoncarnate might seek to contain all entropy on a volatile space station, while a chaotically-aligned aeoncarnate might seek to free energy from its bonds for personal use.

Key Ability Score: Your Charisma governs your control over fundamental forces, so Charisma is your key ability score. A high Strength or Dexterity enables you to make effective weapon attacks, while a high Constitution score assist you in surviving the assaults of your enemies.

Stamina Points: 6 + Constitution modifier

Hit Points: 6

Class Skills

Skill Ranks per Level: 4 + Intelligence modifier.
Acrobatics (Dex), Athletics (Str), Diplomacy (Cha), Perception (Wis), Physical Science (Int), Profession (Cha, Int, or Wis), Sense Motive (Wis), and Piloting (Dex).

Armor Proficiency: Light armor

Weapon Proficiency: Basic melee weapons, small arms, longarms, grenades.

Dynamic Potential (Su) Combat is an inherently chaotic environment, with energy from weapons, spells, and moving bodies swirling through the battlefield. You can gather and bring order to some of that energy, turning it into a store of dynamic potential. At the start of your turn during each round of combat, you gain 1 point of dynamic potential. This energy manifests itself as a series of rings, one per point of dynamic potential, circling one of your limbs, your torso, or your head, as you choose. These rings glow with a color of your choice and shed light in a 20 foot radius. You can maintain a maximum number of points of dynamic potential equal to your Charisma modifier (minimum 1).

At the end of combat, your points of dynamic potential dissipate as your environment returns to equilibrium. If you fall unconscious during a combat, you lose your points of dynamic potential. If you regain consciousness while still under threat, you begin gaining points of dynamic potential at the beginning of your first turn after regaining consciousness.

When you are not in combat, or in a comparably dangerous situation, insufficient entropy exists for you to harness into dynamic potential. You need to face some significant risk in order to harness dynamic potential, so generally unless you are facing a signifanct enemy (see Chapter 8 of the *Starfinder Core Rulebook*) or a similar hazard, you are unable to do so. If there is any doubt about whether you are in combat or otherwise able to harness dynamic potential, the GM decides.

Kinetic Conversion (Su) As you gain levels, you learn to channel the potential energy you gather into impressive and useful supernatural effects. You learn a kinetic conversion at 1st level and an additional kinetic

TABLE: THE AEONCARNATE

Level	BAB	Fort	Ref	Will	Class Features
1st	+0	+2	+0	+2	Dynamic potential, kinetic conversion, unflappable
2nd	+1	+3	+0	+3	Destructive force (1d6), kinetic conversion
3rd	+2	+3	+1	+3	Equilibrium +1, weapon specialization
4th	+3	+4	+1	+4	Kinetic conversion
5th	+3	+4	+1	+4	Unerring vector (+1), internal battery
6th	+4	+5	+2	+5	Equilibrium +2, kinetic conversion
7th	+5	+5	+2	+5	
8th	+6	+6	+2	+6	Destructive force (2d6), kinetic conversion
9th	+6	+6	+3	+6	Equilibrium +3, unerring vector (+2)
10th	+7	+7	+3	+7	Kinetic conversion
11th	+8	+7	+3	+7	
12th	+9	+8	+4	+8	Equilibrium +4, kinetic conversion
13th	+9	+8	+4	+8	Unerring vector (+3)
14th	+10	+9	+4	+9	Destructive force (4d6), kinetic conversion
15th	+11	+9	+5	+9	Equilibrium +5
16th	+12	+10	+5	+10	Kinetic conversion
17th	+12	+10	+5	+10	Unerring vector (+4)
18th	+13	+11	+6	+11	Equilibrium +6, kinetic conversion
19th	+14	+11	+6	+11	
20th	+15	+12	+6	+12	Inertial mastery, kinetic conversion

conversion at 2nd level and every 2 levels thereafter. Unless otherwise noted in the kinetic conversion's description, activing a kinetic conversion is a standard action that requires you to expend 1 point of dynamic potential. If a kinetic conversion allows a saving throw to resist its effects, the DC is equal to 10 + your aeoncarnate level + your Charisma modifier. Unless specifically noted in its description, you cannot select a particular kinetic conversion more than once. The list of kinetic conversions appears on page XX.

Many kinetic conversions require you to have a minimum aeoncarnate level, and they are organized accordingly. Some kinetic conversion have additional prerequisites, such as other kinetic conversions.

Unflappable (Ex) Just as you have learned to control the external forces of battle, you have exerted control over your own emotions and reactions. The DCs to of Bluff checks to feint against you and Intimidate checks to demoralize you increase by 2.

Destructive Force (Su) At 2nd level, you learn to boost the power of your attacks by harnessing potential energy. If you have at least 1 point of dynamic potential, as a full action, you can move up to your speed. Whether or not you moved, you can then make an attack. If you hit, you deal an additional 1d6 damage. You must have current dynamic potential equal to the number of times you have used this ability in the current combat -1 in order to gain this bonus. Thus if you have used this ability twice already in a combat, you would have to have three points of dynamic potential to use this ability a third time.

At 8th level, your destructive force damage increases to + 2d6. At 14th level, your destructive force damage increases to +4d6. You can't use this ability with a weapon that has the unwieldy special property or that requires a full action to make a single attack.

Equalibrium (Ex) At 3rd level, your manipulation of primal forces sharpens your internal sense of balance

and heightens your spatial awareness. You gain a +1 insight bonus on Acrobatics, Athletics, and Piloting skill checks. At 6th level and every 3 levels thereafter this bonus increases by 1.

Weapon Specialization At 3ʳᵈ level, you gain the Weapon Specialization feat as a bonus feat for each weapon group this class grants you proficiency with.

Unerring Vector (Ex) At 5th level, you gain a +1 insight bonus on attack rolls you make that add your destructive force damage. At 9th level and every 4 levels thereafter, this bonus increases by 1.

Internal Battery (Ex) At 5th level, you can draw on your own internal energy resources to distill potential energy. As a move action, you can 1 point of potential. If you use this ability outside of combat, you retain the point of potential for 1 round, or until you spend it, whichever comes first. You can use this ability ocne per day. You can use it additional times per day, at the cost of 1 Resolve Point each time after the first you use it.

Inertial Mastery (Su) At 20th level, you attain astonishing control over forces that attempt to act on you. You cannot be moved against your will; you are immune to the bull rush, reposition, and trip combat maneuvers and you automatically succeed on saving throws against spells that you move your or change your position. You can use the Elastic Reflection kinetic conversion without spending potential. At the beginning of your first turn of combat, you can spend 1 Resolve Point to gain a number of points of potential equal to your Charisma modifier.

Kinetic Conversions 1st Level

Blast Wave: You channel your potential into a burst of damaging energy. When you activate this ability, choose acid, cold, electricity, fire, or sonic damage. You deal 1d6 damage of the chosen type to all creatures within 5 feet. This damage increases by 1d6 at 3rd level and every 2 levels thereafter. A creature that succeeds at a Reflex save takes half damage. At 10th level, you can increase the radius to 10 feet, and at 15th level, you can increase the radius to 15 feet.

Counter Gravity: You turn dynamic potential into a reactive force that pushes back against the pull of gravity. At 1st level, this functions as *flight*, cast as a 1ˢᵗ-level spell. At 4th level, this functions as *flight*, cast as a 2ⁿᵈ-level spell and at 7th level it functions as *flight* cast as a 3ʳᵈ-level spell. This effect lasts for 1 minute and can only affect you. You can activate this kinetic conversion as a reaction when you begin falling or encounter zero gravity, but if you do so, you can't take a standard action on your next round.

Cover Explosion: As a reaction when a weapon with the explode special ability targets a grid intersection within 5 feet of you, you can drop prone onto a square adjacent to the target to stifle the explosion. You take a -2 penalty on saving throws against the weapon's effects, but any damage and special effects of the weapon affect only you (or your square, for effects like smoke grenades that fill an area), instead of the weapon's usual radius.

Energy Barrier: You call up a field that causes some damage from energy attacks to harmlessly bleed away. When you activate this ability, choose acid, cold, electricity, fire, or sonic damage. You gain energy resistance 5 against the chosen energy type for a number of rounds equal to your aeoncarnate level. This energy resistance increases by 5 at 10th level and every 5 levels thereafter.

Forceful Strikes: You bolster your unarmed strikes with lethal energy. For a number of minutes equal to your aeoncarnate level, your unarmed strikes deal 1d3 damage and don't count as archaic. Beginning at 3rd level, while this ability is active you gain a unique weapon specialization with your unarmed strikes, allowing you to add 1–1/2 × your character level to your damage rolls for your unarmed strikes (instead of just adding your character level, as usual).

Fulcrum: You leverage potential to accomplish far more than you normally could on your own. You can activate this ability as a part of making a Strength check to gain an enhancement bonus equal to your aeoncarnate level on the check.

Homeostasis: You gain the ability to perfectly regulate your internal levels of entropy. This protects you from environmental dangers caused by heat and cold as if you were wearing armor with active environmental seals. At 15th level, you no longer need to breath and suffer no environmental effects of being in a vacuum. This ability is constant once selected. If it is suppressed, you can resume it as a standard action.

Impact Wave: Whenever you would take falling damage, as a reaction you can channel the force of your fall into a wave of damage that spreads from your point of impact. When you activate this ability, instead of taking damage and falling prone after a fall, you

land on your feet and deal damage equal to half the amount of falling damage you would have taken to all creatures and objects adjacent to the square where you land. An effected creature that succeeds at a Reflex save takes half damage.

Increase Friction: You bind a target creature within 30 feet more closely to its surroundings, so reality itself seems to hold it back. Unless the target succeeds on a Reflex save, it treats all squares as difficult terrain for a number of rounds equal to your aeoncarnate level. This ability has no effect on creatures moving through a vacuum.

Inertial Barrier: You create a field that dissipates the force of attacks against you. You gain DR equal to 1/2 your level (minimum 1) for a number of rounds equal to your aeoncarnate level.

Quantum Entanglement: You connect your allies' quantum states together at a subatomic level. When you activate this ability, choose a number of allies equal to your Charisma modifier (minimum 1). For a number of minutes equal to your aeoncarnate level, you and these allies are constantly aware of each other's position and condition, as the spell *status*.

Velocity Burst: You charge your body with power, increasing your land speed by 10 feet for 1 minute. This increase counts as an enhancement bonus. At 10th level, this bonus increases to 20 feet and at 20th level it increases to 30 feet.

Kinetic Conversions 8th Level

Absorbing Barriers: The first time per combat damage is prevented by your energy barrier or inertial barrier kinetic conversion, you gain 1 dynamic potential, up to your maximum. You can only gain 1 dynamic potential in this way per round, even if more than one barrier prevents damage for the first time during the same round. This ability functions automatically any time your energy barrier or inertial barrier kinetic conversions are active. You must have the energy barrier or inertial barrier kinetic conversion to select this ability.

Chaotic Interference: You unleash a burst of force that scrambles an adjacent electronic device's inner workings. This functions as the mechanic's overload class feature. At 10th level, you can use this ability on an electronic device within 30 feet.

Dampening Field: You project a zone of energy that interferes with the transmission of elemental energy. When you activate this ability, choose acid, cold, electricity, fire, or sonic damage. All allies within 20 feet of you gain energy resistance 10 against the chosen energy type as long as they are within that area. At 15th level, this increases to energy resistance 20. You must have the energy barrier kinetic conversion to select this ability.

Energy Cage: You call forth an energy matrix to surround a 5-foot cube within 30 feet. When you activate this ability, choose acid, cold, electricity, fire, or sonic. Stationary rings of the chosen energy type surround the chosen area. If a creature enters or leaves this area, it takes 5d6 damage of the selected energy type. Once a creature is damaged by the energy, it dissipates. This energy matrix lasts for a number of rounds equal to your aeoncarnate level or until it is triggered. At 10th level, you can use this ability to surround a 10-foot cube, and at 20th level, you can use it to surround a 20-foot cube. If a creature would only be partially enclosed by the energy matrix, the ability fails and the creature takes no damage.

Entropic Surge: You surround a creature within 30 feet of you with a field of entropic energy. The next time the creature rolls a d20, it must roll twice and take the lower result. At 10th, 15th, and 20th level, the target must roll twice on an additional d20 roll. A successful Will save negates this effect, and whether or not it saves, once a creature has been targeted by this ability it is immune to it for 24 hours.

Improved Increase Friction: You completely arrest the momentum of a creature within 30 feet. Unless the target succeeds on a Reflex save, it is entangled and unable to move from its current space for a number of rounds equal to your aeoncarnate level. Flying creatures targeted by this ability remain hanging in mid-air. Each round on its turn, the target may attempt a new Reflex save as a full action to free itself. This ability has no effect on creatures moving through a vacuum.

Quantum Tunneling: You leverage subatomic forces to move easily into places that would normally impede you. For a number of rounds equal to your aeoncarnate level, you ignore the effects of difficult terrain. At 15th level, while this effect is active, you can also slowly move through solid objects. To do so, you must start and end your turn outside whatever wall or object you are moving through, and your speed is halved while moving through the object.

Steady Skill: You control the energy flowing through your form to allow more consistent performance. When you activate this ability, choose one Strength- or Dexterity-based skill. For a number of rounds equal to your aeoncarnate level, you can take 10 with that skill even if you are distracted or threatened.

Steal Power: You drain the animating energy from an opponent to feed your own power. As a part of activating this ability, make a melee attack against a target creature's EAC. You may choose to use your Charisma bonus, rather than Strength bonus, for this attack roll. If your attack hits, you gain 1 dynamic potential and the target is staggered for 1 round. If you critically hit with this attack, you gain 2 dynamic potential and the creature is stunned for 1 round. In either case, a successful Will save by the target creature negates this ability.

Turbulent Field: You channel dynamic potential into a gravitational flux that disrupts ranged attacks against you. For a number of rounds equal to your aeoncarnate level, all ranged attacks targeting you that would deal kinetic damage suffer a 20% miss chance. This includes area attacks that require attack rolls, such as blast weapons, as long as they would deal kinetic damage. While the ability is active, you also gain a+4 bonus on Reflex saves against weapons with the explode special property, as long as they deal kinetic damage.

Turn Blows: A subtle barrier of force guides melee attacks away from you. For a number of rounds equal to your aeoncarnate level, melee attacks against you suffer a 20% miss chance.

Uncertainly: You make it difficult for your enemies to pinpoint your position. This functions as *mirror image,* except that you gain 1 duplicate that lasts for 1 minute. Subsequent activations of the ability do not stack, instead refreshing the duration of the ability. At 10th level, you instead gain 2 images.

Kinetic Conversions 16th Level

Battery Drain: With a touch, you drain power from a battery or power cell to fuel your own power. When you activate this ability, choose a target battery, power cell, charged weapon, or charged technological object. You drain 1d6x10 charges from the battery or power cell of the object and gain 3 dynamic potential (though you still must spend one to use this ability). If the battery had fewer than 10 charges, you only gain 1 dynamic potential per 3 charges successfully drained. Using this ability against an item in an unwilling creature's possession requires a successful melee attack against the creature's EAC. You may choose to use your Charisma bonus, rather than Strength bonus, for this attack roll. Using this ability creates fluctuations in the target object's power supply, and there is a 20% chance that the object ceases to function for 2 rounds, as if its battery or power cell were fully depleted. Once you have used this ability, you cannot do so again until after you have expended 1 Resolve Point to regain Stamina Points during a 10-minute rest.

Bioelectric Pulse: You channel energy into the nervous system of a fallen ally, jolting them back to life and consciousness. As a part of activating this ability, if you touch a creature that has died within the last 2 rounds, you return them to life. The target revives with a number of Hit Points equal to your aeoncarnate level and gains 1 temporary negative level for 24 hours. The volatile power of this ability puts a great strain on the subject; once a creature has been the target of this ability, it is immune to it for 24 hours.

Elastic Reflection: You twist the flow of energy surrounding your body so that the next ranged attack made against you is turned back along its original vector. This turns the ranged attack back on your attacker, using the original attack roll. If the attack succeeds, the target suffers the full effects of a hit from the weapon. The target never benefits from cover or concealment against this shot, though it can benefit from abilities that would protect it from ranged attacks, such as the Deflect Projectiles feat. This ability lasts for a number of rounds equal to your aeoncarnate level or until it has reflected one attack, whichever comes first.

Energy Body: You turn your dynamic potential inward, suffusing your body with overwhelming amounts of energy. For a number of rounds equal to your aeoncarnate level, you gain elemental immunities, as the universal monster rule (see Appendix 4 of *Starfinder Alien Archive*). During this time, you count as both an elemental and your original type and subtype for effects that depend on subtype.

Improved Chaotic Interference: You chaotic bursts of force interfere with even complex or shielded creatures. When you use your chaotic interference ability, it functions as the mechanic's override class feature, though you cannot command the target's actions, even if it fails its saving through by 10 or more. You must have the chaotic interference kinetic conversion to select this ability.

Improved Quantum Tunneling: You bend reality to transfer yourself to another location. When you activate this ability, you instantly transfer yourself to any location within 10 feet per aeoncarnate level that you can see. After using this ability, you can't take any other actions until your next turn. Using this ability leaves your particles slightly out of phase; you can't use it again until the next time you expend 1 Resolve Point to regain Stamina Points with a 10-minute rest. You must have the quantum tunneling kinetic conversion to select this ability.

Inelastic Collision: As a reaction when you are struck by a melee attack, you can activate this ability to attempt a Reflex saving throw against a DC of 10 +1/2 the weapon's item level (or creature level if the attack is made without a weapon) + the ability modifier the attacker used with the attack roll (this is normally the same as the weapon's critical effect save DC, if any). If you are successful, you take only half damage from the attack and you are pushed back 5 feet directly away from your attacker for every 5 damage you prevent with this ability. This movement does not provoke attacks of opportunity. Should you strike a wall, a barrier, or another creature before you move this distance, you move as far as possible and fall prone. You may only take a single move or standard action on the round after you activate this ability.

Ordered Energy: You smooth the flow of probability, taking the results of your actions out of the hands of fortune. For one round, any time you would make a d20 roll, you can instead choose to assume you rolled an 11 on that die. Pitting yourself against the force of fate is draining; once you use this ability, you can't use it again until the next time you expend 1 resolve Point to regain Stamina Points with a 10-minute rest. You must have the steady skill kinetic conversion to select this ability.

Radiation Surge: You bombard a target within 30 feet with a blast of heavily charged particles, exposing it to radiation poisoning for 3 rounds (See chapter 11 of the *Starfinder Core Rulebook*) unless it succeeds on a Fortitude save. Armor's environmental protections does not protect targets from this attack. Should the target fail its initial save, treat your kinetic conversion DC as the poison's DC on subsequent rounds.

Repulsion: You activate a powerful gravitational current that flows away from you for a number of rounds equal to your aeoncarnate level, preventing creatures from approaching within 10 feet of you unless they succeed on a Will save. Attempting to activate this ability while creatures are within its area, or attempting to force this barrier against creatures, causes the ability to fail.

Archetypes for Aeoncarnate
Altered or Replaced Class Features

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

Multilevel 2nd, 4th, 6th, 12th, and 18th Levels: You don't gain a kinetic conversion.

9th Level: You don't gain the increase to the equilibrium class feature typically gained at gained at 9th level. Instead your bonus from equilibrium increases to +3 at 12th level, +4 at 15th level, and +5 at 18th level.

Starfarer's Companion