

Rite Publishing Presents

101 Technomancer Spells



by Jeff Lee



RITE PUBLISHING PRESENTS:



101 TECHNOMANCER SPELLS

CREDITS

Spellcoder (Author): Jeff Lee

QA (Developer/Producer): Scott Gladstein

Quality Assurance (Editor): Owen K.C. Stephens

Emojis (Illustrators): Alswart, Anibal, Elnur, Fotohansel, Grandeduc,
Jesse-lee Lang, Luizishan, Sergey Nivens, Stnazkul, Tatiana Shepeleva,
Tonis Pan, VAlex, Vladimir Caribb

GUI (Design and Layout): Lj Stephens

Spell Domain Owner (Publisher): Miranda Russell

Runeweb Host (Assistant Publisher): Owen K.C. Stephens

*“New technology is not good or evil in and of itself.
It’s all about how people choose to use it.”*

— David Wong, *Writer*

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

101 Technomancer Spells © 2019 RitePublishing LLC, Open Gaming License Copyright © 2007 Wizards of the Coast. All rights reserved, Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license. Some images are licensed under a Creative Commons Attribution-No Derivative Works 3.0 License; <http://creativecommons.org/licenses/by-nd/3.0/> Some images are licensed under a Creative Commons Attribution-Share Alike 3.0 License; <http://creativecommons.org/licenses/by-sa/3.0/> Some images are licensed under a Creative Commons Attribution 3.0 License. <http://creativecommons.org/licenses/by/3.0/>

TECHNOMANCER SPELLS LIST

0-LEVEL

Jury-Rig: Temporarily negates the broken condition on an object.

Malfunction: Causes a technological item to cease functioning for 1 round.

1ST-LEVEL

Amplify Light: Increases the light level from a technological source.

Analytical Mind: Roll twice when making an Intelligence-based check.

Assimilate Data: Absorb information from a source to gain bonuses on skill checks.

Battery Healing: Drain a battery to restore 1d8 + your Intelligence modifier Hit Points to a living creature.

Calibrate Weapon: Increase the weapon's accuracy, providing bonuses to attack.

Cannon Fodder Junkbot: Create a temporary robot made of junk to attack your enemies.

Create Fake Shell: Magically create a fake network and system directory in a computer.

Data Cache: Create a hidden file of information in a computer or a living creature's mind.

Downgrade Weapon: Reduce a weapon's damage output.

Grenadier's Aim: Increase thrown weapon's range and grant a +1 to attack rolls.

Hide From Tech: Become effectively invisible to machines.

Hypnopedia: Provide temporary skill ranks to a creature while they sleep.

Power Down: Technological item ceases to function while you concentrate on it.

Read Object: Pick up psychic impressions from an item.

Redundancy Protocol: Cause the target to take extra time performing actions.

Reflecting Gauntlet: A magical gauntlet defends you from enemy attacks.

Repair Undead: Restore 1d8 + your Intelligence modifier Hit Points to an undead creature.

Sabotage Computer: Computer has 50% chance of malfunctioning under spell's duration.

Secret Space: Create hidden extradimensional pocket that can hold an item up to 1 bulk.

Shatter: Sonic vibration damages objects or crystalline entities.

Summon Armor: You are encased in a customized suit of armor.

Voice Alteration: Disguise target's voice.

2ND-LEVEL

Alter Weapon: Changes a weapon's damage type to suit your needs.

Amplify Light, Greater: Generates blinding light or lasers from a technological source.

Animated Weapon: Cause a weapon to attack your opponents on its own.

Apport Object: Send an object elsewhere, or cause a prepared object to appear in your hand.

Battery Healing: Drain a battery to restore 3d8 + your Intelligence modifier Hit Points to a living creature.

Conjure Net: Create a net to use as a weapon or a barrier.

Construct Configuration: Take on the form and some defenses of a construct.

Cyborg Transformation: Turn yourself into a cyborg to gain enhancements.

Damper Field: Magical field converts lethal damage to nonlethal, and gives DR 5/- to nonlethal attacks.

Defensive Nanites: Nanite swarm provides concealment from ranged attacks and 3d6 damage to melee attackers.

Delete Spell: Remove a prepared spell from a target's mind.

Embedded Message: Hidden message of up to 25 words is triggered when conditions are met.

Encrypt Thoughts: Shield yourself from mental intrusions such as *detect thoughts* and *modify memory*.

Energy Field: Force field provides +4 bonus to EAC and protects against extreme temperatures.

Hypercognitive Algorithm: +10 bonus to skill checks regarding a particular subject.

Hypersonic Field: Area of high-pitched sound blocks blindsense and blindsight.

Inhibit Energy Efficiency: Targeted object requires double the number of charges to function.

Junkbot Mount: Create a temporary robot made of junk to use as a mount.

Kinetic Field: Force field provides +4 bonus to KAC and retains air in a vacuum.

Magnetized Step: Walk on ferromagnetic surfaces in zero-gravity.

Overcharge: A surge of energy shorts out an item, or causes it to explode.

Persistent Shot: The next shot from a ranged weapon circles back to strike again if it misses.

Power Gauntlet: Magical gauntlet acts as a weapon and provides a +2 bonus to melee damage.

Radio Silence: Communication devices cease to function in the area of effect.

Repair Undead: Restore 3d8 + your Intelligence modifier Hit Points to an undead creature.

Shape Blast: Alter the shape of an explosion or energy blast.

Social Algorithm: Target gains bonuses to Bluff, Diplomacy, and Intimidate.

3RD-LEVEL

Arcane Countermeasure: Turn a spell of 3rd or less into a computer countermeasure.

Battery Healing: Drain a battery to restore 4d8 + your Intelligence modifier Hit Points to a living creature.

Construct Configuration: Take on the form and some of the defenses and immunities of a construct.

Covert Junkbot: Create a temporary robot made of junk to perform hacking, scouting, and other subterfuge.

Electromagnetic Pulse: 9d6 electricity damage in a 20-foot area to all powered objects and technological constructs.

Enhance Energy Efficiency: Reduce energy costs of technological item by 50%.

Harrying Junkbot: Create a temporary robot made of junk to make enemies flat-footed and off-target.

Incorporate Tech: Fuse a piece of technology with your body and gain bonuses to its use.

Junkbot Swarm: Create a swarm of temporary Tiny robots made of junk to attack your enemies.

Negative Reinforcement: Target is compelled to take or refrain from an action, or take damage.

Positive Reinforcement: Target is compelled to take or refrain from an action, becoming fascinated.

Power Down, Mass: 1 technological item/level ceases to function while you concentrate.

Purge Parameters: Affected constructs become hostile to all nearby creatures.

Repair Undead: Restore 4d8 + your Intelligence modifier Hit Points to an undead creature.

Restore Tech: Repair and recharge a destroyed item, restore 10d6 Hull Points to a starship, or restore life to a technological construct.

Secret Space: Create extradimensional space that can hold up to 1 bulk/level.

Sensor Scrying: Magically see and/or hear through a surveillance device within range.

Stasis, Lesser: Creature enters suspended animation for a short period.

Submission Protocol: Protection from enchantment, and subject can fool casters into thinking spells work even when saving throw is made.

Suicide Junkbot: Create a temporary robot made of junk that can self-destruct and explode.

Technomagic Missile: Target enemies with one or more magically created missiles.

Technomancer's Touch: Gain knowledge about an item you touch, and bonuses to Computers and Engineering checks to use or repair it.

4TH-LEVEL

Babble: Remove targets' ability to speak or write.

Battery Healing: Drain a battery to restore 7d8 + your Intelligence modifier Hit Points to a living creature.

Battle Interface: Interface with allies' minds to provide collective combat bonuses.

Construct Configuration: Take on the form and some of the defenses and immunities of a construct.

Cyborg Transformation: Turn yourself into a cyborg to gain enhancements.

Electromagnetic Wall: 6d6 electricity damage to all technological constructs and powered items that pass through the wall.

Guardian Junkbot: Create a temporary robot out of junk to fight for you and protect you in combat.

Overclock: You boost an item's ability to function for a short time.

Power Leech: Drain the charges from one object and transfer them to another object.

Recharge, Greater^R: Replenish charges in 1 battery or item/level, or continually recharge 1 battery or item.

Redesign: Transform one technological item into another item of the same or lower item level.

Repair Undead: Restore 7d8 + your Intelligence modifier Hit Points to an undead creature.

Sensor Phantom: Create illusory readings to fool the readings of sensory devices.

Shock Field: Electrical field deals 2d6 + your Intelligence modifier to attackers.

Tractor Beam: Graviton beam anchors you to a target, entangling it and allowing you to push or pull against it.

Transformative Battery: Absorb up to 3 different energy types to fuel energy ray attacks.

Wall of Lightning: Creatures take 5d6 electricity damage passing through the wall.

iwi Technomancer Spells

5TH-LEVEL

Battery Healing: Drain a battery to restore $9d8 +$ your Intelligence modifier Hit Points to a living creature.

Binding Agreement: Magical contract compels subjects to comply with terms.

Cloak Ship: Make a starship effectively invisible to enemies.

Comm Jaunt: Teleport unerringly along an open line of communication.

Construct Configuration: Take on the form, defenses, and immunities of a construct.

Delete Spell, Greater: Remove multiple prepared spells from a target's mind.

Discharge, Mass: As *discharge*, but affect 1 creature or object per level in a 30-ft. area.

Guards and Wards^R: Array of magical effects protect an area.

Negative Reinforcement, Mass: One target/level is compelled to take or refrain from an action, or take damage.

One with the Machine: You merge with a piece of technology, controlling it from within.

Panic Room: A specific trigger summons a metal chamber to surround and protect you.

Poison Cloud: A cloud of toxic vapors poisons creatures that enter its area.

Positive Reinforcement, Mass: One target/level is compelled to take or refrain from an action, becoming fascinated.

Predictive Algorithm: Hyperawareness of your environment provides offensive and defensive bonuses.

Repair Undead, Mass: Restore $2d8 +$ your Intelligence modifier Hit Points to 1 undead creature/level.

Secret Space: Up to 10 bulk/level in items vanish into an extradimensional space until you call for them.

Stasis: Creature is put into suspended animation for 1 day/level.

6TH-LEVEL

Arcane Countermeasure, Greater: Turn a spell of 6th level or less into a computer countermeasure.

Battery Healing: Drain a battery to restore $11d8 +$ your Intelligence modifier Hit Points to a living creature.

Caustic Eruption: Magical nanites cause $10d10$ acid damage to targets, and $5d10$ the next two rounds.

Cyborg Transformation: Turn yourself into a cyborg to gain enhancements.

Dimensional Jaunt: Teleport up to 30 feet as a move action every round.

Mystic Field: Mobile field causes technological items and constructs to cease functioning.

Nanite Form: You become a flying cloud of nanites for a short time.

Repair Undead, Mass: Restore $4d8 +$ your Intelligence modifier Hit Points to 1 undead creature/level.

Stasis, Greater: Creature is put into permanent suspended animation.

Tech Field: Mobile field causes spells, magical items, and magical constructs to cease functioning.



TECHNOMANCER SPELLS DESCRIPTIONS

ALTER WEAPON

Technomancer 2

School transmutation

Casting Time 1 standard action

Range touch

Targets weapon touched

Duration 1 round/level (D)

Saving Throw none; **Spell Resistance** no

With a touch, you transfigure the inner workings of a weapon, changing its function to suit your whims. The damage dice of the weapon remain the same, but you may change the damage type for the duration of the spell. If the target is an energy weapon, you change the damage to another energy type of your choice. If the weapon is a melee or projectile weapon, you can change the damage type (bludgeoning, piercing, or slashing) or change the damage from lethal to nonlethal.

AMPLIFY LIGHT

Technomancer 1

School transmutation

Casting Time 1 standard action

Range touch

Target 1 laser weapon or technological light source

Duration 1 minute/level or 1 round/level (D)

Saving Throw Will negates (object); **Spell Resistance** yes (object)

This spell increases the output of light from a technological light source. The light level within the object's area of effect increases by two steps (darkness to normal, dim or normal to bright), rather than one, for 1 minute per level.

Alternately, you can increase the damage output of a laser weapon, adding one die to its total damage dice for 1 round per level.

AMPLIFY LIGHT, GREATER

Technomancer 2

School transmutation

Casting Time 1 standard action

Range close (25 ft. + 5 ft./2 levels)

Target 1 laser weapon or technological light source/level, see text

Duration 1 minute/level or 1 round/level (D), see text

Saving Throw Will negates (object), see text; **Spell**

Resistance yes (object), no (see text)

This spell works in two distinct ways. In the first, it acts as *amplify light*, except you can affect up to 1 laser weapon or technological light source per level, increasing their output for 1 minute per level.

In the second case, you can cause one technological light source to either produce a blinding radiance, or refine itself into a laser. If you choose the first option, the light the item produces is considered bright light, and any creature within the area of effect must succeed at a Fortitude saving throw or be blinded for as long as it remains in the area of effect and for 1d6 rounds after leaving the area. Spell resistance does not apply.

Alternately, you can take any technological light source that produces a cone of light and amplify it into a laser weapon. The beam focuses down into a constant ray with the same range as the cone the item normally emits. You attack as normal, dealing 3d6 fire damage on a hit and 1d6 burn on a critical hit. The item uses 1 charge every round, using the capacity of the item augmented by the spell. This laser is relatively weak in comparison to an actual weapon and does no damage outside of the first range increment. However, if used against a creature outside the first range increment, that creature must succeed at a Fortitude saving throw or be blinded for 1d6 rounds. On a natural 1, the blinded condition is permanent.

ANALYTICAL MIND

Technomancer 1

School enchantment (compulsion, mind-affecting)

Casting Time 1 standard action

Range touch

Targets 1 creature

Duration 10 minutes/level or until discharged (D)

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

You alter the target's mind, altering its thought processes to be more rational and thorough. When an affected creature makes an Intelligence check or Intelligence-based skill check, they can roll twice and take the higher result. If the target already has an ability that allows it to roll twice, they cannot use that ability and benefit from this spell on the same roll.

The spell is discharged once the target has gained its benefits a number of times equal to your caster level (or until the spell's duration expires).

ANIMATED WEAPON

Technomancer 2

School transmutation

Casting Time 1 standard action

Range Medium (100 ft. + 10 ft./level)

Targets 1 weapon

Duration 1 round/level

Saving Throw Will negates (object); see text; **Spell Resistance** no

You instill life in a weapon, enabling it to attack your opponents on its own. If the weapon is in the possession of a creature, it gets a Will save, using its save bonus or the owner's, whichever is higher. The weapon you target rises into the air, flying to engage in melee, or shooting at range, an opponent you designate. The weapon has one attack on the round it is animated and 1 additional attack each round the spell is in effect. The weapon strikes using your base attack bonus plus your Intelligence modifier as its attack bonus. The weapon will continue to attack the target you designate for the spell's duration or until the target dies. You can designate a new target for the weapon on subsequent rounds as a move action. The animated weapon gains a fly speed of 30 feet, and will move to keep its designated target within range and line of sight as needed.

The weapon otherwise functions as a normal weapon of its type. The weapon cannot reload itself, so if it runs out of charges or ammunition during the spell, it will simply sit motionless until reloaded.

APPORT OBJECT

Technomancer 2

School conjuration (teleportation)

Casting Time 1 standard action

Range touch

Target 1 touched object of up to 1 bulk

Duration instantaneous or 1 hour/level

Saving Throw Will negates (object); **Spell Resistance** yes (object)

You instantaneously transport a small object from one location to another. There are two ways to use the spell: sending allows you to immediately send an object in your hands to a nearby location, while receiving permits you to cast the spell on an object and summon it to your location at a later time.

If you choose to send an object elsewhere, the spell functions like *teleport*, except it is limited to the touched object and has a maximum range of 25 feet + 5 feet per

2 levels. You can send the object to any square within range and don't need line of sight to the destination. The object can be placed in the open or inside a container, a pocket, or even someone's hand. If there isn't room in the space selected (such as the container being too small to hold the object, or if it is already filled with something else) or the person doesn't want or isn't expecting the object, it appears on the ground within the target's square instead. You can transport the object to an elevation above the floor as long as the destination is within the spell's range limit.

You can also prepare an object ahead of time to apport it to yourself, casting the spell on it and assigning a mental trigger to complete the spell. You don't need line of sight to the object to apport it to you, but the object must be within a distance of 25 feet + 5 feet per 2 levels. Completing the spell is a swift action. You can apport an object in this way even if someone holding the object is unwilling to let you take it. Once you apport the object, the spell ends.

You cannot apport an object into or out of a *tech field*.

ARCANE COUNTERMEASURE

Technomancer 3

School abjuration

Casting Time 10 minutes

Range touch

Targets 1 computer

Duration permanent until discharged (D)

Saving Throw see text; **Spell Resistance** no (object) and yes; see text

You embed one of your prepared spells into a computer as magical code, providing a countermeasure against anyone that attempts to hack the system. You can store any harmful spell of 3rd level or lower that you know as a countermeasure. The circumstances under which this countermeasure is activated are determined by you when you cast the spell (for example, you could set the *arcane countermeasure* to trigger when someone fails to put in the correct password for root access, or only when someone attempts to hack the computer). This countermeasure counts against the total number of countermeasures the computer can have according to its tier. All level-dependent features of the spell are based on your caster level at the time of the casting of arcane countermeasure. If the spell has a target, it targets the creature that triggered the countermeasure. If the spell has an area, it is centered on the creature that triggered the countermeasure. If the spell summons creatures, they appear as close as possible to the creature that triggered the countermeasure. Saving throws and spell resistance, including the saving throw DC, are

determined by the spell (and level of the spell) used as the countermeasure.

Being magical in nature, the *arcane countermeasure* is more difficult to detect and disable than its technological counterpart. The DC to access and disable an arcane countermeasure is equal to the DC to hack the computer, plus your caster level.

ARCANE COUNTERMEASURE, GREATER

Technomancer 6

School abjuration

Casting Time 10 minutes

Range touch

Targets 1 computer

Duration permanent until discharged (D)

Saving Throw see text; **Spell Resistance** no (object) and yes; see text

This spell functions as *arcane countermeasure*, but the spell stored as a countermeasure can be of 6th level or lower.

ASSIMILATE DATA

Technomancer 1

School divination

Casting Time 1 round

Range touch

Effect absorb all relevant knowledge pertinent to a specific topic from available source

Duration instantaneous

Saving Throw none; **Spell Resistance** no

When you cast this spell, you can draw all information from a particular source into your mind instantly without having to search through it, garnering all available data pertinent to a particular topic. You touch a particular source of information—a book, database, computer with data storage, or similar source—when you cast the spell, and concentrate on a specific topic (such as the dangers of a particular star system, the biology of a particular type of alien, or the history of a specific person, for example). At the end of the casting, the



Technomancer Spells

spell seeks out all data pertinent to the topic and downloads it directly into your mind, providing you with immediate access. This information will remain sharp, detailed, and easy to recall for the next 24 hours, providing a +1 insight bonus per level (maximum bonus +5) to any skill checks made in regards to the subject during that time. After that, you can still recall pertinent details on the subject, but the bonus is no longer provided.

BABBLE

Technomancer 4

School enchantment

Casting Time 1 standard action

Range Medium (100 ft. + 10 ft./level)

Area 15-ft. radius burst

Duration 1 round/level

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

This spell causes a corruption of the brain's language center, causing an inability to speak or write in any understandable way. A creature under the effects of this spell cannot cast any spells with verbal components. Anything the creature speaks or writes is a garbled mess of words without meaning. A creature under the effects of *comprehend languages* can understand the speech and writing of a creature under the effects of *babble*. *Tongues* counters and negates *babble*, and *babble* counters and negates *tongues*.

BATTERY HEALING

Technomancer 1-6

School transmutation

Casting Time 1 standard action

Range touch

Targets 1 living creature

Duration instantaneous

Saving Throw Will half (harmless); **Spell Resistance** yes (harmless)

You drain the energy from a fully-charged battery, converting it to healing energy you can bestow on a subject with a touch. Battery healing drains a particular battery type, and restores a number of Hit Points to your target depending on the spell's level.

1st: Battery; 1d8 + your Int modifier.

2nd: High-capacity battery; 3d8 + your Int modifier.

3rd: High-capacity battery; 4d8 + your Int modifier.

4th: Super-capacity battery; 7d8 + your Int modifier.

5th: Super-capacity battery; 9d8 + your Int modifier.

6th: Ultra-capacity battery; 11d8 + your Int modifier.

BATTLE INTERFACE

Technomancer 4

School divination (mind-affecting)

Casting Time 1 standard action

Range close (25 ft. + 5 ft./2 levels)

Targets you plus 1 ally/4 levels

Duration 1 minute/level

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

You interface your mind with that of your allies, boosting your coordinated efforts in combat. While the spell is in effect, when you and your allies roll for initiative, add the highest initiative bonus among your allies to all initiative dice rolls instead of the character's regular initiative bonus. Each target affected by the spell also receives a +2 insight bonus to attack rolls, Reflex saves, and Will saves. If you and an ally are both threatening an opponent, the target is considered flanked, even if the opponent is not actually flanked. Anyone under the effects of this spell that is rendered unconscious or helpless loses all benefits of the spell until that condition is removed.

BINDING AGREEMENT

Technomancer 5

School enchantment (compulsion, language-dependent, mind-affecting)

Casting Time 10 minutes

Range close (25 ft. + 5 ft./2 levels)

Targets Two or more living creatures, up to 1 creature/level

Duration 1 day/level or until discharged (D, see text)

Saving Throw none; **Spell Resistance** yes

This spell binds two or more creatures under a magical contract, compelling each creature involved to fulfill their portion of the bargain as written in the agreement. As part of the casting of the spell, the specifics of the contract are set down in a document of some type, typically a file on a computer. Not all subjects must be willing, but they must all be within range when the spell is cast.

All creatures taking part in the *binding agreement* must complete whatever tasks are stipulated on the contract, or refrain from whatever actions it has forbidden, until the agreement is completed. If the agreement is open-ended, with no clear end goal or specific tasks that can be fully completed by the subjects involved, then the spell remains in effect for a maximum of 1 day per caster level. A clever participant may find a way to subvert an open-ended agreement, taking actions not prescribed but still

within the spirit of the agreement, so long as the GM rules it possible.

Should a subject that is part of a *binding agreement* fail to obey the stipulations of the contract by being prevented from, or refusing to work towards their end of the agreement for 24 hours, the subject takes a -3 penalty to each of its ability scores. Each day, another -3 penalty accumulates, up to a total of -12. No ability score can be reduced to less than 1 by this effect. The ability score penalties are removed 24 hours after the subject actively resumes obeying the *binding agreement*.

If the subject actively pursues an action the *binding agreement* specifically forbids, the -3 penalty is applied immediately when the contract is defied, and each additional -3 penalty is added for every 24 hours the subject continues to actively break the deal. Again, the ability score penalties are removed 24 hours after the subject actively resumes obeying the *binding agreement*.

As the caster of the spell, you can dismiss it at any time, unless you are one of the subjects of the spell. The binding agreement (and all accompanying ability score penalties) can be ended with a *remove affliction*, provided its caster level is at least 2 levels higher. *Break enchantment* and *wish* will also end a binding agreement. *Dispel magic* has no effect. When one subject has the spell's effects removed, all others are freed from its power as the spell is ended.

CALIBRATE WEAPON

Technomancer 1

School enchantment

Casting Time 1 standard action

Range touch

Target 1 weapon

Duration 1 round/level

Saving Throw none; **Spell Resistance** no

You endow a weapon with greater accuracy. The weapon gains a +1 enhancement bonus to attack rolls for the duration of the spell, and an additional +1 bonus for every 4 caster levels you possess (maximum bonus +5).

CANNON FODDER JUNKBOT

Technomancer 1

School transmutation

Casting Time 1 round

Range touch

Target 1 bulk of inert electronic equipment; see text

Duration 1 round/level

Saving Throw none; **Spell Resistance** no

You turn a pile of technological junk into a robot that follows your commands. You must target inert, nonworking electronic equipment of at least 1 bulk. Valid targets include a large broken computer system, nonworking or unconnected computer or robot parts, a destroyed robot or another such trashed mechanical system, or any related electronic components or combination of the above so long as the junk is found in large enough quantity. While casting this spell, you use magic and technological know-how to rearrange the junked parts and infuse them with energy and subterfuge skills.

A cannon fodder junkbot is Small, its KAC and EAC are each equal to 10 + your caster level, and it has Hit Points equal to one quarter of your own (but no Stamina Points). It has a land speed of 30 feet and a fly speed of 15 feet with average maneuverability. The junkbot uses your saving throw bonuses if it is the target of a spell or another targeted effect. For purposes of spells and effects that target the junkbot, it is treated as a construct with the magical and technological subtypes.

The cannon fodder junkbot has two hands. It has an attack bonus equal to 2 + your technomancer level; in one hand it wields a buzzblade dagger, and its other hand wields a light laser pistol.

You can give new basic command to your cannon fodder junkbot telepathically on your turn as a move action, and the junkbot can take these actions as if it were a normal creature. You are aware when the junkbot has succeeded at or failed a skill check, as well as when it has been attacked or destroyed, but you can perceive nothing else through this telepathic link.

When the cannon fodder junkbot is destroyed or this spell ends, the electronic equipment used to create it falls apart into refuse, its circuitry fried beyond anything recognizable. You can't use this refuse as a target to create another junkbot.

CAUSTIC ERUPTION

Technomancer 6

School conjuration (acid, creation)

Casting Time 1 standard action

Range 30 ft.

Area 30-ft.-radius burst

Duration instantaneous and 2 rounds; see text

Saving Throw Reflex half (see text); **Spell Resistance** no

Magical nanites burst from your space in all directions, converting water vapor to acid in their wake. All creatures and unattended objects in the area of effect take 10d10 acid damage. On your turn in each of the next 2 rounds, creatures and objects that failed their saves against the initial burst take an additional 5d10 acid damage unless the acid is neutralized, dispelled, or washed away.

Technomancer Spells

CLOAK SHIP

Technomancer 5

School illusion

Casting Time 1 standard action

Range touch

Target 1 starship

Duration concentration + 2 rounds

Saving Throw none; **Spell Resistance** no

You make a starship you are in, or in physical contact with, vanish. The ship is effectively invisible. In addition, it avoids detection by sensors. While this spell is in effect, a Computers skill check is necessary to locate the cloaked ship. The DC for this check is 40 + your caster level, or 20 + your caster level if the ship is moving. If this check is not successful, tracking weapons cannot be used against your ship in starship combat. Direct fire weapons can still be used, but suffer a 50% miss chance. If you cast this spell during starship combat, it takes effect during the helm phase, and you cannot partake in any role that round.

COMM JAUNT

Technomancer 5

School conjuration (teleportation)

Casting Time 1 standard action

Range see text

Target you and touched objects and other touched willing or unconscious creatures

Duration instantaneous

Saving Throw none; **Spell Resistance** no, yes (object)

You use an open line of communication as a tether to magically transport yourself to the location where the signal originates. You can cast the spell with a line of communication already open, or incorporate the opening of a communication channel as part of the casting of the spell, transporting when the receiver of your communication accepts the call. (If you cast the spell in the latter manner, and no one accepts the transmission at the intended destination, you can hold the spell as a ready action, activating it when the connection is made.) Use the rules for *teleport* to determine objects and other creatures you can bring with you. You can comm jaunt any distance, so long as there is an open communication channel with your destination, and it is on the same plane.

Unlike *teleport*, there is virtually no chance for failure with this spell, and you always arrive in the nearest available space at the other end of the communication channel. However, if there is no open space (you can arrive in a space occupied by another creature) then you and all companions are shunted off to the nearest

open space in a random direction, taking 2d10 points of damage in the process. If the target area no longer exists (a starship that was destroyed in the same round you cast the spell, for example) then roll on the teleport table, using “false destination” to determine where you arrive.

CONJURE NET

Technomancer 2

School conjuration (creation)

Casting Time 1 standard action or reaction; see text

Range close (25 ft. + 5 ft./2 levels)

Effect see text

Duration 1 minute/level (D)

Saving Throw none; **Spell Resistance** no

You conjure a net that can be used offensively or defensively depending on how the spell is cast.

You can cast the spell offensively to throw a polycarbonate fiber net at a target (treat as a nyfiber net). Make a ranged attack roll against a target within range using your Intelligence bonus in place of your Dexterity bonus. On a successful hit, the target is entangled.

You can also conjure the net as a barrier. In this instance, the net can cover up to a 20-foot-square area, sizing itself to fit and must be anchored to at least two diametrically opposed points. The net has an item level equal to your caster level, hardness of 5 + its item level, and Hit Points equal to 5 + its item level (20 + item level if its item level is 15 or higher). If the net is conjured horizontally, it can be walked on, but is considered difficult terrain. The net blocks movement, but does not provide cover or concealment.

If you are falling, you can cast *conjure net* as a reaction. If the net can anchor itself below you, it will stop your fall and you take no damage landing on it. Other falling creatures or objects will also be caught by the net for the duration of the spell.

CONSTRUCT CONFIGURATION

Technomancer 2, 3, 4, 5

School transmutation

Casting Time 1 standard action

Range personal

Duration 1 minute/level (D)

When you cast this spell, your body undergoes a transformation, becoming robot-like and taking on construct traits. You retain a humanoid form, with your flesh and bone becoming metal and circuitry to a degree dependent upon the level at which the spell is cast.

In this form, you detect as a technological construct, and are treated as a construct for purposes of spells such as *mending* and *make whole*, but not for spells that specifically target or react differently to technological constructs (such as *control*



machines). *Mystic cure* will not heal you while you are in construct form. All versions of this spell provide darkvision with a range of 60 feet and low-light vision.

When you cast *construct configuration* as a 2nd level spell, you gain hardness 5 and a +2 enhancement bonus to your EAC and KAC. You gain a +4 enhancement bonus to saving throws against mind-affecting effects, disease, necromancy effects, paralysis, poison, sleep, and stunning effects. You are immune to exhaustion, fatigue, and nonlethal damage.

With the 3rd level version of the spell, your hardness increases to 10 and the bonus to EAC and KAC increases to +3. You retain prior saving throw bonuses and immunities and are also immune to sleep and stunning effects.

The 4th level version of the spell increases hardness to 15 and provides a +4 enhancement bonus to EAC and KAC. You are now immune to ability damage, ability drain, disease, necromancy effects, paralysis, and poison, while retaining other saving throw bonuses and immunities from the prior version. You also do not need to breathe while *construct configuration* is in effect.

The 5th level version of the spell provides hardness 20 and a +5 enhancement bonus to EAC and KAC. You gain the construct immunities universal creature trait (see *Starfinder Alien Archive*).

COVERT JUNKBOT

Technomancer 3

School transmutation

Casting Time 1 round

Range touch

Target 1 bulk of inert electronic equipment; see text

Duration 1 round/level

Saving Throw none; **Spell Resistance** no

You turn a pile of technological junk into a stealthy robot. You must target inert, nonworking electronic equipment of at least 1 bulk. Valid targets include a large broken computer system, nonworking or unconnected computer or robot parts, a destroyed robot or another such trashed mechanical system, or any related electronic components or combination of the above so long as the junk is found in large enough quantity. While casting this spell, you use magic and technological know-how to rearrange the junked parts and infuse them with energy and subterfuge skills.

A covert junkbot is Small, its KAC and EAC are each equal to 12 + your caster level, and it has Hit Points equal to one quarter of your own (but no Stamina Points). It has a land speed of 30 feet and a fly speed of 15 feet with average maneuverability. It is considered trained in the Acrobatics, Bluff, Computers (for purposes of hacking), Engineering (for purposes of Disable Device), Perception, Sense Motive, Sleight of Hand, and Stealth skills, having a total skill bonus in each equal to 3 + your caster level. The junkbot is treated as if it is using a hacker's kit when using the Computers skill, and an Engineering kit when using the Engineering skill. A covert junkbot can never attack. The junkbot uses your saving throw bonuses if it is the target of a spell or another targeted effect. For purposes of spells and effects that target the junkbot, it is treated as a construct with the magical and technological subtypes.

You can give new basic commands to your covert junkbot telepathically on your turn as a move action, and the junkbot can take these actions as if it were a normal creature. You are aware when the junkbot has made an attack or combat maneuver and whether or not it was successful, as well as when the covert junkbot has been attacked, has taken damage, or is destroyed, but you can perceive nothing else through this telepathic link.

When the covert junkbot is destroyed or this spell ends, the electronic equipment used to create it falls apart into refuse, its circuitry fried beyond anything recognizable. You can't use this refuse as a target to create another junkbot.



CREATE FAKE SHELL

Technomancer 1

School transmutation

Casting Time 1 minute

Range close (25 ft. + 5 ft./2 levels)

Target 1 computer

Duration 1 hour/level (D)

Saving Throw none; **Spell Resistance** no

You create a magical countermeasure in a computer, bringing a fake network and system directory into existence for the spell's duration. This fake shell can be detected and bypassed with a successful Computers check (DC = the system's DC + 5 + 1/2 your technomancer level [minimum +1]). An *erase* can remove the fake shell. Otherwise, the fake shell created by this spell is handled as a normal fake shell (see Computers in the *Starfinder Core Rulebook*).

CYBORG TRANSFORMATION

Technomancer 2, 4, 6

School transmutation

Casting Time 1 swift action

Range personal

Duration 1 round/level (D)

You instantly transform your body into an augmented hybrid of flesh and circuitry, becoming a cybernetic juggernaut for the duration of the spell. These enhancements do not stack with any already existing personal upgrades or augmentations. The bonuses gained depend on the level of the spell cast. When you cast the spell, you can choose to take some or all of the upgrades granted by the spell.

Level 2: Mk 1 dermal plating, Mk 1 personal upgrade (+2), darkvision capacitors (standard), datajack (standard), respiration compounder, speed suspension (minimal; +10 ft.).

Level 4: Mk 2 dermal plating, Mk 2 personal upgrade (+4), Mk 1 personal upgrade (+2), cybernetic arm (single), darkvision capacitors (advanced), datajack (high-density), respiration compounder, speed suspension (standard; +20 ft.).

Level 6: Mk 4 dermal plating, Mk 3 personal upgrade (+6), Mk 2 personal upgrade (+4), Mk 1 personal upgrade (+2), cybernetic arms (2), darkvision capacitors (long range), datajack (accelerated), respiration compounder, speed suspension (complete; +30 ft.).

DAMPER FIELD

Technomancer 2

School conjuration

Casting Time 1 standard action

Range personal

Duration 1 hour/level or until discharged

You create a field around your body that drains energy from incoming attacks before they contact body, reducing their effects. The first 5 points of lethal damage you take from an attack is converted to nonlethal damage. Against attacks that already deal nonlethal damage, you gain DR 5/-. Once the field has converted 5 points of damage to nonlethal damage per caster level, it collapses and the spell ends.

DATA CACHE

Technomancer 1

School transmutation

Casting Time 1 round

Range touch

Target 1 object or creature

Duration permanent until discharged

Saving Throw Will negates (harmless, object); **Spell Resistance** yes (harmless, object)

When you cast this spell, you implant information in a hidden spot within a computer or even a creature's brain. The information is transferred from whatever format it is currently contained in to the target. This information cannot be accessed via the computer's standard or root access, though its presence may be detected via a DC 25 Computers check. A successful Computers check is needed to access the information (DC = 25 + your caster level). A *detect magic* will detect a faint aura of magic on the computer, but will not reveal the *data cache* itself. Once located, an *erase* can be used to remove the data, but it cannot be dispelled.

Likewise, information stored in a creature's brain cannot be accessed by the creature itself as memories or knowledge, and cannot be detected with magic such as *detect thoughts*, but deeper scans via magic or technology could locate the *data cache*, and possibly extract the information.

As a full round action, you can touch the object or creature in which the *data cache* is stored, removing the data from the target to a computer or other suitable storage unit. The maximum amount of data that can be stored is 1,000 words, 1 image, or 1 minute of video per caster level.

DEFENSIVE NANITES

Technomancer 2

School conjuration (summoning)

Casting Time 1 standard action

Range personal

Duration 1 round/level (D)

You surround yourself with a summoned swarm of magical nanites. The shifting, swirling cloud of nanites provides you with concealment against ranged attacks. Any creature that makes a successful melee attack against you takes 3d6 points of swarm damage from the nanites. The nanite are too small to be attacked with weapons, but can be dispelled. Additionally, if you suffer a total amount of electricity damage equal to your technomancer level while the spell is in effect, the nanites are shorted out and the spell ends.

DELETE SPELL

Technomancer 2

School enchantment

Casting Time 1 standard action

Range close (25 ft. + 5 ft./2 levels)

Target 1 creature

Duration instantaneous

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

When you cast this spell, you seek out the magical currents embedded in the target's psyche and wipe one prepared spell from the target's mind. The target must succeed at a Will saving throw or lose one randomly determined spell of the highest level it currently has prepared.

If you have *arcane sight* cast and use a standard action to concentrate on a specific creature, you can also make a DC 28 Mysticism check to choose a spell of a particular school to be deleted, rather than a randomly determined spell. If multiple prepared spells of that school exist, then you randomly determine which spell of that school is deleted.

DELETE SPELL, GREATER

Technomancer 5

School enchantment

Casting Time 1 standard action

Range close (25 ft. + 5 ft./2 levels)

Target 1 creature

Duration instantaneous

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

This spell functions as *delete spell*, except that you send your magic washing through the target's psyche, wiping multiple prepared spells from the target's mind. The target must succeed at a Will saving throw or lose one randomly determined spell of the highest level it currently has prepared. Whether the target succeeds or fails at this saving throw, the spell then targets the next

highest level of spells and the target can make another Will save to keep from losing a spell from that selection. This continues through to the lowest level of spells the target has prepared, potentially allowing you to delete 1 spell from every spell level the target has prepared.

If you have *arcane sight* cast and use a standard action to concentrate on a specific creature, you can also make a DC 28 Mysticism check to choose a spell of a particular school to be deleted, rather than a randomly determined spell. If multiple prepared spells of that school exist, then you randomly determine which spell of that school is deleted. You must make a Mysticism check for every spell level affected.

DIMENSIONAL JAUNT

Technomancer 6

School conjuration (teleportation)

Casting Time 1 standard action

Range personal

Duration 1 round/level

You can teleport up to 30 feet as a move action for the duration of this spell. Your destination must be an unoccupied square within line of sight. Using *dimensional jaunt* to teleport does not provoke attacks of opportunity.



DISCHARGE, MASS

Technomancer 5

School abjuration

Casting Time 1 standard action

Range medium (100 ft. + 10 ft./level)

Target 1 creature or object/level, no two of which can be more than 30 feet apart

Duration instantaneous

Saving Throw Fortitude negates (object); **Spell Resistance** no

This spell acts as *discharge*, but you can affect one technological object or construct with the technological subtype per caster level within a 30 foot area.

DOWNGRADE WEAPON

Technomancer 1

School transmutation

Casting Time 1 standard action

Range close (25 ft. + 5 ft./2 levels)

Target 1 weapon

Duration 1 round/level

Saving Throw Fortitude negates (object); **Spell Resistance** yes (object)

You modify a weapon to reduce its damage output. Any powered weapon or projectile weapon on which you cast this spell has its damage reduced by half (4d8 to 2d8, for example). If the weapon only deals a single die of damage, then the damage die is reduced by one (1d8 to 1d6, for example). If the weapon is an analog melee weapon, its damage dice remain the same, but all damage dealt with the weapon during the spell's duration is nonlethal.

This spell counters and dispels, and is countered and dispelled by, *supercharge weapon*.

ELECTROMAGNETIC PULSE

Technomancer 3

School evocation (electricity)

Casting Time 1 standard action

Range medium (100 ft. + 10 ft./level)

Area 20-foot radius burst

Duration instantaneous

Saving Throw Fortitude partial (object); **Spell Resistance** yes (object)

You cause a powerful burst of electromagnetic energy, centered on a grid intersection within range, that damages technological items and constructs with the technological subtype. The burst deals 9d6 electricity damage to all technological items and technological constructs in the area of effect. Technological constructs

are also staggered for a number of rounds equal to your caster level. A successful Fortitude saving throw reduces the damage by half and negates the staggered effect in constructs. Damage to an item ignores hardness, but treats the item's level or tier as electricity resistance. Objects reduced to 0 Hit Points are effectively destroyed, their electronics fried by the EMP.

ELECTROMAGNETIC WALL

Technomancer 4

School evocation (electricity)

Casting Time 1 standard action

Range medium (100 ft. + 10 ft./level)

Effect wall up to 20 ft. long/level or a ring with a radius of up to 5 ft./2 levels; either form 20 ft. high

Duration concentration + 1 round/level

Saving Throw none; **Spell Resistance** yes

You create a wall of electromagnetic energy, mostly invisible except for a few sparks and arcs of electricity within and around the area due to the ionization. No electronic communications can penetrate the wall, though they can be transmitted over it (bounced up to a satellite in orbit, then back down, for example). The wall disrupts electrical function, causing 6d6 electricity damage to any technological construct that passes through it. The electromagnetic wall also damages items, which take the same damage when carried through. This damage ignores hardness, but treats the item's level or tier as electricity resistance. Objects reduced to 0 Hit Points are effectively destroyed, their electronics fried by the electromagnetic energy.

If you evoke the wall so that it appears where vulnerable creatures or objects are, each creature and object takes damage as if passing through the wall.

EMBEDDED MESSAGE

Technomancer 2

School illusion

Casting Time 1 round

Range close (25 ft. + 5 ft./2 levels)

Target 1 object (see text)

Duration permanent until discharged

Saving Throw Will negates (object); **Spell Resistance** yes (object)

You magically imbue a message into a technological device, to be delivered when specific conditions are met. The message must be 25 words or less, and is delivered by appropriate means by the device when it is triggered. (A computer may display it on a monitor, for example, or a holographic advertisement may speak the message when triggered.)

The spell is discharged when the specific conditions you set when casting the spell are met. The triggering conditions may be as general or as specific as you choose, but triggers must be audible or visual in nature. Triggers react to what appears to be the case, and can be fooled by disguises and illusions. Normal darkness or poor visibility conditions do not defeat a trigger, but magical fog or *invisibility* does. Silent movement or magically or technologically enforced silence will defeat sound triggers. Audible triggers can be keyed to general noises or to a specific noise or spoken word (or words). Actions can serve as triggers if they are visible or audible. Alignment, level, Hit Dice, or class cannot be used at triggers.

The range limit of a trigger is 15 feet per caster level, so a 6th level caster can command the *embedded message* to respond to triggers as far as 90 feet away. Regardless of range, the *embedded message* can respond only to visible or audible triggers or actions in line of sight or within hearing distance.

ENCRYPT THOUGHTS

Technomancer 2

School abjuration (mind-affecting)

Casting Time 1 standard action

Range personal

Duration 10 minutes/level (D)

The spell encodes your thoughts, protecting you against mental intrusions, including the effects of divination spells such as *detect thoughts*, and enchantment effects such as *reprogram memory*. If another creature attempts to target you with a mind-affecting spell or effect that detects or alters thoughts or memories, the caster must succeed at a caster level check (DC 11 + your caster level) or the spell fails. Only spells and effects that detect or alter memories or thoughts are blocked by this spell.

ENERGY FIELD

Technomancer 2

School abjuration

Casting Time 1 standard action

Range touch

Target 1 creature

Duration 1 minute/level (D)

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

You envelop the target in a force field that deflects energy attacks, providing a +4 enhancement bonus to the target's EAC. The *energy field* also provides some protection against extreme temperatures, providing environmental protections from up to severe cold and heat conditions.



ENHANCE ENERGY EFFICIENCY

Technomancer 3

School transmutation

Casting Time 1 standard action

Range medium (100 ft. + 10 ft./level)

Target 1 charged technological object

Duration 1 hour/level (see text; D)

Saving Throw Fortitude negates (object); **Spell Resistance** yes (object)

You temporarily increase the energy efficiency of an item, reducing its power costs. While under the effects of this spell, an item effectively gains a charge capacity increase of +50%. If the item operates on a battery, the spell will end if the battery that was in it when the spell was cast runs out of charges or is removed from the item.

Enhance energy efficiency dispels and counters *inhibit energy efficiency*.

GRENADIER'S AIM

Technomancer 1

School transmutation

Casting Time 1 standard action

Range touch

Target 1 creature

Duration 1 round/level

Saving Throw none; **Spell Resistance** no

You grant the target of the spell greater accuracy and range with thrown weapons. The range of any weapons thrown by the target increases by 10 feet, and they receive a +1 enhancement bonus on attack rolls made with thrown weapons. This bonus increases the DC of any grenades thrown by the target.

GUARDIAN JUNKBOT

Technomancer 4

School transmutation

Casting Time 1 round

Range touch

Target 1 bulk of inert electronic equipment; see text

Duration 1 round/level

Saving Throw none; **Spell Resistance** no

You turn a pile of technological junk into a robot programmed to protect you and your allies. You must target inert, nonworking electronic equipment of at least 1 bulk. Valid targets include a large broken computer system, nonworking or unconnected computer or robot parts, a destroyed robot or another such trashed mechanical system, or any related electronic components

or combination of the above so long as the junk is found in large enough quantity. While casting this spell, you use magic and technological know-how to rearrange the junked parts and infuse them with energy and defensive combat programming.

A guardian junkbot is Small, its KAC and EAC are each equal to 13 + your caster level, it has hardness 5, and it has Hit Points equal to half your own (but no Stamina Points). It has a land speed of 30 feet and a fly speed of 15 feet with average maneuverability. It is considered trained in the Acrobatics and Athletics skills, having a total skill bonus in each equal to 3 + your caster level. The guardian junkbot also possesses the Bodyguard and In Harm's Way feats. The guardian junkbot uses your saving throw bonuses if it is the target of a spell or another targeted effect. For purposes of spells and effects that target the junkbot, it is treated as a construct with the magical and technological subtypes.

The guardian junkbot has two hands. It has an attack bonus equal to 3 + your technomancer level; in one hand it wields a special buzzblade dagger that deals 3d8+3 instead of its normal damage, and a second hand wields a light laser pistol that deals 3d6 damage instead of its normal damage. Damage from the junkbot's special weapons count as magic for the purpose of overcoming damage reduction.

You can give new basic commands to your guardian junkbot telepathically on your turn as a move action, and the junkbot can take these actions as if it were a normal creature. You are aware when the guardian junkbot has made an attack or combat maneuver and whether or not it was successful, as well as when the guardian junkbot has been attacked, has taken damage, or is destroyed, but you can perceive nothing else through this telepathic link.

When the guardian junkbot is destroyed or this spell ends, the electronic equipment used to create it falls apart into refuse, its circuitry fried beyond anything recognizable. You can't use this refuse as a target to create another junkbot.

GUARDS AND WARDS

Technomancer 5

School abjuration

Casting Time 30 minutes

Range anywhere within the area to be warded

Area up to 200 sq. ft./level (S)

Duration 2 hours/level (D)

Saving Throw see text; **Spell Resistance** see text

You can defend a starship, building, or other area by creating a number of magical wards and effects. The spell protects up to 200 square feet per caster level. The

warded area can be up to 20 feet high, and shaped as you desire. You can ward several stories of a building (or levels of a starship) by dividing the area among them; you must be somewhere within the area to be warded to cast the spell. The spell creates the following magical effects within the warded area.

Fog: Fog fills all corridors, obscuring all sight, including darkvision, beyond 5 feet. A creature within 5 feet has concealment. Creatures farther away have total concealment. This effect does not function underwater or in a vacuum. Saving throw: none. Spell Resistance: no.

Security Seals: All doors in the warded area are *security sealed*. Saving Throw: none. Spell Resistance: no.

Conjured Nets: All stairways, escalators, elevator entrances, and other means of moving between levels are blocked with *conjured nets*. These nets can be destroyed or dispelled as normal. Saving Throw: none. Spell Resistance: yes.

Lost Doors: One door per caster level is covered by a *holographic image* to appear as if it were a plain wall. Saving Throw: Will disbelief (if interacted with). Spell Resistance: no.

In addition, you can place one of the following magical effects.

- **Dancing lights** in four corridors. You can designate a simple program that causes the lights to repeat for as long as the *guards and wards* spell lasts. Saving Throw: none. Spell Resistance: no.
- An **embedded message** in two places. Saving Throw: none. Spell Resistance: no.
- **Irradiate** in two places. The effect triggers when a hostile creature moves into the designated area. These effects will reset in 10 minutes after being triggered for as long as the *guards and wards* spell lasts. Saving Throw: Fortitude partial. Spell Resistance: no.
- **Arcane countermeasure** on one computer in the area. Saving Throw: dependent on spell used as countermeasure. Spell Resistance: dependent on spell used as countermeasure.
- A **suicide junkbot** in one location. You may program this junkbot to follow a simple routine (such as “close with the largest group of intruders and then self-destruct.”). The junkbot remains active for as long as the *guards and wards* spell lasts, or until it is destroyed or self-destructs.

A successful dispel magic cast on a specific effect, if successful, removes only that effect.

HARRYING JUNKBOT

Technomancer 3

School transmutation

Casting Time 1 round

Range touch

Target 1 bulk of inert electronic equipment; see text

Duration 1 round/level

Saving Throw none; **Spell Resistance** no

You turn a pile of technological junk into a robot programmed to fight cooperatively with you and your allies. You must target inert, nonworking electronic equipment of at least 1 bulk. Valid targets include a large broken computer system, nonworking or unconnected computer or robot parts, a destroyed robot or another such trashed mechanical system, or any related electronic components or combination of the above so long as the junk is found in large enough quantity. While casting this spell, you use magic and technological know-how to rearrange the junked parts and infuse them with energy and tactical combat programming.

A harrying junkbot is Small, its KAC and EAC are each equal to 12 + your caster level, and it has Hit Points equal to one quarter of your own (but no Stamina Points). It has a land speed of 30 feet and a fly speed of 15 feet with average maneuverability. It is considered trained in the Acrobatics and Stealth skills, having a total skill bonus in each equal to 3 + your caster level. The harrying junkbot uses your saving throw bonuses if it is the target of a spell or another targeted effect. For purposes of spells and effects that target the junkbot, it is treated as a construct with the magical and technological subtypes.

The harrying junkbot has two hands. It has an attack bonus equal to 2 + your technomancer level; in one hand it wields a buzzblade dagger, and a second hand wields a light laser pistol. If the harrying junkbot hits with a successful attack against a flat-footed target, that target is off-target for 1 round. If the harrying junkbot hits with a successful attack against an opponent it is flanking, the target is considered flat-footed against the next attack made against it.

You can give new basic commands to your harrying junkbot telepathically on your turn as a move action, and the junkbot can take these actions as if it were a normal creature. You are aware when the harrying junkbot has made an attack or combat maneuver and whether or not it was successful, as well as when the harrying junkbot has been attacked, has taken damage, or is destroyed, but you can perceive nothing else through this telepathic link.

When the harrying junkbot is destroyed or this spell ends, the electronic equipment used to create it falls apart into refuse, its circuitry fried beyond anything recognizable. You can't use this refuse as a target to create another junkbot.

Technomancer Spells



HIDE FROM TECH

Technomancer 1

School illusion

Casting Time 1 standard action

Range touch

Target 1 creature or object/level

Duration 10 minutes/level (D)

Saving Throw Will negates (harmless, object); **Spell Resistance** yes (harmless, object)

The recipient of this spell is warded from detection by technology. No image, sound, smell or other trace of the creature or object registers on cameras, microphones, motion detectors, or any other device that could normally detect its presence. Technological constructs also cannot detect the warded creature or object with any of their senses. If the warded creature (or object) touches a technological construct, or attacks another creature (or if the object is used to attack a creature,) the spell ends for all subjects.

HYPERCOGNATIVE ALGORITHM

Technomancer 2

School enchantment (compulsion, mind-affecting)

Casting Time 1 standard action

Range close (25 ft. + 5 ft./2 levels)

Target 1 creature

Duration see text

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

You alter the target's mind to swiftly catalog and collate all available data on a particular person, place, thing, or event, allowing them to swiftly and systematically process the data to a workable end. The target receives a +10 insight bonus to any Intelligence check or Intelligence-based skill check they make regarding a particular subject. If making such a check requires a specific amount of time, then reduce the time needed by half. A check that typically requires 1 standard action to perform is instead a swift action.

Focus: If the target has access to a computer database or other source of information pertinent to the check being made, the insight bonus from the spell increases to +20.

HYPERSONIC FIELD

Technomancer 2

School evocation (sonic)

Casting Time 1 standard action

Range 30 ft.

Effect sonic field in a 30-foot radius

Duration 1 round/level (D)

Saving Throw none; **Spell Resistance** no

You create an area of sound, pitched out of the range of hearing of most humanoids. Creatures with blindsight or blindsense based on sound have that sense neutralized while in the area of effect, and are effectively blind if they are sightless. Creatures able to hear the sound find it painful and distracting, and suffer a -1 penalty to attacks, ability checks, and skill checks while in the area of effect. Deafened creatures are immune to these penalties. This spell does not function in a vacuum.

HYPNOPEDIA

Technomancer 1

School enchantment (compulsion, mind-affecting)

Casting Time 8 hours

Range close (25 ft. + 5 ft./2 levels)

Target 1 willing creature

Duration 24 hours

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

You can mentally teach a willing subject while they sleep. Once the spell is cast, both you and the target must sleep for 8 hours to allow for the transfer of knowledge to occur. Upon waking, the subject gains up to one rank per caster level in any one skill in which you have ranks, up to a maximum number of ranks equal to the target's level. These skill ranks fade at the duration of the spell, the knowledge forgotten by the subject.

Focus: If you have an available database of information pertinent to the skill ranks being learned, the casting time of the spell can be reduced to 2 hours, and the subject retains some fleeting knowledge for an additional 24 hours past the original duration of the spell, allowing them to make checks in the skill untrained (even if that is not normally possible) with a +2 insight bonus to any checks made.

INCORPORATE TECH

Technomancer 3

School transmutation

Casting Time 1 standard action

Range personal

Duration 1 minute/level (D)

You incorporate a piece of technology into your body, enabling you to manipulate it with ease as it is now an extension of you. The object you incorporate can be no heavier than 5 bulk. As the technology is now part of you, it is not considered an object for purposes of attacks or spells. If the incorporated object is powered, you can spend a Resolve Point to recharge it to full capacity.

Technomancer Spells

If you incorporate a weapon, it melds with one of your arms. You gain a +1 insight bonus on attack rolls with the weapon, plus an additional +1 bonus for every four levels (maximum +5 bonus at 17th level). If the weapon must normally be wielded in two hands, you must still use your other hand to support or stabilize the weapon when attacking with it.

If you incorporate a suite of armor, it merges with your body, becoming like an exoskeleton. The armor check penalty of the armor is reduced by 2, and the maximum Dexterity bonus increases by 1. All functions and upgrades of the armor continue to function as normal.

When you incorporate any other piece of technology, such as a computer, your ability to use the item is enhanced. You gain a +1 insight bonus on any pertinent skill checks made while using the item, plus an additional +1 bonus for every four levels. The item can also be used with increased alacrity. If the item normally takes a full round to use, you can instead activate it as a standard action. An item that takes a standard action instead takes a move action. Items that can be used as a move action can instead be activated as a swift action. If use of the item normally takes longer than 1 round, reduce the time it takes by half.

INHIBIT ENERGY EFFICIENCY

Technomancer 2

School transmutation

Casting Time 1 standard action

Range Medium (100 ft. + 10 ft./level)

Target 1 charged technological object

Duration 1 minute/level (D)

Saving Throw Fortitude negates (object); Spell Resistance yes (object)

You temporarily decrease the energy efficiency of an item, increasing its power costs. While under the effects of this spell, an item effectively uses double the normal number of charges while functioning.

Inhibit energy efficiency counters and dispels *enhance energy efficiency*.

JUNKBOT MOUNT

Technomancer 2

School transmutation

Casting Time 1 round

Range touch

Targets 2-3 bulk of inert electronic equipment

Duration 1 hour/level

Saving Throw none; **Spell Resistance** no

You turn a pile of technological junk into a robot suitable for use as a mount or vehicle. You must target inert,

nonworking electronic equipment of at least 2 bulk (for a Medium junkbot; 3 bulk is needed for a Large junkbot). Valid targets include a large broken computer system, nonworking or unconnected computer or robot parts, a destroyed robot or another such trashed mechanical system, or any related electronic components or combination of the above so long as the junk is found in large enough quantity.

While casting this spell, you use magic and technological know-how to rearrange the junked parts and infuse them with energy and the capacity to be a serviceable steed. A junkbot mount is Medium or Large, its KAC and EAC are each equal to 12 + your caster level, and it has Hit Points equal to one quarter of your own (but no Stamina Points). It has a land speed of 60 feet (and a fly speed of 30 feet with average maneuverability if you are at least 5th level). It is considered trained in the Acrobatics and Athletics skills, having a total skill bonus in each equal to 3 + your caster level. A person riding a junkbot mount can treat it as either a mount or a vehicle, and use Piloting or Survival checks as needed. Because of your ability to telepathically communicate with the junkbot mount, you gain a +5 insight bonus to checks made to any Piloting or Survival checks made when mounted. A junkbot mount can never attack. The junkbot uses your saving throw bonuses if it is the target of a spell or another targeted effect. For purposes of spells and effects that target the junkbot, it is treated as a construct with the magical and technological subtypes.

When not mounted on the junkbot mount, you can give new basic commands to it telepathically on your turn as a move action, and the junkbot can take these actions as if it were a normal creature. You are aware when the junkbot mount has been attacked, has taken damage, or is destroyed, but you can perceive nothing else through this telepathic link.

When the covert junkbot is destroyed or this spell ends, the electronic equipment used to create it falls apart into refuse, its circuitry fried beyond anything recognizable. You can't use this refuse as a target to create another junkbot.

JUNKBOT SWARM

Technomancer 3

School transmutation

Casting Time 1 round

Range touch

Target 4 bulk of inert electronic equipment

Duration 1 round/level

Saving Throw none; **Spell Resistance** no

You turn a pile of technological junk into a swarm of Tiny junkbots that attack your enemies. You must target inert, nonworking electronic equipment of at least

4 bulk. Valid targets include a large broken computer system, nonworking or unconnected computer or robot parts, a destroyed robot or another such trashed mechanical system, or any related electronic components or combination of the above so long as the junk is found in large enough quantity.

While casting this spell, you use magic and technological know-how to rearrange the junked parts and infuse them with energy and the ability to attack as a cohesive force. A junkbot swarm is a Large swarm composed of Tiny junkbots, its KAC and EAC are each equal to 10 + your caster level, and it has Hit Points equal to one quarter of your own (but no Stamina Points). It has a land speed of 30 feet and a fly speed of 15 feet with average maneuverability. The junkbot swarm has a swarm attack of 2d6 bludgeoning, piercing, and slashing damage, and the distraction ability (DC = 10 + 1/2 your caster level). The junkbot swarm uses your saving throw bonuses if it is the target of a spell or another targeted effect. For purposes of attacks, spells and effects that target the junkbot swarm, it is treated as a construct with the magical and technological subtypes as well as having swarm defenses and immunities.

You can give new basic commands to your junkbot swarm telepathically on your turn as a move action, and the junkbot swarm can take these actions as if it were a normal creature. You are aware when the junkbot swarm has made an attack and whether or not it was successful, as well as when the junkbot swarm has been attacked, has taken damage, or is destroyed, but you can perceive nothing else through this telepathic link.

When the junkbot swarm is destroyed or this spell ends, the electronic equipment used to create it falls apart into refuse, its circuitry fried beyond anything recognizable. You can't use this refuse as a target to create another junkbot or junkbot swarm.

JURY-RIG

Technomancer 0

School transmutation

Casting Time 1 standard action

Range touch

Target 1 broken object with an item level of up to 1/level

Duration 1 round/level

Saving Throw Will negates (harmless, object); **Spell Resistance** yes (harmless, object)

You temporarily restore full function to an item with the broken condition. While under the effects of this spell, an item with the broken condition is treated as if it

is not broken, suffering no effects from that condition for the duration. The object is not repaired and gains no Hit Points, and can be destroyed by further damage.

Special: If you expend 10 UPB in the casting of this spell, the duration increases to 1 minute/level.

KINETIC FIELD

Technomancer 2

School abjuration

Casting Time 1 standard action

Range touch

Target 1 creature

Duration 1 minute/level (D)

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

You envelop the target in a force field that deflects physical attacks, providing a +4 enhancement bonus to the target's KAC. Should the target enter a vacuum unprotected under the effects of this spell, the *kinetic field* also prevents the air around the subject from immediately dispersing, providing enough breathable air for 1 round per caster level.

MAGNETIZED STEP

Technomancer 2

School transmutation

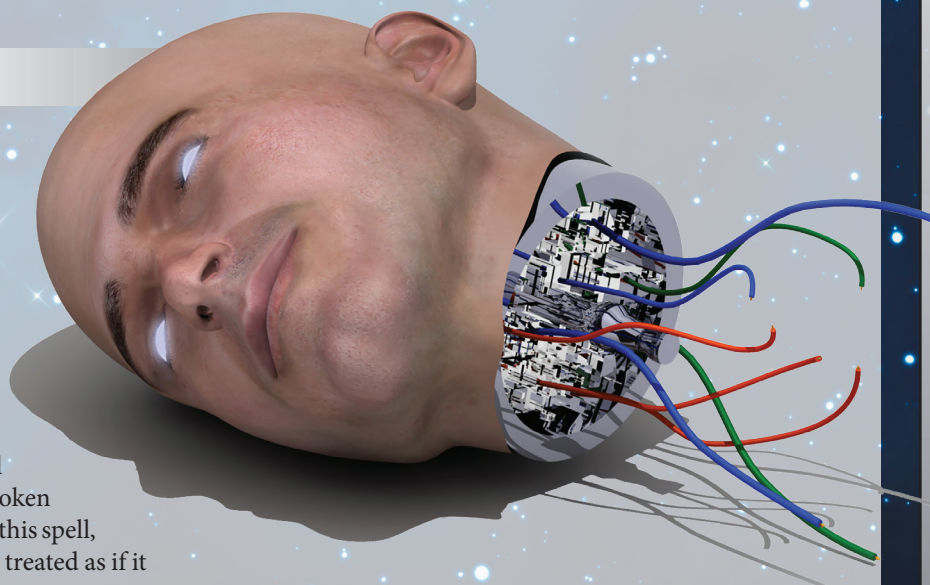
Casting Time 1 standard action

Range close (25 ft. + 5 ft./2 levels)

Target 1 creature/3 caster levels

Duration 10 minutes/level (D)

Saving Throw Fortitude negates (harmless); **Spell Resistance** yes (harmless)



Technomancer Spells

The targets of this spell generate a magnetic pull with their feet, allowing them to walk on ferromagnetic surfaces, such as the hull of a ship and other metal surfaces, without regard to lack of gravity. You can affect 1 target for every three caster levels, provided all targets are within range. A creature under the effects of magnetized step gain a +10 circumstance bonus to their KAC against bull rush, grapple, and reposition combat maneuvers while on ferromagnetic surfaces, as well as to any other effect that would move you from your current position (such as swallow whole) or would knock you prone. While this spell is in effect, an affected creature's movement rate is reduced by 10 feet (to a minimum of 5 feet). This spell has no effect if a creature is not in contact with a ferromagnetic surface, or one built over a ferromagnetic surface (a steel floor with a ceramic overlay, or a wooden floor built over an iron framework, for example).

MALFUNCTION

Technomancer 0

School transmutation

Casting Time 1 standard action

Range close (25 ft. + 5 ft./2 levels)

Target 1 object

Duration 1 round

Saving Throw Will negates (object); **Spell Resistance** yes (object)

You cause the targeted technological device to malfunction, interrupting its normal operation for 1 round. A weapon will not fire; a computer cannot perform any usable function, and any other device will not perform as required.

MYSTIC FIELD

Mystic 6, Technomancer 6

School abjuration

Casting Time 1 standard action

Range 10 ft.

Target 15-ft.-radius emanation centered on you

Duration 1 minute/level (D)

Saving Throw Fortitude partial; **Spell Resistance** yes

You are surrounded with a mobile field of mystical energy that interferes with the function of technological equipment, weapons, and creatures. Technological devices within the field cease functioning. They resume function once they are beyond the field.

Technological constructs must make a Fortitude saving throw each round they are in the *mystic field*. On a failed save, the creature can take no actions and is helpless. On a successful save, the creature can take

one move action or one standard action that round. Creatures with one or more cybernetic augmentations must succeed at a Fortitude saving throw or be staggered while in the field, and must make a new Fort save each round they begin their turn in the field. All benefits of cybernetic augmentations are suppressed while within the *mystic field*.

Only weapons with the analog special property function within a mystic field. All others cease to function. Energy projected from technological weapons dissipates on contact with the field and does not penetrate. Ammunition from analog weapons can penetrate the field, but missiles, grenades, and other projectiles halt once they make contact, dropping to the ground or detonating upon contact. If the radius of an explosion is wide enough to reach within the field, creatures inside may still take damage.

This barrier cannot be used offensively (see description of Abjuration school in *Starfinder Core Rulebook*).

NANITE FORM

Technomancer 6

School transmutation

Casting Time 1 standard action

Range personal

Duration 1 round/level

Your body changes into a shimmering, silvery mass of nanites. While in this form, you take no penalties for squeezing and can move through spaces as if you were a creature three size categories smaller, with no penalties. You are immune to the following effects: bleeding, critical hits, entangled, pinned, and prone. You do not need to breathe. You cannot be targeted with combat maneuvers while in nanite form. You are immune to attacks and effects that target a single creature, with the exception of mind-affecting effects, however you take an additional +50% damage from effects that attack all targets in the area (such as grenades, blast and explode weapons, and various evocation spells).

NEGATIVE REINFORCEMENT

Technomancer 3

School enchantment (compulsion, mind-affecting, pain)

Casting Time 1 standard action

Range close (25 ft. + 5 ft./2 levels)

Target 1 creature

Duration 1 minute/level or until discharged

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

You overlay the target's brain with a set of compulsory instructions to take, or withhold from taking, a particular action. Should the target take (or refrain

from taking) the instructed action in a given round, it takes 3d6 points of nonlethal damage and is sickened for 1 round.

The action you use as the trigger for *negative reinforcement* must be one that the creature is capable of performing, or the spell fails. For example, the spell could be cast on an animal and made to trigger if the animal attacks, or it could be cast on a vesk to trigger until it opens a door for which they have security clearance. If prohibited from taking a particular action, the spell lasts for its full duration or until the target makes a successful saving throw. If compelled to take a particular action, the spell lasts for its duration or until the action is taken by the target.

Each round, the target receives another saving throw to shake off the effects of the spell. Creatures with an Intelligence score of less than 3 are more susceptible to the effects of this spell, and receive a cumulative -1 penalty (maximum penalty -10) to successive saving throws against the effect.

NEGATIVE REINFORCEMENT, MASS

Technomancer 5

School enchantment (compulsion, mind-affecting, pain)
Targets 1 creature/level, no two of which can be more than 30 ft. apart

This spell functions like *negative reinforcement*, except as noted above. All creatures affected by the spell are given the same trigger action.

ONE WITH THE MACHINE

Technomancer 5

School transmutation
Casting Time 1 standard action
Range touch
Target 1 vehicle, starship, technological device, or construct of your size or larger
Duration concentration
Saving Throw Will negates (object) or Fortitude negates; see text; **Spell Resistance** yes

You merge yourself with a technological device, becoming one with it and activating its functions as if it were an extension of your own being. The target must be of the same size or larger than you. When you touch the target, your body disappears, sinking into and merging with the target. While merged in this fashion, you control all of the device's functions. Activating a function of the device takes the same action it would if you were manipulating it normally.

If you merge with a starship, you may assume any one role during starship combat in a given round, switching

roles if you choose from round to round. Whichever role you assume, you gain a +1 circumstance bonus per caster level to all checks made in a combat round while fulfilling that role.

This spell can also be used against a technological construct. Casting the spell in this manner does not provoke an attack of opportunity. The target gets a Fortitude saving throw to resist the spell. If it fails, your body merges with its form, and you control the



Technomancer Spells

construct's actions for the duration of the spell. If the construct is reduced to 0 Hit Points while you are still in control of it, you are immediately ejected from its body and stunned for 1 round.

While merged, you can still speak as long as the device has some sort of audible output, such as speakers, a radio, or other means of communication.

You may relinquish control at any time, emerging from the target as a move action. If you were in control of a construct, it is stunned for 1 round as its systems reassert themselves.

OVERCHARGE

Technomancer 2

School evocation

Casting Time 1 standard action

Range medium (100 ft. + 10 ft./level)

Target 1 powered object

Duration 1 round

Saving Throw Fortitude negates (object); **Spell Resistance** no (object)

You target a single weapon or device with a charge capacity, overloading it with a surge of additional energy for 1 round. At the start of your turn next round, the device shorts out, becoming nonfunctional. A successful Engineering check (DC = 12 + your caster level) is necessary to repair the item and restore full function. If the targeted object is a weapon, it instead explodes, destroying the weapon and dealing 2d8 points of piercing and fire damage per item level of the weapon (maximum 10d8) to everything in a 20-foot radius. An attended object may make a Fortitude saving throw to negate this effect, using its owner's bonus or its own, whichever is greater.

OVERCLOCK

Technomancer 4

School transmutation

Casting Time 1 standard action

Range close (25 ft. + 5 ft./2 levels)

Target 1 technological item or construct

Duration 1 round/level

Saving Throw Will negates (harmless, object); **Spell Resistance** yes (harmless, object)

You temporarily increase the capacity of a technological item or construct, boosting its ability to function for the duration of the spell. If the item is a weapon, the spell functions as *supercharge weapon*, but the effects last for the spell's entire duration. While a weapon is overclocked, it drains charges at twice the normal rate.

Overclocked vehicles have their drive and full speeds doubled for the duration of the spell, and any Piloting checks made receive a +4 enhancement bonus.

The way other items are affected by *overclock* varies. If the item performs a task that takes a specific amount of time to complete, it can complete the action in half the time, to a minimum of 1 round. Items that require a skill check to perform a function receive a +4 enhancement bonus to any checks made while using the item. Other types of technological items are not significantly affected by *overclock*, however the GM has discretion to provide a particular bonus to an item's function if it seems reasonable.

Items that are charged use 150% of the normal charge during the spell's duration and powered items use up an additional 50% power.

A technological construct under the effects of *overclock* acts as if hasted, and gains 2 extra damage dice on all attacks for the duration of the spell. When the spell ends, the construct is staggered for a number of rounds equal to half the spell's duration due to low power levels.

PANIC ROOM

Technomancer 5

School conjuration (creation)

Casting Time 1 minute

Range personal

Duration 1 day/level; see text (D)

When you cast this spell, you set magic in place to summon a secure structure to surround you and protect you from harm, either as a standard action or as a reaction to specific circumstances. Once the spell is cast, you can call the *panic room* into being as a standard action. You can also set a specific condition that will trigger the *panic room* as a reaction, such as being exposed to a poisonous atmosphere, or being dropped to a particular number of Hit Points. When the *panic room* is triggered, a metal cube, up to 15 feet to a side, materializes around you. The size of the cube is reduced if the surrounding area will not hold it, down to 5 feet per side. If triggered in an area not large enough to hold it, the spell fails.

Consider the *panic room* to be an object with an item level equal to your caster level. It has hardness equal to 5 + 2 x its item level, and a number of Hit Points equal to 15 + 3 x its item level. The interior of the *panic room* maintains a breathable atmosphere, and a constant, comfortable temperature despite extreme heat or cold outside. The walls, ceiling, and floor are metal, with small, transparent sections to serve as windows. Once created, the panic room remains for up to 1 hour/level, or until dismissed.

PERSISTENT SHOT

Technomancer 2

School transmutation

Casting Time 1 standard action

Range touch

Target 1 ranged weapon

Duration 1 round/level

Saving Throw Will negates (object); **Spell Resistance** yes (object)

The weapon you touch when the spell is cast is imbued with energy that makes the next shot it fires pursue the target relentlessly. The next attack using the weapon ignores any cover the target has, and if the shot misses, it curves back to attempt to strike the target again the following round, and each round thereafter until it hits or the spell's duration expires, whichever comes first. The subsequent attacks use the same attack bonus as the original attack.

POISON CLOUD

Technomancer 5

School conjuration (creation)

Casting Time 1 standard action

Range medium (100 ft. + 10 ft./level)

Area 20 ft.-radius spread

Duration 1 minute/level

Saving Throw Fortitude negates; **Spell Resistance** no

You summon a swarm of magical nanites that convert the atmosphere into a bank of yellowish green, poisonous vapors. These vapors act as *fog cloud*, but poison unprotected creatures. The poison cloud moves away from you at a rate of 10 feet per round, rolling along the ground, floor, or other surface underfoot. Heavier than air, the vapors sink to the lowest level possible, flowing down through hatches and other holes if in its path. This spell doesn't function underwater or in a vacuum.

Type poison (inhaled); **Save** Fortitude DC 15 + your Int modifier

Track Constitution (special); **Onset** immediate; **Frequency** 1/round for 6 rounds

Effect progression track is Healthy—Weakened—Debilitated—Dead

Cure 2 consecutive saves

POSITIVE REINFORCEMENT

Technomancer 3

School enchantment (compulsion, mind-affecting)

Casting Time 1 standard action

Range close (25 ft. + 5 ft./2 levels)

Target 1 creature

Duration 1 minute/level

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

You overlay the target's brain with a set of compulsory instructions to take, or withhold from taking, a particular action. Should the target take (or refrain from taking) the instructed action in a given round, it receives physical sensations of great pleasure and is fascinated for 1 round.

The action you use as the trigger for *positive reinforcement* must be one that the creature is capable of performing, or the spell fails. For example, the spell could be cast on an animal and made to trigger every round the animal refrains from attacking, or it could be cast on a vesk to trigger when it opens a door for which they have security clearance. If prohibited from taking a particular action, the spell lasts for its full duration or until the target makes a successful saving throw. If compelled to take a particular action, the spell lasts for its duration or until the action is taken by the target.



Technomancer Spells

Each round, the target receives another saving throw to shake off the effects of the spell. Creatures with an Intelligence score of less than 3 are more susceptible to the effects of this spell, and receive a cumulative -1 penalty (maximum penalty -10) to successive saving throws against the effect.

POSITIVE REINFORCEMENT, MASS

Technomancer 5

School enchantment (compulsion, mind-affecting)
Targets 1 creature/level, no two of which may be more than 30 ft. apart

This spell functions like *positive reinforcement*, except as noted above. All creatures affected by this spell are given the same trigger action.

POWER DOWN

Technomancer 1

School transformation
Casting Time 1 standard action
Range close (25 ft. + 5 ft./2 levels)
Target 1 powered object
Duration concentration, up to 1 round/level
Saving Throw Will negates (object); **Spell Resistance** yes (object)

You cause the flow of power in a powered or charged technological device to cease, causing the item to shut down and remain inoperable for as long as you concentrate. You can affect any object with an item level up to twice your caster level, with a weight of up to 2 bulk per caster level.

POWER DOWN, MASS

Technomancer 3

School transformation
Casting Time 1 standard action
Range close (25 ft. + 5 ft./2 levels)
Target 1 powered object/level
Duration concentration, up to 1 round/level
Saving Throw Will negates (object); **Spell Resistance** yes (object)

This spell functions as *power down*, except you can affect up to 1 object per caster level.

POWER GAUNTLET

Technomancer 2

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

An armored gauntlet of magically augmented technology appears on your hand, providing you with enhanced might while it is worn. Melee attacks you make while wearing

the *power gauntlet* gain a +2 enhancement bonus to damage rolls. You are always considered armed while the gauntlet is worn. The gauntlet deals 1d4 bludgeoning damage when used as a weapon. This damage increases to 2d8 at 10th level, and 5d10 at 17th level. Strength checks made while using the gauntlet gain a +1 enhancement bonus per level.

POWER LEECH

Technomancer 4

School abjuration
Casting Time 1 standard action
Range medium (100 ft. + 10 ft./level)
Target one creature or technological object
Duration 1 round/level
Saving Throw Fortitude negates (object); **Spell Resistance** no

This spell functions as *discharge*, but allows you to transfer the drained power to an object of your choice within the spell's range, allowing it to feed off the drained energy to function. If the spell targets an object with charges, the object loses all remaining charges, and those charges are transferred to an object of your choice. Any charges over the maximum number needed to fully charge the object are lost. If the targeted object is powered by electrical means other than charges, it ceases to function for the duration of the spell, transferring 1 charge per round to a selected device or allowing 1 round of function to a device powered by electrical means other than charges (as if it were hooked up to a generator or other power source).

PREDICTIVE ALGORITHM

Technomancer 5

School divination
Casting Time 1 standard action
Range personal
Duration 1 hour per level or until discharged (D)

Your mind subconsciously absorbs data about your surroundings, providing you with split second adjustments to your responses. You may choose to enact the benefits of this spell at any time, even when it is not your turn to act or you are surprised. When you choose to enact the effects of this spell, you gain a +5 insight bonus to attack rolls, ability and skill checks, and to your KAC and EAC, for a number of rounds equal to your caster level. Once enacted, the spell's effects are consecutive and cannot be saved or halted, unless dismissed.

PURGE PARAMETERS

Technomancer 3

School transmutation
Casting Time 1 standard action

Range medium (100 ft. + 10 ft./level)

Target constructs of the technological subtype with individual CRs no greater than your level + 1 and a total CR no greater than twice your level, no two of which can be more than 30 ft. apart

Duration 1 round/level (D)

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

You override the target's security parameters, making all constructs affected by this spell treat all other creatures as enemies. You gain no control or command over constructs affected by this spell. They will treat all creatures in the area, including their allies, as enemies, and react accordingly.

If any of the constructs are under the control of another creature, that controlling creature can attempt a Will saving throw (DC equal to the spell's) to negate this spell's effect. Each construct under the control of another creature grants its controlling creature a separate saving throw to negate the effect for that construct.

RADIO SILENCE

Technomancer 2

School illusion

Casting Time 1 round

Range long (400 ft. + 40 ft./level)

Area 20-ft. emanation centered on a creature, object, or point in space

Duration 1 minute/level (D)

Saving Throw Will negates; see text or none (object);

Spell Resistance yes; see text or no (object)

When you cast this spell, you cause all communication devices in the area of the spell to cease functioning. No communications can be broadcast into or out of the area of effect for the duration of the spell. The spell can be cast on a point in space, but the effect is stationary unless cast on a mobile object. The spell can be centered on a creature, and the effect then radiates from the creature and moves as it moves. An unwilling creature can attempt a Will saving throw or use spell resistance to negate the effect. Items in a creature's possession, magic or hybrid items receive the benefits of saving throws and spell resistance, but unattended objects and points in space do not.

READ OBJECT

Technomancer 1

School divination

Casting Time 1 standard action

Range touch

Target 1 object



Technomancer Spells

Duration concentration, up to 1 round/level (D)

Saving Throw none; **Spell Resistance** no

By handling an item, you read psychic impressions left behind when it was previously handled, providing you with information about its use and other useful data. You gain one piece of information on the round in which you cast the spell, plus one additional piece of information for every round you continue concentrating on the object. This information typically comes in the form of visions, brief flashes of imagery. The following are typical pieces of information you can glean from read object. (Other types of information may be available at the GM's discretion.)

- An image of the last creature to handle the object.
- A vision of the item in use.
- A vision of the last time the item was used.
- An image of the last person to repair, tamper with, or modify the item.
- A vision of the item being manufactured.
- A vision or image of the item's owner.

The images and visions themselves can reveal things to you. You can also make skill checks to determine further information. For example, when receiving a vision of the item being worked on, you can make an appropriate skill check (Computers or Engineering) for example, to determine what sort of work was being done (routine maintenance, repair for a specific reason, or sabotage). A Perception skill check could be made to note important features when viewing an image of the item's owner (an insignia of rank, or clothing style of a particular system, for example). When making these checks, you receive a +1 insight bonus per level (maximum +5).

RECHARGE, GREATER

Technomancer 4

School evocation

Casting Time 1 round

Range touch

Target 1 object/3 levels (see text)

Duration instantaneous (see text)

Saving Throw Fortitude negates (object); **Spell Resistance** yes (object)

This spell functions as *recharge*, but allows you to affect up to 1 battery or technological item for every 3 caster levels you have, and you must spend an additional Resolve Point for each additional item affected by the spell.

Alternately, you can cause a single technological item capable of being charged by a battery to receive a constant replenishment of energy, restoring charges at a rate of 1 per round for a number of rounds equal to your caster level. You expend 1 Resolve Point during the casting of the spell, forming a link between you and the item that provides the constant charge.

REDESIGN

Technomancer 4

School transmutation

Casting Time 1 round

Range touch

Target one object

Duration permanent

Saving Throw Fort negates (object); **Spell Resistance** no

Using your magic, you transform a technological object into a different, functional device. The new object must be of the same technological level as the target object (or lower) and of the same bulk or lower. If the targeted object is broken, the new object will also have the broken condition until repaired.

REDUNDANCY PROTOCOL

Technomancer 2

School enchantment (compulsion)

Casting Time 1 standard action

Range close (25 ft. + 5 ft./2 levels)

Target 1 creature

Duration 1 round/level

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

You program the target's mind with a list of exacting protocols that must be done in order to enact actions. While under the effects of this spell, the target must enact these ritual movements while performing tasks, making any action that would normally take a standard or move action (such as movement, activating a device, making an attack, or casting a spell) instead take a full action. Full round actions take until the beginning of the target's next turn. An action taking 1 round takes 2 rounds to complete. This spell does not affect actions taking longer than 1 round. The affected creature may make a new saving throw against the effect every round on its turn to end the effects.

REFLECTING GAUNTLET

Technomancer 1

School conjuration (summoning)

Casting Time 1 standard action

Range personal

Duration 1 minute/level or until discharged; see text (D)

An armored gauntlet of magically augmented technology appears on your hand, its highly polished armor plates providing you with enhanced defense while it is worn. The gauntlet provides a +2 enhancement bonus to EAC and KAC. Once per round, as a reaction, you can deflect an incoming attack. This causes a successful attack roll against you to miss, negating any damage you may have taken from the attack.

Once during the spell, you can use your reaction not just to deflect the attack, but to reflect damage back at the attacker. The choice to do this must be after the attack roll has been resolved, but before damage is rolled. The attacker roll is compared to the attacker's EAC or KAC as needed. If the attack hits, then the attacker takes the damage in your place. This ends the spell. At 8th level, you can reflect damage in this manner twice before the spell ends. At 15th level, you can reflect damage three times during the spell's duration.

REPAIR UNDEAD

Technomancer 1-4

School necromancy

Casting Time 1 standard action

Range touch

Target 1 undead creature

Duration instantaneous

Saving Throw Will half (harmless); **Spell Resistance** yes (harmless)

With a touch, you restore a number of Hit Points to an undead target. Repair undead restores a number of Hit Points to your target depending on the spell's level:

1st: 1d8 + your Intelligence modifier

2nd: 3d8 + your Intelligence modifier

3rd: 5d8 + your Intelligence modifier

4th: 7d8 + your Intelligence modifier

REPAIR UNDEAD, MASS

Technomancer 5-6

School necromancy

Casting Time 1 standard action

Range close (25 ft. + 5 ft./2 levels)

Target up to 1 undead creature/level, no two of which can be more than 30 ft. apart

Duration instantaneous

Saving Throw Will half (harmless); **Spell Resistance** yes (harmless)

This spell functions as *repair undead*, except that it heals a number of Hit Points to all selected targets within range, depending on the spell's level.

5th: 2d8 + your Intelligence modifier.

6th: 4d8 + your Intelligence modifier.

RESTORE TECH

Technomancer 3

School transmutation

Casting Time 10 minutes

Range touch

Target 1 technological object or construct

Duration instantaneous

Saving Throw none; **Spell Resistance** no

When you cast this spell on a destroyed technological object, it is rapidly repaired by the magic, becoming functional and fully charged (if the object uses charges) at the end of your casting. This spell can also be used to repair a starship, restoring 10d6 Hull Points and repairing one wrecked system, or one glitching or malfunctioning system for every 15 Hull Points restored. If this spell is used during starship combat, it takes effect during the engineering phase, and you cannot partake in any role that round.

If this spell is cast on a technological construct that has been reduced to 0 Hit Points, it restores the construct to full Hit Points and functionality.

SABOTAGE COMPUTER

Technomancer 1

School transmutation

Casting Time 1 standard action

Range close (25 ft. + 5 ft./2 levels)

Target 1 computer

Duration 1 minute/level (D)

Saving Throw Fortitude negates (object); **Spell Resistance** yes (object)

Using this spell, you temporarily corrupt the code in a targeted computer, inhibiting its function. While the spell is in effect, any basic or module-based function of the computer has a 50% chance of malfunctioning when used. A malfunction means that the computer fails to perform the function, however simple or complex (for example, a computer that opens a door when someone triggers the proximity sensor has a 50% chance of failing, thus the door does not open). Alternately, you can completely inhibit one particular basic function or module of a computer, leaving all other functions untouched. (For example, you could inhibit the module that summons a security robot when there is unauthorized access to a door.)

A successful Computers check (DC 20 + your caster level) will override the effects of sabotage computer. An *erase* spell will eliminate the corrupted code and restore function.

SECRET SPACE

Technomancer 1, 3, 5

School conjuration (summoning)

Casting Time 1 standard action, 1 round, 10 minutes; see text

Range touch

Effect 1 extradimensional space; capacity dependent on spell level

Duration see text

Saving Throw none; **Spell Resistance** no

Technomancer Spells

You conjure an extradimensional space within an object that can hold a certain amount of items based on spell level.

The 1st level version of this spell creates a pocket on a garment wherein you can store an item of up to 1 bulk. This item does not show or bulge the garment in a significant way, and adds a +10 enhancement bonus to Sleight of Hand checks made to hide an object. This version of the spell has a duration of 1 hour/level.

The 3rd level version of this spell creates an extradimensional space within the pocket on a garment or in the opening of a container (such as a backpack or satchel) that can hold up to 1 bulk per caster level without adding to your encumbrance, and you can put any object in it that will fit through the opening of the pocket or container. Only you can access this extradimensional space. Anyone else putting objects into the pocket or container only access the regular space inside. While the spell is in effect, you can access the extradimensional space, but not the actual space within. This version of the spell has a duration of 1 hour/level.

The 5th level version of the spell uses a large bag, briefcase, cargo container, or similar item. You can place up to 10 bulk per caster level into the item, regardless of the container's actual size. The container then vanishes into an extradimensional space with everything it holds. The container and its contents will remain in the extradimensional space for up to 60 days, or until you recall it (a standard action). After 60 days, the container reappears in your space, whether you wish it to or not.

Focus: The 1st level of the spell requires the pocket of a garment, while the 3rd level spell requires a pocket or container of some sort. The 5th level spell requires a container, as well as a miniature version of the container to use as a focus to recall the container from the extradimensional space.

SENSOR PHANTOM

Technomancer 4

School illusion

Casting Time 1 standard action

Range long (400 ft. + 40 ft./level)

Effect create an illusionary sensor reading

Duration concentration + 2 rounds

Saving Throw Will negates (object); **Spell Resistance** no

You create illusory readings that devices like radiation detectors or a starship's sensors will detect as real. While you concentrate, you can create any sort of false data you wish to convey, and that information will be what any devices in range will register. For example, you could fool a starship's sensors to read your shuttle as being without power and showing no lifesigns, or you could cause all radiation detectors in the area to register high levels of radiation, or none at all, regardless of the actual

circumstances. Affected devices receive a saving throw based on their item level to see if they can detect the readings as false. Items of level 0 receive no saving throw.

If you cast this spell during starship combat, it takes effect before the start of the gunnery phase, and you cannot partake in any role that round.

SENSOR SCRYING

Technomancer 3

School divination

Casting Time 1 standard action

Range long (400 ft. + 40 ft./level)

Target 1 object or technological construct

Duration 1 minute/level (D)

Saving Throw Will negates (object); **Spell Resistance** yes

You magically connect your mind to the sensory apparatus of a technological construct or a piece of sensory equipment such as a camera or microphone, allowing you to see and/or hear whatever it observes as long as it remains within range. If you or the target move beyond the spell's maximum range, the effect ends. You gain the benefits of any special senses the target has, such as darkvision. While this spell is in use, you are effectively blind and/or deaf to your immediate surroundings, unless the target can see/hear those as well.

SHAPE BLAST

Technomancer 2

School transmutation

Casting Time 1 swift action

Range Medium (100 ft. + 10 ft./level)

Target 1 area of effect explosion or line of energy

Duration instantaneous

Saving Throw none; **Spell Resistance** no

You manipulate the energy of an explosion or energy blast, shaping it to suit your needs. *Shape blast* can affect any blast of matter or energy that manifests as a line or a radius area burst.

If you use *shape blast* on a line of energy, you can alter the course of the line up to 45 degrees in any given direction. This can be done multiple times up to the maximum range of the line. So you could, for example, zig-zag the line to avoid allies or cover.

When altering a radius effect, you can use *shape blast* to exclude squares from an area effect, up to one 5-foot square per 2 caster levels. You can also change the type of area the blast effects as indicated on the chart below. For example, if you cast *shape blast* on the explosion from a frag grenade III you throw, you could change the 20-ft. radius blast into a 40-ft. Cone or an 80 ft. line, either emanating from where the grenade landed in a direction

of your choosing. If you cast it on a blast fired from an LFD screamer, you could shape the 30-foot cone into a 15-foot radius burst, centered on you, and exclude your square from the effects, or shape it into a 60-foot line instead. The shaped blast still works the same in all respects except for its area of effect.

Original Area	Cone	Line	Sphere
Cone	–	2x	½
Line	½ range	–	¼
Sphere	2x	4x	–

SHATTER

Technomancer 1

School evocation (sonic)

Casting Time 1 standard action

Range close (25 ft. + 5 ft./2 levels)

Area or Target 5-ft. radius burst or one solid object or one crystalline creature

Duration instantaneous

Saving Throw Will negates (object); Will negates (object) or Fortitude half; see text; **Spell Resistance** yes

You create a wave of sonic vibration that can break brittle, nonmagical objects in a 5-foot radius, destroy a single nonmagical object, or damage a crystalline creature.

As an area attack, the spell destroys nonmagical objects of crystal, glass, ceramic, or porcelain. All unattended objects made of such materials within a 5-foot radius of the spell's point of origin are destroyed. Objects weighing more than 1 pound per your level or having an item level higher than your caster level are not affected.

You can also target *shatter* against a single solid, nonmagical object, regardless of composition. This object can weigh no more than 10 pounds per caster level, and have an item level of no more than twice your caster level.

Finally, you can target a crystalline creature of any weight. The spell deals 2d6 points of sonic damage per level (maximum 10d6) to the target, which can make a Fortitude saving throw for half damage.

Shatter does not work in a vacuum.

SHOCK FIELD

Technomancer 4

School evocation

Casting Time 1 standard action

Range personal

Duration 1 round/level (D)

You are wrapped in a crackling field of electrical energy that damages creatures that strike you in melee. The field also grounds you, protecting you against electricity attacks.

Any creature striking you with a melee weapon deals normal damage, but takes 2d6 + your Intelligence modifier points of electricity damage. If the attacker has spell resistance, it applies to this effect.

While the *shock field* is in effect, you take half damage from electricity attacks. If the attack allows a Reflex save for half damage, you take no damage on a successful saving throw.

SOCIAL ALGORITHM

Technomancer 2

School divination

Casting Time 1 standard action

Range close 25 ft. + 5 ft./2 levels

Target 1 creature

Duration 1 hour/level

Saving Throw Will negates (harmless); **Spell Resistance** yes



When you cast this spell, you implant a program in the target's brain that analyzes the speech and actions of nearby creatures, providing the target with suggested mannerisms to adopt and phrases to use, calculated by the program's algorithm, in order to produce the most desired results in a social situation. While the spell is in effect, the target receives a +1 circumstance bonus per caster level (maximum +10) to any Bluff, Diplomacy, or Intimidate checks made while interacting with other creatures.

STASIS, LESSER

Mystic 3, Technomancer 3

School transmutation

Casting Time 1 standard action

Range touch

Target 1 willing or unconscious creature

Duration up to 1 minute/level (D)

Saving Throw Fortitude negates (harmless); **Spell Resistance** yes (harmless)

The creature you touch is put into a state of suspended animation. At the time of casting, you choose when the stasis will expire, up to the maximum duration of the spell. Time ceases to flow for the target creature; it does not grow older, and needs neither food, water, nor air for the duration of the spell. No force or effect can harm the target until the spell expires or is removed, such as by a successful *dispel magic* spell. You can also dismiss the spell earlier in the duration, unless you are the one under its effects.

STASIS

Mystic 5, Technomancer 5

School transmutation

Casting Time 1 standard action

Range touch

Target 1 willing or unconscious creature

Duration up to 1 day/level (D)

Saving Throw Fortitude negates (harmless); **Spell Resistance** yes (harmless)

This spell functions as *lesser stasis*, except as noted above.

STASIS, GREATER

Mystic 6, Technomancer 6

School transmutation

Casting Time 1 standard action

Range touch

Target 1 creature

Duration permanent

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

This spell functions as *stasis*, but can also affect unwilling creatures.

SUBMISSION PROTOCOL

Technomancer 3

School abjuration

Casting Time 1 standard action

Range touch

Target 1 willing creature

Duration 1 hour/level (see text)

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

This spell rewires the brain to resist enchantment effects and allows the subject to respond accordingly to make others believe that they are under the effects of an enchantment spell cast upon them. Submission protocols provides a +4 enhancement bonus on saving throws against enchantment effects. If the subject succeeds at a save against an enchantment effect, they instantly identify the effect as if they had rolled a successful Mysticism skill check to identify it. The subject may then choose to act as if they had failed the saving throw, gaining a +20 insight bonus to Bluff checks to convince others they are under the effects of the enchantment. A creature that attempts to use magic to discern if you are actually enchanted or to compel you to tell the truth must succeed at a caster level check (DC 15 + your caster level) to do so.

SUICIDE JUNKBOT

Technomancer 3

School transmutation

Casting Time 1 round

Range touch

Target 1 bulk of inert electronic equipment; see text

Duration 1 round/level

Saving Throw none, see text; **Spell Resistance** no

You turn a pile of technological junk into a robot with a built-in self-destruct mechanism. You must target inert, nonworking electronic equipment of at least 1 bulk. Valid targets include a large broken computer system, nonworking or unconnected computer or robot parts, a destroyed robot or another such trashed mechanical system, or any related electronic components or combination of the above so long as the junk is found in large enough quantity. While casting this spell, you use magic and technological know-how to rearrange the junked parts and infuse them with energy and subterfuge skills.

A suicide junkbot is Small, its KAC and EAC are each equal to 10 + your caster level, and it has Hit Points equal to one quarter of your own (but no Stamina Points). It has a land speed of 30 feet and a fly speed of 15 feet with average maneuverability. The junkbot uses your saving

throw bonuses if it is the target of a spell or another targeted effect. For purposes of spells and effects that target the junkbot, it is treated as a construct with the magical and technological subtypes.

The suicide junkbot has two hands. It has an attack bonus equal to 2 + your technomancer level; in one hand it wields a buzzblade dagger, and its other hand wields a light laser pistol.

You can give new basic commands to your suicide junkbot telepathically on your turn as a move action, and the junkbot can take these actions as if it were a normal creature; this includes the self-destruct command (see below). You are aware when the junkbot has made an attack or combat maneuver and whether or not it was successful, as well as when the suicide junkbot has been attacked, has taken damage, or is destroyed, but you can perceive nothing else through this telepathic link.

When the suicide junkbot is destroyed, you issue the self-destruct command, or this spell ends, the suicide junkbot explodes, dealing 2d6 points of piercing damage per caster level to everything in a 30-foot radius. A successful Reflex saving throw reduces the damage by half. Nothing that remains of the suicide junkbot can be used to create another junkbot.

SUMMON ARMOR

Technomancer 1

School conjuration (creation)

Casting Time 1 round

Range personal

Duration 1 hour/level

You conjure a suit of customized armor onto your body. This armor has an effective item level equal to your caster level, and provides a bonus to EAC and KAC equal to your caster level. The summoned armor is equipped with environmental protections. At 5th level, a suit of summoned armor comes fitted with one upgrade of your choice with an item level equal to or lower than the item level of the summoned armor. Every 5 levels thereafter, the summoned armor comes equipped with one additional upgrade (to a maximum of 4 upgrades at 20th level.) The summoned armor comes equipped with a battery to power any upgrades. This battery can be replaced as needed, and disappears with the armor when the spell ends.

TECH FIELD

Technomancer 6

School abjuration

Casting Time 1 standard action

Range 10 ft.

Area 15-ft.-radius emanation centered on you

Duration 1 minute/level (D)

Saving Throw Fortitude partial; **Spell Resistance** yes

You are surrounded with a mobile field of energy that suppresses the function of magical spells, weapons, and constructs. Magic items within the field cease functioning. Technological items with magical enhancements lose those enhancements within the field, but otherwise continue to function. Hybrid items cease functioning, unless they have functions that do not require magic to accomplish. They resume function once they are beyond the field.

Magical constructs must make a Fortitude saving throw each round they are in the *tech field*. On a failed save, the creature can take no actions and is helpless. On a successful save, the creature can take one move action or one standard action that round. Creatures with one or more cybernetic augmentations must succeed at a Fortitude saving throw or be staggered while in the field, and must make a new Fort save each round they begin their turn in the field. All benefits of cybernetic augmentations are suppressed while within the *tech field*.

No spells function within the area of a *tech field*. Ongoing effects entering the field are suppressed until they leave the field, at which point they continue for their duration. Magical ray and line effects dissipate upon contact with the field. Area of effect spells function as normal, excluding the area of the field, so long as the spell's point of origin is not within the field.

This barrier cannot be used offensively (see description of Abjuration school in *Starfinder Core Rulebook*).

TECHNOMAGIC MISSILE

Technomancer 3

School conjuration (creation)

Casting Time 1 standard action

Range long (400 ft. + 40 ft./level); see text

Effect 1 or more hybrid missiles are brought into existence

Duration instantaneous; see text

Saving Throw none; **Spell Resistance** no

You call into being a magical missile, which then rockets towards a target of your choice within range. In standard combat, treat this as a tactical missile for purposes of damage, using your base attack bonus + your Intelligence modifier as the bonus to your attack roll. At 10th level, you can produce a second missile, which can be aimed at the same target or a second one within range. At 15th level, treat the *technomagic missiles* as advanced missiles for purposes of damage. At 20th level, you can produce a third missile.

Technomancer Spells

You can also use this spell during starship combat. In this instance, you conjure up a magical missile that functions as a shot from a high explosive missile launcher (12 hex speed, 4d8 damage). The missile makes an automatic gunnery check each round—using your base attack bonus or ranks in the Piloting skill + your Intelligence modifier for the roll, without any additional bonuses from computers, captain, or science officer, but also without penalties for range due to the missile's magical nature—until it reaches the target's hex.

Alternately, you can forgo any other available actions during starship combat to concentrate on guiding the technomagic missile, in which case it automatically homes in on the target that round, without having to make a gunnery check against the target's TL.

At 10th level, you can produce a second missile. At 15th level, treat the *technomagic missiles* as heavy nuclear missiles (10 hex speed, 10d8 damage). At 20th level, you can produce a third missile.

TECHNOMANCER'S TOUCH

Technomancer 2

School divination

Casting Time 1 standard action

Range personal

Duration 1 minute/level

You to feel the flow of power beneath the metal skin of technological items, providing you with greater insight into its inner workings. If you spend a full round in physical contact with an object of mechanical and/or electronic nature, you gain the following knowledge:

- The exact amount of remaining power or charges in the object.
- Any damage or disrepair that may be hindering the object's ability to function.
- The existence and number of any modifications that alter the object's standard function. (But not what the specific modifications are that have been made.)
- If the object is a weapon, you gain proficiency in its use until the spell expires.

Any Computers or Engineering checks you make in regards to any object you have handled with *technomancer's touch* gain a +1 enhancement bonus per level (maximum bonus +10) while the spell is in effect.

Special: If you enact the technomantic proficiency magic hack and choose the weapon type of a weapon you have used this spell on, then the duration of your proficiency with the weapon is doubled. Using the weapon decreases the duration as normal.

TRACTOR BEAM

Technomancer 4

School transmutation

Casting Time 1 standard action

Range long (400 ft. + 40 ft./level)

Target see text

Duration concentration, up to 1 round/level

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

You emit a beam of graviton energy that latches onto another creature or object, binding you together for the duration of the spell. If the target succeeds on a Reflex saving throw, they avoid the *tractor beam*, but you can make successive attempts on following rounds for as long as you concentrate on the spell. If the target fails its saving throw, or is an unattended object, the *tractor beam* anchors you to it and the target is considered entangled. While the *tractor beam* is in effect, you can perform one of the following actions:

- Pull the anchored target toward you as a standard action. If the target weighs up to 2 bulk per caster level, you can move it 20 feet toward you. Alternately, if the target exceeds the weight limit, and/or is heavier than you, you can pull yourself 20 feet towards it.
- Push the anchored target away from you as a standard action, moving it 20 feet away, up to the maximum range of the spell. Alternately, if the target exceeds the weight limit, and is heavier than you, you can push yourself 20 feet away from it.

As the *tractor beam* continually exerts force on the target, if you pull or push the target to a place where it cannot stand, such as over the edge of a pit or balcony, it will hover in place until the *tractor beam* is dismissed. Each round the target may make a new saving throw. If it succeeds, it is still entangled, but no longer anchored and unable to move. Two successive saving throws are needed to completely break free of a *tractor beam*.

TRANSFORMATIVE BATTERY

Technomancer 4

School abjuration

Casting Time 1 standard action

Range personal

Duration 10 minutes/level or until discharged (D)

You gain energy resistance 10 against three energy types of your choice. When you are hit with an energy attack, your body absorbs the energy, converting it into an energy type of your choice, which you can

then project at enemies in a 60-foot ray. This ray deals 3d6 points of damage for every resisted energy attack you take that round, to a maximum of 15d6. (For example, if you have transformative battery cast and choose fire as one of the resisted energy types, and are struck by three laser attacks that round, you could project a ray of lightning at a target that does 9d6 damage on a successful hit.)

Alternately, you can choose to expend the absorbed energy as light, allowing you to give off light in a 30-foot radius for 1 hour for every resisted energy attack.

VOCAL ALTERATION

Technomancer 1

School transmutation

Casting Time 1 standard action

Range close (25 ft. + 5 ft./2 levels)

Target 1 humanoid creature

Duration 1 minute/level

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

You alter the target's voice, making it higher or lower in pitch, husky or nasal, or even giving it a specific accent. If this spell is used as part of a disguise, the target gets a +10 enhancement bonus on the Disguise check when trying to fool the listener. If used in an attempt to bypass security—such as a vocal recognition system on a door lock—the target may substitute their Disguise check for a Computers check.

The target may vary their disguised voice just as they could their normal voice. For example, an ysoki female given the voice of a male human could still speak in falsetto, or adopt an android's inflections, and so on.

WALL OF LIGHTNING

Technomancer 4

School evocation (electricity)

Casting Time 1 standard action

Range medium (100 ft. + 10 ft./level)

Effect wall up to 20 ft. long/level or a ring with a radius of up to 5 ft./2 levels; either form 20 ft. high

Duration concentration + 1 round/level

Saving Throw none; **Spell Resistance** yes

A blazing curtain of blue-white, crackling electricity springs into existence. One side of the wall, selected by you, sends bolts arcing towards creatures nearby, dealing 2d6 electricity damage on the round it appears and on your turn each subsequent round. In addition, the wall deals 5d6 electricity damage to any creature passing through it. The wall deals double damage to technological constructs.

If you evoke the wall so that it appears where creatures are, each creature takes damage as if passing through the wall.



OPEN GAME LICENSE VERSION 1.0A

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

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use," "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of

this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You

Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

System Reference Document. Copyright 2000. Wizards of the Coast, Inc; Authors: Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

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

Starfinder Alien Archive © 2017, Paizo Inc.; Authors: John Compton, Adam Daigle, Crystal Frasier, Amanda Hamon Kunz, Jason Keeley, Jon Keith, Steve Kenson, Isabelle Lee, Lyz Liddell, Robert G. McCreary, Mark Moreland, Joe Pasini, F. Wesley Schneider, Owen K.C. Stephens, James L. Sutter, and Josh Vogt.

The Archives of Nethys. Copyright 2010, Blake Davis.

101 Technomancer Spells © 2019, Rite Publishing.; Author Jeff Lee. Producer Scott Gladstein. Vice-Publisher: Owen K.C. Stephens.