

ARCFORGE

GLEAM OF ETERNITY

BY MATT DALEY



ARCFORGE



GLEAM OF
ETERNITY

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WELCOME TO ARCFORGE

This product is a part of our line of sci-fi supplements for Paizo's *Pathfinder Roleplaying Game*, with a special eye towards integrating science and technology with the core classes and magic systems of Pathfinder as well as alternate classes and powers such as psionics, akashic magic, martial maneuvers and stances, and many more. Within this line you'll find new classes and class abilities, along with archetypes, prestige classes, and innovative and unique alternate class models that allow you to tailor your character to interact with and use technology in amazing ways. You'll also find new forms of gear, spells, psionic powers, vehicles, servant creatures, and so much more, each designed to harmonize perfectly with your favorite classes using the traditional Pathfinder array of options. The all-star team of designers here at Legendary Games is committed to bringing you—the busy GM or player—the absolute best third party support for your Pathfinder campaign, products that are innovative in their ideas, beautiful in their appearance, bursting with the creativity of the best authors in the business and developed with a rich interactive layout that blends form and function, and on top of all of that products that are flat-out fun to play.

SPECIAL ELECTRONIC FEATURES

We've hyperlinked this product internally from the Table of Contents and externally with links to the official Pathfinder Reference Document as well as [d20PFSRD](#). If it is in the core rulebook, we generally didn't link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.

ABOUT LEGENDARY GAMES

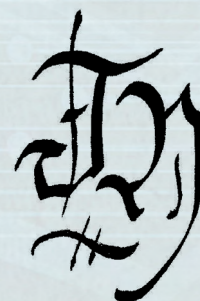
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WHAT YOU WILL FIND INSIDE *ARCFORGE: GLEAM OF ETERNITY*

In the far reaches of the Aurin system, where the distant sun is just another bright star, strange and ancient miracles permeate the cosmos, where the limits of both space and time bend and fray when the power of the mind interweaves with the substance of reality. Titanic mechanical moons have brought destructive change in their wake, and their weathered hulks linger in the shadows of shattered stars and planet-wide storms, yet even so the elder races of dragonkind and the younger folk of the system keep their eyes at once on the heavens above and the wild lands below, ever watchful for an irruption of the qliploth and their chaos blight that can bring ruin to all. To those daring or reckless enough to delve their secrets, this aberrant expanse beyond the outer limits offers power beyond imagining.

Gleam of Eternity offers a wealth of new options for players, bringing the **biohacker**, **vanguard**, and **witchwarper** classes from the *Starfinder Roleplaying Game* to the *Pathfinder Roleplaying Game*, along with nearly 20 all-new archetypes like the **biollurgist biohacker**, **stellar echo wilder**, **miracle soldier psychic warrior**, and **worldweaver psion**, plus alternate class features and integration with expanded rules systems like psionics and *Spheres of Power*! You'll also find **over 80** new feats, spells, augmentations, combat talents, addictive power-boosting stimulants, and more to enhance your game, **Revenant Militia** and **powdered psicrystal** to **Vacuous Power** and **Reality-Puncturing Attack**



The following superscript notations are used to denote references to official *Pathfinder Roleplaying Game* rulebooks and other content:

APT = <i>Arcforge: Psibertech</i>	PAV = <i>Psionics Augmented: Voyager</i>
ASoI = <i>Arcforge Campaign Setting: Spheres of Influence</i>	PFU = <i>Pathfinder Roleplaying Game: Pathfinder Unchained</i>
B4 = <i>Pathfinder Roleplaying Game: Bestiary 4</i>	PotR = <i>Official guide for characters on the river</i>
COM = <i>Starfinder Character Operations Manual</i>	PoWE = <i>Path of War: Expanded</i>
HiH = <i>Highlander's Handbook</i>	SACoT = <i>Spheres Apocrypha: Cognition Talents</i>
IH = <i>The Inventor's Handbook</i>	SACT2 = <i>Spheres Apocrypha: Casting Traditions 2</i>
LAI = <i>Legendary Alchemists</i>	SoM = <i>Spheres of Might</i>
LotN = <i>Lords of the Night</i>	TG = <i>Campaign setting detailing technology</i>
OA = <i>Pathfinder Roleplaying Game Occult Adventures</i>	TIH = <i>The Initiate's Handbook</i>
PA = <i>Official anthology for psychic characters</i>	UI = <i>Ultimate Intrigue</i>
PAH = <i>Psionics Augmented: Highlord</i>	UM = <i>Ultimate Magic</i>
PAC2 = <i>Psionics Augmented Compilation 2</i>	UP = <i>Ultimate Psionics</i>
PASP = <i>Psionics Augmented: Seventh Path</i>	USoP = <i>Ultimate Spheres of Power</i>

TABLE OF CONTENTS

Planets of Aurin	2
Farnaque	2
Pesmirian	4
The Iterlight	5
Archetypes and Class Options	6
Class Conversions	6
Variant Rule: Enhanced Talent Progression	6
Psionic Options in Spheres of Power	7
Antestes (Vitalist)	8
Biollurgist (Biohacker)	9
Bladeshaper (Soulknife)	10
Coalescent (Vanguard)	11
Didact (Highlord)	12
Extricator (Cryptic)	13
Cryptic Insights	15
Imperator (Tactician)	15
Tactician Strategies	17
Mekanikos (Aegis)	17
Aegis Customizations	18
Miracle Soldier (Psychic Warrior)	19
Miracle Wright's Toolbox Panoply (Occultist)	20
Necrotech Bloodline (Sorcerer)	21
Projectionist (Voyager)	21
Refractor (Witchwarper)	23
Schicksalhand (Dread)	25
Stellar Echo (Wilder)	26
Stellar Shadow (Marksman)	28
Worldweaver (Psion)	29
Zealot Convictions	29
Zealot Mission: Redemption	30
Feats	30
New Combat Talents and Drawbacks	35
Equipment	35
Stimulants	35
Psibertech	39

TABLES

Table 1: Mekanikos Customization Progression	18
Table 2: Miracle Soldier Specialization	20
Table 3: Magic/Psionic School Discipline Conversion	21

PLANETS OF AURIN

The Aurin system contains nine planets in total, not all of which have been settled or even explored. In addition to these planets, numerous moons also exist across the Aurin system, many of these having proved more hospitable. Although none of these spheres were initially habitable, extensive terraforming efforts by the Dragons, Outer Lords, Lashunta, and Vandarans have managed to fabricate sustainable atmospheres or at the very least self-sustaining colonies on any domain with terra firma. Such efforts have created a common atmospheric composition across Aurin worlds, enabling creatures to move between inhabited planets and moons with minimal concern. Gravity is a trickier adversary, however, and many spheres possess light gravity which individuals must learn to navigate their whole lives.

FARNAQUE

Gravity: Heavy

Orbital Period: 57 Vandaran years

The many-ringed gas giant of Farnaque represents the outer reaches of Aurin civilization, the last world which starships have graced and whose moons have been colonized by the Vandarans and Lashunta. The nine spheres orbiting the planet represent some of the most isolated locations in the system, making them a hotbed for unsavory activity of every sort. The mineral-rich rings of Farnaque have provided ample resources for such endeavors.

ALATOYN

Gravity: Normal

Orbital Period: 685 days

In the years following the Qlippoth War's end, a group of radical adherents to the Makers' Reckoning attempted a violent uprising on the moon of Elix. Calling themselves the Pureformers, this group of humans, lashunta, and Shelig peoples viewed the creation of new biomorph races by humanity as a gross perversion of the Outer Lords' plans for Vandara. When the Pureformers were routed, they fled into space, eventually locating and claiming a moon-sized Outer Lord vessel which was thought wrecked beyond repair. The dead globe of Alatoyn has since become a military junta ruled by the Pureformers and a potential threat to much of

Aurin should the group learn to harness the vessel's ancient technology before destroying themselves.

CRITOR

Gravity: Light

Orbital Period: 4 days

The Vandaran nation of Mariton had a long history with Makers' War relics, but its presence beyond the homeworld was minimal. The Ebon Monastery, a small colony of undead on the barren moon of Critor, was the exception to this, a single waypoint from which the disciples of Marit believed they could expand into the infinite cosmos. The sundering put an end to this plot, cutting off the Critorans from their goddess and forcing them to develop a new mission for themselves. Critor has since become the centerpiece for the Overcode Awakening, a spiritual and technological movement to prepare Aurin for the development of an advanced AI which will unify the system under its rule. Whether this AI will emerge on Critor, on Vandara, or from the stars beyond Aurin is a common subject of disagreement, but many devotees see the transition of undeath or construct bodies as the first step towards the Overcode's new dominion.

JAIMONT

Gravity: Light

Orbital Period: 344 days

Known by many as the drugmoon, Jaimont is a moon rich in strange compounds alien to the rest of Aurin. These compounds have proven useful in augmenting psionic and magical ability, serving as the basis for an immensely lucrative narcotic trade across the system. Numerous colonies have been stationed across this moon, many of them with no central government and being run by assorted drug cartels. The Cidali settlement became the most

GRAVITY STANDARDIZATION

If an adventure takes place mostly or entirely upon a light-gravity sphere, it may be easier for some GMs to tweak the setting so that effective gravity is standardized across all worlds or characters are acclimated enough to treat light-gravity worlds as normal-gravity worlds (in which case the would treat normal-gravity worlds as heavy-gravity worlds should they ever go there).



successful with its discovery of Gleam of Eternity, a stimulant which offers a skilled user tremendous insight into future events. Gleam of Eternity may well be the key to victory should the Bleeding Moons War ever begin again, meaning that Jaimont could become the center of a greater conflict than the cartel wars it faces currently.

HILIDA

Gravity: Heavy

Orbital Period: 1003 days

Rumors circulate endlessly around the moon of Hilida, the mystery world which has captivated and frustrated every attempt to explore it. The entire moon is covered in a magically charged fog that repels any attempts to survey the moon from a distance. Landings on Hilida have not been met with any response, as no communications can pierce the fog and no traveler has ever returned from

its depths. Whispers of ancient dragon creations, planar gateways, pre-Makers' War civilizations, and stranger ideas make up the conversations about the planet, with no theory seeming to odd to consider. The moon itself has become a dumping ground for prisoners, with several governments performing exiles by dropping ships into Hilida's gravity well.

UNCLAIMED MOONS

Farnaque possesses five additional moons which have neither been fully colonized nor terraformed, although not for lack of trying. Due to their remote locations or perhaps lack of interest, these moons possess minimal populations and are nowhere near developed enough to possess any sort of bodily government. Nonetheless, desires to explore, expand, or perhaps replicate the successes of Jaimont drive the ambitious or reckless to attempt landing on these remote bodies on occasion.

PESMIRIAN

Gravity: Heavy

Orbital Period: 221 Vandaran years

The most mysterious of Aurin's gas giants, Pesmirian radiates a series of immense magical auras which can be detected from across the galaxy. This has led to countless theories about its origins and potential purpose, with a number of scholars and renegades proclaiming that the Warpworld was created by the Makers or perhaps some unknown cosmic power of even greater stature. These enigmas are intensified by the immense distance of Pesmirian from other worlds, prohibiting conventional manned exploration of the planet and its moons. Only through small missions employing teleportation magic have the peoples of Aurin explored the outermost planet, and these expeditions have produced many more questions than answers. In time, perhaps the technologies of Aurin could allow for a fuller understanding of Pesmirian's mysteries, although such secrets could twist the perspectives of the system in dramatic and unexpected ways.

CEBEN

Gravity: Light

Orbital Period: 2,976 days

The ocean moon of Ceben is covered completely in water, although it seems to be devoid of conventional life forms. Samples of water taken from the world have yielded microscopic beings operating with indiscernible physiologies, but no larger beings have ever been observed. Doubly curious are the world's bizarre tidal patterns, the currents moving in immensely complex paths despite the total lack of tectonic activity at the world's core. Land masses seem to exist on the planet, although their mineral composition is alien in a similar manner to the microscopic life. Some scholars have posited that Ceben is a giant moon-sized organism, the oceans and microorganisms forming a circulatory system over which it might exert some self-aware control. Communication with this entity - should it prove sentient - could reveal many strange secrets about the Aurin system's history, perhaps opening doors to eras before the Makers.

DELEGI

Gravity: Normal

Orbital Period: 1,783 days

Delegi was the first moon of Pesmirian to which teleport missions were launched, although what the Cidali found there was unlike anything they could have expected. Buried within the dunes of the desert world were specks of impossibly complex and durable alloys, remnants of some unknowably ancient structures which might have dotted the moon millions of years ago. As the explorers dug deeper into the materials which they have only now begun to understand, they began to discover preserved creatures, magically maintained insectoid beings locked in stasis with physical functions unlike any seen across Aurin. Although no living specimens have been uncovered,



tissue samples have been used in the construction of the Shirren race. Future explorations of Delegi could produce more information about these ancient arthropods and other beings which may once have lived on this now-desolate moon, with some holding out hope that there may still be survivors entombed within the sands.

VABROTH

Gravity: Light

Orbital Period: 407 days

When the Qlippoth emerged from the Iterlight, their primary method of transport between worlds was psychoportation powers, a process which could be utilized by most every member of the race but which required the capture of numerous "waypoint" worlds on the path to Vandara. Vabroth was the first of these waypoint worlds and has become completely dominated by the Qlippoth, their corruption not only contaminating the entire moon but also restructuring its ecosystem completely. The few expeditions which have explored Vabroth have reported fascinating details about this wholly corrupted environments, chief among them being their sustainability and equilibrium in spite of its bizarre and seemingly unnatural origins. Vabroth could yield many answers about what the Qlippoth have planned for Vandara and Aurin at large, although the sheer number of these creatures operating on the moon make any sort of research a very dangerous task.

YAN-HALLA-SIRA

Gravity: Normal

Orbital Period: 36 hours

Rotating in perfect unison with each other and maintaining constant relative positions around Pesmirian, the three moons of Yan, Halla, and Sira are connected by an extensive network of portals through the Astral and Shadow planes that enable easy transport between them. As a result, the three moons are often referred to collectively as Yan-Halla-Sira. These portals are far from the only advanced magics on the moons, and each of them is covered in vast rune-engraved structures which glow with an as-yet-undiscovered pattern. Theories abound have developed around the threefold runeworld, many of them connecting Yan-Halla-Sira to the magical energies emanating from Pesmirian itself and viewing them as a single cosmic mechanism. This mechanism is usually accepted as

a draconic creation, although it dwarfs any other draconic structures by a considerable margin and may possess more ancient roots. The use of such a mechanism is even more speculative, with the most dramatic theory postulating that Pesmirian may be a projectile loaded into a tremendous weapon whose chamber is made up of the three moons.

THE ITERLIGHT

Orbital Period: 798 years

The final mystery of Aurin, that which has tantalized every creature to have gazed up at the night sky, is the Iterlight. More ancient and more complex than the Makers and likely predating the precursor entities of Pesmirian's moons, the Iterlight shines at the far edge of the system in a kaleidoscope of color, light, magic, and distorted space that beckons those who gaze on it with visions of faraway galaxies.

The Makers knew of the Iterlight's properties as an interstellar gateway, and such is why they fought so hard to secure control of the nearby system of Aurin. However, neither faction understood the Iterlight well enough to ever harness its power to traverse space and time, and so its true nature remained a mystery to the peoples of Aurin up until the coming of the Qlippoth. The horde's emergence from the Iterlight confirmed the anomaly's capacity to act as a passage across spacetime, although many more questions developed as to how the Qlippoth managed to utilize it and why they would travel to Aurin. The potential to control the Iterlight's abilities have created a unique subset of Qlippoth-hunters who seek to understand these abominations and perhaps claim their mastery of the celestial gate.

The Iterlight does not seem completely idle in its observance of Aurin, however. The aeons and their solarian followers claim to draw power from the Iterlight, adhering to a nuanced and sometimes incomprehensible doctrine which they claim stems from the emanations of the anomaly. Although the emergence of the Aurin peoples may not have been part of any cosmic plan, their proximity to the Iterlight bestows upon them the potential for an interstellar presence and potentially the transcendence of their mortal existence. This fate is but one of many possibilities for the Aurin system, a destiny which could take decades or even centuries to unfold.

ARCHETYPES AND CLASS OPTIONS

CLASS CONVERSIONS

The following section details the conversion of several Starfinder classes to the Pathfinder system in the style of the conversions made in *Arcforge: Star*Path*.

BIOHACKER^{COM}

- Biohackers are proficient with light and medium armor and shields. They are proficient with simple weapons and any weapon with the injection property.
- Biohackers gain Appraise as a class skill
- Bonuses provided by the biohacks, theorems, and fields of study class features are untyped bonuses rather than enhancement bonuses
- Bonuses provided by the scientific method class feature are untyped bonuses rather than insight bonuses
- Although this change is covered under general class conversions, it is especially important to the biohacker class to remember that bonuses and penalties granted from biohacker class features such as biohacks should be doubled if used in Pathfinder.

VANGUARD^{COM}

- Vanguards are proficient with light, medium, and heavy armor and shields. They are proficient with simple and martial weapons
- The vanguard's entropic strike is a one-handed weapon which can be wielded in two hands but can also be used with the Weapon Finesse feat. It targets touch AC or possesses an AP value equal to the vanguard's class level.
- Bonuses provided by the vanguard aspect class feature are untyped bonuses rather than insight bonuses
- Replace the vanguard's uncanny agility class feature with the uncanny dodge and improved uncanny dodge class features of the monk, using vanguard level in place of monk level.
- The reactive ability provides an additional immediate action rather than a reaction

- Change Flashing Strikes to "when making a full attack entirely with melee weapons, your second attack made with each weapon is just as accurate as the first and does not take the -5 penalty to attack rolls for being an iterative attack."

WITCHWARP^{COM}

- Witchwarpers are proficient with light and medium armor. They are proficient with simple weapons.
- The witchwarper can learn and cast any spell on the occultist and unchained summoner spell lists as if they were on the witchwarper spell list.
- Witchwarpers gain Appraise and Use Magic Device as class skills
- The witchwarper's spellcasting is considered psychic spellcasting for rules purposes, and the witchwarper must provide thought and emotion components to cast spells (some spells may only require one of these components, or none at all, at GM's discretion).
- Bonuses provided by the compound sight class feature are untyped bonuses rather than insight bonuses

VARIANT RULE: ENHANCED TALENT PROGRESSION

Some GMs and players may feel that certain talent progressions make certain classes unviable compared to others, with classes such as the armorer and mageknight being doubly penalized by their low caster level progression and lack of talent options. This variant rule is intended to alleviate this issue with classes or archetypes that may fall behind others.

Under the enhanced talent progression rules, every class which would gain a magic talent with every caster level they gain in a class instead gains a magic talent with every class level that they gain in the class. If the class possesses the blended training class feature, they may select a combat talent in place of a magic talent.

Certain classes may not be appropriate for this enhanced talent progression if their low progression

is balanced against full caster level progression (such as the thaumaturge, stellar echo, or imperator), the ability to alternate talents daily (such as the sphere arcanist or the monadic sage solarian), or a class ability which grants which effectively enhances sphere progression (such as a sage's style talents or an antiquarian armiger's mystic bond).

PSIONIC OPTIONS IN SPHERES OF POWER

While psionic feats and equipment have a distinct set of mechanics attached to them, most of these mechanics can be converted with relative ease to characters and games that utilize Spheres of Power. Feats, equipment, and other abilities which use psionics-specific subsystems should be converted based on the following parameters.

Psionic Feats: Any character that possess a casting tradition is capable of selecting psionic feats^{UP}. The character uses their magic skill bonus as their manifester level and total levels in a psionic class for the purpose of meeting prerequisites.

Feats which would grant a character power points instead grant them an equal number of spell points.

If a class would grant the ability to select psionic feats as bonus feats, a character can also select an extra magic talent, champion feats, or any feat which has casting as a prerequisite (Item Creation feats, Metamagic Feats, Sphere Focus^{USoP}, Circle Casting^{USoP}, etc.).

Power Points: For any purpose save for manifesting powers, a character may spend spell points in place of power points. A spell point is worth a number of power points equal to 1 + the caster's MSB/4 (rounded down). (for example, a level 5 elan^{UP} dread^{UP} could spend a spell point to reduce damage taken by 4 with their resilience racial trait, spend 2 spell points to increase the damage from their horrible strike terror by 2d6, or spend a single spell point to empower their deep crystal weapon to deal additional damage, as 1 spell point is worth 2 power points. If the dread were level 13, these values would change to 8 and 4d6 respectively, as 1 spell point would be worth 4 power points). When converting spell points into power points, you cannot spend a number of effective power points greater than your caster level.



Psionic Focus: If a character possess the mental focus^{USoP} drawback, they may expend mental focus as if it were psionic focus for any purpose. For the purpose of meeting prerequisites, the Fast Focus^{SACT2} feat counts as the Psionic Meditation^{UP} feat. Any feat or ability that would affect psionic focus (such as the Deep Focus feat) instead affects mental focus. Alternatively, a character may spend a spell point in place of psionic focus to achieve an effect which would require it.

Psibertech^{APT}: Characters can select psibertech in place of combat talents, magic talents, feats, or bonus feats if they possess a spell point pool.

Collectives: If a character possesses the collective class feature, they may target willing creatures within their collective with any sphere effect that has a range greater than personal. All other non-range restrictions still apply.

Psionic Prestige Classes: A character with spherecasting abilities counts as having a pool of power points for the purpose of meeting prerequisites and can use their caster level in place of a manifester for the purpose of meeting prerequisites. They are considered capable of manifesting powers with a level equal to half their caster level and may substitute magic talents for similar psionic powers.

At every level that a psionic prestige class would grant an increase to powers known and manifester level, a character can instead choose to increase their caster level by 1 and learn a magic talent.

Every level in a prestige class which could grant power points, increased manifester level, or powers known can increase a character's spell pool by 1 spell point for every level they possess.

Effects of these prestige classes which apply to power points instead apply to spell points, converting the amounts as normal (see the Power Points rules above). Effects that apply to psionic powers may instead apply to talents.

ANTESTES **(VITALIST^{UP} ARCHETYPE)**

An antestes harnesses the esoteric energies used to create omphaloi to build a cult of followers around themself.

Casting: The antestes may combine spheres and talents to create magical effects. The sphere arcanist is considered a High-Caster. (Note: All casters gain 2 bonus talents and may select a casting tradition the first time they gain the casting class feature.)

This replaces the knacks, powers, and power points class features.

Spell Pool: The antestes gains a small reservoir of energy she can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to her class level + her casting ability modifier. This pool replenishes once per day after roughly 8 hours of rest.

Magic Talents: A antestes gains a magic talent at 2nd level and every 2 levels thereafter. However, unlike most casters, an antestes is able to change

their talents as they desire. Whenever the antestes rests to regain spell points, she may change any and all magic talents gained from antestes levels, choosing new spheres and new talents. Magic talents gained as part of levels taken in other classes, as part of the 2 bonus talents all casters gain they first gain the casting class feature, or magic talents gained from taking the Extra Magic Talent feat are not eligible to be changed in this fashion.

Flexible Treatment: The DCs and effects of all of the antestes' class abilities and the Unwilling Participant feat are based on the antestes' casting ability modifier rather than Wisdom

Antestes' Method (Su): An antestes gains a unique method focused on the manipulation and amplification of magical energies for her followers. An antestes does not gain a power or knack as part of her method

Antestes's Touch: An antestes of 2nd level who utilizes transfer wounds can spend up to one spell point per two antestes levels to grant the target an equal number of temporary spell points. These temporary spell points last a number of rounds equal to the antestes' casting ability modifier (minimum 1) and do not stack with any other temporary spell points.

Antestes's Pulse: As a free action, an antestes of 6th level may project a pulse to all members of his collective by spending one spell point, granting them a +1 bonus to MSB and MSD for one round. This bonus increases by 1 at 9th level and every 3 antestes levels thereafter

Swift Aid: An antestes of 8th level may, as an immediate action and by expending either psionic focus or a spell point, grant a member of her collective a +1 insight bonus to their caster level that lasts until the beginning of the target's next turn. This insight bonus increases by +1 at 16th level.

Antestes's Expertise: At 11th level, an antestes no longer needs to spend an additional spell point to apply a [mass] talent to a spell effect.

Master Antestes: At 20th level, an antestes can spend either psionic focus or a spell point as a full-round action to shroud a member of her collective in overcharged energies. The target gains a +4

bonus to caster level, MSB, and MSD and gains spell resistance equal to 11 + your caster level. This effect lasts for one minute and can be used once every 10 minutes.

This ability replaces method.

Ruler of Many (Su): At 2nd level, an antestes is treated as having any [mass] talents of any sphere for which she possesses the base sphere. Effects that target only members of the antestes' collective ignore spell resistance.

This ability replaces spirit of many.

Request Invocation (Su): Starting at 5th level, members of an antestes' collective are able to request aid from the antestes. As a standard action, any member of the antestes' collective can request assistance. The antestes can grant this request as a free action by creating a spell effect which could be created as a standard action and targets only the requesting creature, even if it is not her turn. The antestes can do this a number of times per day equal to 3 + her casting ability modifier.

This replaces request aid

Bonus Feats: At 9th and 18th level, the antestes gains a bonus feat. This may be spent to gain an extra magic talent, or any feat which has casting as a prerequisite (Item Creation feats, metamagic feats, sphere focus, Circle Casting, etc.).

This replaces expanded knowledge

BIOLLURGIST **(BIOHACKER^{COM} ARCHETYPE)**

Viewed as among the most dangerous and unstable biohackers, biollurgists move beyond traditional norms of science to pursue endeavors that dive into the more esoteric aspects of magic and psionics.

Proficiencies: Biollurgists are proficient with simple weapons, as well as light armor and bucklers. In addition, if this is this character's first level in any class, they may select a martial tradition of their choice.

This modifies weapon and armor proficiencies.

Blended Training: A biollurgist gains a combat or magic talent every time they gain a class level. A biollurgist uses their casting ability modifier as their practitioner modifier. A biollurgist lacks a normal caster level, however, and can only create sphere effects through the abilities of their biollurgy breakthrough.

This replaces the biohacker theorems gained at 4th, 8th, 12th, 16th, and 20th level.

Enhanced Injections (Su): The biollurgist's biohacks class feature counts as both the casting and spell pool class features; a biollurgist who gains a spell pool from another source calculates their total from both spell points and uses of injections into a single pool as normal for a multiclass sphere caster. A biollurgist gets a total number of biohack uses per day equal to their biollurgist level + their casting ability modifier, although theses uses are replenished after 8 hours of rest rather than 10 minutes. Biollurgists gain two bonus talents if this is their first level in a casting class and qualify for a unified tradition, applying any appropriate casting limitations to their injections (so a biollurgist with a casting tradition that includes the Verbal Casting drawback would apply that limitation to all of their injections, not just those that use magic talents). Casting traditions that would grant extra spell points can instead grant additional uses of injections.

This modifies biohacks.

Magical Science (Ex): The DCs and effects of all of the biollurgist's class abilities are based on the biollurgist's casting ability modifier rather than Intelligence or Wisdom. The biollurgist still selects between the unique benefits of studious or instinctive method as normal.

Biollurgy Field (Ex): A biollurgist gains a unique field of study at 1st level. This ability replaces primary field of study.

BIOLLURGY

Biollurgy studies the effects of the supernatural upon a creature's body.

Counteragent/Restorative: Rather than gaining a conventional counteragent and restorative, a biollurgist gains the ability to apply a sphere effect that targets a creature through an injection, the target being whoever receives the injection. Such targets are allowed a saving throw as normal.

When a spell is used in this way, it is considered both a spell and a biohack and the biollurgist is treated as having a caster level equal to their class level (modifiers to caster level from items, casting traditions, and other sources apply normally).

Method to the Magic (Ex): When you gain this breakthrough, you discover how to replicate supernatural events using scientific means. You gain a +2 bonus to your MSD for the purpose of resisting counterspell attempts and suppression effects (such as against your sphere effects).

If you are at least 7th level, you may spend an additional use of injection when using injection to multiply the effect's duration by 1.5. This stacks with the extend spell feat.

If you are at least 13th level, sphere effects created through your injections continue to work in areas such as dead magic zones or *antimagic fields* and your bonus to MSD improves by 2.

BLADESHAPER (SOULKNIFE^{UP} ARCHETYPE)

Focusing on expertise with a single weapon generated using their own magical or psionic energies, bladeshapers seek to push their signature mind blades beyond the capabilities of any conventional armament.

Proficiencies: Bladeshapers are proficient with their mind blade and simple weapons, as well as light armor and bucklers. In addition, if this is their first level in any class, they may select a martial tradition of their choice. A bladeshaper's mind blade can take the form of any weapon they are proficient with.

This modifies weapon and armor proficiencies.

Casting: The bladeshaper may combine spheres and talents to create magical effects. The bladeshaper is considered a Low-Caster. (Note: All casters gain 2 bonus talents and may select a casting tradition the first time they gain the casting class feature.)

This replaces the wild talent and psychic strike class features.

Spell Pool: A bladeshaper gains a small reservoir of energy they can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to their class level + their casting ability modifier (minimum: 1). This pool replenishes once per day after roughly 8 hours of rest.

Blended Training: A bladeshaper gains a combat or magic talent every time they gain a caster level. This does not stack with caster levels gained from other sources. A bladeshaper uses his casting ability modifier as their practitioner modifier.

Flexible Tenacity: The DCs and effects of all of the bladeshaper's class abilities are based on the bladeshaper's casting ability modifier rather than Wisdom

Focused Combatant: At 1st level, the bladeshaper gains Mystic Focus and Sage's Focus as bonus feats. This ability replaces the bonus feat gained at 1st level.

Blade Skills: The following blade skills can be selected by any soulknife but complement the bladeshaper particularly well.

Blade Augmentation: The bladeshaper gains a single Tech Sphere (accessory) talent as a bonus talent and can apply accessories from the Tech Sphere to their mind blade as if it were a gadget with the (moddable) descriptor.

Blade Enhancement: The bladeshaper gains a single talent from the Enhancement Sphere and is considered to possess the Enhancement sphere for the purpose of meeting prerequisites. The bladeshaper uses their bladeshaper level as their caster level for the purpose of enhancing their mind blade and may enhance it as a move action rather than a standard action.

Lesser Psychic Strike: If the soulknife does not possess the psychic strike class feature, they gain a variant of the psychic strike class feature which increases damage by 1 per die of psychic strike rather than 1d8. This ability can be used in conjunction with

BLADESHAPER AND HIGH PSIONICS SOULKNIVES

Due to the necessitated intermingling of the spheres and psionics systems, utilizing the high psionics soulknife variant rules (from *Psionics Augmented Compilation II*) is inadvisable. GMs who wish to use a stronger version of the soulknife are advised to employ the enhanced talent progression rules detailed on page (XX).

other soulknife abilities that require the expenditure of psychic strike. Any future psychic strike dice the soulknife might gain from powers, blade skills, or other sources reduce their damage from 1d8 to 1.

Mind Implement: Choose one magic sphere. You gain an enhancement bonus to your caster level with that sphere equal to your mind blade's enhancement bonus to attack and damage rolls. You may change which sphere this bonus applies to any time you alter your mind blade's enhancements (including through blade skills such as fluid form). You may select this talent multiple times, each time selecting an additional magic sphere that you may apply the enhancement bonus to.

COALESCENT (VANGUARD ARCHETYPE)

Matter, energy, and even magic are unified in a single array of underlying forces, a tapestry which binds existence together and allows for the manipulation of most every universal force. Those who understand these fundamental elements have learned to exploit their unity, blending the three to secure themselves against any danger.

Casting: The coalescent may combine spheres and talents to create magical effects. The coalescent is considered a Low-Caster. (Note: All casters gain 2 bonus talents and may select a casting tradition the first time they gain the casting class feature.)

This replaces entropic strike, and the vanguard disciplines gained at 4th, 8th, 12th, 16th, and 20th levels

Spell Pool: A coalescent gains a small reservoir of energy they can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to their class level + their casting ability modifier (minimum: 1). This pool replenishes once per day after roughly 8 hours of rest.

Blended Training: A coalescent gains a combat or magic talent every time they gain a caster level. This does not stack with caster levels gained from other sources. A coalescent uses his casting ability modifier as their practitioner modifier.

Flexible Dynamics: The DCs and effects of all of the coalescent's class abilities are based on the coalescent's casting ability modifier (which serves as their key ability score) rather than Constitution.

Supersymmetries (Su): As a coalescent progresses in levels, they discover new ways in which they can manipulate reality's fundamental forces to fortify themselves.

At 5th level, the coalescent may spend an entropy point as a swift action to regain martial focus.

At 7th level, the coalescent may spend a spell point as a free action to gain 2 entropy points

At 11th level, the coalescent may counter a spell or magical effect cast by another within medium range as a reaction by spending 2 entropy points. They must succeed at a magic skill check against the caster or magical effect in question. If they succeed then the targeted effect is negated with no result and they gain any spell points spent on the negated effect as temporary spell points that last for one minute; if they negate a spell they instead gain a number of spell points equal to the spell's level divided by 3, rounded up; if they negate a psionic power they instead gain a number of spell points equal to the number of power points spent on the power divided by 6, rounded up;

At 13th level, the coalescent may reduce the spell point cost of any metamagic effect that they apply to a spell by 1 for every 2 entropy points spent.

At 15th level, the coalescent gains 1 entropy point every time they spend a spell point. This includes when they spend a spell point to gain entropy points (effectively granting 3 entropy points for every spell point spent).

At 19th level, the coalescent may enter a state where they may freely convert their essence between matter, energy, and magic, producing a powerful feedback loop that amplifies their abilities immensely. While in this state, the coalescent gains 1 temporary spell point, 1 temporary resolve point, and 20 temporary hit points each round at the start of their turn (as well as when this ability is activated). These bonuses stack with each other. This effect lasts for one minute, after which all temporary hit points, spell points, and resolve points are lost.

DIDACT (HIGHLORD^{PAH} ARCHETYPE)

In a universe where even gods can be questioned and the forces that dictate mortality can be challenged or even defeated, there exist philosophers who seek moral and ethical meaning beyond what is informed by magic. Didacts harness supernatural energies to build a cult of followers dedicated to distinct moral imperatives.

Proficiencies: Didacts are proficient with simple weapons, as well as light armor and bucklers. In addition, if this is their first level in any class, they may select a martial tradition of their choice.

This modifies weapon and armor proficiencies.

Casting: The didact may combine spheres and talents to create magical effects. The didact is

considered a Mid-Caster. (Note: All casters gain 2 bonus talents and may select a casting tradition the first time they gain the casting class feature.)

This replaces talents, powers and power points

Spell Pool: A didact gains a small reservoir of energy they can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to their class level + their casting ability modifier (minimum: 1). This pool replenishes once per day after roughly 8 hours of rest.

Blended Training: A didact gains a combat or magic talent every time they gain a class level. This does not stack with caster levels gained from other sources. A didact uses their casting ability modifier as their practitioner modifier.

Flexible Rule: The DCs and effects of all of the didact's class abilities and Unwilling Participant^{UP} feat are based on the didact's casting ability modifier rather than Charisma.

Martial Command: The didact gains Sage's Focus as a bonus feat at 1st level.

Guidance (Su): At 1st level, the overflowing convictions of the didact spread to members of their network, allowing them to channel power through them. Whenever the didact or a member of their collective makes an attack action or creates a magical effect as a standard action, the didact may spend a spell point as a free action to apply a guidance to a member of their collective. The didact may only apply a single guidance per round in this way. Guidances are as follows.

- **Awe:** A target becomes flat-footed for one round.
- **Cooperation:** A target gains a +4 morale bonus on the next skill check they make.
- **Doubt:** A target takes a -2 penalty to saving throws for one round.
- **Opening:** A target can make an attack of opportunity against another member of your collective within their reach.
- **Resolution:** A target gains temporary hit points equal to twice your didact level. These temporary hit points last for 1 round.



- **Unity:** The attack or sphere effect may use the location of any other collective member as their effective location for the purpose of determining eligible targets. This cannot be used to change the target of personal effects.

At 3rd level, the didact may spend an additional spell point to apply a second guidance in a round and may even apply them both on the same effect. They may not apply the same guidance multiple times to the same target. This improves by an additional guidance at 6th level and every 3 levels thereafter.

This ability replaces tenet power and gift of power.

Didact's Tribute: when using the tribute class feature, the didact can also designate magic sphere effects as well as magic talents and combat talents from among those belonging or affecting willing members of their collective as tribute.

This modifies tribute

Lifeblood Arcana (Su): At 6th level, a didact can siphon mental energy from the members of their collective. Whenever the highlord creates a magical sphere effect, they may also designate another member of their collective to drain energy from. That member of the collective takes 2 points of damage plus an additional point of damage for every 2 levels the didact possesses and becomes staggered until the didact's next turn. If the didact spent 2 or more spell points on the effect, they regain half the total spell points spent on the effect. The target can resist the staggering effect and deny the didact the regained power points by succeeding at a Fortitude save (DC 10 + $\frac{1}{2}$ the didact's caster level + the didact's casting ability modifier). This ability can only be used once per round, even if the didact creates multiple sphere effects during that round.

This ability replaces lifeblood siphon but counts as lifeblood siphon for all purposes.

Reprieve from Eternity (Su): At 20th level, the didact's teachings have achieved a level of spiritual resonance so as to preserve their adherents within the didact's collective. When a member of their collective dies, the creature's soul merges with the collective for up to one day per didact level. During this time, it can be affected by *resuscitate* from the life sphere and similar abilities as if it died within 1 round, without need for the creature's corpse. The creature does not count towards the maximum number of creatures in the collective while merged. If the

didact dies, the creature's soul departs, killing it. In addition, members of the didact's collective become immune to fear, charm, and compulsion effects if the didact chooses them to be (they may select individual creatures to be affected or unaffected).

This ability replaces supremacy.

Modified Decrees: Several of the didact's decrees should be altered to accommodate their altered power source.

Devour the Weak and Die for Me: Rather than power points, the didact gains one temporary spell point plus an additional temporary spell point for every 4 hit dice the target possessed. These temporary spell points last for a number of rounds equal to the didact's casting ability modifier.

EXTRICATOR **(CRYPTIC^{UP} ARCHETYPE)**

Cryptics are scholars of the universe, skilled at seeing and manipulating the underlying fabrics that make up all things. Extricators are specialists in the art of sundering these patterns, of unmaking reality at the most fundamental level.

Proficiencies: Extricators are proficient with simple weapons, as well as light armor and bucklers. In addition, if this is their first level in any class, they may select a martial tradition of their choice.

This modifies weapon and armor proficiencies.

Casting: The extricator may combine spheres and talents to create magical effects. The extricator is considered a Mid-Caster. (Note: All casters gain 2 bonus talents and may select a casting tradition the first time they gain the casting class feature.)

This replaces lesser insights, pattern designs, powers and power points

Spell Pool: An extricator gains a small reservoir of energy they can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to their class level + their casting ability modifier (minimum: 1). This pool replenishes once per day after roughly 8 hours of rest.

Blended Training: An extricator gains a combat or magic talent every time they gain a class level. This does not stack with caster levels gained from

other sources. An extricator uses their casting ability modifier as their practitioner modifier.

Flexible Patterns: The DCs and effects of all of the extricator's class abilities are based on the extricator's casting ability modifier rather than Intelligence. Any cryptic ability that would involve a manifester level check instead uses an MSB check.

Miracle Keeper: At 1st level, the extricator gains Distill Compound as a bonus feat. This replaces Scribe Tattoo.

Disrupting Blast (Su): At 1st level, the extricator gains the Destruction sphere as a bonus sphere and the Energy Focus drawback, choosing their unique blast type group of Pattern that has only the

following (blast type) talent within it. This drawback can be bought off as normal. If the extricator already possesses the Destruction sphere, they do not gain the Energy Focus drawback. If they already possess the Energy Focus drawback, they gain a bonus talent and change the type of energy with the Energy Focus drawback to (pattern).

Disrupting Blast (blast type, pattern)

Choose a creature type (without having to select a subtype). You may change this creature type by spending a spell point as a free action or whenever you gain psionic focus. This destructive blast only deals untyped damage to creatures of this type and ignores any spell resistance that such targets possess. Blasts with this blast type count as the disrupt pattern class feature for the purpose of cryptic insights, feats, and items.

This ability alters disrupt pattern and enhanced disruption.

Unraveling (Su): Rather than amplifying her own fortitude, an extricator gains the ability to weaken those around her. As a swift action, the extricator can cause any creatures they choose within medium range to take one of the following penalties. The extricator can use this ability for a number of rounds per day equal to 4 + her intelligence modifier. The extricator can maintain this ability as long as she wants provided she has rounds available, or dismiss it at any time as a free action.

Brutalize: Creatures within the area take 1 additional damage from all attacks

Disorient: Creatures within the area take a -1 penalty on attack rolls

Expose: Creatures within the area take a -1 penalty to AC

Every four cryptic levels thereafter, this penalty increases by 1 (to 2 at 5th level, 3 at 9th level, 4 at 13th level, and 5 at 17th level).

This ability replaces Altered Defense. Favored class bonuses which improve altered defense improve the penalties inflicted by this ability at an identical rate.



Rapid Unravel (Su): Starting at 4th level, an extricator can use her unraveling ability as a free action by expending her psionic focus, even when it is not her turn. This ability replaces rapid defense.

Perpetual Unravel (Su): At 14th level, An extricator is no longer limited to how many rounds per day she can have the unraveling ability active. The extricator can still change the effect as a swift action. This ability replaces Enduring Defense.

Voidheart (Su): At 20th level, an extricator can select the following supreme insight

One with the Void: The void has subsumed your being, rendering your own pattern indistinguishable from the enigmatic oblivion. You are considered an outsider for the purpose of spells, powers, and other effects, and is immune to energy drain, death effects, and negative energy damage. What's more, you are shielded against divination effects as per the Mind Blank^{USoP} advanced protection talent.

CRYPTIC INSIGHTS

The following insights can be selected by any cryptic

Cryptic's Knack (Ex): Choose one skill. The cryptic gains the skill unlock^{PFU} powers for that skill as appropriate for her number of ranks in that skill. This insight can be selected multiple times, each time applying the insight to a different skill. A cryptic must be at least 6th level to select this insight

Draining Pattern (Su): When a cryptic with this insight makes a successful disrupt pattern attack, the target must make a Will save (DC 10 + ½ the cryptic's level + the cryptic's intelligence modifier) or lose a number of power points equal to your cryptic level. If the creature does not have power points, they instead lose one spell slot or prepared spell of the highest level they can cast or one use of a limited-use spell-like or psi-like ability. If the creature possesses spell points, the cryptic may instead choose for them to lose 1 spell point plus one additional spell point for every 4 cryptic levels the cryptic possesses on a failed saving throw.

Impulse Manipulator (Su): The cryptic learns how to manipulate the processing patterns inherent to all creatures, ignoring any immunity to mind-affecting effects that targets may possess. Rather, normally immune creatures gain a +5 bonus on

saving throws against the cryptic's mind-affecting abilities. The cryptic must be at least 8th level to select this insight.

Perpetuate Shift (Su): As a standard action, the cryptic can extend the duration of any penalties or effects she has inflicted on other creatures using her cryptic class abilities (excluding powers) by one round. By expending her psionic focus, the cryptic may use this ability as a move action.

Psionic Lore (Ex): The cryptic gains a single psionic feat as a bonus feat. This insight can be selected multiple times, selecting a different feat each time

Reaching Pattern (Su): The cryptic can use any cryptic class abilities with a range of touch as if they had a range of close (25 feet + 5 feet/2 cryptic levels), making a ranged touch attack if a touch attack was required.

Ruin Sentence (Su): The cryptic learns how to exploit the fatal flaws of any target, ignoring any immunity to death effects that targets may possess. Rather, normally immune creatures gain a +5 bonus on saving throws against the cryptic's death effects. The cryptic must be at least 12th level to select this insight.

IMPERATOR (TACTICIAN^{UP} ARCHETYPE)

Harnessing immense supernatural power to bend the wills and coordinate the minds of those around them, imperators create a collective of disciples over which they hold total command.

Proficiencies: Imperators are proficient with simple weapons, as well as light armor and bucklers. In addition, if this is their first level in any class, they may select a martial tradition of their choice.

This modifies weapon and armor proficiencies.

Casting: The imperator may combine spheres and talents to create magical effects. The imperator is considered a High-Caster. (Note: All casters gain 2 bonus talents and may select a casting tradition the first time they gain the casting class feature.)

This replaces lesser strategies, powers and power points

Spell Pool: A imperator gains a small reservoir of energy they can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to their class level + their casting ability modifier (minimum: 1). This pool replenishes once per day after roughly 8 hours of rest.

Blended Training: A imperator gains a combat or magic talent at every even level. This does not stack with caster levels gained from other sources. A imperator uses his casting ability modifier as his practitioner modifier.

Flexible Tactics: The DCs and effects of all of the imperator's class abilities and the Unwilling Participant feat are based on the imperator's casting ability modifier rather than Intelligence, Wisdom, or Charisma.

Might of Empire (Su): At 1st level, the imperator gains the ability to use a single sphere or talent of a member of his collective as if he knew it. The imperator must meet the prerequisites for this sphere or talent and only retains the benefit so long as one of his collective members possesses the talent. The imperator may change what talent he gains as a standard action or as part of an action to add a creature to his collective (including from the Unwilling Participant feat). The imperator is aware of what talents members of his collective possess.

At 3rd level and every odd level thereafter, the imperator can gain the benefit of an additional sphere or talent with this ability, to a maximum of 10 at 19th level.

Ruler of Many (Su): At 2nd level, an imperator is treated as having any [mass] talents of any sphere for which he possesses the base sphere. This includes base spheres gained from the might of empire class feature. Effects that target only members of the imperator's collective ignore spell resistance. This ability replaces spirit of many.

Imperator's Domain (Su): At 5th level, the imperator receives Counterspell as a bonus feat and may target any effect which is affecting a member of their collective or is being concentrated on by a member of their collective regardless of range. At 11th level, the imperator gains Improved Counterspell as a bonus feat and may target any combination of effects which they can affect with Counterspell, to a

maximum of one effect per 5 caster levels. At 17th level, the imperator gains Greater Counterspell as a bonus feat and treats any magic skill check roll that they make against an effect targeting or created by a member of their collective as if they had rolled a natural 20 on the die.

This replaces improved share.

Echo Energies (Su): At 8th level, the imperator gains the ability to copy non-permanent magic sphere effects within his collective. If a member of the collective is affected by a magic sphere effect with a duration greater than 1 round, the imperator can echo it onto another member of his collective. To do so the imperator must first identify the sphere and any talents affecting it.

Echoing a magic sphere effect is a standard action that provokes attacks of opportunity and costs the imperator a number of spell points equal to the original effect's spell point cost. The new target must be legal for the effect in question (for instance, if you attempt to echo Mind sphere charm onto a zombie, the echo will fail). If the effect allows a saving throw, the new target is entitled to a saving throw when the effect is echoed (same DC as the original effect).

Only the sphere effect itself is echoed: metamagic feats and special effects from class features do not echo. The echo has all the same decisions made as the original. For example, Energy Resistance aegis echoes would guard against the same energy type. The echo takes effect at the same caster level as the originator. When the original effect ends or its target leaves the collective, all echoes of the effect also end. An echo can be dispelled as normal without terminating the original.

An imperator can spend additional spell points to target additional creatures with the echo, being able to target one additional creature for every spell point beyond the first spent.

This replaces echo effect.

Glory of Empire (Su): At 14th level, the imperator can spend a use of strategy as a swift action to grant any of his talents gained from might of empire to an ally within his collective. This effect lasts for a number of rounds equal to the imperator's casting ability modifier. An ally must possess spellcasting abilities in order to utilize magic talents gained from this ability.

At 20th level, the imperator may affect as many targets as he wishes with this ability as part of the same action, only having to spend one use of strategy.

This ability replaces pooled knowledge and master strategist.

TACTICIAN STRATEGIES

Cover of Darkness: The tactician obscures members of his collective with a field of psionic energy. One creature can make a stealth check to hide as a free action, even if they otherwise could not. At 8th level and every 4 levels thereafter, the tactician can select an additional creature to be affected.

Fortification: All creatures in the tactician's collective gain temporary hit points equal to the tactician's charisma modifier. At 8th level and every 4 levels thereafter, these temporary hit points increases by 5.

Covered Withdrawal: A creature within the tactician's collective can take a withdraw action as a free action. If they do, another creature within the collective may attack a target the first withdrew from as an attack of opportunity, gaining a +1 bonus to the attack roll. This bonus increases by 1 at 8th level and every 4 levels thereafter.

MEKANIKOS (AEGIS^{UP} ARCHETYPE)

Utilizing a wide variety of augmentations, the mekanikos can create an arsenal for any situation, transforming their fighting style to suit whatever challenges await them. Their customized machinery is an extension of them, tool and wielder moving as one on the battlefield.

Proficiencies: Mekanikos are proficient with simple weapons, as well as light armor and bucklers. In addition, if this is this character's first level in any class, they may select a martial tradition^{SoM} of their choice.

This modifies weapon and armor proficiencies.

Casting: The mekanikos may combine spheres and talents to create magical effects. The mekanikos is considered a Low-Caster. (Note: All casters gain 2



bonus talents and may select a casting tradition the first time they gain the casting class feature.)

This ability replaces power points

Spell Pool: The mekanikos gains a small reservoir of energy they can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to their class level + their casting ability modifier (minimum 1). This pool replenishes once per day after roughly 8 hours of rest.

Blended Training: A mekanikos gains a combat or magic talent every time they gain a caster level. This does not stack with caster levels gained from other sources.

Limited Customization: A mekanikos possesses fewer customizations than an aegis of their level would normally have. See **Table 1: Mekanikos Customization Progression** for their progression.

Table 1:
Mekanikos Customization Progression

Level	Customization Points
1	0
2	1
3	2
4	3
5	3
6	4
7	5
8	6
9	6
10	7
11	8
12	9
13	9
14	10
15	11
16	12
17	12
18	13
19	14
20	15

Flexible Capabilities (Ex): Whenever the mekanikos rests to regain spell points, they may change any and all magic and combat talents gained from mekanikos levels, choosing new spheres and new talents. Talents gained as part of levels taken in other classes, as part of the 2 bonus talents all casters gain they first gain the casting class feature, talents gained from martial traditions, and talents gained from taking feats are not eligible to be changed in this fashion.

In addition, the DCs and effects of all of the mekanikos' class abilities are based on the mekanikos's casting ability modifier rather than Intelligence.

Moddable Suit (Ex): The mekanikos's astral suit counts as a **gadget**TH with the (moddable) descriptor, although it does not count towards the number of gadgets the mekanikos may possess.

AEGIS CUSTOMIZATIONS

The following customizations can be selected by any aegis.

Astral Improvement (2 points): So long as your astral suit or equivalent ability is active, you may apply an improvement to your astral suit from a **technician**^{SOM} invention type corresponding to piece of worn equipment (such as armor, boots, goggles, or a backpack, but not a weapon or shield). You may select this talent multiple times, each time applying a different improvement. If an improvement would require a specific insight to be selected (such as electric insight or mechanical insight), it costs 3 cp rather than 2.

Bonus Talent (1 point): You gain a single magic talent or combat talent as a bonus talent. This talent can only be selected once for every two aegis levels you possess.

Charged Suit (1 point): By spending a spell point as a move action, you may generate a number of technological charges equal to half your aegis level (minimum 1) which you may transfer to any equipment you are wielding.

Environmental Shield (3 points): The astral suit takes a form that enables survival even in extreme environments. This customization enables the wearer to breathe freely, even underwater or in a vacuum, as well as making them immune to harmful gases and vapors, including inhaled diseases and poisons and spells like cloudkill and stinking cloud. In addition, the suit protects the wearer from extremes of temperature (per endure elements) as well as extremes of pressure. The Aegis must have the Underwater Breath customization to select this customization. This customization can be selected by the Aberrant Aegis archetype.

Water Retention (1 point): The astral suit recycles all water from the wearer and their environment. A creature with this customization never needs to drink, can breathe as if they were underwater, and for the purpose of racial traits and class abilities is considered to be submerged in water at all times. This customization can be selected by the Aberrant Aegis archetype.

Propulsive Movement (3 points): An Aegis with this customization can take a move action and a standard action at any point during the move. The aegis cannot take a second move action during a round when it uses this ability. This customization can be selected by the Aberrant Aegis archetype.

Aquatic Adaptation (2 points): An aegis with this customization can attack with any weapon without penalty while underwater. This customization can be selected by the Aberrant Aegis archetype.

MIRACLE SOLDIER (PSYCHIC WARRIOR^{UP} ARCHETYPE)

Embodying the complexities of modern conflict, miracle soldiers merge magical and psionic techniques with intense martial discipline, harnessing an immense variety of different abilities to achieve victory at any costs.

Proficiencies: Miracle soldiers are proficient with simple weapons, as well as light armor and bucklers. In addition, if this is their first level in any class, they may select a martial tradition of their choice.

This modifies weapon and armor proficiencies.

Casting: The miracle soldier may combine spheres and talents to create magical effects. The miracle soldier is considered a Mid-Caster. (Note: All casters gain 2 bonus talents and may select a casting tradition the first time they gain the casting class feature.)

This replaces talents, powers and power points

Spell Pool: A miracle soldier gains a small reservoir of energy they can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to their class level + their casting ability modifier (minimum: 1). This pool replenishes once per day after roughly 8 hours of rest.

Blended Training: A miracle soldier gains a combat or magic talent every

time they gain a caster level. This does not stack with caster levels gained from other sources. A miracle soldier uses his casting ability modifier as their practitioner modifier.

Saving Throws: The miracle soldier's Will save progresses as an incanter of their character level. This ability modifies saving throws.

Sphere Specialization: At 1st level, a miracle soldier selects either an incanter^{USoP} sphere specialization or a conscript^{SoM} sphere specialization, gaining its benefits as if he was an incanter or conscript of his miracle soldier level. If the miracle soldier possesses levels in either class, he must select the same specialization that he has chosen for that class, but levels in the two classes stack for the purpose of determining the effects of specialization.

A miracle soldier can choose not to select a sphere specialization, in which case they gain a bonus magic or combat talent at 1st, 3rd, 9th, 12th, 15th, 18th, and 20th levels.

This ability replaces warrior's path, expanded path, secondary path, twisting path, pathweaving, and eternal warrior.



Distinct Training: Miracle soldiers are capable of trading away their psychic warrior bonus feat to select specializations from either the conscript or incanter classes, to a maximum of three specialization points' worth of specializations taken in any combination from either class. See Table 2: Miracle Soldier specialization for what feats are traded out for varying degrees of specialization.

Table 2:

Miracle Soldier Specialization

Specialization Points	Lost Bonus Feats
1	2, 11, 20
2	2, 5, 11, 14, 20
3	All Bonus Feats

Miraculous Aptitude (Ex): A miracle soldier treats his base attack bonus and his caster level as equal to his psychic warrior level for the purposes of requirements for feats. Base attack bonuses and caster levels granted from other classes are unaffected and are added normally. This replaces psionic proficiency but counts as psionic proficiency for the purpose of meeting prerequisites.

Skill Aptitude (Ex): At 4th level and every 3 levels thereafter, a miracle soldier gains a +2 bonus to skill checks with a skill of his choosing. He may select the same skill multiple times, to a maximum of +6 to any one skill. This replaces path skill.

Martial Casting (Su): At 6th level, a miracle soldier may expend martial focus to use any sphere ability with a casting time of 1 standard action or less as a free action at any point when making an attack action. Rather than casting a new sphere effect, the miracle soldier may use martial casting to maintain a sphere effect with a duration of 'concentration'. Martial casting must be declared before any attacks are made. If the sphere ability fails for any reason, the ability is wasted, but his attacks proceed as normal. In addition, the miracle soldier does not need to make concentration checks because of damage he takes from melee attacks from enemies he is aware of.

This replaces martial power.

MIRACLE WRIGHT'S TOOLBOX (OCCULTIST^{OR} PANOPLY^{PA})

This panoply is associated with craftsmen and designers of enhanced equipment

Associated Implements: Hammer (Evocation or Psychokinesis), Toolbox (Conjuration or Metacreativity), Tongs (Psychometabolism or Transmutation)

Resonant Power: Each time the occultist invests mental focus into any of the associated implements, the panoply grants the following resonant power. The panoply bearer gains the benefits of this power until the occultist replenishes his focus.

Mimic Capabilities: For every 2 points of mental focus invested in all of the associated implements, the occultist chooses one spell or power. He is treated as knowing and being able to cast this spell or manifest this power for the purpose of crafting items, using spell trigger items, using power trigger items, using spell completion items, and using power completion items.

Base Focus Power: All occultists who learn to use this panoply gain the following focus power

Enhance Equipment: By expending mental focus, you may increase the save DCs of the abilities of any item you use (including those that would duplicate the effects of spells or powers). The save DC is increased by 1 for every point of mental focus expended. This cannot increase the DC past 10 + 1/2 occultist level + Intelligence modifier.

Focus Powers: In addition to the base focus power, occultists who learn to use this panoply can select the following focus powers when choosing powers gained from their focus powers class feature.

Forge Knowledge: As a standard action, you can expend 3 points of mental focus to choose a single item creation feat you qualify for but do not know. You gain this item creation feat until the next time you refresh your mental focus.

Internal Reserves: When casting a spell or manifesting a power from an item, you may expend 2 points of mental focus. If you do, the item or charge is not used up when it takes effect.

Metamagic Item: As a free action while casting a spell or manifesting a power from an item, you may expend 1 or more points of mental focus to apply a metamagic feat or metapsionic feat you know to that spell or power. The number of points of mental focus you must expend is equal to the increase in spell levels the metamagic feat would normally require or 1 + half the increase in power point cost the metapsionic feat would normally require (minimum 1)

PANOPLIES AND PSIONIC IMPLEMENTS

The use of panoplies is rather complicated given the way psionic implements replicate certain magical implements. Hence, the most sensible option is to have the following types of psionic implements count as the corresponding types of magical implements for the purpose of panoplies, and vice versa. Similarly, any panoply effects that apply to spells and metamagic feats should also apply to powers and metapsionic feats (albeit at an increased cost of one point of mental focus)

Table 3:
Magic/Psionic School Discipline Conversion

Magic School	Psionic Discipline
Abjuration	Psychokinesis or Telepathy
Conjuration	<u>Metacreativity</u> ^{UP} or <u>Psychoportation</u> ^{UP}
Divination	Clairsentience ^{UP}
Enchantment	Telepathy ^{UP}
Evocation	Psychokinesis ^{UP}
Illusion	Telepathy ^{UP} or Psychokinesis ^{UP}
Necromancy	<u>Athanatism</u> ^{PASP}
Transmutation	Psychometabolism ^{UP}

NECROTECH SORCERER BLOODLINE

The following is a new option for the Wildblooded Sorcerer^{UM}

Associated Bloodline: NanitePotR

Bloodline Arcana: You may use any spell that affects constructs as if it also affected undead, and

vice versa. In addition, you may cast spells that target only humanoids on yourself if you are undead or a construct.

Bloodline Feats: In place of bloodline feats, a Sorcerer with this bloodline may select augmentations from the Necrotic Scourge Augmentation list, using their sorcerer level as their effective CR. The character need not be undead to select these augmentations.

Composite Body: Your body is composed of various mechanical and undead parts. You are healed by negative energy and effects that repair damage to objects (such as make whole). You cannot be healed by positive energy effects. This bloodline power replaces nanite strike

PROJECTIONIST (VOYAGER^{PAY} ARCHETYPE)

Within the Shadow Plane are an endless web of pathways which can be exploited through magic or science to traverse the network of existence. Projectionists are masters of this art, harnessing the altered distances of the shadows to outmaneuver their foes.

Proficiencies: Projectionists are proficient with simple weapons, as well as light armor and bucklers. In addition, if this is their first level in any class, they may select a martial tradition of their choice.

This modifies weapon and armor proficiencies.

Casting: The projectionist may combine spheres and talents to create magical effects. The projectionist is considered a Mid-Caster. (Note: All casters gain 2 bonus talents and may select a casting tradition the first time they gain the casting class feature.)

This replaces talents, powers and power points

Spell Pool: A projectionist gains a small reservoir of energy they can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to their class level + their casting ability modifier (minimum: 1). This pool replenishes once per day after roughly 8 hours of rest.

Blended Training: A projectionist gains a combat or magic talent every time they gain a class

level. This does not stack with caster levels gained from other sources. A projectionist uses their casting ability modifier as their practitioner modifier.

Flexible Movement:

The DCs and effects of all of the projectionist's class abilities are based on the projectionist's casting ability modifier rather than Intelligence. Any voyager ability that would involve a manifester level check instead uses an MSB check.

Shadowdancer (Su): At 1st level, the projectionist gains the Illusion^{USoP} sphere and Warp^{USoP} sphere as bonus spheres and treats their class level as their caster level for Warp sphere effects that target only themselves. They may expend psionic focus in place of spending a spell point whenever they use an Illusion or Warp talent.

This replaces accelerate

Strike from Shadow (Su): At 2nd level, the projectionist gains Pouncing Teleport as a bonus talent. In addition, the projectionist can spend momentum as part of a teleport or pouncing teleport to accomplish various effects.

Adept Strike: By spending a number of points of momentum equal to half their projectionist level as part of a pouncing teleport, the projectionist may make an attack action rather than just an attack at the end of a pouncing teleport.

Ripple: for every point of momentum spent in this way, the projectionist gains a 5% miss chance against all attacks for one round, to a maximum of 50%.

Stride: for every point of momentum spent in this way, the projectionist may increase the maximum range of their teleport by 5 feet. Extra

distance gained from this ability does not grant the projectionist momentum.

Shadow Echo: If the projectionist spends a number of points of momentum equal to half their caster level for the illusion sphere, they may create an illusion effect occupying any space they travel through during their teleport. The projectionist must spend spell points as normal for this effect.

At 5th level, the projectionist adds the following abilities to their list of augmentations for strike from shadow

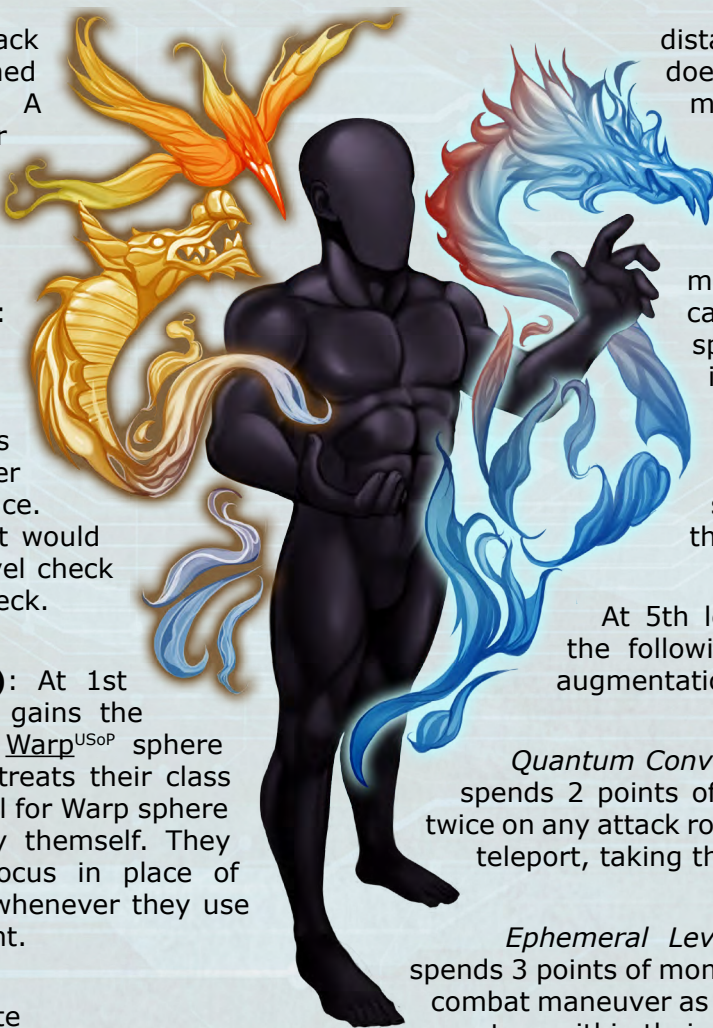
Quantum Convergence: If the projectionist spends 2 points of momentum, they may roll twice on any attack roll made as part of a pouncing teleport, taking the higher result.

Ephemeral Leverage: If the projectionist spends 3 points of momentum, they may attempt a combat maneuver as a free action against a single creature within their reach at the start or the end of the pouncing charge. For every 3 additional points they spend, they may attempt another combat maneuver against a different creature within this range. These combat maneuvers do not provoke attacks of opportunity.

At 9th level, the projectionist adds the following abilities to their list of augmentations for strike from shadow

Up from Shadow: When the projectionist uses shadow echo, they may spend momentum in place of shadow points. They may only have one surreal feat effect created through momentum active at a time. This improves to a number of surreal feat effects equal to their casting ability modifier (minimum 2) at 17th level.

At 13th level, the projectionist adds the following abilities to their list of augmentations for strike from shadow



Shadow Ripper: For every 3 points of momentum spent, the projectionist may make a single attack against a creature adjacent to the trajectory of their teleport.

This replaces manifestation of speed

Weaver of Shadows: At 4th level, the projectionist gains Shadow Magic^{USoP} as a bonus feat, or another surreal feat if they already possess this feat. The projectionist gains a number of additional shadow points equal to their casting ability modifier and treats their class level as their caster level for any illusion effect on which they spend shadow points.

At 5th level and every 5 levels thereafter, the projectionist gains an additional surreal feat as a bonus feat.

This replaces stored power, voyager knowledge, and astral voyager.

Countless Selves (Su): At 16th level, the projectionist can reach into the shadow plane and pull out an alternate version of themselves by spending 10 minutes in meditation. This functions as the Complete Reversion^{USoP} advanced Time^{USoP} talent, save that the projectionist must retain at least 16 levels of projectionist voyager at the end of the meditation.

This replaces fate in flux

Spell Echo: The following parallel action should be used with the projectionist in place of the power echo action

Spell Echo: The projectionist's alternate selves gather and hold an echo of the next sphere effect they spend spell points on within 1 round. The echo itself, once created, lasts until the end of their next turn. If the projectionist spends at least 2 spell points on the same sphere effect as an echo before it expires, the projectionist expends the echo and is refunded half the spell points they spent on the second casting (rounded down). This ability cannot be combined with other effects that would refund spell points; only the highest refund applies. A sphere effect whose cost is partially refunded will still charge a new echo, if the projectionist used this parallel action again in preparation for it.

REFRACTOR (WITCHWARPER ARCHETYPE)

Refractors are powerful spellcasters who recognize the feeble construction of reality around them and bend the laws of the universe to fulfill miracles in a wide variety of ways.

Proficiencies: Refractors are proficient with simple weapons, as well as light armor and bucklers. In addition, if this is their first level in any class, they may select a martial tradition of their choice. This modifies weapon and armor proficiencies.

Casting: The refractor may combine spheres and talents to create magical effects. The refractor is considered a Mid-Caster. (Note: All casters gain 2 bonus talents and may select a casting tradition the first time they gain the casting class feature.) This replaces spells.

Spell Pool: A refractor gains a small reservoir of energy they can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to their level + their casting ability modifier (minimum: 1). This pool replenishes once per day after roughly 8 hours of rest.

Blended Training: A refractor gains a combat or magic talent every time they gain a caster level. This does not stack with caster levels gained from other sources. A refractor uses his casting ability modifier as their practitioner modifier.

Flexible Warping: The DCs and effects of all of the refractor's class abilities are based on the refractor's casting ability modifier from his active casting tradition rather than Charisma.

Refracted Magic (Su): A great deal of magic draws from the energies of other realities, but refractors do not content themselves with drawing from the laws and patterns of just one existence. Rather than one, a refractor chooses three casting traditions at 1st level. These casting traditions must all grant the refractor the same number of bonus spell points, and the refractor gains bonus spell points from only a single casting tradition.

Only one of these casting traditions is the refractor's active casting tradition, but the refractor can make one of their other casting traditions active

as a swift action. Any spell the refractor casts uses their active casting tradition for the purpose of determining drawbacks and boons. A refractor retains sphere-specific drawbacks and any talents gained from them between all traditions.

If the refractor takes any feats that require a specific drawback, they only gain the benefits of these feats while that drawback is part of their active tradition.

The refractor gains a 4th tradition at 4th level, plus an additional tradition at 7th level and every 3 levels thereafter.

This replaces infinite worlds

Paradigm Shifts: The refractor can select from the following paradigm shifts in addition to the witchwarper's normal selection of paradigm shifts. Whenever a paradigm shift would require spending a spell slot, the refractor can instead spend a spell point, which counts as a spell slot of a level equal to 1/2 the refractor's class level (rounded down).

2nd level Paradigm Shifts

Otherworldly Lore (Su): By spending a resolve point as a standard action, you may grant yourself the benefit of any one magic or combat talent you do not possess. This effect lasts for 1 minute per witchwarper level. You must possess that talent's base sphere and meet any prerequisites (if an advanced talent).

Multiple uses of this ability do not stack. If they use this ability again before the previous duration has expired, it replaces the previous use.

Parallel Identity (Ex): You gain the dual identity

and seamless guise class features of a 1st-level vigilante^{UT}, although there is no difference in the abilities between your two identities. You may select vigilante social talents and vigilante talents in place of paradigm shifts, using your witchwarper level as your vigilante level. You may use these talents in either identity.

5th level Paradigm Shifts

Improved Otherworldly Lore (Su): When you use otherworldly lore, you gain the benefits of two talents at the same time. You may select one talent as a move action or two talents as a standard action. You may use one of these talents to meet a prerequisite of the second talent; doing so means that she cannot replace a talent currently fulfilling another's prerequisite without also replacing those talents that require it. Each individual talent selected requires spending 1 resolve point. You must have the otherworldly lore paradigm shift to select this paradigm shift.

Infused Ally (Su): As a standard action, you may touch a willing target and spend 2 resolve points to grant knowledge of a magic talent to that ally for 1 minute. The target must possess the casting class feature and uses its own spell points and caster level if granted a magic talent. You must have the otherworldly lore paradigm shift to select this paradigm shift.

11th level Paradigm Shifts

Greater Otherworldly Lore (Su): When you use otherworldly lore, you may gain the benefits of two magic talents as a move action or one magic talent as a swift action. Each individual talent selected requires spending 1 resolve point. You must have the improved otherworldly lore paradigm shift to select this paradigm shift.



14th level Paradigm Shifts

Immense Otherworldly Lore (Su): When you use otherworldly lore, you may gain the benefits of three talents at the same time. You may select one talent as a free action, two talents as a swift action, or three magic talents as a move action. You may use some talents to meet the prerequisite of others. Each individual magic talent selected requires spending 1 resolve point. You must have the greater otherworldly lore paradigm shift to select this paradigm shift.

17th level Paradigm Shifts

Macrocosmic Lore (Su): When you use otherworldly lore, you may gain the benefit of one talent as an immediate action or up to three talents as a swift action. Each individual magic talent selected requires spending 1 resolve point. You must have the immense otherworldly lore paradigm shift to select this paradigm shift.

SCHICKSALSHAND (DREAD^{UP} ARCHETYPE)

The path of the dread makes one a conduit of powerful energies, chief among them fear. The schicksalshand is a dread who uses their corrupting presence to harness even stranger powers, their touch of corruption becoming a vector for a wide variety of energies.

Proficiencies: Schicksalshands are proficient with simple weapons, as well as light armor and bucklers. In addition, if this is their first level in any class, they may select a martial tradition of their choice.

This modifies weapon and armor proficiencies.

Casting: The schicksalshand may combine spheres and talents to create magical effects. The schicksalshand is considered a Mid-Caster. (Note: All casters gain 2 bonus talents and may select a casting tradition the first time they gain the casting class feature.)

This replaces talents, powers and power points

Spell Pool: A schicksalshand gains a small reservoir of energy they can call on to create truly

wondrous effects, called a spell pool. This pool contains a number of spell points equal to their class level + their casting ability modifier (minimum: 1). This pool replenishes once per day after roughly 8 hours of rest.

Blended Training: A schicksalshand gains a combat or magic talent every time they gain a class level. This does not stack with caster levels gained from other sources. A schicksalshand uses his casting ability modifier as their practitioner modifier.

Flexible Terror: The DCs and effects of all of the schicksalshand's class abilities are based on the schicksalshand's casting ability modifier rather than Charisma.

Implacable Touch (Su): A schicksalshand can use their devastating touch in place of a normal attack when making an attack action, attack of opportunity, or charge attack. A schicksalshand can use [strike] talents through their devastating touch as if it were a weapon.

Whenever a schicksalshand gains a new magic sphere, they may choose to gain a single [strike] talent from that sphere as a bonus talent. If they do, the schicksalshand is only capable of using that sphere's abilities through their devastating touch ability. This restriction is revoked if the schicksalshand takes the strike talent they would gain as a bonus talent as a normal talent.

This modifies devastating touch

Forceful Touch (Su): Starting at 3rd level, when using a [strike] talent through their devastating touch, the schicksalshand increases its effective caster level by 1. This increases to 2 at 6th level, 3 at 9th level, 4 at 14th level, and 5 at 17th level.

This replaces channel terror, the terrors gained at 6th and 14th levels, and the bonus feats gained at 9th and 17th level.

Bonus Feats: In addition to the normal dread bonus feats, a schicksalshand can select extra magic talent, combat, drawback and proxy feats, or any feat which has casting as a prerequisite (item creation feats, metamagic feats, Sphere Focus, Circle Casting, etc.).

STELLAR ECHO **(WILDER^{UP} ARCHETYPE)**

Drawing upon the ethereal reverberations of long-lost cosmic civilizations, the stellar echo calls upon visions of ruin and decay to inhibit the abilities of their foes. This power is utilized by those who wish to bring devastation upon the world as well as those who wish to stop it.

Casting: The stellar echo may combine spheres and talents to create magical effects. The stellar echo is considered a High-Caster. (Note: All casters gain 2 bonus talents and a casting tradition the first time they gain the casting class feature.)

This replaces the powers class feature.

Spell Points: The stellar echo gains a small reservoir of energy she can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to her class level + her casting ability modifier (minimum 1). This pool replenishes once per day after roughly 8 hours of rest.

Magic Talents: A stellar echo gains one magic talent every even-numbered level.

Ruin Surge (Su): By calling upon the memories and pain of the countless civilizations which have fallen before them, the stellar echo can unleash a suppressive force known as a ruin surge. The stellar echo may choose to invoke her ruin surge whenever she casts a spell or sphere effect; if she does, treat the caster level of that effect as 1 lower (to a minimum of 1) when calculating caster level-dependant effects (including DC). She does not suffer any penalties outside of those related to the manifestation itself (for example, level-dependent class abilities are not reduced in power). When this occurs, all hostile creatures within close range (25 feet plus 5 feet per 2 class levels) treat their caster levels, MSBs, and MSDs as 1 lower when calculating caster level-dependant effects and for the purposes of dispelling attempts. If this penalty would reduce an ability, power, or spell's duration below 1 round, it reduces that duration to 1 round instead (instantaneous durations are unaffected). They do not suffer any penalties outside of those related to caster levels, MSB, and MSD (for example, level-dependent class abilities are not reduced in power). The penalties inflicted by ruin surge last

until the beginning of the stellar echo's next turn. At 3rd level, the penalties inflicted by this ability worsen to -2. At 7th level they worsen to -3, then to -4 at 11th level, -5 at 15th level, and -6 at 19th level. The stellar echo may not intentionally lower these penalties; the ruin surge always draws power into itself at its maximum intensity. A stellar echo can benefit from items, effects, and abilities that would normally increase the bonus of a wilder's wild surge class feature. Any such effect, when applied to the stellar echo, instead increases the penalties of her hollow surge by an equal amount. For the purposes of prerequisites and requirements, hollow surge counts as wild surge with a bonus equal to the penalty inflicted.

This ability replaces wild surge and psychic enervation

Condemnation: At 1st level, each stellar echo comes to embody a unique facet of a civilization's self-destruction, drawing power from a specific pattern of ruin. This replaces surge blast, surge bond, improved surge bond, and perfect surge.

CONFLICT

Echoes of conflict embody the ruin brought down by endless warfare, where civilizations starve themselves in perpetual conquest or futile crusades.

Martial Lore: In addition to the wilder's normal weapon and armor proficiencies, a stellar echo of conflict selects a single martial tradition at 1st level. She may select either combat talents or magic talents when she would gain talents from her stellar echo progression.

Bloodshed Surge (Su): Whenever a stellar echo of conflict invokes her ruin surge, she and any hostile creatures take a penalty to AC equal to the penalty from ruin surge for the duration of the ruin surge.

Martial Knowledge (Ex): At 5th level and every 4 levels thereafter, the stellar echo gains a bonus combat feat.

Mutually Assured Destruction (Su): At 20th level, once per day as a free action, the stellar echo may invoke absolute devastation on herself and everyone around her. This functions as ruin surge, save that the penalty increases to -10 and affected creatures

(including the stellar echo) take 10d6 additional points of damage from all sources for the duration of the ruin surge.

DECADENCE

Echoes of decadence reflect the collapse of civilizations through excess or lassitude, the stagnation of culture and industry leaving it open to overthrow.

Treasures of the Vault (Su): At 1st level, the stellar echo gains a single piece of bound equipment ability of an armorist^{USoP} of her stellar echo level. The stellar echo does not gain additional pieces of bound equipment at higher levels.

Indolence Surge (Su): Whenever a stellar echo of conflict invokes her ruin surge, she and any hostile creatures take a penalty to attack rolls and skill checks equal to the penalty from ruin surge for the duration of the ruin surge.

Vaunted Spoils: At 5th level and every 4 levels thereafter, the stellar echo gains an armorist arsenal trick, using her stellar echo level in place of her armorist level. The stellar echo may select the additional binding arsenal trick up to three times.

Twilight of Idols (Su): At 20th level, once per day as a free action, the stellar echo may harness visions of violent downfall to unleash on her opponents. This functions as ruin surge, save that the penalty increases to -10 and all targets suffer 2d4 negative levels. These negative levels ignore any immunity to negative levels targets might possess.

DESOLATION

Echoes of desolation invoke civilizations who have destroyed themselves by ruining their environment with pollution or overconsumption.

Lost Developments: At 1st level, the stellar echo gains an alchemical discipline as a legendary alchemist^{LAI}. She uses her stellar echo level as her legendary alchemist level and her casting ability modifier in place of her int modifier for the purpose of determining its effects and gains the respective discipline breakthroughs at 5th, 11th, and 17th levels as well as the discipline defenses at 9th and 19th levels. The stellar echo also gains a pool of quintessence as a legendary alchemist of her stellar echo level and may select legendary alchemist discoveries in place of feats.

Contaminant Surge (Su): Whenever a stellar echo of conflict invokes her ruin surge, she and any hostile creatures take a penalty to Fortitude saving throws equal to the penalty from ruin surge for the duration of the ruin surge.

Stillborn Dream (Su): At 20th level, once per day as a free action, the stellar echo may swallow her foes in a lifeless, inhospitable landscape. This functions as ruin surge, save that the penalty increases to -10 and all targets take 2d6 points of Constitution drain and become exhausted.

SCHISM

Echoes of schism channel the demise of nations and cultures through infighting and division, where neighbor is set against neighbor until no unity can be sustained.

Severed Self (Su): At 1st level, the stellar echo gains a second identity which may be at odds with her normal identity. This severed self shares memories and basic goals with the stellar echo's normal personality but goes about meeting those goals in a different manner. The severed self may even appear to be a different race or gender than her normal form; they may look as different as two unrelated people. The severed self often has their own name and may attempt to maintain independent relationships and strongholds. The severed self even has their own alignment (which is selected by the player but must be



different from the stellar echo's normal alignment). The change in alignment only affects the stellar echo while in her severed self.

The stellar echo's severed self and normal self occupy the same body and can be swapped between in a process that takes 1 hour. The severed self and normal self each have their own set of magic talents and rogue talents gained from stellar echo levels, meaning that the severed self and normal self could have very different abilities.

Fanatic Surge (Su): Whenever a stellar echo of conflict invokes her ruin surge, she and any hostile creatures take a penalty to Will saving throws equal to the penalty from ruin surge for the duration of the ruin surge.

Tools of Subterfuge: At 5th level and every 4 levels thereafter, the stellar echo gains a rogue talent of her choice, using her stellar echo as her rogue level for the purpose of prerequisites and effects. Starting at 13th level, she may select advanced talents.

Weapons of Thought (Su): At 20th level, once per day as a free action, the stellar echo may shatter the perceptions of hostiles within range. This functions as ruin surge, save that the penalty increases to -10 and affected creatures become antagonized towards other targets of the stellar echo's choice.

Surging Euphoria (Ex): The stellar echo gains the benefits of the surging euphoria ability when she invokes her ruin surge. This ability modifies surging euphoria

STELLAR SHADOW (MARKSMAN^{UP} ARCHETYPE)

In the reaches of wild space, where limited resources change the paradigms of warfare, stellar shadows are among the valued and feared soldiers. Excelling in quiet long-distance assassinations, a stellar shadow's presence is rarely noted until their target is eliminated.

Proficiencies: Stellar shadows are proficient with simple weapons, as well as light armor and bucklers. In addition, if this is their first level in any class, they may select a martial tradition of their choice.

This modifies weapon and armor proficiencies.

Casting: The stellar shadow may combine spheres and talents to create magical effects. The stellar shadow is considered a Low-Caster. (Note: All casters gain 2 bonus talents and may select a casting tradition the first time they gain the casting class feature.)

This replaces powers and power points

Spell Pool: A stellar shadow gains a small reservoir of energy they can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to their class level + their casting ability modifier (minimum: 1). This pool replenishes once per day after roughly 8 hours of rest.

Blended Training: A stellar shadow gains a combat or magic talent every time they gain a caster level. This does not stack with caster levels gained from other sources. A stellar shadow uses their casting ability modifier as their practitioner modifier.

Flexible Takedown: The DCs and effects of all of the stellar shadow's class abilities are based on the stellar shadow's casting ability modifier rather than Wisdom.

Expert Marksman: The stellar shadow gains Sage's Focus as a bonus feat at 1st level. Whenever they would gain a bonus feat or style ability, the stellar shadow may instead select a magic or combat talent.

This replaces point-blank shot

Master Gunner (Ex): At 2nd level, the stellar shadow reduces any penalties to attack rolls from long range by 2. Starting at 6th level, the stellar shadow gain a +1 bonus on weapon attack and damage rolls with all weapons from a single fighter weapon training group of their choice. This bonus increases by +1 at 10th level and every four levels thereafter. This counts as, and does not stack with, the fighter's weapon training class feature.

This ability replaces favored weapon

Bite the Dust (Ex): At 7th level, the stellar shadow regains martial focus whenever they reduce a creature to 0 or fewer hit points. When they reduce a creature to 0 or fewer hit points and render them unconscious, they may choose to have that creature die immediately.

This ability replaces disengage

WORLDWEAVER **(PSION^{UP} ARCHETYPE)**

Worldweavers tap into the raw magical and psionic energies of the universe around them, twisting them into various shapes to optimize their use. A worldweaver often does much more than simply use a spell or power, harnessing their unique talents to warp it into the precise form they desire.

Class Skills: The worldweaver gains Perception and Use Magic Device as class skills in addition to the psion's normal class skills.

Casting: The worldweaver may combine spheres and talents to create magical effects. The worldweaver is considered a High-Caster. (Note: All casters gain 2 bonus talents and a casting tradition the first time they gain the casting class feature.)

This replaces the powers class feature.

Spell Points: The worldweaver gains a small reservoir of energy they can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to their class level + her casting ability modifier (minimum 1). This pool replenishes once per day after roughly 8 hours of rest.

Surging Potency: The worldweaver gains 1 additional spell point per psion level.

This replaces discipline.

Magic Talents: A worldweaver gains one magic talent every level.

Surgeweaving (Su): At 2nd level, a worldweaver gains the ability to apply metamagic effects to existing spell effects. As a standard action, they may spend a number of spell points equal to the spell point cost increase of a metamagic feat that they possess in order to apply that metamagic feat to a spell effect you can perceive within close range provided that spell effect is a legal target for that metamagic feat. For the remainder of its duration, the spell effect operates as if it was affected by that metamagic feat (for example, a worldweaver spends 3 spell points to apply the Maximize Spell feat to an ongoing pain word on a target. For as long as that word continues, it's damage is maximized every round). If a spell effect would be affected by the

Extend Spell feat, its current duration is increased by an amount equal to the spell's normal duration. A single spell effect can only be affected by one instance of surgeweaving at a time, the new effect erasing the previous one.

At 8th level, a worldweaver can use this ability as a move action or as an immediate action as a creature is casting a spell (this can allow surgeweaving to be applied to instantaneous effects). Using this ability as an immediate action costs one additional spell point and must be performed before the results of the spell effect are revealed. In addition, they can apply two metamagic feats to an effect rather than just one when using surgeweaving.

At 14th level, a worldweaver can use surgeweaving as a swift action and no longer needs to spend an additional spell point when using it as an immediate action. The worldweaver can apply up to three metamagic feats rather than two when using surgeweaving.

At 20th level, the worldweaver can apply up to four metamagic feats when using surgeweaving

Metamastery (Su): At 20th level, whenever the worldweaver reduces the spell point cost increase from metamagic feats by 1, to a minimum of 0. This effect applies once to every metamagic feat the worldweaver is applying to an effect (so for example, utilizing both empower and maximize on a spell effect would increase the spell point cost by 3 rather than 5).

ZEALOT^{POWE} CONVICTIONS

Shielded Collective (Su): As a free action, the zealot can expend 3 power points to transfer any amount of temporary hp he currently possesses to another ally in his collective. This temporary hp lasts for 1 round/level or the normal duration, whichever is shorter.

Transcendent Path (Su): Whenever the zealot uses the Path of Dedication or Improved Path of Dedication Abilities, he may have the creature teleport up to its movement speed as a move action rather than take a move action normally. The zealot must be at least 10th level and possess the Path of Dedication conviction to select this conviction.

Transcendent Path, Greater (Su): By expending 8 additional power points when using Transcendent Path, he may choose to teleport a creature to any location within 30 feet of another collective member rather than to a place where they could normally teleport to as a move action.

ZEALOT MISSION: REDEMPTION

Pacifying Aura (Su): At 4th level, as long as the zealot maintains psionic focus, enemies within 10 feet take a -2 penalty on attack rolls. By expending psionic focus, the zealot can increase the penalty to -6 against one attack.

Easing Intercession (Su): The zealot's counters deter further fighting. Starting at 8th level, the zealot can augment his counters in one or more of the following ways

- *Clarity Surge:* For every 2 additional power points the zealot spends, he can affect one creature within 30 feet with a respite of sanity power. Creatures are not entailed to a saving throw against this effect.
- *Forbearance:* If you spend 3 additional power points, the creature whose attack or effect you countered must make a saving throw (DC 10 + ½ your zealot level + your charisma modifier) or be unable to attack you or your allies for 1 round.

FEATS

ACQUIRED IMMUNITY

You have learned to tolerate certain threats to the point where they no longer bother you.

Benefit: Choose a number of poisons or diseases equal to your Constitution modifier. You become immune to those specific poisons or diseases.

Special: This feat can be selected multiple times, each time selecting an additional number of poisons or diseases.

ADDITIONAL ITEM SLOT

You can accommodate one more item of a certain type than usual.

Benefit: Choose one magic item slot or cybernetic slot. You may wear one additional item in that slot, gaining the benefits of all items worn.

Special: This feat can be selected multiple times. Each time, it applies to a different slot.

ANGELS' DARLING

Even though you lack magical prowess, stimulants can supplement your abilities

Benefit: Whenever you consume the Angel's Whispers stimulant, you gain a caster level equal to half your character level (if you do not already possess a higher caster level), an MSB equal to your character level, an MSD equal to 11 + your character level, and a pool of spell points equal to twice the number of talents gained from the stimulant. You lose both of these benefits when the effects of Angel's Whispers wears off. If you do not have a casting tradition, you use Charisma as your casting ability modifier.

ATTUNED ARMS

You excel at utilizing weapons you yourself have created.

Prerequisite: Any item creation feat

Benefit: While using a weapon, shield, implement, or suit of armor that you have crafted using skills or item creation feats, its enhancement bonus is treated as one higher for all purposes.

CHAIN COLLECTIVES [PSIONIC, TEAMWORK]

You link your collective with that of your allies.

Prerequisite: collective class feature

Benefit: Whenever you and an ally both possess this feat and the collective class feature and both belong to each other's collectives, you may treat any creatures in your ally's collective as being in your own collective, even if this would cause the normal limit on members and range to be exceeded.

COLLECTIVE DOMINION [PROXY, PSIONIC]

Your collective extends your magical influence

Prerequisites: collective class feature, Spell Proxy^{USoP}

Benefit: The benefits of your Proxy feats and the Circle Casting feat apply to creatures within your collective regardless of range

COLLECTIVE MANABOND [PSIONIC]

Your mental links expand to your magic

Prerequisites: collective class feature, ManaTH sphere

Benefit: Whenever you add a creature to your collective, you may create a *manabond* with them as if you had cast a *Mana* sphere ability. When you concentrate on a single *manabond* created in this way, you are treated as concentrating on all *manabonds* created through this feat. A manabond created through this feat ends immediately if the creature leaves your collective.

CONTINGENT INJECTION

Your injections can take effect later, if you so desire.

Prerequisite: Heal or Medicine 11 Ranks

Benefit: When you inject a creature with a pharmaceutical, poison, or other injection, you can delay the effect of the injection by up to 1 day. You may set some condition which causes the injection to activate on command. A creature can only have one contingent injection at any given time.

CRAFT STIMULANT (ITEM CREATION)

You can concoct powerful stimulants

Prerequisites: caster or manifester level 5th

Benefit: You can create stimulants. Crafting a stimulant takes 1 day for each 1,000 gp in its base price. To craft a stimulant, you must use up raw materials costing half of its base price.

DISFIGURING TRANSFORMATION

Your alterations to a target's form are off-putting to other creatures.

Benefit: Whenever you apply a graft, piece of cybertech, alteration^{USoP} sphere effect, psychometabolism effect, or transmutation effect to a creature, you may warp their appearance in some perverse manner that makes them unpleasant to gaze on. Affected creatures take a -4 penalty to all charisma checks and charisma-based skill checks save for intimidate.

DISLOCATED FORM [PSIONIC]

By mastering the body, you can alter your shape to withstand hazards.

Benefit: While maintaining psionic focus, you gain the compression universal monster ability, take only half damage from being crushed, and gain DR/- equal to your level against nonlethal damage.

ELDRITCH ANIMATION

Your undead creatures are fortified against magic.

Prerequisites: ability to create undead creatures

Benefit: Any undead creatures created by you gain spell resistance equal to 5 + your caster level. Creatures which would possess a higher spell resistance normally are unaffected by this. In addition, undead creatures you create gain channel resistance +4 or increases its existing channel resistance by +2 (whichever provides a higher bonus) against all effects from a source other than you.

ELEMENTAL CONJURER

You animate the forces of your spells into summoned creatures.

Benefit: You may spontaneously convert any spell with an elemental descriptor (such as (fire) or (earth)) into a *summon monster* spell of equal level. However, the only creatures that can be summoned are elementals whose type matches the descriptor (for example, a wizard could convert a *fireball* into a *summon monster III* spell used to summon 1d3 small fire elementals).

ENERGIZED SPELL (METAMAGIC)

Your spell is built of the powers of the negative or positive energy plane.

Prerequisite: Ability to channel positive or negative energy

Benefit: When you cast an energized spell, you may expend one use of your channel energy ability to have the spell deal positive energy damage (which heals living creatures and harms undead) or negative energy damage (which heals undead creatures and harms living ones), corresponding to a type of energy you are capable of channeling. An energized spell uses up a spell slot one level higher than the spell's actual level.

EXTRA EPIPHANY

You have enhanced your connection to the cosmos

Prerequisite: Mystic epiphany^{COM} class feature

Benefit: you gain an additional mystic epiphany that you meet the prerequisites for.

Special: you may select this feat multiple times.

EXTRA PARADIGM SHIFT

You have learned to breach reality in new ways

Prerequisite: Paradigm Shift class feature

Benefit: you gain an additional paradigm shift that you meet the prerequisites for.

Special: you may select this feat multiple times.

EXTRA THEOREM

You have learned to manipulate the body in new ways

Prerequisite: Theorem class feature

Benefit: you gain an additional biohacker theorem that you meet the prerequisites for.

Special: you may select this feat multiple times.

EXTRA VANGUARD DISCIPLINE

You have learned to fortify yourself in new ways

Prerequisite: Vanguard Discipline class feature

Benefit: you gain an additional vanguard discipline that you meet the prerequisites for.

Special: you may select this feat multiple times.

FORTIFIED CORPSECRAFT

No creature you create falls quickly.

Prerequisite: ability to create undead creatures

Benefit: any undead creature that you create gains a +2 bonus to natural armor, as well as DR 5/good. This improves to DR 10/good if they possess 11 or more hit dice. If an undead creature already possesses better DR, that DR becomes DR/good if you so choose.

GREATER PSYCHOMACHY [PSIONIC]

You violate the target's mind in multiple ways.

Prerequisite: Psychomachy^{LotN}

Benefit: Whenever you use the Psychomachy

Metapsionic Feat, you may expend 4 additional power points to deal damage to a second mental ability score of your choice.

IMPROVED SPELLTHIEF

You seize control of spell effects controlled by others

Prerequisites: Spellthief^{USoP}

Benefit: You may use the Spellthief feat on all sphere effects, not just those that target a creature or an object. If gaining control of a sphere effect that animates, calls, creates, or summons a creature with an intelligence score, that creature is allowed a Will save equal to your Enhancement sphere DC every round to resist your control.

LINKED SQUADRON [PSIONIC, SQUADRON]

The bonds you forge with your squadron stretch as far as your thoughts

Prerequisites: Collective, Squadron Commander^{USoP} or Troop Commander^{HiH}.

Benefit: The maximum number of creatures in your squadron increases to the maximum number of creatures in your collective. You may add a creature to your squadron as part of the action to add it to your collective. You treat any creatures in your collective as being within close range for the purpose of targeting them with your feats and talents.

LONG-TERM AGREEMENT

You can have your way with bound outsiders beyond the normal limitations.

Benefit: When negotiating with a called outsider, you may have it serve you for twice the normal duration that would normally be allowed or agreed upon. In addition, if that specific outsider ever crosses you again after its service has ended, you gain a +2 bonus on saving throws against its abilities.

MASS RETENTION

Even while small, you carry around great strength.

Benefit: While reduced in size below your normal size (such as by *reduce person*, the change shape ability, or some other ability), you may retain any size bonuses you have to CMB and CMD as if you were your original size.

MASTER NECROCRAFTER

Your bleak creations are stitched together with abnormal power.

Prerequisite: ability to create necrocraft^{B4}

Benefit: Any necrocraft creature you create gains two additional construction points. In addition, any other undead that you create gain 1 construction point's worth of abilities from the necrocraft's list.

MECHANICAL COUNTERINTELLIGENCE [DUAL SPHERE]

You can sense technological forces around you as well as magical ones

Prerequisite: Divination Sphere^{USoP} (detect scrying), Technomancy^{ASoI} Sphere

Benefit: For the purpose of your detect scrying talent, any cameras, recording devices, radar scans, artificial eyes, or other means of remotely observing an area by technological means are considered magical sensors. You may attempt a magic skill check against creatures trying to observe you as normal, using the observer's hit dice as their effective MSB.

MIND-RENDING FEAR

As you sow terror in your foes, you crack their mental faculties.

Prerequisite: Intimidate 9 ranks

Benefit: Whenever you cause a creature to become shaken, frightened, or subjected to any other level of fear, you deal 1d4 points of Wisdom damage to that creature. If you are using the sanity system, you may instead deal twice as much sanity damage as you would Wisdom damage. A successful Will save (DC 10 + ½ your ranks in Intimidate + your Charisma modifier) negates this effect.

PETULANT BINDER

You continually press powerful outsiders for cooperation.

Benefit: When negotiating with creatures bound with (calling) spells or similar effects, you may may a charisma check every 2 hours rather than every 24 hours.

RAPID INDUCTION [PSIONIC]

You quickly add new recruits to your psionic army.

Prerequisite: collective class feature

Benefit: You may add a creature to your collective as a move action rather than a standard action. This includes creatures added through the Unwilling Participant feat.

REALITY-PUNCTURING ATTACK [PSIONIC]

Your attacks tear reality apart at the seams.

Prerequisites: Unavoidable Strike^{UP} or Deep Impact^{UP}

Benefit: Whenever you use Unavoidable Strike or Deep Impact, your attack bypasses all damage reduction and hardness of the target.



REVENANT MILITIA

More adept than your everyday undead, your necrotic soldiers are trained to fight.

Prerequisite: ability to create undead creatures

Benefit: For every 4 racial HD all undead creatures you create possess, it gains a +1 bonus to attack rolls. In addition, every undead creature you create gains one combat feat as a bonus feat, chosen at the time of its creation. It must meet the prerequisites for the feat.

RUSH OF MAGIC (CHAMPION, DRAWBACK)

Your addictive powers provide you with a special high

Prerequisites: Addictive Casting^{USoP} drawback, Chasing the Dragon talent

Benefit: Whenever you spend a spell point, you gain the drunk status as if you had consumed a drug. You may ignore the penalties from addiction so long as you maintain this drunk status.

SAGE'S FOCUS [CHAMPION, PSIONIC]

Your martial aptitude fuels your psionic techniques

Prerequisite: Ability to gain martial focusSoM

Benefit: Whenever an ability would require you to expend your psionic focus, you may choose to expend martial focus in place of psionic focus. So long as you maintain martial focus, you are considered to be maintaining psionic focus. Any ability that allows you to regain psionic focus can instead be used to regain martial focus (but not the other way around).

Special: This feat counts as having the ability to gain psionic focus.

SPELL JACKER (DUAL SPHERE)

You weave together magic and technology when infiltrating your foes

Prerequisites: Mana sphere, Technomancy sphere

Benefits: Whenever you create or move a sprite into a creature, you may create a manabond with them as if you had affected them with an *expunge* or (manipulation). A sprite may create or concentrate on a manabond between you and a creature that contains it in place of executing a program.

SPURN THE SUN

Sunlight no longer holds sway over your creations.

Prerequisites: ability to create undead creatures

Benefit: Undead creatures you create lose their sunlight powerlessness and vulnerability to sunlight traits. However, creatures that possessed such traits are shaken in direct sunlight. In addition, undead creatures you create are treated as living creatures for the purpose of damage from spells such as *sunburst* and *searing light* that deal additional damage to undead.

STILL BREATH [PSIONIC]

You have mastered your breathing to survive without intake.

Prerequisites: Autohypnosis^{UP} 9 ranks

Benefit: While you maintain psionic focus, you do not need to breathe and are immune to all inhaled effects. Expenditure of your psionic focus leaves you vulnerable to these threats yet again.

UNTIRING WORKER

Your ability to put in the extra hours places you above your less-productive compatriots.

Prerequisite: Craft (any) 5 ranks

Benefit: When crafting items, you can work for 16 hours a day rather than 8 hours a day, enabling you to complete the item in half the normal time.

VACUOUS PAYMENT

You can bypass typical inhibitions at a price.

Benefit: Your supernatural abilities (excluding spellcasting, spherecasting, initiating, veilweaving, or manifesting) work even in the area of an *antimagic field*, null psionics field^{UP} or similar effects (such as *spellward* or a dead magic zone). However, each round that you keep this ability active in such an area, you take 2 points of ability burn to one of your ability scores. This ability burn cannot be negated.

VACUOUS POWER [METAPSIONIC]

You have learned to tap the might that lurks within the absence of everything, invoking alterations to reality where your powers could not normally flow.

Prerequisite: Two other metapsionic feats

Benefit: When manifesting a power, you may expend your psionic focus and spend 8 additional power points to make the power a vacuous power. Vacuous powers can be manifested even in the area of a *null psionics field* and cannot be dispelled by *dispel psionics*^{UP} or similar effects. However, use of the *aura alteration*^{UP} power, the *break enchantment* spell, or similar effects can dispel a vacuous power as if it were subjected to *dispel psionics*. You cannot exceed your manifester level with the number of power points spent on this power.

VAST DOMINION

Your abilities enable you to hold more undead creatures in your thrall.

Prerequisites: Spell Focus (necromancy) or Sphere Focus (*Death*^{USoP}), *Undead Master*^{UM}

Benefit: When using the Command Undead feat, you gain the ability to control an additional number of hit dice of creatures equal to your caster level. When using animate dead, you can control a number of hit dice of creatures equal to 6 times your caster level rather than 4 times.

VOID FOCUS [PSIONIC]

By siphoning your abilities to the void, you obtain greater clarity.

Prerequisites: *Psionic Body*^{UP}, *Deep Focus*, ML 8th

Benefit: As a swift action, you may reduce your manifester level by any amount until the end of your next turn. For every 4 by which you reduce your manifester level, you gain one additional instance of psionic focus. If you do not expend this focus before the end of your next turn, it is lost. You cannot reduce your manifester level below half your normal amount (minimum 1)

NEW COMBAT TALENTS AND DRAWBACKS

BARROOM^{SOM} TALENTS

CHASING THE DRAGON

You may consume a drug or stimulant instead of imbibing an alcoholic drink to gain the drunk status, but you gain the status for double the duration (twice Constitution modifier rounds + 1 per 2 points of base attack bonus). When using hard drinker or any other ability that allows you to rapidly take a drink, you may consume a drug or stimulant instead of a drink (this counts as consuming a stimulant rapidly). You may ignore the negative effects of the drug or addiction so long as you retain the drunk status.

BARROOM DRAWBACKS

Junkie

You do not gain the drunk status from conventional alcoholic drinks but only from a specific drug of your choice (or other drugs at GM discretion). You gain Chasing the Dragon as a talent from this drawback.

EQUIPMENT

STIMULANTS

Stimulants are a unique category of equipment capable of enhancing an individual's magical or psionic abilities dramatically, altering the user's mind to remove limitations on their abilities for a brief period. However, this power does not come freely, and most stimulants are quite addictive. Each stimulant has an addiction DC which the imbibing character must make a Fortitude save against when they consume the stimulant. Failure indicates that they suffer from the stimulant's listed addiction. Stimulants are considered a disease effect and do not affect creatures that are immune to disease (similarly, they can be removed by effects that remove disease).

Stimulants may be inhaled, injected, or ingested. The act of properly consuming a stimulant takes 10 minutes, although it is possible for one to consume a stimulant more rapidly at great risk. A character may consume a stimulant as a standard action, although this increases the addiction DC by 5 and reduces the stimulant's duration to 1 minute.

A character under the effects of a stimulant is obviously affected, displaying altered eye color, glowing patches of skin, or some other obvious indicator of their altered state. These can be hidden as per the Witchmarked drawback. Spellcraft, Craft (mechanical), or Craft (alchemy) can be used to identify a specific stimulant, with the DC being equal to 10 + the addiction DC of the stimulant. Stimulants are magical or psionic effects depending on the creator.

The prices below reflect a single dosage of a stimulant.

ANGEL'S WHISPERS

Price 680 gp (1), 1,900 gp (2), 3,750 gp (3), 6,100 gp (4); **Slot** none; **CL/ML** 6th (1), 10th (2), 14th (3), 18th (4); **Aura** faint (1), moderate (2), strong (3), or overwhelming (4) Mana or Telepathy; **Addiction** minor; **DC** 18 (1), 21 (2), 24 (3), 27 (4); **Duration** 1 hour

Angel's whispers has no connection to angels or any other outsider, but the expanded power it grants often feels like a flash of divine inspiration. When a creature consumes angel's whispers, they gain the ability to use anywhere between one and four spells, powers, or magic talents as if they knew them (as part of a single class or casting tradition of their choice) so long as they are affected by the stimulant. These abilities are chosen when the angel's whispers is created, and the stimulant cannot grant a creature any spells, powers, or magic talents that they do not meet the prerequisites for (granted talents can serve as the prerequisites for other granted talents, however).

At GM discretion, special materials may be used when

crafting angel's whispers to grant spells, powers, or talents that the creator does not possess without increasing the crafting DC.

Cost 340 gp (1), 950 gp (2), 1,875 gp (3), 3,050 gp (4); **Feats** Craft Stimulant; **Spells/Powers** Mana Sphere and Gift of Knowledge^{TIH} or metaconcert^{LUP}

BLEEDING GRIN

Price 1,650 gp; **Slot** none; **CL/ML** 9th; **Aura** strong Life or Psychometabolism; **Addiction** severe; DC 22; **Duration** 1 hour

A terrifying concoction to encounter, bleeding grin enables the imbibor to endure any punishment and keep fighting. A creature under the effects of bleeding grin becomes immune to nonlethal damage and remains conscious and fully capable of acting even below 0 hit points. A creature under the effects of bleeding grin is immune to death from hit point damage (but not from other sources).

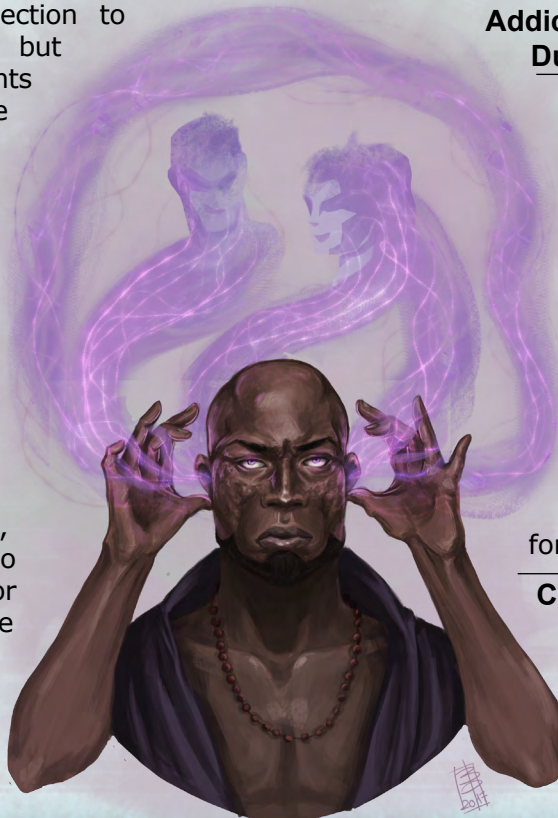
Cost 825 gp; **Feats** Craft Stimulant; **Spells/Powers** Life Sphere and Greater Invigorate or *defer fatality*

CLARITY

Price 3,600 gp; **Slot** none; **CL/ML** 8th; **Aura** Moderate Divination or Clairsentience; **Addiction** moderate; **DC** 20; **Duration** 1 hour

Clarity is a popular stimulant due to its versatility, its synapse-rewiring abilities greatly increasing the capabilities of the consumer. While affected by clarity, the creature increases any insight or morale bonuses they are benefitting from by 1. As a swift or immediate action, the affected creature may end the bonuses of clarity to instead double all insight and morale bonuses they possess for one round.

Cost 1,800 gp; **Feats** Craft Stimulant; **Spells/Powers** Divination^{USoP} Sphere and Divine Future or precognition^{UP}



CROSSLINK

Price 1,800 gp; **Slot** none; **CL/ML** 10th; **Aura** moderate Mind or Telepathy; **Addiction** minor; **DC** 21; **Duration** 1 hour

Crosslink enables a creature to effectively commune with alien minds, even inorganic ones. A creature under the effect of crosslink ignores any immunities to mind-affecting effects that targets of their spells or powers possess.

Cost 900 gp; **Feats** Craft Stimulant; **Spells/Powers** Mind^{USoP} Sphere and Expanded Charm or shatter mind blank^{UP}

GLEAM OF ETERNITY (MINOR ARTIFACT)

Price -; **Slot** none; **CL/ML** 20th; **Aura** Overwhelming Divination or Clairsentience; **Addiction** severe; **DC** 31; **Duration** 1 hour

The rarest and most prized stimulant in Aurin, Gleam of Eternity offers visions which can guide an entire civilization for thousands or even millions of years. While under the effects of Gleam of Eternity, a creature can use abilities such as *augured answer* or the augury or read omens talents to pertain to events any amount of time in the future rather than just 1 week ahead of the present. The answer given from such effects is always correct regardless of the user's caster level.

Destruction

Consuming or simply diluting a dosage of Gleam of Eternity is all that is required to destroy it.

HEADSPLITTER

Price 1,650 gp; **Slot** none; **CL/ML** 9th; **Aura** Strong Mind or Telepathy; **Addiction** moderate; **DC** 20; **Duration** 1 hour

Despite its name, headsplitter is among the least harmful stimulants, earning its name from its capacity to divide one's focus. A creature under the effects of headsplitter gains an additional standard action each round which can only be used to concentrate on spell or power effects.

Cost 825 gp; **Feats** Craft Stimulant; **Spells/Powers** Mind Sphere and Parallel Cognition^{SACoT} or schism^{UP}

LIFE'S KISS

Price 3,750 gp; **Slot** none; **CL/ML** 10th; **Aura** Strong Life or Psychometabolism; **Addiction** Severe; **DC** 21; **Duration** 24 hours

Life's Kiss is an unusual stimulant due to its primary audience, those being unliving creatures aiming to replicate mortal experiences. Life's kiss can be consumed and utilized by creatures that are typically immune to disease. An intelligent construct or undead which consumes Life's Kiss loses their immunities to disease and mind-affecting effects for the stimulant's duration. These immunities return at the end of this duration, although addiction to Life's Kiss and other stimulants taken while under its effects ignores any immunities creatures may possess.

Cost 1,875 gp; **Feats** Craft Stimulant; **Spells/Powers** Life Sphere^{USoP} and Esoteric Healing or affinity field^{UP}

METAMINERAL

Price 300 gp (+1), 1,200 gp (+2), 2,700 gp (+3), 4,800 gp (+4), 7,500 (+5); **Slot** none; **CL/ML** 4th (+1), 8th (+2), 12th (+3), 16th (+4), 20th (+5); **Aura** Moderate (+1 and +2), Strong (+3 and +4), or Overwhelming (+5) Mana or Psychokinesis; **Addiction** moderate; **DC** 17 (+1), 20 (+2), 23 (+3), 26 (+4), 29 (+5); **Duration** 1 hour

The most common psionic stimulant, metamaterial is a compound that dramatically enhances the magical or psionic abilities of the consumer. Each dosage of metamaterial is tied to a specific metamagic or metapsionic feat which determines the metamaterial's cost and crafting requirements based on the spell level adjustment of the metamagic or metapsionic feat (metapsionic feats are considered to have a level adjustment of 1 + 1 for every two power points they cost). While under the effects of metamaterial, all of a creature's eligible spells or powers are considered to be augmented with the metamaterial's metamagic or metapsionic feat if the creature so chooses without increasing the spell level, spell point cost, power point cost, or casting time.

Cost 150 gp (+1), 600 gp (+2), 1,350 gp (+3), 2,400 gp (+4), 3,750 (+5); **Feats** Craft Stimulant, metamagic or metapsionic feat to be replicated; **Spells/Powers** Mana Sphere and Retained Imbuement or *metaconcert*

POWDERED PSICRYSTAL

Price 3,600 gp; **Slot** none; **CL/ML** 7; **Aura** Moderate Mind or Telepathy; **Addiction** moderate; **DC** 19; **Duration** 1 hour

Despite this stimulant's name, the substance is rarely made from psicrystals, rather earning the title for its supportive abilities. A creature under the effects of powdered psicrystal gains one additional instance of martial, mental, or psionic focus which they may expend and regain as normal.

Cost 1,800 gp; **Feats** Craft Stimulant; **Spells/Powers** Mind Sphere and Project Thoughts or solicit psicrystal

RUINBRINGER

Price 3,200 gp; **Slot** none; **CL/ML** 14th; **Aura** Strong Destruction or Psychokinesis; **Addiction** severe; **DC** 25; **Duration** 1 hour

Capable of tearing through most any foe, a mage under the influence of ruinbringer sees their destructive abilities become nigh-unstoppable. A creature affected by ruinbringer ignores any damage reduction or hardness that targets of their spells or powers may possess and reduces any energy resistance, power resistance, and spell resistance of targets as if it were a number of points lower equal to their caster or manifester level (treating power, spell, or energy immunities as if they were just PR, SR, or energy resistance 40).

Cost 1,600 gp; **Feats** Craft Stimulant; **Spells/Powers** Destruction^{USoP} Sphere and Penetrating Blast^{USoP} or dispelling buffer^{UP}

SPLITROAD

Price 1,050 gp (2), 2,500 gp (3), 4,500 gp (5); **Slot** none; **CL/ML** 7th (2), 11th (3), 15th (5); **Aura** Strong Divination or Clairsentience; **Addiction** moderate; **DC** 19 (2), 22 (3), 25 (5); **Duration** 1 hour

Although rare and highly addictive, splitroad is a potent enough enhancement that most are willing to pay for it. While under the effects of splitroad, a character becomes aware of the numerous different paths that are possible for their actions, allowing

them to roll multiple times on all d20 rolls they make and take the highest result. The price of this stimulant and amount of times each d20 is rolled depends on the grade of this stimulant.

Cost 525 gp (2), 1,250 gp (3), 2,250 gp (5); **Feats** Craft Stimulant; **Spells/Powers** Divination Sphere and Divine Future or second chance^{UP}

SUPERCHARGER

Price 1,350 gp (+1), 4,950 gp (+2), 9,600 gp (+3); **Slot** none; **CL/ML** 6th (+1), 11th (+2), 16th (+3); **Aura** Strong Mana or Psychokinesis; **Addiction** Moderate; **DC** 18 (+1), 22 (+2), 26 (+3); **Duration** 24 hours

A volatile and immensely dangerous stimulant, supercharger has been known to win battles as well as to kill its users. While under the effects of supercharger, a creature gains the listed bonus as an alchemical bonus to their caster and manifester levels. However, every time they cast a spell, manifest a power, or use a sphere ability, they have a 20% chance of taking 2 points of ability burn to all ability scores.

Cost 675 gp (+1), 2,475 gp (+2), 4,800 gp (+3); **Feats** Craft Stimulant; **Spells/Powers** Mana Sphere and Sudden Empowerment/Weakening or reddops^{UP}

UNITY

Price 4,200 gp; **Slot** none; **CL/ML** 10; **Aura** Strong Mind or Telepathy; **Addiction** minor; **DC** 21; **Duration** 24 hours

Utilized heavily by vitalists, highlords, and tacticians, unity allows the consumer to link their minds with additional creatures. While under unity's effects, any creature with a collective doubles the maximum size of their collective. When using an ability that adds a creature to their collective (including the Unwilling Participant feat), the creature may instead add a number of eligible targets to a maximum of their casting, manifesting, or initiating ability score modifier (minimum 2).

Cost 2,100 gp; **Feats** Craft Stimulant; **Spells/Powers** Mind Sphere and Project Thoughts or missive^{UP}

PSIBERTECH

New **Necrotic Scourge Augmentation**^{APT} Advanced Augmentations

AI Host: A creature with this augmentation is capable of having **Ais**^{TG} implanted into it, gaining the **aggregate**^{TG} template as a robot would. This also renders it vulnerable to any other abilities that would specifically target robots. If the host creature is intelligent, its personality is completely overwritten by that of the AI.

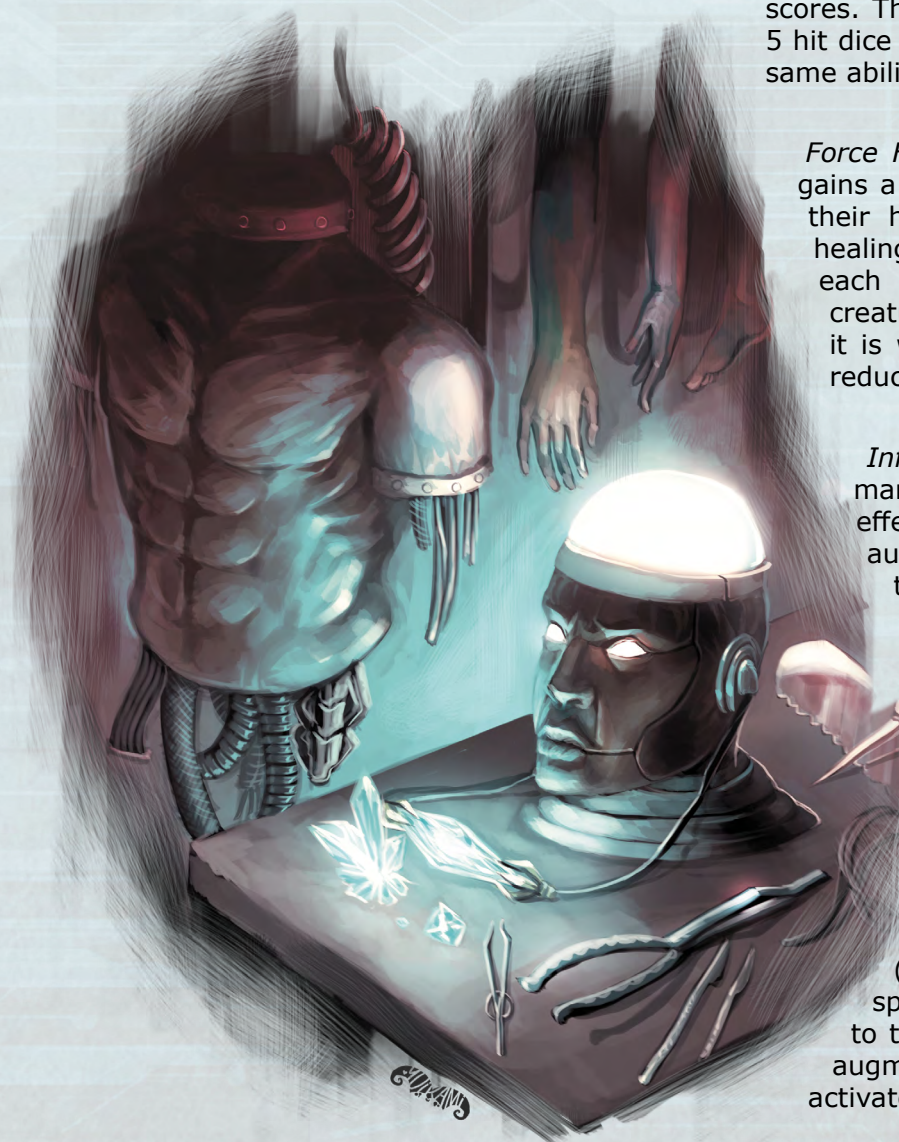
Enhancement: A creature with this augmentation gains 1 UP which can be spent on **Robot Upgrades**^{APT}. This augmentation can be selected multiple times

Cybernetic Parasitism: A creature with this augmentation can take cybertech from a corpse as a full-round action, instantly assimilating it into its body. This ability cannot be used to take non-crafted psibertech, and cybertech implanted in this way takes up implantation value as normal.

Enhanced Form: A creature with this augmentation gains a +2 enhancement bonus to one of its ability scores. This ability can be selected once for every 5 hit dice you possess, with multiple bonuses to the same ability score stacking (to a maximum of +6).

Force Field: A creature with this augmentation gains a force field with hit points equal to twice their hit dice. This force field possesses fast healing equal to 1/5 the creature's hit dice each round (minimum 1) and prevents the creature from suffering critical hits so long as it is working, but shuts down for 24 hours if reduced to 0 hit points

Infused Tissue: A character may cast a spell, manifest a power, or cast a magic sphere effect into an undead creature with this augmentation. The minimum caster level or total manifester level must be the same or lower than the number of Hit Dice the augmented creature possesses. An augmented creature can have a single spell, sphere effect, or power infused in it at any given time. The caster or manifester may set the spell or power to trigger under various conditions, and any spell, sphere effect, or power activated in this way is immediately expended and takes effect either targeting or centered on the creature (for example, one could infuse a *fireball* spell into an augmented morph, setting it to trigger on a command word, or infuse an augmented ghoul with *inertial armor*^{UP} set to activate when it is attacked).



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