

STAR CLASSES

NANOMANCER



STARFINDER
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STAR CLASSES

NANOMANCER



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SPECIAL ELECTRONIC FEATURES

We've hyperlinked this product internally from the Table of Contents and externally with links to online resources like starjammersrd.com where applicable. 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.

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WHAT YOU WILL FIND INSIDE *STAR CLASSES: NANOMANCER*

Harness the power of nanotechnology! Have you longed to reduce your foes to atomic dust? Aspire to become a walking nano-factory capable of fabricating anything you can imagine at a moment's notice? Then leave the frailty of mere biology behind and embrace the future with the Mechanist, a new class for Starfinder that harnesses the promise of nanites to carve out its own niche in your game! A hybrid class combining some of the drone elements of the Mechanic with the spell casting of the Technomancer, and adding its own unique nanite powered techniques, the Mechanist is sure to infuse your game with its own brand of nano-enhancing magi-tech.

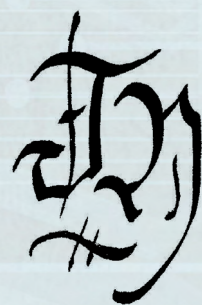


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THE NANOMANCER



Through intention or by strange accident, the nanomancer has become host to a swarm of nanites within their body. These nanites allows them to operate and maintain a special nanite-infused drone to aid them on their adventures without the need of a custom rig.

Hybrid Class Mechanic and Technomancer

Key Ability Score: Your Charisma determines your spellcasting ability, the saving throw DCs of your spells, and the number of bonus spells you can cast per day, so Charisma is your key ability score. Also, a high Dexterity score can help you fire your weapons more accurately

and dodge incoming attacks, while a high Intelligence can benefit your skills and total number of skill points.

Hit Points: 5

Stamina Points: 5 + Constitution modifier

CLASS SKILLS:

Computers (Int), Diplomacy (Cha), Disguise (Cha), Engineering (Int), Intimidate (Cha), Life Science (Int), Mysticism (Wis), Perception (Wis), Physical Science (Int), Piloting (Dex), Profession (Cha, Int, or Wis)

Skill Ranks per Level: 4 + Intelligence Modifier

TABLE 4–1: THE NANOMANCER

Class Level	Base Attack Bonus	Fort	Ref	Will	Class Features	Spells Per Day (by spell level)				
						1st	2nd	3rd	4th	5th
1st	+0	+0	+0	+2	Nanite-Infused Drone, Telepathic Bond (2,500 ft.)	1	—	—	—	—
2nd	+1	+0	+0	+3	Technique I	1	—	—	—	—
3rd	+2	+1	+1	+3	Mechanical Lore +1, Spell Focus, Weapon Specialization	2	—	—	—	—
4th	+3	+1	+1	+4		2	1	—	—	—
5th	+3	+1	+1	+4	Technique II	3	1	—	—	—
6th	+4	+2	+2	+5	Mechanical Lore +2	3	2	—	—	—
7th	+5	+2	+2	+5	Telepathic Bond (5 miles)	3	2	1	—	—
8th	+6	+2	+2	+6	Technique III	3	3	1	—	—
9th	+6	+3	+3	+6	Mechanical Lore +3	4	3	2	—	—
10th	+7	+3	+3	+7		4	3	2	1	—
11th	+8	+3	+3	+7	Technique IV	4	3	3	1	—
12th	+9	+4	+4	+8	Mechanical Lore +4	4	4	3	2	—
13th	+9	+4	+4	+8	Telepathic Bond (50 miles)	4	4	3	2	1
14th	+10	+4	+4	+9	Technique V	4	4	3	3	1
15th	+11	+5	+5	+9	Mechanical Lore +5	4	4	4	3	2
16th	+12	+5	+5	+10		4	4	4	3	2
17th	+12	+5	+5	+10	Technique VI	4	4	4	3	3
18th	+13	+6	+6	+11	Mechanical Lore +6	4	4	4	4	3
19th	+14	+6	+6	+11	Reformation, Telepathic Bond (planetary or near-orbit)	4	4	4	4	4
20th	+15	+6	+6	+12	Technique VII, Capstone	4	4	4	4	4

TABLE 4-2: NANOMANCER BONUS SPELLS

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

Proficiencies: Armor-light; Weapons-basic melee weapons, small arms

SPELLS

You cast spells drawn from the Technomancer spell list. To learn or cast a spell, you must have a Charisma score equal to at least 10 + the spell's level. The Difficulty Class for a saving throw against your spell is 10 + the spell's level + your Charisma modifier.

You can cast only a certain number of spells of each spell level per day. Your number of spells per day is given on the **Table 4-1: The Nanomancer**. In addition, you receive bonus spells per day if you have a Charisma modifier of +1 or higher, as shown on the **Table 4-2 Nanomancer Bonus Spells**—note that you only receive these bonus spells once you can cast spells of that level normally. You can also cast 0-level spells. These spells are cast like any other spell, but there is no limit to how many 0-level spells you can cast each day.

Your selection of spells is limited. You begin play knowing three 0-level spells and one 1st-level spell of your choice. At each new nanomancer level, you learn one or more new spells, as indicated on the **Table 4-3 Nanomancer Spells Known**. Unlike spells

TABLE 4-3: NANOMANCER SPELLS KNOWN

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

per day, the number of spells you know isn't affected by your Charisma modifier.

Every time you gain a level, you can swap out one spell you already know and learn a single new spell of the same level in its place. In effect, you lose the old spell in exchange for the new one. You must choose whether or not to swap the spell at the same time you gain new spells known for the level.

You can cast any nanomancer spell you know at any time, assuming you have not yet used up your allotment of spells per day for the spell's level. You can also cast a spell using a higher-level spell slot. For instance, if you want to cast a 1st-level spell but have used up all your 1st-level spells for the day, you can use a spell from a 2nd-level slot instead if you have one.

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

1st Level Nanite-Infused Drone:

You have the ability to build a special type of drone made entirely of a swarm of nanites that have coalesced into a single form, known as a nanite-infused drone. Nanite-Infused Drones use the standard rules for creating a drone from the mechanic class. Use your Nanomancer level as your effective mechanic level for all of the drone's abilities.

Additionally, any time you take a 10-minute rest and spend a Resolve Point to recover your Stamina Points, you can also choose to repair your drone as part of that same time period, recovering 10% of its Hit Point maximum. This is an exception to the normal rule that you cannot perform any tasks while taking a 10-minute rest to recover your Stamina Points.

1st Level Telepathic Bond (Su):

You do not require a custom rig to communicate, repair, or otherwise modify your drone. You can easily communicate telepathically with your drone's AI or directly control it at a range of up to 2,500 feet. This range improves several times as you grow in power, increasing to 5 miles at 7th level, 50 miles at 13th level, and finally planetary/close orbit at 19th level.

The nanites that form your drone have integrated themselves within your body, maintaining a special connection that allows you to bolster your Drone's attacks and grant it regenerative capabilities. By spending a resolve point as a standard action, your drone gains fast healing 5 and may add your Charisma modifier to all damage rolls for 1 minute. If your drone has a resolve pool, you may spend one of its points as a standard action instead.



2nd Level Techniques:

You learn your first technique at 2nd level and an additional one every 3 levels thereafter. Techniques require you to be a certain level and are organized accordingly.

2nd

Ameliorating Nanites (Ex):

When dealt damage by physical sources, your nanites are able to break down a fraction of the weapon and begin the repair process. You gain

damage reduction equal to one plus one half your basic attack bonus.

Arcane Echo (Su):

As a move action you can spend 1 Resolve Point to share all ongoing spell effects you currently have or receive during the duration with your drone. This lasts for a minute, and during that time the drone shares your type and subtype for determining the effect of spells, as well as retaining its own, whichever is most beneficial to you both.

Deconstructing Touch (Ex):

As a standard action you may charge an appendage with a portion of your nanites and attempt an unarmed strike against your target's EAC. When you make this attack, your unarmed strike gains the operative property and loses the archaic and nonlethal properties. On a hit you deal 1d6 piercing and acid damage, plus an additional 1d6 for every three levels of nanomancer you have, as your nanites break down a portion of your target into inert grey dust. Once you've used deconstructing touch, you can't use it again until you've rested for 10 minutes to regain Stamina Points, though you can spend 1 Resolve Point at any point to recharge it immediately.

Electro-Magnetic Insight (Su):

Your nanites have given you an additional sense. You gain blindsense (electrical fields) 30 ft. +10 ft. for every 3 levels you have in nanomancer. This sense also allows you to interface directly with technology via your nanites; you do not need to have an interface to make Computers checks, just the ability to touch the target, and count as having a hacking kit when attempting Computers skill checks.

Fabricate (Su):

Releasing a swarm of nanites from within your body, you set them to work in converting a suitable number of UPBs into an item by maintaining your concentration on the task at hand. You must make an appropriate skill check

to fabricate items requiring a high degree of craftsmanship, as the quality of items is limited to your abilities.

Maker's Call (Su):

As a standard action, you can fold space to summon your drone to your side. This functions as the Dimensional Door spell, except it's limited to the range of your Telepathic Bond ability. When this ability is used, the drone appears adjacent to you (or as close as possible if all adjacent spaces are occupied). If the drone is out of range, the ability is wasted.

Metabolic Boost (Ex):

Your nanites have greatly increased the efficiency of your metabolic processes. You gain an insight boost equal to half your nanomancer level to Athletics checks to climb, leap, or swim, and to Acrobatics checks to escape or tumble. You also gain Diehard as a bonus feat.

Nanite Surge (Ex):

As a reaction, you can cause your nanites to surge, granting you a bonus equal to half your nanomancer level on any one d20 roll; this ability must be activated before the roll is made. Once used, you cannot use this ability again until you spend 1 Resolve Point to regain Stamina Points after a 10-minute rest.

Reactive Barrier (Ex):

By spending a resolve point, you subconsciously command your nanites to erect a protective wall in response to an incoming attack. This protective barrier provides total cover but collapses after absorbing a single attack or at the beginning of your next turn, even if it was not struck or damaged.

Thoracic Nanite Reinforcement (Ex):

The nanites within you replicate and reinforce your central organs and tissues, making you hardier and better able to resist toxins. You gain an insight bonus to Fortitude saves equal to one half your nanomancer level, need only

SWARM

This subtype is applied to any collection of Fine, Diminutive, or Tiny creatures (usually vermin) that acts as a single creature.

A swarm has a single pool of Hit Points, a single initiative modifier, and a single EAC and KAC. It attempts saving throws as a single creature. A single swarm usually occupies a square (if it is made up of nonflying creatures) or a cube (if it is made up of flying creatures) 10 feet on a side, but its reach is 0 feet.

A swarm can move through cracks or holes large enough for its component creatures to fit through.

In order to attack, a swarm moves into an opponent's space, which provokes an attack of opportunity. Spellcasting or concentrating on spells within the area of a swarm requires a successful caster level check (DC = 20 + spell level). Using skills that involve patience and concentration, such as Computers, within the area of a swarm requires a successful DC 20 Will saving throw.

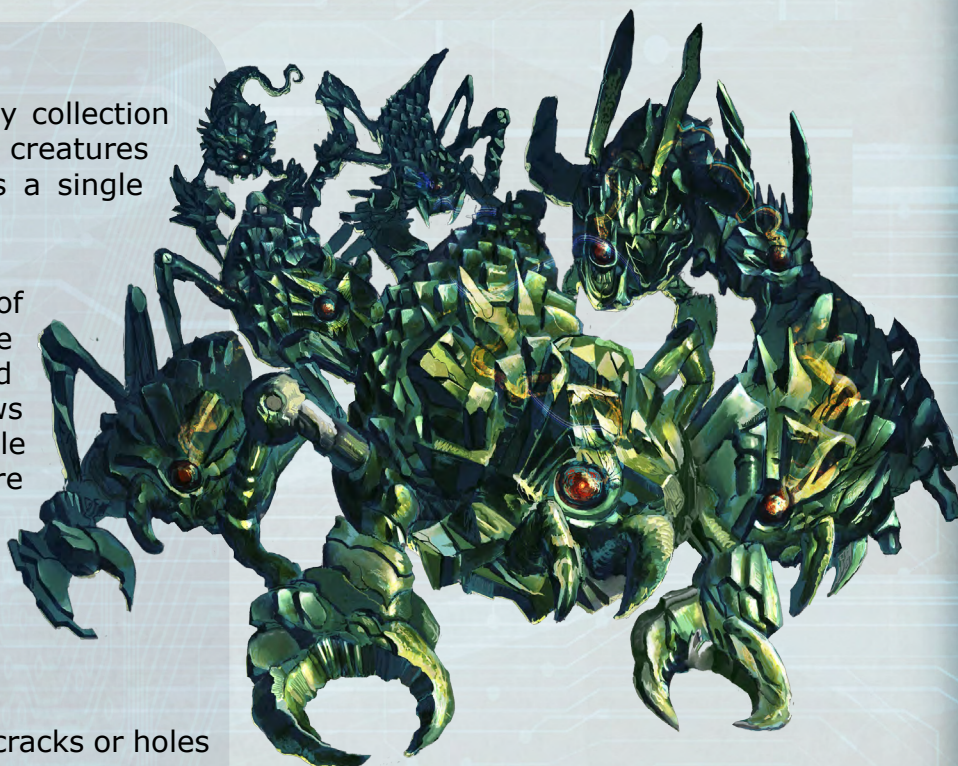
Traits: Swarm defenses, swarm immunities, distraction, swarm attack.

2 hours of sleep each day to gain the benefits of 8 hours of rest, and can prepare spells after only 2 hours, but you still can't prepare spells more than once per day

8th

Constructed Apotheosis (Su):

Significant portions of your anatomy have been augmented or replaced by your nanites. You gain the constructed trait (as Android) but count as both your original type and subtype, as well as



constructs (whichever effect is more beneficial). If you already have the constructed trait this technique has no effect beyond allowing you to count your type as the most beneficial to you.

Discorporate Drone (Su):

As a move action, you can direct your drone to collapse into a grey cloud of fine-sized nanites, filling up a 10-foot cube. Your drone gains the swarm subtype (See comment/sidebar) and the traits that come with that subtype: *Swarm defenses*, *swarm immunities*, *distraction*, *swarm attack*. Your drone temporarily gains the following Drone Mods: *Assemble*, *Disassemble*, *Echolocators*, *Flight System (x2)*, and *Hardened AI*. Your drone temporarily loses the following Drone Mods: *Armor Slot*, *Camera*, *Cargo Rack*, *Climbing Claws*, *Enhanced Senses*, *Excavator*, *Extra Ammo*, *Hydrojets*, *Jump Jets*, *Manipulator Arms*, *Medical Subroutine*, *Melee Weapon Arm*, *Natural Attacks*, *Riding Saddle*, *Shield Ally*, *Skill Subroutines*, *Smuggler's Compartment*, *Starship Subroutines*, *Telescopic Arms*, *Tool Arm*, and *Weapon Mount*.

Disintegrating Infusion (Su):

As a move action, you can integrate your nanites into a weapon currently held by you or your drone. This functions as the nanite weapon fusion, and weapons that deal bludgeoning, piercing, or slashing damage infused with these nanites begin dissolving the area around any wound they inflict, dealing additional acid damage equal to your charisma modifier at the beginning of your next round. Weapons remain infused with nanites for 1 minute.

Merge Forms (Su):

As a standard action, you can command your Drone to collapse into a swarm of nanites and integrate themselves within your body. While merged with you, your drone cannot take any actions, cannot be harmed, and work to repair any damage you've suffered, granting you fast healing 1. However, healing like this often leads to horrible scarring and a more machine-like appearance as the damaged portions of your body are replaced with non-organic material. Separating from the drone is a standard action, causing the drone to appear adjacent to you (or as close as possible if all adjacent spaces are occupied).

Nanite Cloud (Ex):

As a standard action you can fill the area around you with a cloud of self-replicating nanites. The cloud radiates out to a radius of 20 ft. around you and remains centered on you no matter where you move. To everyone but you and your drone the cloud obscures all sight, including darkvision, beyond 5 feet. A creature within 5 feet has concealment (attacks have a 20% miss chance) against its attacker. Creatures farther away have total concealment (50% miss chance, and the attacker can't use sight to locate the target) against their attackers. You may maintain this cloud up to 10 minutes or dismiss it as a move action and reabsorb the nanites.

Remote Caster (Su):

As part of casting a spell you may spend a Resolve Point to have the origin of that spell effect be your drone instead of you. This allows

you to cast spells through your drone, but does not make the drone a valid target for spells with range personal.

14th

Greater Electro-Magnetic Insight (Su):

You must have taken the Electro-Magnetic Insight technique to take this. Your nanites increase your sensitivity to electromagnetic fields. You gain blindsight (electrical fields) 10 ft. +5 ft. for every 3 levels you have in nanomancer. Your ability to interface with technology increases as well. You can make Computers checks at a distance equal to your blindsight and count as having a hacking kit when attempting these Computers skill checks.

Greater Nanite Surge (Ex):

You must have taken the Nanite Surge technique to take this. As a reaction, you can cause a massive surge of your nanites, granting you a bonus equal to your nanomancer level on any one d20 roll; this ability must be activated before the roll is made. This ability can only be used once per day.

Internal Redundancies (Ex):

Your nanites have built multiple redundancies into your internal structure and are adapt at rerouting essential functions in the event of a catastrophic wound. You gain a fortification ability that gives you a 50% chance that a critical hit is treated as a normal attack, dealing normal damage and not applying any critical effect. You roll your fortification percentage chance before the critical hit's damage is rolled. If you have a fortification ability from another source (such as a force field), you instead increase the chance of a critical hit being created as a normal attack by 50% (to a maximum of 100%).

Instant Restoration (Su):

A Nanomancer can reform their Drone companion at a moment's notice. Once per day, whenever the drone is reduced to 0 hit points, the Nanomancer may expend half of

their resolve points (rounded up) as a reaction, instantly restoring the drone to full hit points and function. The Nanomancer must have at least one resolve point left for the day to use this ability.

Nanite Life Support (Ex):

Once per day when an effect that deals damage would result in your death, you can attempt a DC 20 Fortitude save. If you succeed, your nanites go into overdrive to prevent and repair the damage. Instead of becoming unconscious and dying you are reduced to 1 hit point; if you succeed and already have less than 1 hit point, you instead take no damage.

3rd Level Mechanical Lore:

The nanites within your body constantly examining the world around you, giving you greater insight into not only how things are constructed, but also how they function and can be taken apart. You gain a +1 insight bonus to Engineering and Mysticism checks. This bonus increases by 1 at 6th level and every 3 levels thereafter.

3rd Level Spell Focus:

You gain Spell Focus as a bonus feat.

3rd Level Weapon Specialization (Ex):

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

19th Level Reformation (Su):

By spending a resolve point and releasing a cloud of nanites from within your body, you can now completely rebuild your drone from the ground during a 10-minute rest.

20th Level Living Swarm (Su):

You and the machines within you become one. Your nanites consume and replicate your body, allowing swift and radical physical alterations with little more than a thought. You become immune to bleed effects, diseases, and poisons, gain fast healing 10 and **Swarm Immunities**. At will, you can break down your body and move in a shimmering stream of flying nanites for up to 2 hours per day. This duration does not need to be consecutive, but it must be spent in 10-minute increments. In this form your body and gear are incorporeal, and your gear can't be removed from you or used by anyone. You gain a fly speed equal to your land with perfect maneuverability. However, you can't attack physically or manipulate objects. You can speak, cast spells that require no items to cast, and perform mental actions. If you can use spells that have a range of touch and such a spell requires an attack roll, you target EAC. If you lose consciousness, you and your gear return to your natural form.



New Drone Chassis

ASSEMBLY OOZE

Starting Statistics

Size Medium; **Speed** 30 feet; **AC** EAC 11, KAC 12; **Good Save** Fortitude, **Poor Saves** Reflex, Will; **Ability Scores** Str 12, Dex 8, Con 14, Int 6, Wis 10, Cha 6; **Ability Increases** Strength, Constitution; Initial Mods assemble, disassemble, echolocators, natural attacks (pseudopod), telescopic arms (pseudopod); **Special** vulnerability to electricity; if the drone selects the resistance (electricity) or greater

resistance (electricity) drone mods, the drone loses vulnerability to electricity, but gains no other benefit from those mods

ASSEMBLE (EX)

Prerequisites: ooze type

In a process that takes 1 uninterrupted minute, an assembly ooze can craft a piece of technological gear using its store of virtual UPBs (see disassemble below). An assembly ooze can craft a piece of technological gear of no more than 5 bulk with a cost equal to the number of virtual UPBs it spends, but with an item level no greater than your nanomancer level. There is a 25% chance that a piece of gear an assembly ooze crafts has the broken condition.

DISASSEMBLE (EX)

As a full action, an assembly ooze can engulf an unattended piece of technological gear of no more than 5 bulk and with an item level no greater than your nanomancer level within reach of its pseudopod. Unless the object succeeds at a Fortitude saving throw (DC 10 + its constitution modifier), the ooze moves into that object's space and deconstructs it into its component parts.

The assembly ooze gains a number of virtual UPBs equal to the gear's price in credits. An assembly ooze can hold a maximum number of virtual UPBs equal to $100 \times$ its Constitution modifier. In addition, if an assembly ooze succeeds at a grapple combat maneuver against a creature with the technological subtype, that creature takes $1d6+1$ acid damage. The assembly ooze gains 1 virtual UPB for every point of damage it deals in this way.

New Drone Mods

LARGE (EX):

Your drone's chassis is increased in size, making it Large. The drone gains a +2 bonus to Strength and 10 bonus hit points. However, the

drone suffers a -2 penalty to dexterity and all of its movement speeds decrease by 10. Your drone must be medium sized to qualify for this drone mod.

NATURAL ATTACKS (EX):

Your drone is equipped with a specialized body part designed to mimic a type of natural attack, such as a Bite, Claw, Gore, Slam, etc. These natural attacks are treated as unarmed strikes that do not count as archaic. Additionally, your drone gains the Improved Unarmed Strike as a bonus feat. Swapping out a natural weapon type requires 1 hour of work. You can select this mod multiple times, each time adding an additional natural attack type to the drone.

SHIELD ALLY (EX):

Your drone is equipped with subroutines that allows it better guard nearby allies in combat. Whenever an ally is adjacent to your Drone, they gain a +2 bonus on KAC and EAC, as well as a +2 bonus on Reflex saves. In addition, if your drone possesses the energy shield advanced mod, any adjacent ally gains the benefits of that mod as well. These bonuses do not apply if your drone is grappled, helpless, or otherwise rendered immobile.

STARSHIP SUBROUTINES (EX):

Your drone is equipped with advanced subroutines that allows it to assume one of the following roles during starship combat: Engineer, Gunner, Pilot, or Science Officer. Your drone must have the manipulator arms and skill subroutines (with the appropriate skills required for the role) mods to select this mod.

TELESCOPIC ARMS (EX):

Your drone is equipped with extendable limbs, which grants it a reach of 10 feet with one set of limbs. Your drone must be medium sized to qualify for this drone mod.

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