FRACTURED FUTURES
CAMPAIGN SETTING

COSMIC CLASSES
VOLUME ONE

WR PUBLISHING

STARFINDER COMPATIBLE

COSMIC CLASSES
VOLUME ONE

AUTHORS Robert Gresham, Jarrett Sigler, Jacob Moriarty, Scott Janke, Jim Hunnicutt
COVER ARTIST Tan Ho Sim
INTERIOR ARTISTS Tan Ho Sim, Jacob Blackmon, Aaron Lee, Nick Ong, Marc Curlee, Dean Spencer, Grzegorz Pedrycz, Emmanuel Martinez, Joyce Maureira, Nathanaël Roux,

CREATIVE DIRECTOR Robert Gresham
EDITOR Robert Gresham
WAYWARD ROGUES PUBLISHING LOGO BY Robert Gresham
PAGE TEMPLATES Rick Hershey
LAYOUTS BY Robert Gresham

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CHAPTER ONE
CLASSES

Throughout the galaxy, most spacefarers have encountered envoys, mechanics, and even techno-mancers, but they aren't the only adventurous trekkers of the cosmos. The following seven base classes present exciting new options for both the player characters and non-player characters of your game table.

These seven new classes are equivalent in power to the seven core classes, and GM's are encouraged to allow these options for players to freely choose from. As for any option at the game table, it is ultimately up to the GM to decide what is and isn't allowed in the game.

• **Arbiter-**The consummate diplomat with a roguish side, arbiters are often the faces of parties that require a more versatility from their envoys.

• **Astrodigitator-** Spellcasters capable of psychically bonding with starships, astrodigitators ignite every battle with extra firepower, both in person and in space.

• **Dimensional Bombardier-** Bending space and time to bring a spectacle of carnage, Dimensional Bombardiers; devastate battlefields with their cannonades.

• **Eldritch Artillerists-** Through secrets, bargains, and deals, Eldritch Artillerists engulf the Void with powers which should not be.

• **Mechromancer-** By Jacking into gargantuan mobile mech suits, mechromancers unlock the technological and arcane secrets of the cosmos.

• **Novafist-** Toiling to make herself so formidable that she can box starships, the Novafist enters the ring with muscle merged with machine.

• **Spectrumancers-**Manipulators of energy concentrated in one of three areas of the EM spectrum: ultraviolet, visible light, and infrared, spectrumancers bend light's properties to make her invisible, poison light itself through radiation, or turn its energy into solid matter.

ARBITER

STAMINA POINTS
6 + Constitution Modifier
6 HP

You're a menace to the senses. Mid-fight you're able to convince a foe you're a friend, and in day to day life no one notices how well you steer the day and choose the right path every time. Your skills and tricks allow you to do the heavy lifting for the group but remain away from the spotlight. You're a jester, tormenting a cruel ruler, or a socialite, setting the next hot trend which exposes a crime boss to exactly the wrong kind of people. Some would say even the universe is convinced by your words. Whatever the job, you can do it, but no one will believe it was you. And that's a good thing.

KEY ABILITY SCORE

Charisma. Convincing people you're on their side when you are not requires some great acting, and Charisma helps with every facet of your job, so charisma is your key score. A high dexterity also allows you to avoid hits and make shots, while a good Wisdom score helps you identify the lies others try to get past you.

CLASS SKILLS

SKILL RANKS PER LEVEL:
6 + INTELLIGENCE MODIFIER

Acrobatics (Dex)	Piloting (Dex)
Computers (Int)	Profession (Cha, Int or Wis)
Culture (Wis)	Sense Motive (Wis)
Medicine (Int)	Sleight of Hand (Dex)
Perception (Wis)	Stealth (Dex)

PROFECIENCIES

ARMOR
Light

WEAPONS
basic and advanced melee weapons, small arms, longarms.

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Level	Base Attack Bonus	Fort Save Bonus	Ref Save Bonus	Will Save Bonus	Class Features
1	+0	+0	+2	+2	Bait and Bash, Modus Operandi
2	+1	+0	+3	+3	Arbiter Trait
3	+2	+1	+3	+3	Weapon Specialization
4	+3	+1	+4	+4	Arbiter Trait
5	+3	+1	+4	+4	Dash and Bash
6	+4	+2	+5	+5	Arbiter Trait
7	+5	+2	+5	+5	Arbiter's Influence
8	+6	+2	+6	+6	Arbiter Trait
9	+6	+3	+6	+6	Arbiter's Understanding
10	+7	+3	+7	+7	Arbiter Trait
11	+8	+3	+7	+7	Too Good to be True
12	+9	+4	+8	+8	Arbiter's Insight, Arbiter Trait
13	+9	+4	+8	+8	Improved Modus Operandi
14	+10	+4	+9	+9	Arbiter Trait
15	+11	+5	+9	+9	Arbiter's Resolve
16	+12	+5	+10	+10	Arbiter Trait
17	+12	+5	+10	+10	Alice's Picnic
18	+13	+6	+11	+11	Arbiter Trait
19	+14	+6	+11	+11	Universe's Ear
20	+15	+6	+12	+12	Arbiter Trait, Master of All

BAIT AND BASH (EX) — 1ST LEVEL

When an Arbiter makes a full attack she may replace the second attack with a bluff check to feint the opponent, at the -4 penalty. If successful the target is flatfooted to the Arbiter's allies until the Arbiter's next round (not the Arbiter herself).

MODUS OPERANDI (EX) — 1ST LEVEL

Each Arbiter picks a theme, which grants them bonuses to skills. Choose either Jester or Socialite. Jesters add Bluff and Sense Motive to their class skills and may use Sense motive when making a feint check if they prefer. You're an expert at pratfalls and getting underfoot, literally. Socialites add Diplomacy and Intimidate to their class skills, and can use Intimidate when making a feint check if they prefer. You're an expert at haughty looks that stop a being in their tracks, causing their battle-hardened focus to crack, literally. You may use these alternate feint abilities any time this class calls for a feint check, but not for feint abilities of other classes.

ARBITER TRAITS — 2ND LEVEL

At second level and every even level after you gain an Arbiter trait. Some traits can only be taken by the Jester while others can only be taken by the Socialite. Some traits have a minimum level and cannot be taken before the indicated level. Some abilities require the spending of a Resolve point, as indicated.

Jester Special Traits

As a Jester you've come from a poor existence in a lavish environment, such as being the court jester for a Vesk overlord, or the lunch person who served a glut of corrupt politicians in the Lashunta government. Whatever your origin, you know that being quiet and biding your time is the best way to get results. The fact that many people think you're an idiot is your greatest advantage.

Socialite Special Traits

As a social butterfly, you're the striking blonde captain of a doomed starship, who manages to

keep everyone's morale surprisingly high. Maybe you're a humble peacekeeper sent to appease the angry alien races who're starting negotiations on a neutral moon. Whatever the case, you know that acting first and foremost, but making it seem like it was someone else's idea, is always the safest way to go. The fact that many mistake you for a party animal or social climber is definitely your greatest advantage.

Prat Fall – Arbiter, Jester

Once per day whenever you take damage that would reduce you to zero stamina points and again to zero hit points, you may roll a Reflex save against DC = 10 the damage dealt. If you succeed you only take half the damage. Note that this may still put you into hit point damage or an unconscious state.

Let me see that – Arbiter Trait, 6th level

You're a whizz on Computers because you've seen so many people misuse them. Whenever you fail at a Computers check you may immediately reroll your check, with a -5 penalty. If you succeed at this check you manage to stop any Countermeasures from going off, but don't succeed at the original task.

Capering – Arbiter Trait, Jester

You've been entertaining people so long you're a natural, and probably could entertain in your sleep. Whenever you roll Profession (Cha) to earn creds you can choose to take a 20 without taking 20 times as long. This still takes about a week.

Hosting – Arbiter Trait, Socialite, 6th level

Whenever groups meet there's always tension, but you're the social grease any meeting needs to get the wheels rolling. As a full action you may roll a Diplomacy check at the beginning of any type of gathering among friendly or at least indifferent characters to improve everyone's mood toward

one another by one step. You may roll twice and take the better result. This ability has no effect in combat.

Jester's Joke (resolve point) – Arbiter Trait, Jester, 10th level

Your hands are so quick even you can't see them work. Once a day, by spending a Resolve point, you may swap whatever item you're holding with that of another character. They must be within 30 ft and unaware of you, and you must have been in base to base contact with them at any point previously in the day. Roll a Sleight of Hand check against DC 10 + 1.5 CR. If successful you swap one of their items (a random electronic, a weapon, a magical device, determined randomly) for an item you're holding, which may be anything. If you fail the target caught you in the act and nothing swapped hands. This may further anger them, at the GM's discretion. The moment you're successful the item is in your hands and clear for all to see, and the target who you stole it from gets +4 to grapple checks against you so long as they are to retrieve the stolen item.

Socialites' Silence (Resolve point) – Arbiter Trait, Socialite, 10th level.

You grew up with a rowdy crowd, either your family members, friends, or the ragtag group of aliens you survived in the streets with. As a full round action you may spend a Resolve point and gain immunity to Intimidate checks for one hour. Any successes against you fail, as you stubbornly refuse to talk.

No, it Wasn't – Arbiter Trait, Socialite

Part of being a great social influence is to never get your clothes dirty, and you're masterful at passing the buck. Never has a spilled drink or spoken gaff fallen upon you for blame, as you know how to innocently pass blame on to another hapless, more likely target.

Whenever you're the target of a diplomacy or other charisma-based check you can attempt to redirect the focus to another friendly target. They must be adjacent to you, and as a Standard action you attempt a Bluff check against the accuser's Sense Motive. If successful they fall for your redirection, believing your ally was the cause.

Envoy Emulation (Resolve point) – Arbiter Trait, 6th Level

You've seen many a skilled speaker in your days, and picked up a few tricks of the tongue. You gain an Expertise dice on one of the skills associated with your theme. Whenever you roll the chosen skill you may add a d6 to the roll or reroll the d20. You must make this choice before the result is revealed. This roll never gains bonuses as you level. You must spend a Resolve point every time you use this ability.

Operative Observance (resolve point) – Arbiter Trait, 6th Level

Through knowing the right (or wrong) people you've picked up talents you shouldn't have. You gain an Operative Exploit of level 2. You must spend a Resolve point every time you use this talent.

Charming Charlatan – Arbiter Trait, Jester, 6th Level

Even if you're lying to their faces, people still appreciate the moxie with which you tell lies, jokes or tall tales. Once per target per day, you may use Bluff in place of Diplomacy. If you fail but are within 9 points of succeeding, you improve the target's attitude towards you by one step anyway. Whether you succeed or fail you can only use this ability on any given character once within 24 hours. This ability is useless in battle.

I dabble... - Arbiter Trait, 10th Level

You learned how to do some certain trick properly from another in your profession. Choose an Arbiter trick of 6th level or lower from another theme. You learn that trick.

Hotshot – Arbiter Trait

You always figured an enemy was a lot less threatening without a gun, right? As a Standard action you can roll an attack against AC 15. If you succeed you shoot the target's weapon instead. They need to make a Reflex save against your attack roll (use the same result) or drop the item. A two-handed item isn't dropped but is no longer wielded correctly.

Shining Example – Arbiter Trait

You were taught your tricks so well you feel like passing on advice wherever possible. When you use the Aid another action and succeed, you add +3 to their skill or check, in place of the normal +2.

Last Laugh – Arbiter Trait, 16th Level

Those who laugh last think slowest. Whenever someone scores a critical hit against you can snap off a ranged attack in the direction it came from. If you hit you don't deal damage, but the target must make a Will (DC 10 + half your level + Cha) or take 1d6 Intelligence damage as you take strike them back in surprise retaliation. Even if they fail they take 2 Intelligence damage. You may also use an attack of opportunity as normal with the same benefit if in close combat. The GM decides whether you can attack back in unclear situations, for example, if a Sniper hits you from deep cover there is no chance to retaliate them back. You are staggered on your next turn.

Heavy Hearted – Arbiter Trait

You learned long ago to talk slowly and carry a bit stick. Everyone listens more politely when you've

got a cannon waving about in their face. You gain the Heavy weapon proficiency feat.

Calling in a Favour – Arbiter Trait, socialite, 16th Level

You've always got a rogue's gallery of friends and people who owe you a favor, and sometimes you just need that little bit more help. You may spend a Resolve point at the start of your day to gain a lackey for the day. This lackey is an NPC of your level -4. Consult with your GM the exact build and nature of your lackey, but they should be appropriate to the area or situation at hand. A level 10 Criminal may help you in a city, acting as a bodyguard and Diplomacy master for the day. If you're in the wilderness you may enlist a Mechanic who has a stealth drone, able to scout ahead for you and relay back news of dangers ahead. The exact nature is ultimately up to your GM. The cost in resolve points to keep a lackey around increases by one every day, until the cost is too high, or you choose not to pay. Particularly unpleasant situations may call for a successful Diplomacy or Intimidate check before the lackey shows up.

Seriously, officer! I wasn't there (Resolve point) – Arbiter, 16th Level

You're so good at creating a diversion most people forget you even attempted it in the first place. Once a day when you use Bluff to create a diversion you can spend a resolve and a full action. If you do, make the Bluff check with a +2 bonus and compare it to the Sense Motive checks of every character within 30 ft (including allies). You are functionally invisible to everyone who failed the check. This effect wears off next time you interact with the individual in a combative way (attacks, grapple, casting a spell at them) but only after your action is resolved. This allows you to walk away without the need of further checks, as

the targets are completely enthralled with your diversion. Other events may make the creatures aware of you again, such as being contacted on walkie-talkie by another character who can see you on a live camera feed.

WEAPON SPECIALIZATION (EX) — 3RD LEVEL

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

DASH AND BASH (EX) — 5TH LEVEL

Your misguidance is quicker than the eye. You may make a feint check instead of an attack at the end of a charge, with the -2 penalty to the check and AC as normal. Success means your target is off-target and flat-footed for all your allies until your next turn.

ARBITER'S INFLUENCE (SU) — 7TH LEVEL

Your influence over the minutia of the world around you goes totally unnoticed, as you can even influence where people put down cups of tea, important documents, or sets of keys. You can use Psychokinetic hand 3 times a day, using your character level as your caster level.

ARBITER'S UNDERSTANDING (EX) — 9TH LEVEL

You're so attuned to the body language of all beings that you barely need words to communicate. You can use Comprehend Language for a number of minutes each day equal to your level. These minutes don't need to be consecutive but must be used in 1-minute increments.

TOO GOOD TO BE TRUE (EX) — 11TH LEVEL

Your abilities to entertain are becoming a local legend, and your ability to

baffle people is unheard of. No one's sure if you're a friend or foe, but they really want a chance to be your friend. When making a full attack you can now take 3 actions, the first of which must be an attack. The second action can be either an attack or a feint, while the last action must be a feint. All checks are made at a -6 penalty.

ARBITER'S INSIGHT (SU) `12TH LEVEL`

You've been reading people so long that your guesses are supernaturally accurate. Once per day for every 3 levels of Arbiter you have, you can cast Augury. Use your character level as your caster level.

IMPROVED MODUS OPERANDI (EX) `13TH LEVEL`

You're so skilled at your mannerisms and behaviors that you gain unknown levels of competence. You get a +4 enhancement bonus to feint using your alternate options as provided by your theme (Sense motive for a Jester, or Intimidate for a Socialite).

ARBITER'S RESOLVE (SU) `15TH LEVEL`

You gain either greater fortitude, greater iron will or greater reflexes as a bonus feat. You can choose these feats even if you don't meet the prerequisites.

ALICE'S PICNIC (SU) `17TH LEVEL`

Your powers of misdirecting attention are so great you can confuse an enemy mid-fight. You whisper genuine sweet nothings into the targets ear or ask them an intensely needed question about the space football game score from last night, you just have to know! Roll a Diplomacy check to beat DC 15 +CR of your target. If you succeed, you distract the enemy with the piece of information or the polite offer that utterly distracts, making it confused for 1d4 rounds plus your Charisma mod, as long as it's attention is focused on you. Once you've attempted this check against a creature that creature is immune for 24 hours.

UNIVERSE'S EAR (SU, SP) `19TH LEVEL`

You're so unbelievably lucky, and so good at reading people, situations, social climate, and trends, that you can predict with tremendous accuracy how things will roll out. You may spend 2 resolve points and a day in quiet contemplation of all things and gain the benefits of a Wish or Miracle, as you decide things will turn out. Consult your GM as to what can and can't be steered by your actions and influences, but this could lead to a meeting with a villain who has forgotten a major part of their plan because of your interfering. Perhaps a load of cargo has been waylaid in another continent, picked up on the local black market, and therefore you've found yourself an item that is rare, above your level, and accidentally delivered to the wrong address, namely your house. This ability may be used once per month, and the 2 spent resolve points never replenish with overnight rest until a new month (30 days) begins. The final say is always up to your GM.

MASTER OF ALL (EX, SU) `20TH LEVEL`

Your talents have surpassed even your expectations, and you could make politicians listen. As a full round action, you can force a creature to attempt a Will save (DC = 10 + half your level + Cha modifier). If the target fails, they are under your control as per Dominate monster for a number of rounds equal to your level. You use this ability any number of times per day as long as you have rounds left.

ASTRODIGITATOR

STAMINA POINTS
5 + CONSTITUTION MODIFIER

5 HP

Vehicles are an everyday and central part of life in the Pact Worlds, whether hovercycles or spacecraft. Astrodigitators are magically- attuned individuals who find mystical connections with vehicles. Through intensive training in astral navigation, spaceship piloting, and Drift metaphysics, astrodigitators can bond with vehicles through eldritchly-enhanced psychic rituals. By magically connecting with a starship, they can boost the starship's overall performance. Astrodigitators can enhance both their handheld firearms as well as the weaponry of the starships and vehicles with which they bond.

KEY ABILITY SCORE

Your Intelligence determines your spellcasting ability, the saving throw DCs of your spells, and the number of bonus spells you can cast per day, so Intelligence is your key ability score. Also, a high Dexterity score can help you pilot starships, fire weapons, and dodge incoming attacks.

CLASS SKILLS

SKILL RANKS PER LEVEL:
4 + INTELLIGENCE MODIFIER

Bluff (Cha)	Perception (Wis)
Culture (Int)	Physical
Diplomacy (Cha)	Science (Int)
Engineering (Int)	Piloting (Dex)
Mysicism (Int)	Profession (Cha, Int or Wis)

PROFECIENCIES

ARMOR
Light

WEAPONS
Basic melee weapons
small arms, longarms

Level	Base Attack Bonus	Fort Save Bonus	Ref Save Bonus	Will Save Bonus	Class Features	Spells Per Day					
						1st	2nd	3rd	4th	5th	6th
1	+0	+0	+0	+2	Bondcraft +1, Spells,	2	-	-	-	-	-
2	+1	+0	+0	+3	Starship Support +1	2	-	-	-	-	-
3	+2	+1	+1	+3	Artillery Soul, Weapon Specialization	3	-	-	-	-	-
4	+3	+1	+1	+4	-	3	2	-	-	-	-
5	+3	+1	+1	+4	Leaf on the Wind +1, Starship Support +2	3	2	-	-	-	-
6	+4	+2	+2	+5	Cannonade +1	4	2	-	-	-	-
7	+5	+2	+2	+5	-	4	3	2	-	-	-
8	+6	+2	+2	+6	Computer Boost	4	4	2	-	-	-
9	+6	+3	+3	+6	Starship Support +3	5	4	3	-	-	-
10	+7	+3	+3	+7	-	5	4	3	2	-	-
11	+8	+3	+3	+7	One with the Drift	5	4	4	2	-	-
12	+9	+4	+4	+8	Leaf on the Wind +2	5	5	4	3	-	-
13	+9	+4	+4	+8	Starship Support +4	5	5	4	3	2	-
14	+10	+4	+4	+9	Cannonade +2	5	5	4	4	2	-
15	+11	+5	+5	+9	Long-Distance Telepathy	5	5	5	4	3	-
16	+12	+5	+5	+10	-	5	5	5	4	3	2
17	+12	+5	+5	+10	Computer Boost, Starship Support +5	5	5	5	4	4	2
18	+13	+6	+6	+11	Drift Disruption	5	5	5	5	4	3
19	+14	+6	+6	+11	Fleet of Shadows, Leaf on the Wind +3	5	5	5	5	5	4
20	+15	+6	+6	+12	Merge	5	5	5	5	5	5

SPELLS

1ST LEVEL

You cast spells drawn from the astrodigitator spell list. To learn or cast a spell, you must have an Intelligence 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 Intelligence 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 the above table. In addition, you receive bonus spells per day if you have an Intelligence modifier of +1 or higher, as shown on Table 4–11: Technomancer Bonus Spells but substituting "Astrodigitator Bonus Spells" for "Technomancer Bonus Spells." Also, note that you only receive these bonus spells once you can cast spells of that level normally. 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 four 0-level spells and two 1st-level spells of your choice. At each new astrodigitator level, you learn one or more new spells, as indicated on Table 4–12: Technomancer Spells Known but substituting "Astrodigitator Spells Known" for "Technomancer Spells Known." Unlike spells per day, the number of spells you know isn't affected by your Intelligence 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 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.

Consistent with the sidebar "Other Actions in Starship Combat," you may cast spells during starship combat. Spells with a casting time of "1 standard action" may be cast in lieu of performing a crew action, and you may cast one

spell with a casting time of "1 reaction" per round in addition to other actions.

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

BONDCRAFT (SU) — 1ST LEVEL

After boarding a starship or vehicle, an astrodigitator may spend 10 minutes performing a magical ritual to bond with the starship or vehicle. You remain bonded with the starship or vehicle as long as you remain onboard. If you leave the starship or vehicle and later return, you would have to redo the ritual to bond with it again. Only one astrodigitator at a time may be bonded with a vehicle or starship. An astrodigitator can only be aboard one starship or vehicle at a time. Several astrodigitator powers boost aspects to a starship or vehicle, but only while the astrodigitator is bonded with the specific starship or vehicle. All such improvements vanish once the astrodigitator leaves the craft.

Once an astrodigitator has bonded with a vehicle or starship, an astrodigitator can imbue a starship or vehicle's weaponry with arcane energies. Up to once per three rounds, an astrodigitator can add extra damage to a successful gunnery hit or vehicle attack by expending a spell. The bonus damage is 1d8 per the expended spell's level (0-level spells cannot be used). This bonus damage is of the same type of damage that the weapon or attack normally inflicts.

STARSHIP SUPPORT (EX) — 1ST LEVEL

An astrodigitator selects two of the following skills: Bluff, Computers, Diplomacy, Engineering, Intimidate, or Piloting. The astrodigitator adds a +1 insight bonus on checks with the two chosen skills.

These bonuses increase by 1 at 5th level and every four levels thereafter.

ARTILLERY SOUL (EX) — 2ND LEVEL

As a bonus feat, you gain Grenade Proficiency, or you can instead select Heavy Weapon Proficiency if you meet the feat's prerequisite (in particular, a minimum Strength score of 13).

WEAPON SPEC (EX) — 3RD LEVEL

You gain the Weapon Specialization feat as a bonus feat for each weapon type this class grants you proficiency with (including heavy weapons if you gained proficiency in heavy weapons through the Artillery Soul class feature).

LEAF ON THE WIND (SU) — 3RD LEVEL

While you are bonded with a starship, its AC and TL increase by 1. While you are bonded with a vehicle, its EAC and KAC increase by 1. These bonuses increase by 1 at 12th level and again at 19th level.

CANNONADE (SU) — 6TH LEVEL

The experience of feeling like you are part of a plasma cannon, torpedo launcher, or the like has permanently enhanced your ability to inflict damage upon your enemies. For all of your attacks with a ranged weapon add +1d6 damage, of the same type of damage as the underlying attack.

While you are bonded with a starship or vehicle, one of its weapons similarly adds +1d6 damage of the same damage type. This bonus damage increases from +1d6 to +2d6 when the astrodigitator reaches 14th level. This bonus damage also applies to ramming in vehicle combat.

COMPUTER BOOST (SU) — 7TH LEVEL

A starship's onboard computer absorbs energy and efficiency from your increas-

ingly powerful magical aura. As you communicate with the computer telepathically, its artificial intelligence temporarily evolves in its self-teaching, understanding, and computations. When you bond with a starship, choose one of two improvements: either add one node to the ship's computer, or increase by 1 the bonus normally provided by each of the computer's nodes. When you reach 17th level, the bonded starship's computer receives both improvements.

ONE WITH THE DRIFT (SU)   11TH LEVEL

The starship with which you're bonded is treated as having a Drift engine rating 1 higher than normal, provided the ship has a Drift rating of at least 1. Additionally, hyperspace travel in a starship with which you're bonded takes 1 day less than normal, to a minimum of 1 day of travel time.

LONG-DISTANCE TELEPATHY (SP)   15TH LEVEL

You can project your consciousness in hopes of forming a mental link with a willing mind, even if unseen and far away (including during starship combat). Once per day when you cast *telepathy*, you may cast it with a range of 100 miles and you do not need line of sight or line of effect. You gain *telepathy* as a bonus spell known; if you already know *telepathy* you may instead select any other astrodigitator spell of 5th level or lower as a bonus spell known.

DRIFT DISRUPTION (SU)   18TH LEVEL

Once per day, as a standard action you can project a field of dark, negative energy that either disrupts creatures' ability to teleport, or disrupts starships' ability to enter the Drift. If you are in starship combat, this magical ability functions just like your bonded starship has a drift shadow projector. Outside of starship combat, this ability prevents teleportation magic within a 200-foot long cone for 10 rounds.

FLEET OF SHADOWS (SP)   19TH LEVEL

You can project a powerful illusion of darkly intimidating shadow starships, even during starship combat. You gain *shadowy fleet* as a bonus spell known; if you already know *shadowy fleet* you may instead select any other astrodigitator spell of 6th level or lower as a bonus spell known. When you cast *shadowy fleet* during starship combat, you may choose to have it function as follows:

NEW SPELL

SHADOWY FLEET, AUGMENTED (in starship combat)
School illusion (shadow)
Casting Time 1 standard action
Range 10 hexes
Duration 1 round/level
Saving Throw Will disbelief (see below); **Spell Resistance** no

You summon three illusionary starships that suddenly appear out of the Drift. The fake ships occupy three adjacent hexes. Each round during the Helm Phase of starship combat, you may as a standard action move the illusionary ships together in unison (at the speed of 10 with good maneuverability) at the same time that your bonded starship moves. Each round during the Gunnery Phase, each enemy vessel located within 6 hexes of one or more of the illusionary vessels suffers 6d6 damage to its arc nearest the shadowy ships.

After an enemy starship has taken damage from this spell once, any subsequent damage from the *shadowy fleet* is subject to a Will save. If the target starship's science officer (or pilot, if there is no science officer) succeeds on a Will save against the spell's DC, it suffers no additional damage and the spell no longer has any affect on that target starship.

If any shadow starships are attacked, the illusions appear to suffer damage, but they continue fighting unabated until the spell's duration ends, or all enemies disbelieve the *shadowy fleet*. The illusionary starships cannot perform any actions other than the pilot action "fly."

MERGE (SU)   20TH LEVEL

When you bond with a starship or vehicle, you vanish and become part of the craft itself. During starship combat, you may perform two different roles each round rather than just one, meaning you can perform two different crew actions per round. During vehicle or starship combat, the bonus damage from Bondcraft is doubled. Any starship with which you are bonded is treated as having a Drift engine rating 2 higher than normal. If the starship has no Drift capability, instead you magically make it Drift capable, with an effective Drift engine rating of 1.

ASTRODIGITATOR SPELL LIST:

0-level: *dancing lights, detect magic, energy ray, fatigue, ghost sound, janitorial service*, mending, psychokinetic hand, telepathic message, token spell, transfer charge*

1st-level: *aid pilot*, comprehend languages, detect radiation, detect tech, detect thoughts, grease, holographic image, identify, jolting surge, junksword, keen senses, life bubble, mind link, overheat, restore shields*, seeking shot, supercharge weapon*

2nd-level: *aid pilot*, caustic conversion, confound targeting*, darkvision, extra firepower (lesser)*, fog cloud, force blast, holographic image, invisibility, junksword, knock, make whole, microbot assault, restore shields*, security seal, see invisibility, status*

3rd-level: *aid pilot*, arcane sight, chameleonic hull*, clairaudience/ clairvoyance, dispel magic, entropic grasp, explosive blast, handy junkbot, haste, holographic image, irradiate, junksword, resistant armor (lesser), restore shields*, robotic assistant*, synaptic pulse, tongues*

4th-level: *aid pilot*, confound targeting (greater)*, cosmic eddy, destruction protocol, dimension door, dismissal, extra firepower*, holographic image, invisibility (greater), junksword, planar binding, resistant armor, restore shields*, rewire flesh, soothing protocol, telepathic bond, wall of fire*

5th-level: *aid pilot*, break enchantment, call cosmos, contact other plane, control machines, dismissal, dispel magic (greater), ESP EMP*, heat leech, holographic image, junksword, planar binding, rapid repair, restore shields*, synaptic pulse (greater), telepathy, teleport*

6th-level: *battle junkbot, disintegrate, enshrining refuge, extra firepower (greater)*, holographic image, invisibility (mass), junksword, nuke 'em*, planar binding, plane shift, resistant armor (greater), rewire flesh (mass), shadowy fleet, starship teleport*, telepathic jaunt, true seeing, wall of steel*

* indicates a new spell described in Chapter 2.

DIMENSIONAL BOMBARDIER

STAMINA POINTS
6 + CONSTITUTION MODIFIER

6 HP

Dimensional bombardiers are among the elite of space warriors, operating their vessel's weaponry like the strings of an electric guitar. Paired with this skill is their ability to bend spacetime and raining firepower from beyond!
They are maestros of mayhem, reveling in the destruction their bombs wreak. Their unique insights into explosions allow them to increase the effectiveness and lethality of any they cause. Any ship exploring the cosmos needs a dimensional bomber at the controls.

KEY ABILITY SCORE

Intelligence. You rely on understanding how the universe works so you can bend space to bring to firepower that couldn't apply where you want it. Your Intelligence Modifier brings you Resolve. When quarters are a little too close, you rely on your Constitution to survive your own reckless strategies.

CLASS SKILLS

SKILL RANKS PER LEVEL:
6 + INTELLIGENCE MODIFIER

Acrobatics (Dex)	Physical
Engineering (Int)	Science (Int)
Intimidate (Cha)	Piloting (Dex)
Mysicism (Int)	Profession (Cha, Int or Wis)
	Survival (Wis)

PROFECIENCIES

ARMOR
Light

WEAPONS
Basic melee weapons, grenades, small arms

Level	Base Attack Bonus	Fort Save Bonus	Ref Save Bonus	Will Save Bonus	Class Features
1	+0	+0	+2	+2	Mad Bomber, Collateral Damage 5 feet
2	+1	+0	+3	+3	Ring Gate 1
3	+2	+1	+3	+3	Ring Trick, Weapon Specialization
4	+3	+1	+4	+4	Demolitions
5	+3	+1	+4	+4	Ring Gate 2, Collateral Damage 10 feet
6	+4	+2	+5	+5	Ring Trick
7	+5	+2	+5	+5	Cannonade
8	+6	+2	+6	+6	Ring Gate 3
9	+6	+3	+6	+6	Ring Trick
10	+7	+3	+7	+7	Reckless Ambition, Collateral Damage 15 feet
11	+8	+3	+7	+7	Ring Gate 4
12	+9	+4	+8	+8	Ring Trick
13	+9	+4	+8	+8	Disaster
14	+10	+4	+9	+9	Ring Gate 5
15	+11	+5	+9	+9	Ring Trick, Collateral Damage 20 feet
16	+12	+5	+10	+10	Orbital Bombardment
17	+12	+5	+10	+10	Ring Gate 6
18	+13	+6	+11	+11	Ring Trick
19	+14	+6	+11	+11	Dimensional Shift
20	+15	+6	+12	+12	Cataclysm, Ring Gate 7

MAD BOMBER — 1ST LEVEL

As a Dimensional Bombardier you know how to build grenades and other explosive devices. The Dimensional Bombardier can build grenades by making a Physical Science Check. The cost of building a grenade is 15 + the level of the grenade. Creating the grenade costs one half the cost of purchasing the grenade. A Dimensional Bombardier can build any grenade with a level equal to one half his level. It takes you one hour for each grenade you need to make.

COLLATERAL DAMAGE (EX) — 1ST LEVEL

The Dimensional Bombardier knows a lot about causing as much havoc as possible. As such, weapons that have the "Explode" feature have an extended effect range. At 1st level, the Dimensional Bombardier chooses an adjacent 5-foot square to the effect area. The effects of the weapon carry into the chosen 5-foot area. At 5th level and every 5 levels beyond that up to level 15. These additional areas need to be adjacent to the weapon's area of effect, but not each other.

RING GATE (SU) — 2ND LEVEL

At second level the Dimensional Bombardier can create a device that allows her to bend space and time. This device is roughly a foot in diameter. It is magically charged and allows the Dimensional Bombardier to access many areas that are out of reach and bring to bare artillery from far away. The Dimensional Bombardier can affix a Ring Gate to a heavy weapon or a weapon attached to a starship or a vehicle. Affixing the Ring Gate takes about an hour. But once affixed it remains until the Dimensional Bombardier builds another Ring Gate or takes if off.

As a Standard action the Dimensional Bombardier can activate her end of the Ring Gate to rain fire from off the field. Select a single target within 90 feet, or a 5-foot square within 90 feet. The affixed weapon then fires on that space or creature, using the Dimensional Bombardier's Ranged Attack Bonus. The Ring gate limits the amount of energy being pumped out of the gate. This limits the damage to 1 die of

damage. This increases to 2 dice of damage at level 5 and increases to 3 at 8th level at every third level after that. The damage is based on the weapon the that the Ring Gate is affixed to.

Building a Ring Gate takes two hours of concentrated effort with access to mechanic tools, starship tools, or similar magical tools.

RING TRICK (SU)　　　BRD LEVEL

At third level the Dimensional Bombardier can manipulate Ring Gates to perform tricks with them. The Dimensional bombardier can pick one such trick at level three and every third level after that up to level 18. Each of these tricks is a Standard Action to activate unless otherwise stated. If a Ring Trick requires a save, the DC for the save is 10 + ½ the Dimensional Bombardier Level + her intelligence modifier. A Dimensional Bombardier can't select the same trick more than once, unless otherwise stated. Each Ring Trick is a Supernatural ability unless it's stated otherwise in the trick.

WEAPON SPECIALIZATION (EX)　　　BRD LEVEL

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

DEMOLITIONS (EX)　　　4TH LEVEL

When you wield a weapon with the Explode special property, you can grant it the Breach special property with a single minute of preparation. If the weapon already has the Breach special quality, you double the weapon's Item Level to the Strength Check.

You can spend a Resolve point when you set a weapon with the Breach special property. If you do, you treat any roll less than 10 as a 9.

CANNONADE (EX)　　　7TH LEVEL

By spending a point of Resolve, you can orchestrate a salvo of cannon support in conjunction with a barrage of grenades or weapon fire. As a Full-Round Action, you can use your Ring Gate to make an attack while firing a Small Arms, Heavy Weapon or throw a Grenade.

Additionally, when you are on a Starship, and you act as a gunner and you activate the Broadside action, you can include the weapon that is affixed to your Ring Gate as part of the attack.

RECKLESS AMBITION (SU)　　　10TH LEVEL

You can spend a point of Resolve when you are included in your own Explode effect. When you do, you may add your Constitution modifier to the saving throw to avoid the effect. You may Spend two Resolve points to gain ½ of the damage dealt by the Explode effect as Temporary Hit points.

DISASTER (SU)　　　13TH LEVEL

When you activate your Ring Gates to attack an area you may spend up to three resolve points as you wish. Each Resolve point you spend is another 5 foot area you can pick within 90 feet. Resolve each attack with a −4 penalty. Any creature that suffers the effects of the Ring Gate attack must make attempt a Constitution Saving Throw with a DC of 5 + the amount of damage suffered. If a creature fails the Saving throw, they are knocked prone.

ORBITAL BOMBARDMENT (SU)　　　16TH LEVEL

When you reach 16th level your Ring Gates allow you to access orbital weapons that allow you to spread destruction as far as the eyes can see. By spending 3 resolve points, and removing your Ring Gate from it's weapon, you can open a portal to deep space, and summon forth a massive wave of energy to bombard the planet. All creatures within 80 feet of a point you can see must make a Reflex Save DC: 10 + ½ your Dimensional Bombardier Level + Intelligence Modifier. Those that fail suffer 8d8 points of bludgeoning damage. The element of this damage is based

on the weapon that the Ring Gate was affixed to.

DIMENSIONAL SHIFT (SP)   `19TH LEVEL`

When you fire a weapon affixed to a Ring Gate you may spend 1 Resolve point to teleport to any space within 30 feet of the point of impact.

Additionally, when you are a Gunner on a SpaceShip, and you fire at an enemy spaceship, you may spend 1 Resolve point to change where the weapon impacts the enemy ship on a hit. Instead of hitting the arc that you would normally, you can hit one arc adjacent to that arc.

CATACLYSM (SP)   `20TH LEVEL`

As a Full-Round Action you can Activate your Ring Gate and open a portal to the center of a star. Exploding forth from a tiny hole; a hellstorm of gravatonic fury. Pick a single point within 90 feet. Every creature within 30 feet of the portal needs to make a Strength check, DC: 30. Every creature that fails the check is sucked into the gate and teleported into the center of the nearest star.

You can spend a single point of Reserve to extend the opening 1 additional round. Maintaining the portal is a Full-Round Action. Doing so allows you to move the portal 10 feet. After the end of your turn, each creature within 30 feet of the portal must make the check except the Dimensional Bombardier.

RING TRICKS

Ring gates are special unique devices. They bend space and time and allow Dimensional Bombardiers to bare terrible power from places far away. However, clever Dimensional Bombardiers figure out ways to manipulate the rings to provide unique usefulness.

The following are tricks are available to the Dimensional Bombardier at third level. As a reminder, unless otherwise stating,

EXTRA RING GATE (EX)

In the time it takes to build a single Ring Gate, you can build a second one. This Ring Gate can be affixed to a different weapon so you can use that as well. You can also leave it unaffixed to use other Ring Tricks. This extra Ring Gate operates just like the Regular Ring Gate.

INDIRECT FIRE (SU)

If you have an un-affixed Ring Gate you can spend a Standard Action to allow an ally to attack someone from a point in space that you dictate. The Foe is Flat-Footed for the purpose of your ally's attacks. If you spend a Full-Round Action you can attack the target with a simple melee weapon or a small arm.

POCKET GRENADE (SU)

If you have an un-affixed Ring Gate you can drop a grenade into a space within 30 feet inconspicuously. The grenade explodes one turn later. The explosion uses your Ring Trick Saving throw to prevent the damage and effects of the grenade.

GATE STEP (SP)

By spending a point of Resolve you can use your Ring Gate to teleport you to a single point within 30 feet.

IMPROVED GATE STEP (SP)

Prerequisite: Gate Step

By spending two points of Resolve, you can use your Ring Gate to teleport you 10 feet per Dimensional Bombardier level. This Teleportation is a move action.

EVEN MORE RING GATES (EX)

Prerequisite: Extra Ring Gate

When you make two Ring Gates, you can use a little of the extra resources and time to build a third ring gate. This ring gate functions just like

the first two. You may take this Ring Trick again, each time you do you get another Ring Gate.

DIMENSIONAL LENSING (EX)

When you take this trick choose one: Acid, Cold, Fire, Electric, or Sonic. When you use your Ring Gate to fire a weapon, you can use dimensional forces to change the damage to the selected type by spending a Resolve Point. You may take this Ring Trick multiple times. Each time you do you may pick another type.

DIMENSIONAL SHIELD (SU)

When you are attacked, you can use your immediate action to place an unaffixed ring in the path of the attack. Doing so allows you to avoid half the damage.

QUICK AFFIXING (SU)

You can spend a point of Resolve to affix your Ring Gate to a single weapon that you can touch. This Ring Gate stays affixed to the weapon for a minute. After which you can spend another Resolve point.

GRENADE DELIVERY PROFICIENCY (EX)

You gain proficiency with any weapon that uses Grenades as ammunition.

EXPLOSIVE VENTING (SU)

When an object explodes near you, you can open a small portal to leak the effects of your 5 foot location to another space adjacent to you. Doing so is an immediate action.

AIR RING (EX)

You can open a small dimensional hole to the Plane of Air. No bigger than a pin prick. This creates roughly 10 minutes' worth of air for you to breath.

EXPLOSION MIRROR (SU)

By creating a portal that loops an explosion in on itself, you may reduce the Explode range of a weapon by 5, to increase the Reflex Save by 2.

MAXIMIZE BLAST RADIUS (SP)

When you weild a weapon with the Explode special property, you can spend a point of Resolve to extend the area of effect of Explode weapons by 10 feet.

TELEPORTATION GURU (EX)

You can take five minutes to study an object that is used for teleportation. After the study, you can determine if it teleports you somewhere with a safe atmosphere and what direction it teleports you. If it teleports you to a different plane or to a location hidden by magic, your study comes up with no direction for the teleportation.

PEAK PORTAL (SP)

If you have an unaffixed Ring Gate, you can use it to peak into a single location within 100 feet. Any creature that can see can sense your open portal and look at you. You can maintain the gaze for 1 minute.

PORTAL'S REACH (SU)

You can affix your Ring Gate to a Melee weapon. Doing so allows you to attack an opponent's Energy Armor Class with the Melee weapon, when you activate your Ring Gate. The Enemy must be Adjacent to you.

DIMENSIONAL WHIPLASH (SU)

You can use your Ring Gate's dimensional turbulence to vent unstable gravity waves outward from yourself. Each creature within 10 feet of you needs to make a Reflex Saving throw. Those that fail are pushed back 10 feet and are knocked prone.

ELDRITCH ARTILLERIST

STAMINA POINTS
7 + CONSTITUTION MODIFIER

7 HP

Long ago some turned to the stars for power. Some studied them rigorously. Some reached out to claim the heart of fire. Others saw the unending inky void and shouted. Every once in a while something spoke back. To those that listen intently the void promised power. To the desperate the void offered respite. To the hungry the void offered means.

Now with ships sailing the from world to world; the void is called upon less. The beings behind the vale are hungry for devotion. They house themselves in the fraying ends of society. Such beings bring promises to the disenfranchised. But with so few calling upon them those that do are offered much greater powers than those of old.

KEY ABILITY SCORE

Your Dexterity helps you wield your Pact Manifest. Though Wisdom helps you resist the clawing in the back of your mind. A high Constitution score gives you the stamina to let you deal with consequences of your pact.

CLASS SKILLS

SKILL RANKS PER LEVEL: 4 + INTELLIGENCE MODIFIER

Acrobatics (Dex)	Mysticism (Wis)
Athletics (Str)	Perception (Wis)
Bluff (Cha)	Profession (Cha, Int or Wis)
Culture (Int)	Sense Motive (Wis)
Disguise (Cha)	Stealth (Dex)
Intimidate (Cha)	Survival (Wis)

PROFICIENCIES

ARMOR
Light

WEAPONS
basic melee weapons, small arms, longarms.

Level	Base Attack Bonus	Fort Save Bonus	Ref Save Bonus	Will Save Bonus	Class Features
1	+1	+0	+2	+2	Sealed Pact, Pact Manifest
2	+2	+0	+3	+3	Pact Power
3	+3	+1	+3	+3	Weapon Specialization
4	+4	+1	+4	+4	Pact Power
5	+5	+1	+4	+4	Void's Call
6	+6	+2	+5	+5	Pact Power
7	+7	+2	+5	+5	Ears of the Serpent
8	+6	+2	+6	+6	Pact Power
9	+9	+3	+6	+6	Corrupted Blood
10	+10	+3	+7	+7	Pact Power
11	+11	+3	+7	+7	Expanded Pact
12	+12	+4	+8	+8	Pact Power
13	+13	+4	+8	+8	Void's Gift
14	+14	+4	+9	+9	Pact Power
15	+15	+5	+9	+9	Entropic Aura
16	+16	+5	+10	+10	Pact Power
17	+17	+5	+10	+10	Fabric Vision
18	+18	+6	+11	+11	Pact Power
19	+19	+6	+11	+11	Tear the Veil
20	+20	+6	+12	+12	Pact Fulfilled

SEALED PACT — 1ST LEVEL

You have entered a deal with those that reside within the fringes of understood space. Not quite gods but seemingly just as powerful. These things whispered powers and promises for doing esoteric deeds. Each thing promises a different kind of power. Each one also promises a different gift. Once the Pact is made, it cannot be changed.

PACT MANIFEST (EX) — 1ST LEVEL

You have been granted a gift from the unknown entity that you made a pact with. Each Pact has a different manifestation but each grants incredible power. This manifestation can be wielded as a weapon. The weapon's range and damage is determined by the pact itself. If you are ever separated from your Pact Manifest you can conjure it to your hand with a minute of concentration. You may rush the summoning by spending a Resolve Point to wield it as a Swift Action. These Pact Manifests all have the Analog quality. Manifestations do not need to be reloaded.

PACT POWERS — 2ND LEVEL

As you learn how to wield your manifestation with greater skill more powers become available. Each pact has a list of sub-powers that you can choose at 2nd level and each even level thereafter. These wild eyed powers may require a saving throw by a creature; in such cases the Saving Throw DC is equal to 10 + ½ your Eldritch Artillerist Level + your Wisdom Modifier. Unless otherwise stated, activating a Pact Power is a Standard Action, and remain active a number of rounds equal to your character level.

WEAPON SPECIALIZATION (EX) — 3RD LEVEL

You gain Weapon Specialization as a bonus feat for each weapon type this class grants you proficiency with. Your weapon specialization does not apply to your Pact Manifest weapon.

VOID'S CALL (SU) — 5TH LEVEL

Your pact has coated you in a thin layer of the void. As your reaction you can thicken this layer to protect you from the effects of ill atmosphere. This protection lasts a number of hours equal to your Eldritch Artillerist level. This can protect you from the effects of a total vacuum. Ending this protection is a swift action. You may use this protection in 1 hour increments.

EARS OF THE SERPENT (SP) — 7TH LEVEL

The pact you have has infested you. It has torn at your substance and replaced it with what should not be. Because of your duel nature you are particularly attuned to convenient falsehoods. Once per day with a minute of talking to someone, you can detect any falsehoods in their tones. You gain the effects the discern lies spell for 1 minute.

CORRUPTED BLOOD (SP) — 9TH LEVEL

You have created a pact with a creature that lives beyond mortal vision. Something that science has great difficulty detecting. When you activate this ability as a standard action you become invisible to all technological detection methods. Only purely magical sensors such as detect thoughts or detect magic. You remain undetectable for one hour per character level.

EXPANDED PACK (EX) — 11TH LEVEL

You have proven such a valuable service to your Pact's goals that other pacts have begun beckoning your attention to add their power to your service. In return they expect you to only spread their name. You may select an additional Pact. You now wield that Pact's pact manifest as well.

VOID'S GIFT (SU) — 13TH LEVEL

A bit of the void follows you everywhere you go. Your control has grown to a point where you can imbue other objects with your gift. If you man a starship gun, your manifest takes root in the cannon. Add ½ your Eldrict Artillerist's level to the starship weapon's damage roll.

ENTROPIC AURA (SU) — 15TH LEVEL

The things beyond encroach on the world through your body, and you encroach on theirs through this. You may shift yourself to the Ethereal Plane as if using the ethereal jaunt spell. You remain ethereal for one hour per class level. You may use this ability as a standard action. You may remain in this state in one hour increments. Shifting to the Material Plane from the Ethereal Plane is a free action that consumes the rest of that hour. While ethereal you gain a melee touch attack that deals 4d12 + your Charisma modifier points of cold damage. Attacking a creature with this touch attack does nothing. This touch attack sunders weapons and equipment without analog quality as if they had 0 hardness. Touching a battery in this state drains it entirely. Passing through electrical panels and systems cause it to short out temporarily.

FABRIC VISION (SP) — 17TH LEVEL

You can see the twisted fabric of space from conjuration spells. Specifically when a creature uses a spell or spell-like effect with the Teleportation descriptor; you can see the remaining threads of the destination lingering in the spot of the spell. You can make a Mysticism check with a DC of 15 + Caster Level of the teleporting creature to find the direction and distance of the creature.

to the degree that it burns. Choose an evocation or abjuration spell with the fire descriptor of a level you can cast. You may add this spell to your list of spells known by removing one of the illusion spells of the same level from your list. This focus can be chosen multiple times, each time you do choose a different spell to add and to remove.

Cosmic improvisation: Your illusions can bolster your allies or hinder your opponents. You may gain the use of an improvisation from the envoy list. This is limited to the sense-dependent improvisations. If this revelation has any requirements you must meet them, substituting envoy levels with your spectrumancer levels when appropriate. You must be at least 5th level to choose this focus.

Cosmic revelation: You may gain the use of a stellar revelation from the solarian list. This is limited to the photon revelations and you must determine which area of the EM spectrum it applies to for attunement purposes. If this revelation has any requirements you must meet them, substituting solarion levels with your spectrumancer levels when appropriate. You must be at least 10th level to choose this focus.

*EM pulse: The electromagnetic energy of your photon ray bursts upon contact overloading electronic systems. Every critical hit with your photon ray causes glitches in the target's electronics. Under one point of attunement this affects a single system (determined randomly), at 2 attunement points it affects two systems, and three systems are affected when you are fully attuned. The glitch lasts for a number of rounds equal to your Wisdom modifier, though a success-ful Reflex Save by the target reduces this to one round. This permanently modifies your photon rays, and is not an effect you must choose to use.

False damage reduction: Some opponents can be fooled into thinking you are immune to their attacks. As a standard action you cast an illusion around yourself hiding all damage and causing a sense of futility. Any individual who successfully attacks you must make a Will Save. Failure means they take a -2 penalty to further attacks against you.

Force field: A shimmering field of light can protect you from harm. As a reaction, you may use an illusion spell slot to create a force field around yourself. The number of temp hit points and fast healing of the shield are equal to the level of the spell slot used. It lasts for a number of rounds equal to your caster level or until you cast a different spell.

Gamma shield: Some of lights tiniest waves, can protect you from harm. When ultraviolet-attuned, the spectrumancer creates a bubble of gamma radiation around her. She gains a bonus to her KAC equal to her spectrumancer level. In addition anyone making melee attacks against her must succeed at a Fortitude Save or gain the sickened condition. Whether the save is successful or not, this attacks causes one attunement point to fade.

*Greater photon finish: When you score a critical hit with your photon ray, you may apply one effect from your list of photon finishes without any attunement points fading away.

Illusion unravel: As a specialist in light manipulation you gain a sense of when it is being altered. You gain a +2 enhancement bonus to saves against illusions. In addition you may unravel an illusion with your photon ray as if you had cast *dispel magic.* Using unravel this way requires you already be aware of the illusion.

*Improved EM pulse: You send electromagnetic pulses through your photon ray to disrupt an electronic system. You gain a +2 bonus to the DC of your EM pulse and may target a specific electronic system. Your photon ray deals no damage, but doesn't require a critical hit to function.

Layered illusion: You have learned not only to mask reality with illusions, but also to mask

LOUDER SOUND (EX)

Your Pact Manifest weapon upgrades a single D6 of damage to a D8. You may take this pact power multiple times, each time converting another d6 to a d8.

MADDENING NOISE (SU)

You can change the pitch of your song to force the target of your attack to make a Will Saving Throw. If they creature fails the saving throw the song lingers in their mind an additional turn and they gain the Staggered conditioned. A creature is immune to this effect for 24 hours after being subjected to it.

PITCH PERFECT (EX)

You have perfect control of your voice. You can match any pitch or tone. You get a +4 insight bonus on Disguise checks when your voice is necessary.

RIGHTEOUS SOUND (SU)

With a move action, you can change your weapons firing mode. Your manifested weapon's song will then erode one's resolve. The target must succeed against a Willpower Saving throw or gain the Shaken condition for one round. While firing in this mode, the weapon deals half it's normal damage. You may take this pact power multiple times. The second time you take this, it increases the duration to 1d4 rounds. Each subsequent time increases the duration by 1 round.

SHATTERING VOICE (SP)

With a Standard action, you can shout and rant at someone. If they have the Shaken condition they must make a Will saving throw. If they fail the saving throw they are frightened for 1 round.

SIREN SONG (SU)

When you sing, your voice carries a very specific wave length that calms humanoids. During a Perform (Singing check) you can fascinate a single humanoid. The DC for the fascination is 10 + the target creature's Sense Motive bonus. The creature remains fascinated for the duration of the song.

SPEAKERS (EX)

Your manifested weapon warps and gains a set of stereo speakers mounted to the side of the screaming face. You can as a move action switch it's firing mode to be a 15 ft. cone.

UNRECORDABLE VOICE (SU)

Your voice is unable to be recorded by technological means. It gets scrambled into incomprehensible screeching. Descrambling the message is a very difficult Technology check with a DC of 20 + the Eldritch Artillerist Level.

CORRUPT SEEDS HOST

MANIFEST: The manifestation of the Corrupt Seed is a one handed small arm. It is covered in twisted bark that ooze a sick infectious sap. It fires thick wooden pellets that take root in the target's flesh. The seeds release horrid fluids into the victim.

This weapon fires thorns that deal 1d8 points of piercing damage at first level. This increases by 1d8 for each odd level you attain. This weapon has the Inject special quality and the Injection DC+2 critical hit effect. Your Manifest weapon has a Range of 50 feet.

You can fill the Pact Manifest with a dose of poison by submerging your Pact Manifest in a dose of poison, drug, or medicinal compound. This substance fills on the next thorn you fire.

PACT POWERS

The following pact powers are exclusive to the Corrupt Seed's Host.

BARK SEED (SP)

Your pact manifest grows a small winged seed for each Wisdom Modifier you have. You may detach the seed and throw it at point of

ground within 30 feet. A tree grows that is 10 feet wide, and 10 feet tall per Eldritch Artillerist level. The tree can be pushed over with a Full-Round Action and be used as a bridge. If this Tree would fall on top of a living creature that is Tiny or larger it collapses into ash. Creatures smaller than Tiny tend to be able to the get out of the way, and are unharmed. The tree remains for 1 round per character level.

BLOODED ROOTS (SU)

As a Standard action You may give yourself the Bleeding (1) condition. As long as you are suffering this Bleeding condition, your Pack Manifest deals an additional 1d4 points of piercing damage. You can take this multiple times. Each time you take this the bleeding condition increases by 1, and the additional damage increases by 1d4.

BRAMBLE TWIN (SP)

Your pact manifest grows a smooth hard seed. Once per day when you are the target of a compulsion; you may force this effect on the seed as a Reaction. The seed quickly grows into a shambling bramble twin. The twin has an KAC and EAC of 10, 1 hit point, and a 7 in each attribute. It attempts to carry out what ever orders of the compulsion for the duration of the effect. If the effect is dispelled, the bramble twin turns to ash.

FERTILE SOIL (SP)

Once per day your pact manifest grows a spiny seed that you can plant in soil. The seed takes root and grows into a fiendish looking tree over 10 minutes. The tree is roughly 5 feet tall and 3 feet thick. The tree creates a piece of fruit that can be consumed to feed you all the nutrients you need for the day. After a minute the tree turns to ash.

GERMINATE (SU)

If you hit an enemy with your Pact Manifest and the enemy is suffering the bleeding condition; You may spend your Reaction to cause the thorn to take root and grant the Entangled condition for 1 round.

GNASHING OF BRANCHES (SU)

As a move action, you can switch your pact manifest's Firing mode. The thorn germinates in the barrel and your weapon loses the Inject and the Injection DC +2 qualities. Instead it fires in a 10 foot line of brambles out of the barrel. The brambles quickly grow into a wall that provide Half Cover. This bramble wall fades after 1 round per Eldritch Artillerist Level. The wall has 3 hit points per Eldritch Artillerist level and a Hardness equal to your Wisdom Modifier.

GREEN THUMB (EX)

You add ½ your eldritch artillerist level as an Insight bonus to Life Sciences skill checks.

PROFANE ROOTS (SU)

Your thorn takes root in the opponent. They suffer the Bleeding (1d4) condition.

PUSTULE (SU)

Your Pact Manifest grows a Pustule. The Pustule can adsorb a single dose of poison and apply it to a number of thorns equal to your Wisdom modifier. You may empty the Pustule as a Full-Round Action. You may take this pact manifest multiple times. Each additional time, your Pact Manifest grows another Pustule. Each pustule may be filled with a different substance. Each pustule requires a single dose. Switching which pustule fills your thorns is a Move action.

SCREAMING BARK (SU)

If you hit an enemy that is suffering the Bleeding Condition and the Entangled Condition, the thorn begins corrupting the flesh and screaming audibly. The corrupted thorn then draws energy from it's host then dies this round. The Creature suffers the Exhausted condition and is no longer suffering the Bleeding or Entangled Condition.

SHARP ROOTS (EX)

Your pact manifest ignores up to ½ your Eldritch Artillerist level in Damage Reduction and Hardness.

TREE CANOPY (SU)

Your pact manifest grows as berry like seed. By smashing the berry against the ground you create a magical safe zone. A 10-foot tall 30 foot in diameter dome of weeds, brambles, and branches sprout up around that location. The dome provides light with luminescent flowers pedals. The dome lasts 1 hour. Magical and technological attempts to see inside the dome fails. You can spend a resolve point to make the Dome last 1 hour per Eldritch Artillerist level. You can dismiss the dome, turning it into a pile of ash, as a standard action.

TUNNEL BORING SEED (SP)

Your pact manifest grows a series of small seeds. There is 1 seed per Wisdom modifier. You can plant a seed in any material as a Full Round Action. The seed takes 5 minutes to create the passage. The seed expands and creates a stable 10 foot tall, 30 foot long passage in soil, stone, mud or wood. The seed creates a 5 foot tall, 10-foot long passage through steel.

TOUCHED BY SLEEPING MADNESS

MANIFEST: This manifestation takes the place of one of your hands or one of your limbs that act as a hand. The limb is replaced by a cluster of slender tendrils covered in tiny bloodsucking pods. These tendrils have a reach of 10 feet. If this manifestation is successfully sundered, you lose the limb for 1 hour.

Your reach with this limb increases by 5 feet odd character levels you gain. Your tendrils have the Operative special quality. These tendrils do 1d12 points of bludgeoning damage. This increases by 1d4 at 3rd level, and an additional d4 for each odd level you attain.

PACT POWERS

The following pact powers are exclusive to those Touched by Sleeping Madness.

up, energy attacks against the mobile mech suit deal only half damage before applying hardness. Activating the shield is a standard action, and the shield remains active until the beginning of the activating character's next round.

8TH LEVEL MECH UPGRADES

CHARGED TENTACLE (EX)

You outfit your mobile mech suit with a large number of metal tendrils, which can be electrically charged as a swift action. Once charged, the tentacles can be used to attack creatures and objects within 10 feet, targeting EAC and dealing 3d10 points of electricity damage on a successful hit. The tentacles remain charged until a separate swift action is used to discharge them.

SPIDER CLIMB (EX)

Your suit gains a climb speed equal to half its land speed, allowing you to move up vertical surfaces which lack any kind of hand-or foothold.

11TH LEVEL MECH UPGRADES

EYE RAY (EX)

Your mobile mech suit gains a powerful laser mounted on the device's humanoid head, usually where the eye or eyes are stylized. This ray does 2d10 electricity and fire damage and consumes 1 charge per shot. As a full action, the ray can be overcharged, consuming 1d6 additional charges, but dealing 6d10 points of electricity and fire damage per shot. The overcharged eye ray cannot be fired at full speed. Add the following attack to your mobile mech suit.

Attack (Front) eye ray (2d10 electricity and fire, charge 50)

At 17th level the damage from your mobile suit's eye ray increases to 5d10 and an over-charged ray increases to 15d10.

TAIL LASER (EX)

You equip your mobile mech suit with a powerful laser on a prehensile steel cable resembling a scorpion's tail, which fires bolts of heat energy. The tail laser has a range increment of 100 feet and deals 4d6 points of fire damage on a successful hit. Add the following attack to your mobile mech suit.

Attack (360 degrees) tail laser (4d6 fire)

At 17th level the damage for your mobile mech suit's tail laser increases to 8d6 fire.

TECHLORE (EX) — 3RD LEVEL

You rewire your mind to give you greater insight into the nature of magic and technology. You gain a +1 insight bonus to Computers and Mysticism checks. This bonus increases by 1 at 6th level and every 3 levels thereafter.

WEAPON SPECIALIZATION (EX) — 3RD LEVEL

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

RESOLVE ATTUNEMENT (EX) — 19TH LEVEL

You recover Resolve Points when you use powerful magic. Each time you cast a 6th-level spell, you regain 1 Resolve Point, up to your normal maximum. This applies only to spells you cast using your normal 6th-level spell slots, not to those you cast using magic items or other methods such as fuse spells.

FUSE SPELLS (EX) — 20TH LEVEL

You can combine lower-level spell slots to cast higher-level spells. As part of casting a spell, you can spend 1 Resolve Point to exchange a number of unused spell slots for a single spell slot of a higher level; this expends the lower-level spell

DARK MOTHER'S BLESSED

MANIFEST: The manifestation of the Dark Mother is a pair of gnarled ram horns which act as the bump-stock to a fur and scale covered scattergun. This two-handed weapon is warm to the touch. While holding the manifest, you can feel a subtle heartbeat. The muzzle of the weapon glows a vile orange.

This weapon deals 1d6 points of fire damage to a 30-foot line. This weapon has the Boost 1d8 weapon quality. This weapon deals an additional 1d6 points of damage for every odd level.

PACT POWERS

The following pact powers are exclusive to those granted the Dark Mother's Blessing.

CREATURE LAUNCHER (SU)

As a Full-Round action your pact manifest fires a sickly slug creature at a point within 30 feet. The slug quickly grows into a Medium sized shifting mass of fur and horns. This "creature" has a KAC and EAC of 10 and ½ your eldritch artillerist level in Hit points, minimum 1. If this "Creature" survives until your next turn it explodes dealing 4d6 points of force damage to any creature within 10 feet of it. You may have one "Creature" active at any given time. You may take this Pact Power multiple times. Each time you do the explosion deals an additional 2d6 points of damage.

ENERGIZED (SU)

You can recharge a single battery by touching it to your pact manifest. You may energize a number of batteries equal to your Wisdom Modifier per day.

ENHANCED HORNS (EX)

Your Pact Manifest's horns become dense. You can attack a creature adjacent to your Pact Manifest as a Standard action. The horns deal 1d4 points of bludgeoning damage plus 1d6 points of bludgeoning damage for every even level.

ENHANCED LEGS (EX)

You increase your land speed by 10 feet. You may take this pact power multiple times, each time you do your land speed increases by 5 feet.

EXTENDED RANGE (EX)

You extend the range of your Pact Manifest by 5 feet. You take this Pact Power multiple times. Each time your Pact Manifest's range increases by 5 feet.

HOT BARREL (EX)

As a standard action you can touch your barrel to an object. If that object is capable of igniting it erupts on fire.

IGNITION (SU)

Your pact manifest sets your enemies on fire. One of the creatures you damage with your pact manifest is given the Burning (1d6) condition. You may take this Pact Power multiple times, each time you do increase the Burning condition by an additional d6.

IT GREW LEGS (SU)

Your pact manifest has grown a pair of ram legs. It has a move speed of 30 feet. You can spend a Standard Action to fire your Pact Manifest from where ever it happens to be standing. Your Pact Manifest has a KAC and an EAC of 10 + ½ your Eldritch Artillerist Level + your Wisdom Modifier, and it uses your Saves. If your pact manifest suffers any damage it's legs shrivel up and it falls to the ground. The legs grow back when you would rest.

KNOCK DOWN (SU)

Enemies dealt damage from your boosted pact manifest must make a Fortitude save or be knocked down.

MAGMA BLOOD (SU)

You gain Fire resistance equal to ½ your Eldritch Artillerist Level + your wisdom Modifier.

RAMMING FORCE (SP)

As a move action you can change your Pact Manifest's damage mode to Force

Damage. Switching back is a Move Action.

SUREFOOTED JUMP (SU)

Your jump distance triples. You count as having a running jump when you move 5 feet instead of 10.

VENT HEAT (SU)

You can withstand incredibly warm temperatures without protection. You can withstand temperatures up to 140 degrees Fahrenheit, or 60 degrees Celsius, without having to make Fortitude saves. Increase this number by 66 degrees Fahrenheit or 2 degrees Celsius per character level.

FROST-COATED FORSAKEN

MANIFEST: The manifestation of the Hoar-Winds is a cryo-pistol. The grip of the pistol is covered in humanoid teeth. The muzzle of the weapon is wrapped in tanned stretched leather. Wielding it coats your hand in ice. Firing the weapons create a gust of chilled wind.

This weapon deals 1d6 points of cold damage, and an additional 1d6 points of cold damage at each odd level. This weapon has a Range of 60 feet and has the Staggered Critical Hit effect.

PACT POWERS

The following pact powers are exclusive to the Pact with the Frost Coated Forsaken.

CHILLY BLOOD (SU)

Your blood runs colder than most. You can resist temperatures as low as –50 degrees Fahrenheit, or –45 degrees Celsius, without having to make Fortitude saves. Decrease this temperature by 66 degrees Fahrenheit or 2 degrees Celsius per character level.

CROSS BREEZE (EX)

Your Pact Manifest creates a duplicate that can be wielded in your other hand. You can make a full-attack action with your Pact

Manifests. If you have the Multi-Weapon Fighting feat, you reduce the penalty to your attack roll by 1.

CRYSTAL EMBRACE (SU)

As a Full-Round action you can freeze yourself in a block of ice. This block of Ice has a Hardness of 10 plus your Eldritch Artillerist Level. The Ice block also has 5 hit points per Eldritch Artillerist Level. While in the block of Ice you have the Paralyzed Condition. This Block of Ice remains for 1 minute before it melts. Any damage you would take must get through the Ice block before it gets to you. Fire damage ignores the hardness of the ice block. You may remove the block of Ice as a Standard Action. You may use this Pact Power a number of times per day equal to your Wisdom Modifier.

DEEP FREEZE (SU)

Your pact manifest ignores 2 points of Cold Energy Resistance. You ignore an additional 2 points of Cold Energy Resistance for every three Eldritch Artillerist levels you attain.

FRIGGED WINDS (EX)

Your pact manifest gains the Arc (1d6) Critical Hit special Quality. You can take this pact power multiple times. Each time it increases the Arc damage by 1d6.

FROST BITTEN (SU)

You gain cold resistance equal to ½ your eldritch artillerist level + your Wisdom modifier.

FROSTED FORTRESS (SU)

As a Standard Action you can use your Pact Manifest to create a solid 5-foot-wide wall of ice. The Wall is 5 feet tall. The ice is 1 inch thick. The wall remains for 1 round per Wisdom modifier. You can take this pact power multiple times, each time you do the Width of the wall extends 5 feet.

FROZEN PRISON (SP)

As a Full-Round Action you can launch a concentrated burst of freezing water against a single creature's KAC. The target must be within range of your Pact Manifest. If the Target is hit, they must make a Reflex Save. If they fail the Reflex Save they gain the Paralyzed Condition. This Condition lasts 1 minute and then the ice melts. The Ice has a Hardness of 10, and 5 hit points per Eldritch Artillerist Level. Fire damage ignores the hardness of the Ice Prison. Breaking the ice frees the creature from the Paralyzed condition. While frozen in ice, the creature cannot take damage. The creature is frozen to the nearest solid surface. You may only take this pact power if your Eldritch Artillerist level is 10 or higher.

ICE LADDER (SU)

You can create bolts of Ice and launch them into a wall. This takes 1 minute per 10 feet of ladder you create. Once created the ladder melts away 1 hour later.

ICICLE BOLT (EX)

You can use your pact Manifest to fire a bolt of ice. The ice bolt does 1d6 points of piercing damage and 1d4 points of cold damage. It can hit one target within 120 feet. The ice bolt deals an additional d6 of piercing damage at each odd level.

ICY PLATFORM (SU)

You create a frozen ice platform. The platform must be within 60 feet. The Platform lasts 1 minute per Wisdom modifier than melts away. The platform can support one medium sized character at a time.

SURVIVALIST (EX)

As long as what you are eating is organic, you draw sustenance from it. It doesn't need to be prepared. Ingested poisons still effect you, but they count as a meal for you the same as a feast.

WIND BLESSED (SU)

You never suffer aiming penalties due to wind or weather conditions.

MECHROMANCER

STAMINA POINTS
5 + CONSTITUTION MODIFIER

5 HP

When a specialist combines technology and magic, the art is referred to as technomancy, but when engineered and imbued into exoskeletal vehicles, it transforms into mechromancy. You manipulate magic with the technology of your mechanical suit, augmenting it's offensive and defensive capabilities, and utilizing this magic to upgrade, recode, or control technology your suit interacts with. You aren't focused on unlocking the mysterious design of the cosmos, preferring instead to further combine the synergy of body and machine.

KEY ABILITY SCORE

Your Intelligence determines your spellcasting ability, the saving throw DCs of your spells, and the number of bonus spells you can cast per day, so Intelligence is your key ability score. Also, a high Dexterity score can help you pilot your mech, firing your weapons more accurately and dodging incoming attacks.

CLASS SKILLS

SKILL RANKS PER LEVEL:
4 + INTELLIGENCE MODIFIER

Computers (Int)   Piloting (Dex)
Engineering (Int)   Profession (Cha, Int or Wis)
Life Science (Int)   Sleight of Hand (Dex)
Mysticism (Wis)
Physical
Science(Wis)

PROFECIENCIES

ARMOR
Light

WEAPONS
basic melee weapons
small arms

Level	Base Attack Bonus	Fort Save Bonus	Ref Save Bonus	Will Save Bonus	Class Features	Spells Per Day (by spell level)					
						1st	2nd	3rd	4th	5th	6th
1	+0	+0	+0	+2	Mobile Mech Suit, Spell Cache	2	—	—	—	—	—
2	+1	+0	+0	+3	Mech Upgrade	2	—	—	—	—	—
3	+2	+1	+1	+3	Tech Lore, Weapon Specialization	3	—	—	—	—	—
4	+3	+1	+1	+4	—	3	2	—	—	—	—
5	+3	+1	+1	+4	Mech Upgrade (Large)	4	2	—	—	—	—
6	+4	+2	+2	+5	Tech Lore +2	4	3	—	—	—	—
7	+5	+2	+2	+5	—	4	3	2	—	—	—
8	+6	+2	+2	+6	Mech Upgrade	4	4	2	—	—	—
9	+6	+3	+3	+6	Tech Lore +3	5	4	3	—	—	—
10	+7	+3	+3	+7	—	5	4	3	2	—	—
11	+8	+3	+3	+7	Mech Upgrade (Huge)	5	4	4	2	—	—
12	+9	+4	+4	+8	Techlore +4	5	5	4	3	—	—
13	+9	+4	+4	+8	—	5	5	4	3	2	—
14	+10	+4	+4	+9	Mech Upgrade	5	5	4	4	2	—
15	+11	+5	+5	+9	Techlore +5	5	5	5	4	3	—
16	+12	+5	+5	+10	—	5	5	5	4	3	2
17	+12	+5	+5	+10	Mech Upgrade (Gargantuan)	5	5	5	4	4	2
18	+13	+6	+6	+11	Techlore +6	5	5	5	5	4	3
19	+14	+6	+6	+11	Resolve attunement	5	5	5	5	5	4
20	+15	+6	+6	+12	Fuse spells, Mech Upgrade	5	5	5	5	5	5

SPELLS

You cast spells drawn from the technomancer spell list. To learn or cast a spell, you must have an Intelligence 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 Intelligence 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: Mechromancer. In addition, you receive bonus spells per day if you have an Intelligence modifier of +1 or higher, as shown on Table: Mechromancer Bonus Spells—note that you only receive these bonus spells once you can cast spells of that level normally. 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 four 0-level spells and two 1st-level spells of your choice. At each new mechromancer level, you learn one or more new spells, as indicated on Table: Mechromancer Spells Known. Unlike spells per day, the number of spells you know isn't affected by your Intelligence 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 mechromancer 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. 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: MECHROMANCER BONUS SPELLS

Int Score	Bonus Spells Per Day (by spell level)						
	0	1st	2nd	3rd	4th	5th	6th
1–11	–	–	–	–	–	–	–
12–13	–	1	–	–	–	–	–
14–15	–	1	1	–	–	–	–
16–17	–	1	1	1	–	–	–
16–17	–	1	1	1	–	–	–
18–19	–	1	1	1	1	–	–
20–21	–	2	1	1	1	1	–
22–23	–	2	2	1	1	1	1
24–25	–	2	2	2	1	1	1
26–27	–	2	2	2	2	1	1
28–29	–	3	2	2	2	2	1
30–31	–	3	3	2	2	2	2

TABLE: MECHROMANCER SPELLS KNOWN

Class Spells Known (by spell level)	0	1st	2nd	3rd	4th	5th	6th
1st	4	2	–	–	–	–	–
2nd	5	3	–	–	–	–	–
3rd	6	4	–	–	–	–	–
4th	6	4	2	–	–	–	–
5th	6	4	3	–	–	–	–
6th	6	4	4	–	–	–	–
7th	6	5	4	2	–	–	–
8th	6	5	4	3	–	–	–
9th	6	5	4	4	–	–	–
10th	6	5	4	4	2	–	–
11th	6	6	5	4	3	–	–
12th	6	6	5	4	4	–	–
13th	6	6	5	5	4	2	–
14th	6	6	6	5	4	3	–
15th	6	6	6	5	4	4	–
16th	6	6	6	5	5	4	2
17th	6	6	6	6	5	4	3
18th	6	6	6	6	5	4	4
19th	6	6	6	6	5	5	4
20th	6	6	6	6	6	5	5

MOBILE MECH SUIT (EX) — 1ST LEVEL

Mechromancers begin play with a special vehicle, which resembles an oversized suit of heavy steel armor with a jet pack strapped to the back. Only the mechromancer may operate this vehicle and it is considered broken in the possession of non-mechromancers. The statistics of this vehicle are detailed below. This vehicle gains mech upgrades as the mechromancer increases in level (see below).

Mobile Mech Suit

Medium land vehicle (7 ft. wide, 4 ft. long, 8 ft. high)
Speed 30 ft., full 50 ft., 6 mph
EAC 15; **KAC** 15; **Cover** improved cover
HP 50 (25); **Hardness** 5
Attack (Collision) 4d4 (DC 12)
Modifiers –2 Piloting (–4 at full speed), –1 attack (–2 at full speed)
Systems boost system, weapon program
Passengers 1

Boost System (Ex): A mobile mech suit comes equipped with a micro fusion reactor, which can be used to power the mobile mech suit's flight systems. As a swift action, the pilot can engage the boost system, granting the mobile mech suit a fly speed of 60 feet (120 feet full). The boost can remain active for up to 20 rounds before failing. If the mobile mech suit becomes broken, the boost system automatically loses 1d8 rounds of boost, possibly causing the vehicle to fall. The boost system requires 10 hours to recharge, during which time the boost system cannot be used.

Weapon Program (Ex): A mobile mech suit comes equipped with advanced programs that make it proficient with all forms of weapons, and its humanoid hands allow it to equip a weapon of Medium or Large size for use in combat.

Furthermore, your mobile mech suit increases in size every other time you gain access to an upgrade (5th, 11th, 17th, levels). These size additions to your mobile mech suit are noted below (increase higher damage rates for preexisting attacks).

Large Mobile Suit (5th Level)

Large land vehicle (10 ft. wide, 10 ft. long, 10 ft. high)
EAC 20; **KAC** 20; **Cover** improved cover
HP 70 (35); **Hardness** 8

Attack (Collision) 6d8 (DC 14)

Huge Mobile Suit (11th Level)

Huge land and air vehicle (15 ft. wide, 15 ft. long, 15 ft. high)

Speed 60 ft., full 250 ft., 28 mph; **fly** 100 ft., full fly 2,000 ft., 222 mph

EAC 20; **KAC** 20; **Cover** total cover

HP 120 (60); **Hardness** 10; **Resist** Fire 30

Attack (Collision) 10d10 (DC 16)

Systems orbital flight, planetary comm unit

Orbital Flight (Ex): the mobile mech suit is now capable of exiting a planet's atmosphere and operating in space. Though not as sturdy as a true starship, and incapable of propelling itself outside of the gravity of orbit, the mobile mech suit can travel above the atmosphere of a planet and even potentially make it to a nearby moon or space station, provided such an object could be reached with less than a day's travel at the mobile mech suit's overland speed.

Gargantuan Mobile Suit (17th Level)

Gargantuan land vehicle (20 ft. wide, 20 ft. long, 30ft. high)

Speed 100 ft., full 500 ft., 56 mph; **fly** 100 ft., full fly 2,000 ft., 222 mph

EAC 30; **KAC** 30; **Cover** total cover

HP 250 (125); **Hardness** 15

Attack (Collision) 22d10 (DC 19)

SPELL CACHE (SU) — 1ST LEVEL

As the culmination of your early study of magic and vehicle technology, you have created a spell cache within your mobile mech suit that allows you to store and access spells. While you don't need to be operating your mobile mech suit to cast your spells, once per day, you can activate your mech's spell cache to cast any one spell you know and are capable of casting, even if you've expended all your spell slots for that spell's level.

If your mobile mech suit is damaged, you can reengineer your spell cache into a new object and it is restored to full Hit Points the next time you prepare spells. If the mobile mech suit, or a reengineered object is lost or destroyed, you can replace it after 1 week with a special ritual that takes 8 hours to complete.

MECH UPGRADE — 2ND LEVEL

You have learned technological advancements and have begun accessing the forces in the cosmos that shape magic, harnessing that power within your mobile mech suit. You gain a mech upgrade at 2nd level and every 3 levels thereafter. Choose from the following list when you gain an upgrade, as long as you meet the requirements for the upgrade.

ARMORED FIST (EX)

The mechromancer can use the boost system to make a high-speed punch attack against an adjacent target. Your mobile mech suit gains the following melee attack:

Attack (Front) armored fist (1d10 + 4 + Str/bludgeoning)

At 13th level the armored fist upgrades to the following:

Pulse Fist (Ex): Your mobile mech suit's armored fist upgrades to a powerful magnetically-launched fist, which can deliver incredible force at short range. This pulse fist functions as a melee attack which deals 10d10 + 15 points of bludgeoning damage. The pulse fist also ignores hardness of less than 15 when attacking vehicles or other objects.

Attack (Front) pulse fist (10d10+15+ Str/bludgeoning)

MAGIC HACK

You can use your mobile mech suit to unlock a select number of technomancer magic hacks enabling you to manipulate magic. Select a magic hack from the list below as long as you meet the

level requirements to choose that magic hack. When casting a spell, you can apply no more than one magic hack that affects the attributes of a spell (such as distant spell or extended spell). If a magic hack allows a saving throw to resist its effects, the DC is equal to 10 + half your mechromancer level + your Intelligence modifier. The list of technomancer magic hacks you may access appears below.

Empowered Weapon (Su)

As a move action, you can expend an unused spell slot to reconfigure and enhance a weapon you're wielding. Until the start of your next turn, your attacks with the enhanced weapon gain a bonus to attack rolls equal to the level of the spell slot you expended. In addition, your attacks with that weapon deal 1d6 additional damage per level of the expended spell slot. This damage is of the same type the weapon normally deals.

Energize Spell (Ex)

Once per day as a move action, you can use your mobile mech suit's boost system to power your spellcasting, enabling you to cast one spell you know without using a spell slot. This expends 3 rounds of boost per spell level from the boost system. You must cast the spell before the start of your next turn, or the charges are wasted with no effect. You must be in contact with your mobile mech suit (either by piloting or touching the exterior) to use this ability.

Harmful Spells (Ex)

When you cast an instantaneous spell that deals damage, you can increase the spell's damage by half your mechromancer level. This increased damage applies to all creatures damaged by an area spell, but for spells that target multiple creatures with multiple rays or other attacks (such as *magic missile*) the increased damage applies only to a single ray or missile, This increased damage doesn't apply to ongoing damage from the spell (such as bleed or burn). This magic hack doesn't increase ability damage or other spell effects, only damage to Stamina Points or Hit Points.

Quick Scan (Su)

As a standard action, you can get a general sense of what information is stored on drives or other digital storage media. You must pass your hand in the air near the data source, but don't have to touch it or connect to it. The information you get is very general, such as "financial records," "military records," or "spells." Getting detailed information requires interfacing with the data more directly. If you attempt a quick scan on a creature that stores its memories in a digital medium—to get a sense of the memories stored in a robot, for example—the target can attempt a Will save to negate the scan and prevent you from trying against it again for 24 hours.

Selective Targeting (Ex)

When you cast an instantaneous spell with an area effect, you can shape the spell so it doesn't affect one of your allies. Choose one 5-foot square within the spell's area to be unaffected by the spell. At 5th level, you can spend 1 Resolve Point to exclude any number of squares with this ability. Spell Countermeasures (Ex) You gain a +2 bonus to saving throws against spells and other magical effects.

Charging Jolt (Su)

As a move action, you can expend an unused spell slot to refill charges in a weapon's power cell. This requires you to touch the weapon or its power cell. The power cell regains 10 charges per spell level, up to its

capacity. You can also use this ability to jump-start or short out an electronic device, allowing you to attempt an Engineering check to disable a device with a bonus equal to double the level of the spell you expended.

Distant Spell (Ex)

When you cast a spell with a range of close, medium, or long, you can spend 1 Resolve Point to double its range. Spells whose ranges are not defined by distance, as well as spells whose ranges are not close, medium, or long, do not benefit from this magic hack. If the spell affects an area, doubling its range doesn't alter the size of its area.

Extended Spell (Ex)

When you cast a spell, you can spend 1 Resolve Point to double its duration. This has no effect on spells with a duration of concentration, instantaneous, 1 round or less, or permanent, nor can it increase a spell's duration to more than 24 hours.

Magic Negation (Sp)

As a standard action, you can spend 1 RP to temporarily suppress magic, as if using dispel magic. Choose either an ongoing spell or a magic item within 30 feet of you. The magical effects of the spell or magic item are suppressed for 1d4 rounds, and then they return. If the spell's level is higher than you can cast or the item's caster level is greater than yours, you can't suppress it. If you target a spell affecting a creature, the creature can attempt a Will save to stop you from suppressing the spell.

8TH LEVEL HACKS

Flash Teleport (Sp) As a move action, you can spend 1 Resolve Point to teleport up to 30 feet. You must have line of sight to your destination. This movement doesn't provoke attacks of opportunity.

Tech Countermeasures (Su)

As a move action, you can spend 1 Resolve Point to make it more difficult for enemies to target you with technological weapons for 1 round. Until the start of your next turn, as a reaction just before an enemy attacks you with a technological weapon, you can force that enemy to roll the attack twice and take the lower result; if the weapon allows a Reflex save instead of requiring an attack roll, you instead gain the benefit of evasion (as the operative's class feature) against the attack. This magic hack has no effect on spells that target you or on weapons or attacks that are not technological in nature.

Widened Spell (Ex)

When you cast a spell with a burst, emanation, or spread, you can spend 2 Resolve Points to double its radius. For instance, a spell with a 30-foot burst would have a 60-foot burst instead. Spells that don't have an area of one of these three types are not affected by this magic hack.

11TH LEVEL HACKS

Eternal Spell (Ex)

Choose one 1st-level spell you know from the technomancer spell list. You can cast it at will, as though it were a 0-level spell. It still counts as one of your 1st-level spells known, not one of your 0-level spells known. You can choose a 1st-level spell from a source other than the core rules with the GM's permission.

Seeking Shot (Su)

As a standard action, you can spend 1 Resolve Point to fire a single shot from a ranged weapon at a target known to you within range. The shot travels to the target, even around corners. Only an unavoidable obstacle or the limit of the weapon's range prevents the shot from reaching

the target. This ability negates cover and concealment modifiers, but otherwise the attack is rolled normally.

14TH LEVEL HACKS

Phase Shot (Su)

As a standard action, you can spend 1 Resolve Point to fire a single shot from a ranged weapon at a target known to you within range. The shot travels straight to the target, passing through any nonmagical barrier in its way, ignoring hardness and Hit Points (any magical barrier, such as a wall of force, stops the shot). This ability negates cover and concealment modifiers, but otherwise the attack is rolled normally.

Rain of Fire (Su)

Once per day as a full action, you can spend 2 Resolve Points to shoot a ranged weapon at multiple targets within range; the maximum number of targets is equal to half your mechromancer level or the number of shots in your weapon, whichever is lower. Each attack uses your highest attack bonus, and each enemy can be targeted only by a single shot.

5TH LEVEL MECH UPGRADES

You must be 5th level before selecting the following mech upgrades.

FULL AUTO (EX)

The mobile mech suit's integrated chain gun can be fired at a higher speed, consuming more ammunition but dealing more damage. Whenever you attack using the mobile mech suit's chain gun, you can choose to consume 2 of its ammo to increase the damage output to 5d6. The specialized ammunition for the mobile mech suit's chain gun costs 10 credits. Add the following attack to your mobile mech suit.

Attack (Front) chain gun (3d6 piercing, ammo 10)

At 11th level the damage from your chain gun increases to 6d6 and full auto damage becomes 10d6.

SHIELD GENERATOR (EX)

The mobile mech suit can project a powerful energy shield for up to 1 round/ per mechro-mancer level each day. While the shield is

up, energy attacks against the mobile mech suit deal only half damage before applying hardness. Activating the shield is a standard action, and the shield remains active until the beginning of the activating character's next round.

8TH LEVEL MECH UPGRADES

CHARGED TENTACLE (EX)

You outfit your mobile mech suit with a large number of metal tendrils, which can be electrically charged as a swift action. Once charged, the tentacles can be used to attack creatures and objects within 10 feet, targeting EAC and dealing 3d10 points of electricity damage on a successful hit. The tentacles remain charged until a separate swift action is used to discharge them.

SPIDER CLIMB (EX)

Your suit gains a climb speed equal to half its land speed, allowing you to move up vertical surfaces which lack any kind of hand-or foothold.

11TH LEVEL MECH UPGRADES

EYE RAY (EX)

Your mobile mech suit gains a powerful laser mounted on the device's humanoid head, usually where the eye or eyes are stylized. This ray does 2d10 electricity and fire damage and consumes 1 charge per shot. As a full action, the ray can be overcharged, consuming 1d6 additional charges, but dealing 6d10 points of electricity and fire damage per shot. The overcharged eye ray cannot be fired at full speed. Add the following attack to your mobile mech suit.

Attack (Front) eye ray (2d10 electricity and fire, charge 50)

At 17th level the damage from your mobile suit's eye ray increases to 5d10 and an over-charged ray increases to 15d10.

TAIL LASER (EX)

You equip your mobile mech suit with a powerful laser on a prehensile steel cable resembling a scorpion's tail, which fires bolts of heat energy. The tail laser has a range increment of 100 feet and deals 4d6 points of fire damage on a successful hit. Add the following attack to your mobile mech suit.

Attack (360 degrees) tail laser (4d6 fire)

At 17th level the damage for your mobile mech suit's tail laser increases to 8d6 fire.

TECHLORE (EX) — 3RD LEVEL

You rewire your mind to give you greater insight into the nature of magic and technology. You gain a +1 insight bonus to Computers and Mysticism checks. This bonus increases by 1 at 6th level and every 3 levels thereafter.

WEAPON SPECIALIZATION (EX) — 3RD LEVEL

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

RESOLVE ATTUNEMENT (EX) — 19TH LEVEL

You recover Resolve Points when you use powerful magic. Each time you cast a 6th-level spell, you regain 1 Resolve Point, up to your normal maximum. This applies only to spells you cast using your normal 6th-level spell slots, not to those you cast using magic items or other methods such as fuse spells.

FUSE SPELLS (EX) — 20TH LEVEL

You can combine lower-level spell slots to cast higher-level spells. As part of casting a spell, you can spend 1 Resolve Point to exchange a number of unused spell slots for a single spell slot of a higher level; this expends the lower-level spell

slots. Add up the levels of the expended slots to determine which higher level of spell you can cast (maximum 6th). For instance, you could exchange three 1st-level slots to cast a 3rd-level spell, or you could exchange two 3rd-level slots to cast a 6th-level spell. If you combine spell slots to cast a 6th-level spell, it doesn't count as such for resolve attunement.

Furthermore, you can spend 2 Resolve Points to combine two 6th-level spell slots to cast *wish*.

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NOVAFIST

STAMINA POINTS
7 + Constitution Modifier

7 HP

Warfare has evolved since the days of old. One constant through the ages has been warriors training their bodies into lethal weapons. Wielding body modifications, the Nova Fist pushes the borders of what is possible. Their constant innovations make physical and technological advancements once thought inconceivable mundane.

KEY ABILITY SCORE

Your Strength helps you land your powerful melee strikes. Your Dexterity modifier can help you to dodge enemy fire. A high Constitution score is important as well, as you will need to survive any stray blasts in the heat of battle.

CLASS SKILLS

SKILL RANKS PER LEVEL: 4 + INTELLIGENCE MODIFIER

Acrobatics (Dex)   Physical Science (Int)
Athletics (Str)   Piloting (Dex)
Engineering (Int)   Profession (Cha, Int or Wis)
Intimidate (Cha)   Sense Motive (Wis)
Medicine (Int)   Survival (Wis)

PROFECIENCIES

ARMOR
Light and Heavy

WEAPONS
basic and advanced melee weapons, small arms, longarms.

Level	Base Attack Bonus	Fort Save Bonus	Ref Save Bonus	Will Save Bonus	Class Features
1	+1	+0	+2	+2	Augmented Strikes, Durability
2	+2	+0	+3	+3	Speed Burst
3	+3	+1	+3	+3	Weapon Specialization
4	+4	+1	+4	+4	Advanced Augments, Nova Charges
5	+5	+1	+4	+4	Meteor Rush
6	+6	+2	+5	+5	Advanced Augment
7	+7	+2	+5	+5	Toughness
8	+6	+2	+6	+6	Advanced Augment
9	+9	+3	+6	+6	Recovery
10	+10	+3	+7	+7	Advanced Augment
11	+11	+3	+7	+7	Improved Meteor Rush
12	+12	+4	+8	+8	Advanced Augment
13	+13	+4	+8	+8	Rocket Burst
14	+14	+4	+9	+9	Advanced Augment
15	+15	+5	+9	+9	Enhanced Durability
16	+16	+5	+10	+10	Advanced Augment
17	+17	+5	+10	+10	That Didn't Hurt
18	+18	+6	+11	+11	Advanced Augment
19	+19	+6	+11	+11	Epoc Event Rush
20	+20	+6	+12	+12	Perfected Weapon

AUGMENTED STRIKES (EX)
1ST LEVEL

Robotic, chemical fueled gadgets have enhanced your natural features. These take the form of cybernetic gauntlets and boots, or tendril barbs. Regardless of form, you are always considered armed with these augmentations—they are considered part of your body. They do not impede use of your limbs as hands or feet. Your augmented strikes deal 1d8 points of bludgeoning damage plus your Strength Modifier in damage, instead of what they normally would do.

At level 5, your augmented strikes deal 1d10 plus your strength modifier in bludgeoning damage. At level 15, they do 3d12 plus your strength modifier in bludgeoning damage. At level 20 they do 4d8 plus your strength modifier in bludgeoning damage.

DURABILITY (EX)
1ST LEVEL

Your style of destruction requires being up close and personal. You gain 1 Durability point at 1st level, and every odd level beyond that. You regain your Durability points at the end of each day. When you are targeted by a spell or a ranged attack, you may spend 1 Durability point as a Reaction. When you do so, reduce the damage you would suffer by half.

SPEED BURST (EX)
2ND LEVEL

You gain a +4 class bonus to initiative checks. Additionally, on the first round of combat, you gain a bonus 30 foot speed bonus to one form of movement in which you have a movement speed. This bonus fades at the end of your first turn.

WEAPON SPECIALIZATION (EX)
3RD LEVEL

You gain Weapon Specialization (unarmed attacks) as a bonus feat. This bonus adds your Level in bonus damage to unarmed attacks.

ADVANCED AUGMENTS
4TH LEVEL

At 4th level, you may augment the gadgets that give you such formidable unarmed attacks. You may select one of the abilities granted by Advanced Augment. You gain an additional Advanced Augment ability at level 6, level 8 and

level 10 and each two levels thereafter until level 18.

Some Augments require the target to make a Saving throw; unless otherwise stated the DC for the saving throw is 10 + your Strength Modifier + ½ your Nova Fist Level. Unless otherwise stated, activating an Advanced Augment is a Standard Action.

NOVA CHARGES (SU) `4TH LEVEL`

At 4th level, you obtain a special battery for your Augmented Strikes. This battery uses a power called "Novas". You start with 3 Novas. You gain 1 additional Nova at 8th level, 12th level, 16th level, and 20th level. You may spend 1 Resolve point to recharge your Nova's during a 10-minute rest. You may expend your Novas to activate Advanced Augments or other class features.

METEOR RUSH (EX) `5TH LEVEL`

At 5th level you may spend 1 Nova charge when you declare a Full Attack. Instead of attacking the target twice, roll a single attack roll against the target's KAC. If you hit, roll 1d4. You hit the target that many times. Each hit deals 1d8 points of damage. You add your Strength modifier and Weapon Specialization bonus after totaling the D8s.

At 11th level the Meteor Rush improves! Your appendages become faster and more lethal than before. You may spend 2 Nova charges when you declare a Full Attack. If you do, instead of rolling 1d4, you roll 2d6 to determine how many hits you land.

At 19th level, your Meteor Rush becomes the Epoch Event Rush. Your natural attacks hammer away at the speed of sound. You may spend 1, 2, or 3 Nova Charges when you declare a Full attack. If you expend 1 Nova Charge, roll 3d4 to determine how many hits land. Each additional Nova Charge spent beyond the first increases the number of D4's rolled by 1. Each hit deals 1d12 points of damage.

Example: A 5th level Nova Fist with 16 Strength performs a Meteor Rush. The Nova Fist rolls 3. The Nova Fist deal 3d6+8 bludgeoning damage.

TOUGHNESS (EX) `7TH LEVEL`

At level 7 your augments have made you incredibly durable. You gain the Toughness feat as a bonus feat. If you already have the Toughness feat, you gain an additional point of Stamina every level. Additionally, if you already had the Toughness feat, you gain an additional +1 bonus on each check that Toughness grants a bonus to.

RECOVERY (SU) `9TH LEVEL`

At level 9 your ability to absorb punishment is impressive. By spending a Resolve Point to recover Stamina points, you may instead recover up to 3 spent Durability points.

ROCKET BOOST (SP) `13TH LEVEL`

At 13th level your speed boost becomes explosive. During the first round of combat, you gain a 90-foot fly speed. If you already have a fly speed, the speed increases by 60 feet. During a Charge you may spend a Nova Charge to increase your Charge speed by 30 feet.

ENHANCED DURABILITY (SU) `15TH LEVEL`

At 15th level, you become incredibly resilient to damage. Spending a Durability point no longer requires a Reaction action. When you fail a saving throw, you may spend 3 points of Durability to reroll the saving throw. You must take the new result, even if it is lower.

THAT DIDN'T HURT (SU) | 17TH LEVEL

At 17th level, you have become nigh immune to harm. You may spend five Durability points as a Reaction when you would suffer damage. You ignore that damage, and instead you lose 1 Resolve point.

PERFECT WEAPON (SU) | 20TH LEVEL

At 20th level you've managed to craft your augments and yourself into the perfect weapon. Your unarmed attacks ignore Damage Reduction and Hardness. By spending a Resolve Point, your unarmed attacks Damage to Space Vessels and Ship-Sized Creatures as if they were a normal creature. This effect lasts one minute.

IMPROVED AUGMENTS

You may select one Improved Augment from the list below at 4th level. At any point you can have only 1 Advanced Augment active at a time. Unless otherwise stated, Advanced Augments uses a Standard Action to activate.

As a reminder: Some Augments require the target to make a Saving throw; unless otherwise stated the DC for the saving throw is 10 + your Strength Modifier + ½ your Nova Fist Level. Unless otherwise stated; activating an Advanced Augment is a Standard Action.

STIMULANT AUGMENTATION (EX)

You may spend 1 Nova Charge to infuse your body with stimulants that boost your physiology. For one minute you gain a +2 morale bonus on attack rolls and damage rolls. In addition, you gain a +4 morale bonus on Strength checks, Dexterity checks and Constitution checks.

RECOIL INJECTION SYSTEM (EX)

When you take damage, you may spend a Reaction and a single Nova Charge to use the Stimulant Augmentation. You must have the Stimulant Augmentation to choose this Improved Augment.

ROCKET STRIKE (SU)

As part of your Move Action during a turn you can spend 1 Nova Charge to activate a set of jump jets attached to your Augmented Strikes. For every 5 feet you move you add 1 additional point of damage to your Augmented Strikes.

FUEL LEAK (EX)

You can leak your special Nova Fuel from your gadgets to make the area around you hazardous. Each round after activating this Advanced Augment you must spend 1 Nova Charge as a Free Action. Each creature within 5 feet of you must make a Reflex save or suffer 2d10 points of acid damage. De-activating this Advanced Augment is a Standard Action.

MAGNETIC CHARGE (SU)

After you strike an foe you can spend 1 Nova Charge to apply a Magnetic Charge to the opponent. To avoid the Magnetic Charge, the targeted creature must succeed a Fortitude Save. If they fail, they gain a Magnetic Charge. On your turn as a Swift Action you may consume a creature's Magnetic Charge to pull them towards you 30 feet. No creature may have more than one Magnetic Charge at a time. You can spend 1 Nova Charge to make consuming a creature's Magentic Charge a Free Action instead.

KINETIC BARRIER (EX)

On your turn you can spend a Standard Action to create a Kinetic Barrier with your Augments. You need to be standing on solid ground or near something solid that you can lift to create the Kinetic Barrier. Maintaining the barrier is Free Action, but you do need to hold it up with at least one of your hands. The barrier gives you 3 temporary hit points per Nova Fist Level. After one minute this barrier crumbles into a useless mass.

ELEMENTAL AUGMENT (SP)

By spending 1 Nova Charge as part of an Attack

Attack action; you can infuse your Augmented Strikes with an element strike. Choose acid, electricity, or fire. Your Augmented Strikes deal the selected type of elemental damage for the next minute. You may use this augment again before the end of the minute to change which type of Elemental damage you deal. You can dismiss this augment as a Swift Action.

ENERGY AUGMENT (SP)

By spending 1 Nova Charge as part of an Attack Action; your Augmented Strikes target Energy Armor Class during that attack.

IMPROVED ELEMENTAL AUGMENT (SP)

While you are using the Elemental Augment ability, you may choose to deal acid or cold damage. Only one type of elemental damage can be active at any time. You must choose the Elemental Augment before choosing this Augmentation.

REPULSAR AUGMENTS (SU)

When you deal damage with an Augmented Strike you may spend 1 Nova Charge as a Swift Action. You launch the creature 10 feet in a direction directly away from you.

ENHANCED REPLUSARS (SU)

When you would Activate your Repulsor Augments, you can spend more than 1 Nova Charge. Each Nova Charge increases the distance moved by another 5 feet. In zero gravity or low gravity environments you increase distance moved by another 5 feet per Nova Charge spent. You must have the Repulsar Augment to choose this Advanced Augment.

PULSAR ROCKETS (EX)

When you use the Enhanced Repulsars Advanced Augment the creature must attempt a Reflex Save. If they fail the saving throw; you plant a set of Pulsar Rockets on the creature. The Repulsars keep moving the creature 10 feet away from you at the start of each of your turns. They are off target. At the end of their turn they may attempt a new Reflex Save to pull the rockets off themselves. To select this augment, you must have Enhanced Repulsars.

MAGICAL EXPERIMENTATIONS (SP)

When you take this Advanced Augment, your Augmented Strikes count as Magic for the purposes of DR. You can spend 1 Nova Charge to infuse an alignment of your choice into your Augmented Strikes for 1 minute.

MINDLESS INJECTIONS (SU)

While you are under the effects of the Stimulant Augment you are immune to Charms and Compulsion effects. You must have the Stimulant Augment to choose this Advanced Augment.

MUTATION AUGMENTATION (SU)

While you are under the effects of the Stimulant Augment, you gain a further +2 bonus on attack rolls and your reach increases by 5 feet. You gain darkvision up to 60 feet. If your species has darkvision already, your darkvision increases by 30 feet. You must have the Stimulent Augment to choose this Advance Augment.

DETECTION AUGMENTATION (SP)

With ten minutes of focus and fine tuning your gadgets and augments you gain the effects of the *detect tech* or the *detect magic* spell. The effects of this Augment last 1 minute. You may take this Augmentation an additional time. If you do, you gain both effects at the same time.

HANDY AUGMENTATION (EX)

When you select this augmentation, you gain the Skill Focus (Engineering) feat. Additionally, you can spend a Standard Action to turn your Augmented Strikes into an Augmented Tool. These tools are engineering tools, or a set of profession tools. You may switch them each time you use a standard action.

KINETIC MISSILE (EX)

While you have a Kinetic Barrier, you can hurl it as a ranged attack. The attack's range increment is 30 feet. You lose all temporary hit points and make an attack roll against the target's KAC. If this attack hits, you deal 5d4 points of bludgeoning damage.

BODYGUARD AUGMENTATIONS (EX)

When an enemy targets an ally with a ranged weapon; and the ally is within your reach; you may spend a reaction. When you do, spend a point of Durability. Your ally is no longer the target of the attack; you are instead.

ELECTRO-MAGNETIC DISARM (SU)

As an action you may consume a Magnetic Charge on an enemy within 30 feet. The enemy must make a Strength check with a DC equal to 10 + ½ your Nova Fist Level. If the enemy fails the check, you disarm them. The weapon flies towards you and lands in a space adjacent to you. You must have Magnetic Charge to select this Advanced Augment.

LEG EXTENDERS (EX)

You enhance your leg limbs; you gain a 10-foot speed bonus. You must have a ground speed to use this augment. You may select this Advanced Augment multiple times; each time you do you gain an additional 5-foot move speed bonus.

ENHANCED EAR (SU)

When you select this Advanced Augment, you can spend 1 minute to gain the Lifesense 30 Feet quality. You must maintain this lifesense as a Full-Round Action. You cannot use this ability if you cannot hear or in a vacuum.

SEISMIC AUGMENT (SU)

You can spend a Standard Action to apply great force to the ground. All creatures within 30 feet must attempt a Fortitude Save. If a creature fails this saving throw they fall prone.

SPECTRUMANCER

STAMINA POINTS
6 + Constitution Modifier

6 HP

The spectrumancer manipulates energy with a special emphasis on the electromagnetic spectrum. She starts with a photon ray and the ability to focus her concentration in one of three areas of the EM spectrum: ultraviolet, visible light, and infrared. As she advances she learns to bend light's other properties to her will, make it invisible, poison it through radiation, or turn its energy into solid matter. She also manipulates light through spellcasting and knows all illusion spells appropriate to her level. Advanced spectrumancers may learn other spells that mimic light's properties.

KEY ABILITY SCORE

Your Wisdom lets you focus the light around you into the energy and matter that you wish. A high Dexterity score aids in your photon blast and increases your Armor Classes.

CLASS SKILLS

SKILL RANKS PER LEVEL:
5 + INTELLIGENCE MODIFIER

Acrobatics (Dex)	Mysticism (Wis)
Bluff (Cha)	Physical Science (Int)
Diplomacy (Cha)	Profession (Cha, Int or Wis)
Disguise (Cha)	Sense Motive (Wis)
Intimidate (Cha)	Stealth (Dex)
Perception (Wis)	

PROFICIENCIES

ARMOR
Light

WEAPONS
basic melee weapons and small arms

Level	Base Attack Bonus	Fort Save Bonus	Ref Save Bonus	Will Save Bonus	Class Features	Spells Per Day (by spell level)					
						1st	2nd	3rd	4th	5th	6th
1	+0	+0	+0	+2	Photon ray, electromagnetic attunement, spell light ability	2	–	–	–	–	–
2	+1	+0	+0	+3	Prism focus, talented	2	–	–	–	–	–
3	+2	+1	+1	+3	Spell focus, weapon specialization	3	–	–	–	–	–
4	+3	+1	+1	+4	Prism focus	3	2	–	–	–	–
5	+3	+1	+1	+4	—	3	2	–	–	–	–
6	+4	+2	+2	+5	Matter is energy, Prism focus	4	3	–	–	–	–
7	+5	+2	+2	+5	Radiation aura: medium	4	3	2	–	–	–
8	+6	+2	+2	+6	Prism focus	4	4	2	–	–	–
9	+6	+3	+3	+6	—	5	4	3	–	–	–
10	+7	+3	+3	+7	Greater EM attunement, Prism focus	5	4	3	2	–	–
11	+8	+3	+3	+7	—	5	4	4	2	–	–
12	+9	+4	+4	+8	Prism focus	5	5	4	3	–	–
13	+9	+4	+4	+8	—	5	5	4	3	2	–
14	+10	+4	+4	+9	Prism focus	5	5	4	4	2	–
15	+11	+5	+5	+9	Radiation aura: high	5	5	5	4	3	–
16	+12	+5	+5	+10	Prism focus	5	5	5	4	3	2
17	+12	+5	+5	+10	—	5	5	5	4	4	2
18	+13	+6	+6	+11	Prism focus	5	5	5	5	4	3
19	+14	+6	+6	+11	—	5	5	5	5	5	4
20	+15	+6	+6	+12	Prism focus, radiation aura: severe, glowing cacoon	5	5	5	5	5	5

PHOTON RAY (SU) — 1ST LEVEL

You may focus the light around you into a narrow beam to target your foes. This is a ranged attack that deals 1d6 energy damage. At third level and every 2 levels above third this increases by 1d6. This damage also increases when you are attuned to an area of the light spectrum (see below). You can use this ability a number of times equal to your ½ your spectrumancer level plus your Wisdom modifier. When you spend a resolve point to regain your stamina, this number also gets replenished.

ELECTRO MAGNETIC ATTUNEMENT (SU) — 1ST LEVEL

When in battle, you enter a state of pure focus. At the start of your first turn in combat, if you are conscious, you must choose to focus on one of the three areas of the light spectrum: visual light, ultra-violet, or infra-red. While ultra-violet and infra-red tend to have more dangerous options, the visual light area of the spectrum is more versatile. Each subsequent turn of combat, you must choose to increase your focus in the current area (a move action), maintain it (free action) or to let it fade by 1 point (no action). You may increase it up to 3 attunement points at which time you are fully attuned.

At 1 point of attunement, your photon ray does normal damage. At 2 points of attunement you add ½ your spectrumancer level to damage. When fully attuned you also add your Wisdom modifier to damage. Additionally, when you have 2 attunement points in the ultraviolet area of the spectrum, the first damage dice of your photon ray increases to 1d8. When fully ultraviolet-attuned you may blind your target for two rounds (a successful Fortitude Save negates) in addition to damage. When you have 2 attunement points in the infrared area of the spectrum, you may shoot two photon rays at the same target. When fully infrared-attuned you may daze your target for two rounds (a successful Will Save negates) in addition to damage. The DCs for these Saves are 15+ your Wisdom modifier. Whether or not the Save is successful, one point of attunement fades away.

Additionally, many prism focus options (see below) activate only while in attunement.

SPELLS

You cast spells from the illusion school drawn from both the mystic and technomancer spell lists. You know every illusion spell of a level you are able to cast though you must have a Wisdom score equal to at least +10 the spell's level. Some prism focus options (see below) can expand this list to other light-related spells, such as dancing lights, see invisibility or darkness. 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 the Table on page 3. In addition, you receive bonus spells per day if you have a Wisdom modifier of +1 or higher. You can also cast 0-level spells, but there is no limit to how many 0-level spells you can cast each day.

SPELL LIGHT ABILITY (SP) — 1ST LEVEL

You can manipulate light and the electromagnetic spectrum into barriers and energy to create the effects of the following spells. Your level of spectrumancer is used as your caster level for all variable effects. *Dancing lights* can be used at will, while the others are limited to a number of times per day equal to your Wisdom modifier.

At 1st level you can use *daze, keen senses, reflecting armor,* and *wisp ally.* At 5th level you may use darkvision and fog cloud and at 8th level you may use *irradiate* and *synaptic pulse.* At 11th add *remove radioactivity* and *resistant armor,* add *greater synaptic pulse* at level 14, and *enshrining refuge* at level 17.

TALENTED (EX) — 2ND LEVEL

The spectrumancer adds ½ her class level to Perception and Stealth checks.

PRISM FOCUS (SU) — 2ND LEVEL

Starting at second level and every even level beyond then, the spectrumancer learns an ability related to her studies in light. Most of these modify her photon blast, or only work when in a specific attunement, while others affect her skills or spells. Any focus requiring a Saving throw has a DC equal to 15+ your wisdom modifier unless otherwise noted. Any prism focus marked with an asterisk affects your photon ray and only one of these can be applied at a time. Unless the focus says otherwise, you may choose a prism focus only once.

Afterimage glow: Your photon ray burns into the retinas of those who can see it. The path of the ray stays visible for one round. Anyone entering one of these squares must succeed at a Will save or become blinded for one round. The path lasts until the start of your next turn.

Afterimage burn: Your afterimage glow burns more than retinas. As a full round action you may fire your photon ray as an area effect line. Anyone entering these squares must succeed at a Reflex save or take the damage of your photon ray.

Altered threat: You may bend light to slightly alter your appearance to be slightly larger, more feral, smarter, or some other subtle shift. This altered version of you grants a +2 bonus to Bluff, Diplomacy, Disguise, or Intimidate checks. This focus can be used twice a day, but is recovered when you rest to regain stamina.

Breath of light: Light as a source of healing has long been known, but you have discovered the energy of healing. While you are attuned to the EM spectrum, you gain a breath weapon of pure light. This affects a 15 ft. line at 1 point of attunement, a 15 ft. cone at 2 points, and 30 ft. line or 20 ft. cone (your choice) when fully attuned. The breath of light restores Hit Points to all those in the area, including you, equal to 1d8+your Wisdom modifier. At 3rd level this increases to 3d8 and 5d8 at 5th level. Using this ability causes all attunement points to fade.

Burning Bright: You have mastered amplification of light through stimulation

to the degree that it burns. Choose an evocation or abjuration spell with the fire descriptor of a level you can cast. You may add this spell to your list of spells known by removing one of the illusion spells of the same level from your list. This focus can be chosen multiple times, each time you do choose a different spell to add and to remove.

Cosmic improvisation: Your illusions can bolster your allies or hinder your opponents. You may gain the use of an improvisation from the envoy list. This is limited to the sense-dependent improvisations. If this revelation has any requirements you must meet them, substituting envoy levels with your spectrumancer levels when appropriate. You must be at least 5th level to choose this focus.

Cosmic revelation: You may gain the use of a stellar revelation from the solarian list. This is limited to the photon revelations and you must determine which area of the EM spectrum it applies to for attunement purposes. If this revelation has any requirements you must meet them, substituting solarion levels with your spectrumancer levels when appropriate. You must be at least 10th level to choose this focus.

*EM pulse: The electromagnetic energy of your photon ray bursts upon contact overloading electronic systems. Every critical hit with your photon ray causes glitches in the target's electronics. Under one point of attunement this affects a single system (determined randomly), at 2 attunement points it affects two systems, and three systems are affected when you are fully attuned. The glitch lasts for a number of rounds equal to your Wisdom modifier, though a success-ful Reflex Save by the target reduces this to one round. This permanently modifies your photon rays, and is not an effect you must choose to use.

False damage reduction: Some opponents can be fooled into thinking you are immune to their attacks. As a standard action you cast an illusion around yourself hiding all damage and causing a sense of futility. Any individual who successfully attacks you must make a Will Save. Failure means they take a -2 penalty to further attacks against you.

Force field: A shimmering field of light can protect you from harm. As a reaction, you may use an illusion spell slot to create a force field around yourself. The number of temp hit points and fast healing of the shield are equal to the level of the spell slot used. It lasts for a number of rounds equal to your caster level or until you cast a different spell.

Gamma shield: Some of lights tiniest waves, can protect you from harm. When ultraviolet-attuned, the spectrumancer creates a bubble of gamma radiation around her. She gains a bonus to her KAC equal to her spectrumancer level. In addition anyone making melee attacks against her must succeed at a Fortitude Save or gain the sickened condition. Whether the save is successful or not, this attacks causes one attunement point to fade.

*Greater photon finish: When you score a critical hit with your photon ray, you may apply one effect from your list of photon finishes without any attunement points fading away.

Illusion unravel: As a specialist in light manipulation you gain a sense of when it is being altered. You gain a +2 enhancement bonus to saves against illusions. In addition you may unravel an illusion with your photon ray as if you had cast *dispel magic*. Using unravel this way requires you already be aware of the illusion.

*Improved EM pulse: You send electromagnetic pulses through your photon ray to disrupt an electronic system. You gain a +2 bonus to the DC of your EM pulse and may target a specific electronic system. Your photon ray deals no damage, but doesn't require a critical hit to function.

Layered illusion: You have learned not only to mask reality with illusions, but also to mask

illusions with more illusions. As full round action, when you cast an illusion spell of second level or higher to create an image, you may also add a first level spell to the illusion. This increases the DC of the Saving Throw by +2 and if successful the opponent recognizes the first level illusion, but must succeed at a second saving throw for the original spell.

Lilly-pad lights: Focusing the light around you to provide a hand-hold, stepping area, slide, swinging rope or the like at the precise place you need it. You gain a +2 bonus to Acrobatics and Athletics checks involving movement. In addition you may attempt an Acrobatics check DC 15 to ignore the last 5 ft. of difficult terrain for purposes of movement. Lilly-pad lights is used as part of a movement action.

Microwave jaunt: You may use this focus to ride radio, microwaves or other communication wavelengths. This functions like *digital doorway*. You may use it once per day, plus one additional time at 14th level and another at 19th level. You must be at least 9th level to choose the focus.

Particle duality: Your study of light lets you control some of its properties. Choose three spells with the force descriptor. You may add these spells to your spell list and may choose them as a spell known when next you choose spells for that level. If you do, you remove an illusion spell of the same level from your spells known.

*Photon finish: When you choose visual light-attunement, your photon blast gets an additional effect. Choose one of the following combat maneuvers: bull rush, dirty trick, disarm, or trip. When you are fully attuned, you may add this effect is in addition to the damage dealt. You may only add one photon finish to a given attack, and if you do so one attunement point fades away. You may choose photon finish more than once, each time you do, you must choose another finish.

Photon-gunner: When making a gunnery action in starship battle, the spectrumancer may use her EM attunement to add her class level and Wisdom bonuses to damage as appropriate.

*Photon step: When you fire your photon ray at a target you may turn yourself into light and follow it along. You deal damage with your ray as normal, and then appear next to the target. This is a full round action that allows you to move a maximum distance equal to double your movement speed. This movement does not provoke attacks of opportunity and may allow you to pass through barriers that light might pass through (such as a wrought iron fence, or a window). Force fields and force effects stop this movement. If you miss your target with the ray you appear prone in a random location. Use the splash weapons table to determine your location relative to your target.

Radio frequency: You can hear things well beyond the normal range of human hearing. When you have 1 point in infrared-attunement you can hear even in the vacuum of space up to one mile away. At 2 attunement points you can hear the radio frequencies used by those around you. At full attunement you also get blindsense out to 30 feet.

*Reflective blast: As a free action you can create the illusion of a tiny mirrored device. You may use this device to shoot you photon ray around corners, possibly removing cover from the target. In effect you are reflecting the blast at right angle. If you have a +6 Base Attack Bonus you gain an additional mirror illusion and a third at +11.

Revealing light: Choose three Divinations spells. You may add these spells to your spell list and may choose them as a spell known when next you choose spells for that level. If you do, you remove an illusion spell of the same level from your list of spells known.

Rusting touch: Rusted metal shines less brightly than well-kept materials. With a

touch you can alter the reflection from a piece of equipment, causing it to appear rusted, pitted, or otherwise worn. The user of the affected item must make a Will save to any checks to operate the item normally. Failure means they suffer a -2 penalty to any the check. This effect lasts for a number of rounds equal to your Wisdom modifier.

Spectrum hack: You may gain the use of a magic hack from the technomancer list. If this hack has any requirements you must meet them, substituting technomancer levels with your spectrumancer level when appropriate. You must be at least 5th level to choose this focus.

Speed of light: The spectrumancer adds *haste* to her list of spells known. She must be at least 8th level to choose this focus. This focus may be taken a second time adding *slow* to her list of spells known instead.

Spell Shield: You create a duplicate skin of yourself that peels away when you are the target of a spell. When attuned to the visual light-attuned you gain spell resistance equal to your spectrumancer level + your Wisdom modifier. This ability functions once per day and the illusionary skin peels away whether or not it successfully resists the spell. You must be at least 8th level to choose this focus. You may choose this focus an additional time for every 4 spectrumancer levels you possess above 8th. Each successive choice adds one to the daily use of spell shield.

X-ray vision: Your eyes can penetrate solid objects. When you have 1 ultraviolet-attunement point you can see through natural matter up to 1 foot thick. At 2 attunement points you can see through 1 foot thick of any matter. At full attunement you can see through materials 2 feet thick.

MATTER IS ENERGY (SU)
6TH LEVEL

At sixth level you are able to convert energy into matter. You may create a melee weapon of pure light. It targets either KAC or EAC as you decide when creating. Its item level equals your character level +1. The weapon remains for one minute or until you drop it. You may use this ability a number of times per day equal to your spectrumancer level.

RADIATION AURA (SU)
7TH LEVEL

When attuned to the visual light-attuned the unseen energies around you become poisonous. You gain an aura of low radiation of 5 ft. at 1 attunement point. At 2 attunement points it expands to 10 ft., and to 20 ft. when fully attuned. Creatures in your aura must succeed at a Fortitude Save per the radiation rules or become poisoned. A poisoned creature recovers one state as soon as it moves out of your aura. You are immune to your own radiation aura, and may suppress it at will. At 7th level, the radiation level is medium, at 14th level the radiation increases to high and at 20th level radiation levels reach severe.

ADVANCED EM ATTUNEMENT (SU)
10TH LEVEL

Your ability to attune with the EM spectrum increases. The maximum attunement points increases to 4 allowing you maintain full attunement even when a prism focus or other ability causes an attunement point to fade. In addition, the first and second damage dice of your photon ray increases to 1d8 when ultraviolet-attuned and blinding an opponent when fully attuned increases to five rounds. When infrared-attuned, you may shoot the second photon ray at a different target and dazing your target lasts for five rounds.

GLOWING COCOON (SU)
20TH LEVEL

Your control of illusions and light culminates in the ability to cover yourself in a sheath of pure light. The form of this is up to you as it is largely

illusory. You may create it large enough to carry your allies, transport treasures, or blister it with lasers. The cocoon is quasi-real and functions as a small or tiny starship.

Forming a cocoon is a full round action. This ability functions for a number of minutes per day equal to your class level plus your wisdom modifier. These minutes do not have to be used consecutively, but they must be used in one minute increments. The cocoon takes on the form of a Tier 10 starship with 270 build points. You gain an additional 3 build points per your Wisdom modifier. You are the power source for the cocoon, but you must still spend build points on a power core for purposes of the Power Budget. What other systems and modifications added are up to you, except for interstellar travel. No cocoon has a drift drive.

Spending 10 minutes, and half your maximum resolve points creates a longer-lasting version of the cocoon, upgrading the increments from minutes to days. This resolve cannot be recovered until the cocoon is dismissed.
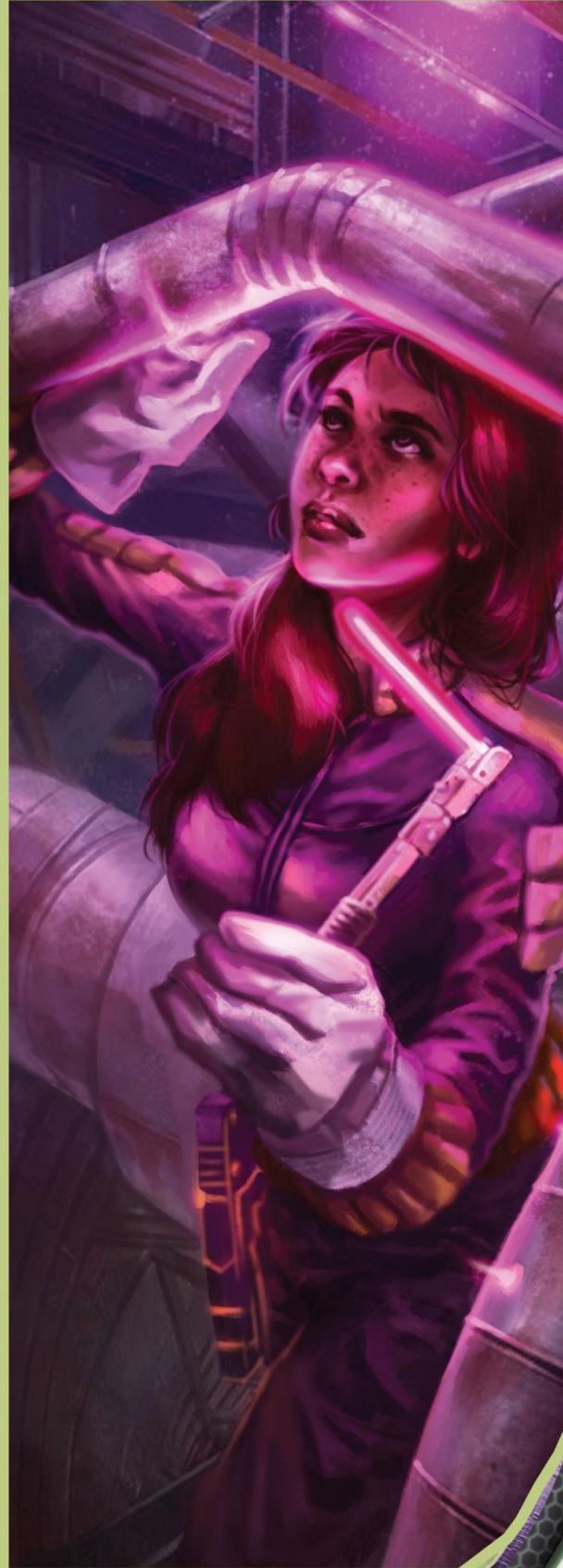
CHAPTER 2
FEATS AND SPELLS

BELL RINGER

Sometimes decking an alien causes them to lose grip on what's important; like a weapon.

Prerequisite: Improved Unarmed Strike

Benefit: You may make a special unarmed attack as a Full-Round Action. If this unarmed attack deals damage, the creature is shocked by being struck with an open hand. They must make a Will Saving throw equal to 10 + the damage of the unarmed attack. If they fail the Saving throw, they drop a weapon they were holding in one of their hands.

BLIND FIRE

Whether by luck or sheer tenacity, when you fire blindly around a corner you generally have the desired effect.

Prerequisite: Blind-Fight

Benefit: When you are behind Total Cover and adjacent to a square without Total Cover you may use a standard action to use the Covering Fire action. You may use adjacent square to draw Line of Effect to a single creature for the Covering Fire action.

Normal: You normally cannot use Covering Fire unless you can see a target from your square.

CRASH THROUGH

Rushing forward with immense speed, you disregard slower creatures, leaping over allies and crashing through enemies.

Prerequisite: Jet Dash

Benefit: While running, you may ignore occupied spaces of allies or enemies. When you move through an enemy space, you may spend a Resolve point. If you do, the enemy must succeed on a Fortitude Save with a DC of 10 + 1 for every five feet you moved before moving into their square or be knocked prone.

Normal: You may not run through an occupied space.

EXTRA RING GATE

By working a little more efficiently, you create more ring gates.

Prerequisite: The Ring Gate class feature.

Benefit: When you build a Ring Gate, you may create an additional Ring Gate. The additional Ring Gate may be affixed to a different weapon or carried with you as a spare.

Normal: You may normally only create the number of Ring gates dictated by your level.

FIST FULL OF BOOM!

Some people throw just one grenade at a time, you throw the whole case.

Prerequisite: Proficiency with Grenades

Benefit: As a Full-Round Action you can throw two additional grenades. Each grenade must target a different grid intersection or creature. These extra grenade attacks suffer a –6 penalty to the attack roll.

ILLUSIONARY DEATH

Prerequisites: Invisibility as a spell known, one other illusion spell known.

Benefit: When you are caught off guard by an attack that would harm you, you may react and make the harm seem significant. You may cast an illusion spell you know as a reaction. The illusion must be of yourself taking damage as appropriate and dropping. If you have at least two 2nd level spell slots available, you may cast invisibility on yourself as a part of the same action. Doing so uses both spell slots and your next standard action. While invisible in this way you may only take move actions, any standard action ends the ability just as if you had attacked.

LAUNCHING FIST

Surprising physicists everywhere, the humanoid face is the perfect launching pad.

Prerequisite: Spring Attack

Benefit: When you deal damage with an unarmed attack or a melee attack, you push yourself off your opponent, moving 10 feet away in a direction of your choice. You may use this feat in conjunction with Spring Attack, or similar feats. In Low Gravity or Zero Gravity, you may launch yourself 20 feet away instead.

Normal: You normally cannot take the Run action and make an attack action.

LUCKY SHOT

You missed, everyone saw you miss, but you don't have time to miss.

Benefit: When you prepare for the day, roll a single D20 and record the number. When you make an attack roll, you maybe spend a point of Resolve to use the recorded roll instead. This consumes the previous roll.

Special: You may select this feat multiple times. Each time this feat is selected you roll an additional d20 roll at the start of the day. Each number may only be used once.

MAD MAN'S COUNTENANCE

You find that being a little mad, has it's advantages in negotiations.

Benefit: While you are using a Charisma skill to change an individual's perception of you, they are treated as one step friendlier towards you. After the interaction the individual thinks of you as untrustworthy.

OVERCHARGED GRENADE

Many people feel it's incredibly dangerous to tamper with grenades. Those that tamper with grenades believe that the purpose of grenades is to be incredibly dangerous.

Prerequisite: Proficiency with Grenades, 5 Ranks in Engineering

Benefit: By spending one hour working with a grenade, you can attempt to overcharge it. An overcharged grenade increases it's Explode Radius by 5 feet. You may attempt to overcharge the grenade again with a DC: 20 Engineering check. If you succeed, the Explode Radius is increased by an additional 5 feet. If you fail the check by 5 or more, the grenade explodes while you work on it.

POLISHED ARMOR

Your diligence finally pays off; your highly polished armor can reflect light!

Benefit: When an attack that targets your Energy Armor Class misses you, you may spend a point of Resolve. The enemy then rerolls the attack against a single creature of your choice within 30 feet of you. If the rerolled attack would hit the selected creature; the selected creature suffers half the damage of the attack.

PRISM ARMOR

When the light is just right, your gleaming armor seems to burst in a kaleidoscope of colors.

Prerequisite: Polished Armor

Benefit: When you spend a point of Resolve to use the Polished Armor feat, you may spend 2 additional points of Resolve. If you do, instead of the attacking creature re-rolling the attack, every creature within 15 feet rolls a Reflex save with a DC equal to your EAC. Creatures that fail the Reflex save suffer ½ the damage the attack would have dealt.

SHIP-SELF SPELL

Prerequisites: EM Attunement Class Feature, Piloting or Engineering 5 ranks

Benefit: You can cast an illusion spell with a target of personal on the ship you are attuned to. You gain a special Starship Crew Action allowing you to attune with a starship. Each round spent on this action gives you and the ship 1 attunement point to the visible light area of the spectrum. Once fully attuned you may cast an illusion spell with a range of personal and it will affect the ship instead. You must continue to attune with the ship to maintain the spell and gain the fatigued condition when it ends. You may only use this ability once per day.

SPECIAL GRENADE PROTOCOL

They call it protocol, but they just pull the pin and throw it at their feet.

Prerequisite: Proficiency with Grenades

Benefit: When you throw a grenade at an enemy creature and you are within the Explosion radius of the grenade, you may deal additional damage equal to your character level to all creatures that fail the saving throw.

Normal: You normally do not add bonus damage to a grenade's damage roll.

SPEED OF LIGHT (COMBAT)

Prerequisites: photon ray or solar manifestation (weapon) class features

Benefit: By calling your weapon or photon ray to hand you may make attacks of opportunity even while flat-footed.

ZERO G SWAGGER

You find perfect footing when there are no footholds.

Benefit: In a Zero Gravity environment you can imitate having a handhold by throwing an object in your hand. The object leaves your hand and moves directly away from you at one half your land speed. You move at one fourth your land speed directly away from the object you threw.

NEW SPELLS

(A) *Astrodigitator Spell*

(S) *Spectrumancer Spell*

(T) *Technomancer Spell*

AID PILOT   (A) 1-5

School divination
Casting Time 1 reaction
Targets your bonded starship/vehicle
Duration instantaneous

You may boost a Piloting check during a starship combat, vehicle combat, or vehicle chase, after the original Piloting roll is made but before the

result is determined. This may be used on stunts, tricks, and other pilot actions, but not checks to determine which vessel moves first in a round. Aid pilot has the following effect depending on the spell's level:

1st: add 1d3 to the Piloting check.

2nd: add 1d6 to the Piloting check.

3rd: add 1d10 to the Piloting check.

4th: the pilot may reroll and use the better die result.

5th: the Piloting check counts as a success. If it's important to know the exact result, the roll is treated as a 20.

CHAMELEONIC HULL

School illusion **A 3**

Casting Time 1 standard action

Targets your bonded starship/vehicle

Duration concentration, up to 10 minutes per caster level

Saving Throw Will disbelieve; **Spell Resistance** no

You alter your starship or vehicle's appearance. You can change its coloration, general shape, type of vessel, and the like, but not its size category. You also can conceal its weaponry, armor, and shields, or create the appearance of weaponry, armor, and shields that don't actually exist. The illusion includes audible and visual elements and is effective against basic cameras, living creatures, and robots, but not scrying spells or scanners.

CONFOUND TARGETING

School illusion **A 2**

Casting Time 1 reaction

Range 5 hexes

Targets 1 enemy gunner

Duration instantaneous

Saving Throw Will negates; **Spell Resistance** yes

If an enemy's gunnery check against your starship was successful (but was not a critical hit), you can immediately project false data through space to the enemy vessel's gunner and

targeting software, negating the successful hit. The enemy gunner may make a Will saving throw to overcome your trickery. (If an NPC gunner's Will save bonus is unclear, the GM may use the ship's tier as the NPC gunner's Will save bonus.)

CONFOUND TARGETING, GREATER

School illusion **A 4**

Casting Time 1 reaction

Range 10 hexes

Targets 1 enemy gunner

Duration instantaneous

Saving Throw Will negates; **Spell Resistance** yes

This spell functions as *confound targeting* but, with greater range, and the target gunner suffers a -2 penalty on the Will saving throw.

ESP EMP

School evocation **A 5**

Casting Time 1 standard action

Range 10 hexes

Targets 1 starship

Duration instantaneous

Saving Throw none; **Spell Resistance** no

You mentally project through space a powerful wave of psychic energy that interferes with electronic signals. You can only cast this during a Gunnery Phase. You fire one shot from any arc of your bonded starship as though it has a heavy EMP cannon mounted in that arc. Your starship doesn't need to have a heavy EMP cannon to use this spell.

EXTRA FIREPOWER, LESSER

School transmutation **A 2**

Casting Time 1 reaction

Targets your bonded starship

Duration instantaneous

When cast, choose one of the following effects:

• If a weapon with the limited fire special property becomes depleted, it regains 1 use;

• Add 1d4 to one gunnery check after the original roll is made but before the result is determined; or

• For one round for one weapon, a gunner ignores the -2 attack penalty of the broad arc special property. You must select this effect before the gunner makes the gunnery check.

EXTRA FIREPOWER

School transmutation
Casting Time 1 reaction
Targets your bonded starship
Duration instantaneous

A 4

This spell functions like *lesser extra firepower*, but the caster may also choose from the following effects:
• If a weapon with the limited fire special property becomes depleted, it regains 1d2+1 uses;
• A gunner may reroll a gunnery check that just failed; or
• For one round for one weapon, a gunner ignores the -4 attack penalty of the array special property. You must select this effect before the gunner makes the gunnery check.

EXTRA FIREPOWER, GREATER

School transmutation
Casting Time 1 reaction
Targets your bonded starship
Duration instantaneous

A 5

This spell functions like *extra firepower*, but the caster may also choose from the following effects:
• If a weapon with the limited fire special property becomes depleted, it fully replenishes instantly;
• A gunnery check that just failed counts as a successful hit (but not a critical hit);
• A gunnery check that just succeeded counts as a critical hit; or
• For one round for one weapon, a gunner ignores the usual damage reduction of the ripper special property. You may select this effect after the gunner makes the gunnery check.

JANITORIAL SERVICE

A 0

School conjuration
Casting Time 1 standard action

Targets your bonded starship or vehicle
Duration 1 hour per starship's tier or 10 minutes per vehicle's level (D)

You summon an adorable little fey spirit that slowly and thoroughly cleans a starship or vehicle. Once summoned, the spellcaster can leave the starship and the spirit will continue working. If attacked, the fey spirit vanishes with a puff of pink smoke.

MICRO-LEAP MANEUVER

T 2

School illusion
Casting Time 1 standard action
Range personal
Duration one round
Saving Throw Will negates; **Spell Resistance** no

This spell causes the caster to remain visible in her current location even as she moves to a new location to make an attack. In effect a figment of her remains still while she invisibly moves. She may move any distance up to her speed before making an attack from the new location. If the target or her attack fails it Saving Throw it is flat-footed against this attack. After the attack, or at the end of her turn if she doesn't attack, the figment moves just as she did, fading away as she becomes visible when they rejoin.

NUKE 'EM

A 6
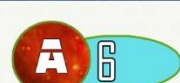
School evocation
Casting Time 1 standard action
Range 20 hexes
Targets 1 starship
Duration instantaneous
Saving Throw none; **Spell Resistance** no

You summon and project through space a bright green pseudo-nuclear missile. You can only cast *nuke 'em* during a Gunnery Phase. You fire one shot from any arc of your bonded starship as though it has a heavy nuclear missile launcher mounted in that arc. Your starship doesn't need to have a heavy nuclear missile launcher to use this

spell, and casting this does not actually consume any uses of its missile launchers.

RADIANT SAIL

⑤ 1-3

School illusion
Casting Time 1 standard action
Range creatures touched
Duration see text
Saving Throw Will negates (harmless); **Spell Resistance** no

  Energy radiates through the vast reaches of space and this spell allows that energy to be harnessed. Casting this spell creates an illusionary sail that catches light and other electromagnetic energy. Up to one creature per caster level can be affected by *radiant sail*. The creature affected may move through space at a rate of 50 ft. per round with poor maneuverability.

  As the sail is an illusion any interaction it has with a solid object other than the target will destroy it.

  1st When cast as a first level spell the sail can only harness a nearby light source, such as planet in daylight or a ship's beams. The further it travels from this source the weaker it becomes, and the duration is rounds per caster level.

  2nd When cast as a second level spell the sail harnesses infrared and radio waves as well as visible light such as might be found within a star's system. The duration becomes one minute per caster level.

  3rd When cast as a third level spell gamma rays, X-rays and more can be harnessed. It functions in deep space and the duration becomes ten minutes per caster level. Your GM has final say as to which electromagnetic energies are available in a given situation.

RESTORE SHIELDS

Ⓐ 1-5

School abjuration
Casting Time 1 standard action
Range personal
Targets your bonded starship

Duration instantaneous

  You restore 1d6 Shield Points per spell level to one quadrant of your bonded starship.

ROBOTIC ASSISTANT

Ⓐ 3

School conjuration
Casting Time 1 standard action
Range personal
Duration 1 round/level (D)

  You summon a multi-armed hover-drone that assists a starship's engineers. Each Engineering Phase, the robotic assistant can perform one engineer action, using the engineer's total Engineering skill bonus with a -4 penalty. (If the starship has multiple engineers, the robotic assistant's Engineering skill bonus is based on the ship's engineer with the lowest Engineering skill bonus.) A starship can only benefit from one *robotic assistant* at a time. Directing the robotic assistant to start a new engineer action consumes 1 reaction on the part of any crewmember, otherwise, the robotic assistant keeps undertaking the same engineer action it was previously doing (if any).

STARSHIP TELEPORT

Ⓐ 6

School conjuration (teleport)
Casting Time 1 standard action
Targets your bonded starship/vehicle
Duration instantaneous

  If cast on a starship, you may cast *starship teleport* at the end of a Helm Phase after all ships have moved. When cast, the astrodigitator summons a brilliant sapphire tear in the fabric of space that consumes the starship. The starship immediately teleports up to a number of hexes equal to your caster level, and end facing the direction of your choice. If multiple ships have crewmembers casting this spell simultaneously, teleports are resolved in the same order as the sequence of how those ships moved this round. If *starship teleport* is cast on a vehicle, the vehicle can be teleported any-where within your line of sight.

COSMIC CLASSES

VOLUME ONE

THE FUTURE IS FRACTURED!

THROUGHOUT THE GALAXY, MOST SPACEFARERS HAVE ENCOUNTERED ENVOYS, MECHANICS, AND EVEN TECHNOMANCERS, BUT THEY AREN'T THE ONLY ADVENTUROUS TREKKERS OF THE COSMOS. AS VARIED AS THE ALIEN WORLDS FROM WHICH THEY ORIGINATE, NOT ALL CHARACTERS CAN BE ENCAPSULATED WITHIN THE SEVEN CORE CLASSES. THE FOLLOWING SEVEN BASE CLASSES PRESENT EXCITING NEW OPTIONS FOR BOTH THE PLAYER CHARACTERS AND NON-PLAYER CHARACTERS OF YOUR GAME TABLE.

THESE SEVEN NEW CLASSES ARE EQUIVALENT IN POWER TO THE SEVEN CORE CLASSES, AND GM'S ARE ENCOURAGED TO ALLOW THESE OPTIONS FOR PLAYERS TO FREELY CHOOSE FROM. AS FOR ANY OPTION AT THE GAME TABLE, IT IS ULTIMATELY UP TO THE GM TO DECIDE WHAT IS AND ISN'T ALLOWED IN THE GAME.

• ARBITER- THE CONSUMMATE DIPLOMAT WITH A ROGUISH SIDE, ARBITERS ARE OFTEN THE VOCAL FACES OF PARTIES THAT REQUIRE A LITTLE MORE VERSATILITY FROM THEIR ENVOYS.

• ASTRODIGITATOR- SPELLCASTERS CAPABLE OF PSYCHICALLY BONDING WITH STARSHIPS, ASTRODIGITATORS IGNITE EVERY BATTLE WITH EXTRA FIREPOWER, BOTH IN PERSON AND IN SPACE.

• DIMENSIONAL BOMBARDIER- BENDING SPACE AND TIME TO BRING A SPECTACLE OF CARNAGE, DIMENSIONAL BOMBARDIERS; DEVASTATE BATTLEFIELDS WITH THEIR CANNONADES

• ELDRITCH ARTILLERISTS- THROUGH SECRETS, BARGAINS, AND DEALS, ELDRITCH ARTILLERISTS ENGULF THE VOID WITH POWERS WHICH SHOULD NOT BE.

• MECHROMANCER- STEP INTO A MOBILE MECH SUIT, JACK IN, AND UNLOCK THE TECHNOLOGICAL AND ARCANE SECRETS OF THE COSMOS. UPGRADE AND CUSTOMIZE YOUR MECH AS YOU ADVANCE IN LEVEL, WITH MAGIC, LASERS, AND EVEN TENTACLES! PILOT MEDIUM TO GARGANTUAN SUITS.

• NOVAFIST- TOILING TO MAKE HERSELF SO FORMIDABLE THAT SHE CAN BOX STARSHIPS, THE NOVAFIST ENTERS THE RING WITH MUSCLE MERGED WITH MACHINE.

• SPECTRUMANCERS- MANIPULATORS OF ENERGY CONCENTRATED IN ONE OF THREE AREAS OF THE EM SPECTRUM: ULTRAVIOLET, VISIBLE LIGHT, AND INFRARED. SPECTRUMANCERS BEND LIGHT'S PROPERTIES TO MAKE HER INVISIBLE, POISON LIGHT ITSELF THROUGH RADIATION, OR TURN ITS ENERGY INTO SOLID MATTER.

PLUS NEW SPELLS AND FEATS TO SPECIALIZE YOUR NEW ROLE!

STARFINDER COMPATIBLE