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55 Minor Spell Variations



by Owen K.C. Stephens



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55 MINOR SPELL VARIATIONS CREDITS

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"Any sufficiently advanced technology is indistinguishable from magic."

— Arthur C. Clarke, Clarke's Three Laws

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INTRODUCTION

It takes little to no effort to make the simplest of changes to the simplest of spells – having arcing surge do cold damage, for example, is so simply a GM doesn't need a book to suggest it. But with just one more level of tweak, such as tying it to a weapon that does cold damage and changing the

area, you can have a cool, useful spell like arctic blast.

Each of these variations should be treated as its own spell (with the possible exception of the alternate *bestow curse* options), and any information that isn't listed as changes is the same as the spell it is based on.

SPELL LISTS

Mystic

0-LEVEL

Deafen
Inelegance, lesser

1ST-LEVEL

Burrow
Surf
Synaptic Pulse, lesser
Supercharge Magic
Tremor

2ND-LEVEL

Burrow
Inelegance
Surf
Weak Point

TECHNOMANCER

0-LEVEL

Channel Surf
Dazzle
Scrambler, lesser

1ST-LEVEL

Command Code
Disruptor
Sentry Junkbot
Summon Vehicle
Trust Wurm

2ND-LEVEL

Anchor
Command Construct
Scrambler
Summon Vehicle
System Report

3RD-LEVEL

Bestow Curse
Burrow
Disjunct
Familiar Spirit
Paranoia
Ride Along
Scent
Surf

4TH-LEVEL

Burrow
Scent, greater
ScryLink
Wall of Avoidance

3RD-LEVEL

Arctic Blast
Assess
Corrode
Feedback
Glitch
Hail of Bullets
Speak with Junk
Summon Vehicle

4TH-LEVEL

Assembly Line
Cam Hack
Computer Bond
Feebleframe
Summon Vehicle

5TH-LEVEL

Burrow
Disjunct, greater
Surf
Waves of Illness

6TH-LEVEL

Burrow
Accretion Disk
Artificer
Commune with Technology
Surf
Sooth
Wall of Denial
War Zone
Wrackblade

5TH-LEVEL

Command Code, greater
Commune with Technology
Glitch, greater
Medical Junkbot
Summon Vehicle

6TH-LEVEL

Q-Ship
Summon Vehicle
True Scanning

DESCRIPTIONS

1. Accretion Disk (Mystic 6): As *cosmic eddy*, but deals damage to creature every round they are in the area, it moves up to 30 feet/round as you direct, and creatures must succeed at a Fort save to leave it and are pulled along with it if they fail this save when it moves).

2. Anchor (Technomancer 2): As *hold monster*, but targets are simply unable to intentionally leave their space and do not receive an additional save each round.

3. Arctic Blast (Technomancer 3): As *arcing surge*, but you must have a weapon that does cold damage (which is not consumed) to cast it, and it does 11d6 cold damage in a 30-foot-cone starting at you.

4. Artificer (Mystic 6): As *creation*, but you can create a single magic item with an item level no greater than 1/3 your caster level. If you create a new magic item while a previous one exists, the older items dissipates.

5. Assembly Line (Technomancer 4): As *animate dead*, but transmutation and you turn random junk into constructs of the technological subtype which you control instead of undead.

6. Assess (Technomancer 3): As *arcane sight*, but instead of magic items and magic abilities, you can detect technological items and extraordinary abilities (and the minimum level at which the ability can be gained), and can determine the properties of tech with an Engineering check.

7. Bestow Curse (Mystic 3): These are all alternate curses that might be learned in place of one of the normal *bestow curse* options (or as a whole new spell, *bestow other curse*).

- When the victim is adjacent to the area of a damaging spell or effect, the area expands to include the victim.
- The victim can't heal naturally, and magical healing heals the victim by only half the usual amount (minimum 1 point). Fast healing and regeneration are likewise halved.
- Whenever the victim takes damage, he is staggered for 1 round.
- The victim is plagued by cacophonous sounds and strobing lights that only she can hear and see. She is distracted (+5 to Perception DCs), cannot take 10 on skill checks, and must succeed at a caster level check (DC 10 + triple spell level) to successfully cast spells.
- Anytime the victim picks up or retrieves an object (including drawing a weapon or ammunition), there is a 50% chance that he immediately drops it.

8. Burrow (Mystic 1-6) As *flight*, but the 1st level spell allows you to breath underground, and the rest grant burrow speeds rather than fly speeds.

9. Cam Hack (Technomancer 4): As *clairaudience/clairvoyance*, except range is unlimited, and the effect is a magical sensor created adjacent to any computer terminal you can access, either directly or through a comm link or info sphere.

10. Channel Surf (Technomancer 0): As *grave words*, but you target a technologic device which then utters random sentences as defined in the spell.

11. Command Code (Technomancer 1): As *command*, but is conjuration and not language-dependent or mind-affecting, and target is 1 construct with the technological subtype or computer-controlled device, and Fort (object) negates. You magically install a line of code into a system to make it do one thing for 1 round, as defined in command.

12. Command Code, Greater (Technomancer 5): As *command code* (above), but target is 1 construct with the technological subtype or computer-controlled device per level, and duration is 1 round/level, and targets are allowed a Fort save to negate the effect each round.

13. Command Construct (Technomancer 2): As *command undead* but is transmutation, Fort negates, suggestions take an opposed Int check, and targets one construct.

14. Commune With Technology (Mystic 6, Technomancer 5): As *commune with nature*, but it only functions in places commune with nature does not, and it reveals any creatures that are considered "residents" of the area, rather than only those that are "native."

15. Computer Bond (Technomancer 4): As *telepathic bond*, but target is 1 computer you have access to per 3 levels. You can operate bonded computers and computer-controlled devices as if you were at their controls.

16. Corrode (Technomancer 3): As *explosive blast*, but you use an expended piece of acid dart ammunition, range is 180 feet, area is a 10-ft.-radius-burst, and it does acid damage.

17. Dazzle (Technomancer 0): As *slow*, but evocation and creatures are dazzled (with no change to movement rate) rather than staggered.

18. Deafen (Mystic 0): As *slow*, but evocation and creatures are deafened (with no change to movement rate) rather than staggered.

19. Disjunct (Mystic 3): As *discharge*, but it applies to charges from (or suppressing the power of) magic items.

20. Disjunct, Greater (Mystic 5): As *discharge, greater*, but it applies to charges from (or suppressing the power of) magic items.

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21. Disruptor (Technomancer 1): As *darkvision*, but target gains the power that all its attacks can do acid damage, and if they do they gain corrode (3d6) as an additional critical hit effect, and anything they kill or destroy is disintegrated (as *disintegrate*).

22. Familiar Spirit (Mystic 3): This functions as *wisp ally*, except it also functions as unseen servant, and the wisp ally can cast token spell at will. The duration is 10 minutes/level.

23. Feebleframe (Technomancer 4) As *feeblemind*, but it is transmutation, targets a construct or suit of powered armor, allows a Reflex save, and reduced Strength and Constitution to 1 for a duration of 1 minute/level.

24. Feedback (Technomancer 3): As *explosive blast*, but you must have some technological device with a speaker (which is not consumed) to cast it, it is centered on you, you are immune to the damage, and it does sonic damage.

25. Glitch (Technomancer 3) As *dispel magic*, but affect technological items, and targeted version can only affect technological items (rather than effects).

26. Glitch, Greater (Technomancer 5) As *dispel magic, greater*, but affect technological items, and targeted version can only affect technological items (rather than effects).

27. Hail of Bullets (Technomancer 3): As *arcing surge*, but you must have a projectile weapon (which is not consumed) to cast it, and it does 9d6 piercing damage in a 60-foot-cone starting at you.

28. Inelegance (Mystic 2): As *confusion*, but targets are flat-footed rather than confused.

29. Inelegance, Lesser (Mystic 0): As *confusion, lesser*, but the target is flat-footed rather than confused.

30. Medical Junkbot (Technomancer 5) As *battle junkbot*, except the summoned junkbot has no attack bonus or weapons. It has a Medicine bonus equal to 5 + 1.5x your caster level, has an advanced medkit, has the surgeon envoy expertise talent, and can use the treat deadly wounds task of Medicine as a full action.

31. Paranoia (Mystic 3): As *charm monster*, but rather than be charmed the creature cannot treat any creature as an ally, cannot gain or grant morale bonuses, cannot decline taking any attack of opportunity that becomes available (though it is still limited to 1 reaction per round), and cannot flank or assist in other's flanking.

32. Q-Ship (Technomancer 6): As *veil*, except duration is 24 hours and it affects one starship touched, so it looks like any other starship.

33. Ride Along (Mystic 3): As *arcane eye*, but the sensor must be placed on a willing ally, and it automatically stays and moves with them.

34. Scent (Mystic 3): As *darkvision*, but target gains blindsense (scent), 60 feet.

35. Scent, Greater (Mystic 4): As *darkvision*, but target gains blindsight (scent), 60 feet.

36. Scrambler (Technomancer 2): As *confusion*, but targets are off-target rather than confused.

37. Scrambler, Lesser (Technomancer 0): As *confusion, lesser*, but the target is off-target rather than confused.

38. ScryLink (Mystic 4): As *clairaudience/clairvoyance*, except range is unlimited, and the effect is a magical sensor created adjacent to any one creature with which you have a mindlink.

39. Sentry Junkbot (Technomancer 1): As *battle junkbot*, except duration 10 minutes/level, and the summoned junkbot has no attack bonus or weapons. Its only function is to move around and be attacked, so you know someone has attacked it (though you may also be able to use it to set off traps, or to hide behind to gain cover, and so on).

40. Sooth (Mystic 6): As *soothing protocol*, but mind-affecting, and target is one living creature.

41. Speak With Junk (Technomancer 3): As *speak with dead*, but targets is one broken data-storage device, computer, or system. The junk is limited to answering questions with the data it had when it was functioning.

42. Synaptic Pulse, Lesser (Mystic 1): As *synaptic pulse*, but range is 60 feet and target is one creature.

43. Summon Vehicle (Technomancer 1-6): As summon creature 1-6 (*Starfinder Alien Archive*), but rather than select creatures you can summon, you select vehicles you can summon of an item level equal to the CR of a creature you could have picked, and the duration is 10 minutes/level (or 1 hour/level if you summon a lower-level vehicle than the highest-level vehicle you could have summoned).

44. Supercharge Magic (Mystic 1): As *supercharge weapon*, but targets one spellcaster, and damage boost applies to the next damaging spell they cast.

45. Surf (Mystic 1-6) As *flight*, but the 1st level spell causes you to move up through liquids to bob at the surface, and the rest grant swim speeds rather than fly speeds.

46. System Report (Technomancer 2): As *status* but targets are one object touched/3 levels.

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47. Tremor (Mystic 1): As *grease*, but failure results in being off-target, or the item taking a -2 penalty to all associated skill checks and attack rolls and damage.

48. True Scanning (Technomancer 6): As *true seeing*, but it applies to anything you perceive through a computer screen, camera, or sensor, causing the image to be displayed as things are rather than as they appear, and casting it is taxing and costs 1 Resolve Point.

49. Trust Wurm (Technomancer 1) You summon a string of computer code into the system of a computerized creature. As *charm person*, but is conjuration, not charm or mind-affecting, and it specifically targets constructs with the technological subtype that are not mindless (and creatures with the constructed trait), and suggestions take opposed Intelligence checks. Alternatively this spell can give you access to a computer or mindless technological construct as if you had a keyboard or had successfully hacked to gain access, though you still must make Computers checks to bypass security or give commands.

50. Wall of Avoidance (Mystic 4): As *wall of fire*, but the wall does no damage and is invisible. Foes must make a successful Will save each time they wish to pass through the wall.

51. Wall of Denial (Mystic 6): As *wall of fire*, but the wall does no damage and is invisible. Foes must make a successful Will save each time they wish to pass through the wall, observe anything beyond the wall directly, or create any attack, or effect that they reasonable believe will cross the barrier of the wall.

52. War Zone (Mystic 6) As *enshrining refuge*, but the prohibited actions are acting as an ally, healing, granting bonuses, aiding another, covering fire, harrying fire, and making Diplomacy checks.

53. Waves of Illness (Mystic 5): As *waves of fatigue*, but duration is 1 minute/level and targets are sickened rather than fatigued.

54. Weak Point (Mystic 2): As *entropic grasp*, but target is one creature touched per level, and such creatures only suffer the reduction to EAC and KAC.

55. Wrackblade (Mystic 6): As *inflict pain*, but target gains the ability to have its first melee attack every round impose the *inflict pain* spell on its target with a successful hit, in addition to any other damage or effects of the weapon. When the spell ends, any *inflict pain* spells imposed by it end.



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101 Ranged Weapons



by Scott Gladstein



55 Minor Spell Variations

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