Starfarer's Codex: Toonimancy

STARFINDER COMPATIBLE

Owen KC Stephens

RGG

Credits

Author: Owen K.C. Stephens

Editor: Rogue Genius Games

Cover Art: NextMars

Interior Art: Dennis Cox, NextMars, Scott Maxwell, and Wax

Graphic Design and Typesetting: Lj Stephens

Produced by: Rogue Genius Games

Publisher: Owen K.C. Stephens

Project Manager: Lj Stephens

Consigliere: Stan!

Contents Copyright 2018 Rogue Genius Games

For more information about
Rogue Genius Games, follow us on Facebook:
www.Facebook.com/RogueGeniusGames
on Twitter: @Owen_Stephens

All logos are the trademark of Rogue Genius Games, all rights reserved

Published Under the SRD, OGL, and d20 (v 3) License ©2000, Wizards of the Coast, Inc.

Compatibility with the Starfinder Roleplaying Game requires the Starfinder Roleplaying Game from Paizo Inc. See http://paizo.com/starfinder for more information on the Starfinder Roleplaying Game. Paizo Inc. does not guarantee compatibility, and does not endorse this product.

Starfinder is a registered trademark of Paizo Inc., and the Starfinder Roleplaying Game and the Starfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Inc., and are used under the Starfinder Roleplaying Game Compatibility License. See http://paizo.com/starfinder/compatibility for more information on the compatibility license.

DESIGNATION OF PRODUCT IDENTITY:

The Rogue Genius Games (RGG) company name and logo; the "Starfarer's Codex: Toonimancy" name and logo; all artwork, backgrounds, and logos; all trade dress, and graphic design elements.

DECLARATION OF OPEN CONTENT:

All game mechanics, proper names of classes, prestige classes, archetypes, feats, skills, spells, magic items, monsters, rituals, artifacts AND OR the names of abilities presented within this book are Open Game Content as described in Section 1(d) of the License.

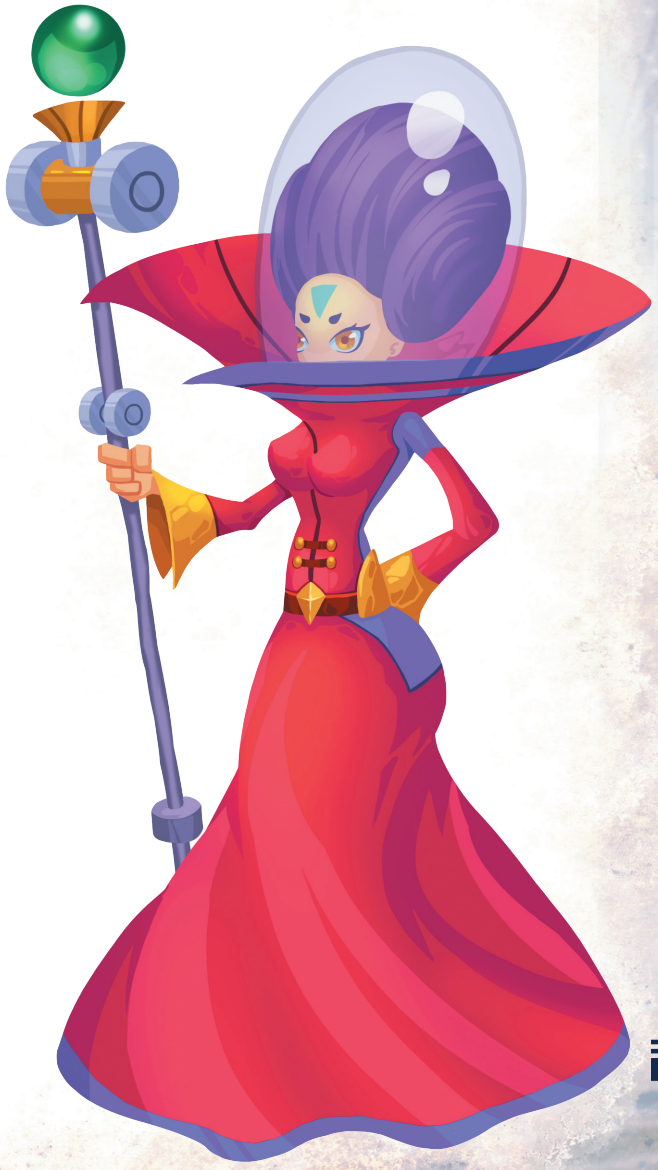
Product Code: RGG0196

Starfarer's Codex: Toonimancy

Technomancers can access magic tied to more than just physical technology. They can also access concepts and themes made possible only through the application of technology. Magic that uses digital search techniques (digimancy), creates effects tied to electronic musical instruments (dubthurgy), and mass-distributed electronic communications often too-good-to-be-true deals tied to scams (spamorcery) are well-known and well-understood, if less popular than traditional technomancy that turns junk into robots and summons weapons from the ether. Among the least trusted forms of conceptual technomancy (though it does have a high degree of popularity with younger spellcasters) is toonimancy.

Toonimancy calls upon memes and concepts popularized by cartoons, a form of visual animation. Animation only exists through the auspices of technology and is disseminated to billions of viewers and adherents through even more advanced technology. This ties the otherwise impossible gags and recurring touchstones of popular cartoons to the magical realm of technomancy, though many serious and staid technomancers wish this was not the case. While apprentice technomancers are often berated for wasting their time studying "ridiculous" magic effects that draw from the societal power of visual stories broadcast to billions of screens, over the generations a few have found particularly effective examples of toonimancy, which are codified in books generally acknowledged to be versions of the Tooninomicon.

The Tooninomicon, or Book of Cartoon Magic, is an unusual collection of spells which is more commonly found in physical form (often lovingly illustrated with sketches of favored toon characters) than in digital archives (though some interactive versions are hidden as "Easter Eggs" – a term with no other known meaning in the galaxy of the Starfinder Roleplaying Game—in digital cartoon compilations). The physical versions are traditionally only six inches tall and three wide, with covers bound in mouse-hides with golden trim and a golden lock. A silver placard of a roadrunner is bolted to the front cover. The spine is bound in normal leather and marks the book as "The Homeworld House Encyclopedia, Volume 3.14, Coyote-Yosemite." As a result, the book looks like a typical reference work when setting on a bookshelf.



Alternative versions exist, of course. Some are bound in combinations of turtle shell and pizza boxes, other covered in woodpecker feathers, duck bill engravings, blended mouse-and-cat hides, donut box cardboard, or repurposed wristwatch straps. Digital versions are often hidden in cartoon collections menu screens, toon-themed games, and mail-order catalogs of questionable items such as rocket skates and person-launching catapults.

Regardless of the version, the front page always bares a single sentence in a dozen languages: "Warning: You are not B. Bunny." There is no index, introduction, or table of contents; the Tooninomicon moves directly into spells. It begins with a few typical spells (*erase*, *grease*, and *summon creature I* being typical choices), then includes several new spells (detailed below). On the final page is a picture of an anvil.

Technomancer Toon Spells

1st-Level

Anvil. Drop an anvil on one foe for 3d6 B.

Ban Hammer. Create an enormous hammer you can hit things with for 1d4 B, and possible require them to leave.

Control Argument. Make someone disagree with anything you say.

Finger in the Muzzle. You stick your finger in a gun's muzzle, and blow back the damage toward the attacker.

Shave-And-A-Hair-Cut. Creatures in a 30-foot-radius announce their presence.

2nd-Level

Anvil. Drop an anvil on one foe for 6d6 B.

Ban Hammer. Create an enormous hammer you can hit things with for 1d6 B, and possible require them to leave.

Flat Foot. Cause a damage foe's foot to be smashed flat, making them flat-footed. Yes, it's a joke, but that's really what the spell does.

3rd-Level

Anvil. Drop an anvil on one foe for 12d6 B.

Coyote Curse. Cause one person to be unable to use technological devices.

Ban Hammer. Create an enormous hammer you can hit things with for 2d4 B, and possible require them to leave.

4th-Level

Anvil. Drop an anvil on one foe for 16d6 B.

Ban Hammer. Create an enormous hammer you can hit things with for 2d8 B, and possible require them to leave.

Theme Music. Personal theme music warns caster of danger or humor.

Passpaint: Turn a picture into a portal.

5th-Level

Anvil. Drop an anvil on one foe for 20d6 B.

Ban Hammer. Create an enormous hammer you can hit things with for 3d8 B, and possible require them to leave.

Boomspittle. Suck up an explosion, and spit it back out at a foe.

6th-Level

Anvil. Drop an anvil on one foe for 24d6 B.

Ban Hammer. Create an enormous hammer you can hit things with for 5d8 B, and possible require them to leave.

Spell Descriptions

ANVIL

Technomancer 1-6
School Conjuration
Level Technomancer 1-6
Casting Time 1 action
Range Medium (100 ft.+10 ft./level)
Target One creature or object
Duration Instantaneous
Saving Throw Reflex half; **Spell Resistance** Yes

This spell causes an anvil to fall from the sky onto one creature or object. The anvil deals damage based on the spell level, as detailed below. The anvil covers a single square and counts as an object that grants cover to you and you allies, but does not grant cover to foes or innocent bystanders you don't treat as allies and it is difficult terrain for your foes. One round after it strikes, the anvil disappears. A successful Reflex save allows the target to dodge the anvil so it only clips them, doing half damage.

1st level: 3d6 B
2nd Level: 6d6 B
3rd Level: 12d6 B
4th Level: 16d6 B
5th Level: 20d6 B
6th Level: 24d6 B

Variants of this spell exist that drop boulders, pianos, flow pots, and even hollow wooden statues of rabbits.

BAN HAMMER

Technomancer 1-6
School Conjuration (force)
Casting Time 1 standard action
Range personal
Effect animated hammer of force
Duration 1 round/level
Saving throw Will partial (see text);
Spell Resistance yes

You create an enormous hammer, roughly the size of a 2-handed melee weapon for a creature one size category larger than yourself, with the letters "B A N" stamped on one hammer face. The hammer is obviously fake, appearing to be a 3-dimensional cartoon more than a true weapon. The hammer acts as a 2-handed basic melee weapon with the unwieldy special weapon property, except that at the beginning of your turn you can decide if you are wielding it or not without taking an action to change how you grip it, and if you are not wielding the weapon it hops along next to you (or flies, or swims, as needed) and is still considered an attended object. Only you can wield the

ban hammer, and any other creature that attempts to hold, wield, or move it finds their hands simply pass through it (and are briefly stained with bright ink).

Your attack bonus with the ban hammer is your caster level + your key ability score (rather than base attack + Strength), and you add your key ability score to damage dealt (rather than add your Strength). If a foe has spell resistance you attempt to overcome it the first time you attack that foe with the *ban hammer*, with success or failure applying to the entire duration of the spell. The base damage, critical hit effects, and special weapon properties of the hammer are determined by the spell level at which *ban hammer* is cast, as detailed below. For other purposes it is treated as a weapon with an item level equal to x3 the spell level.

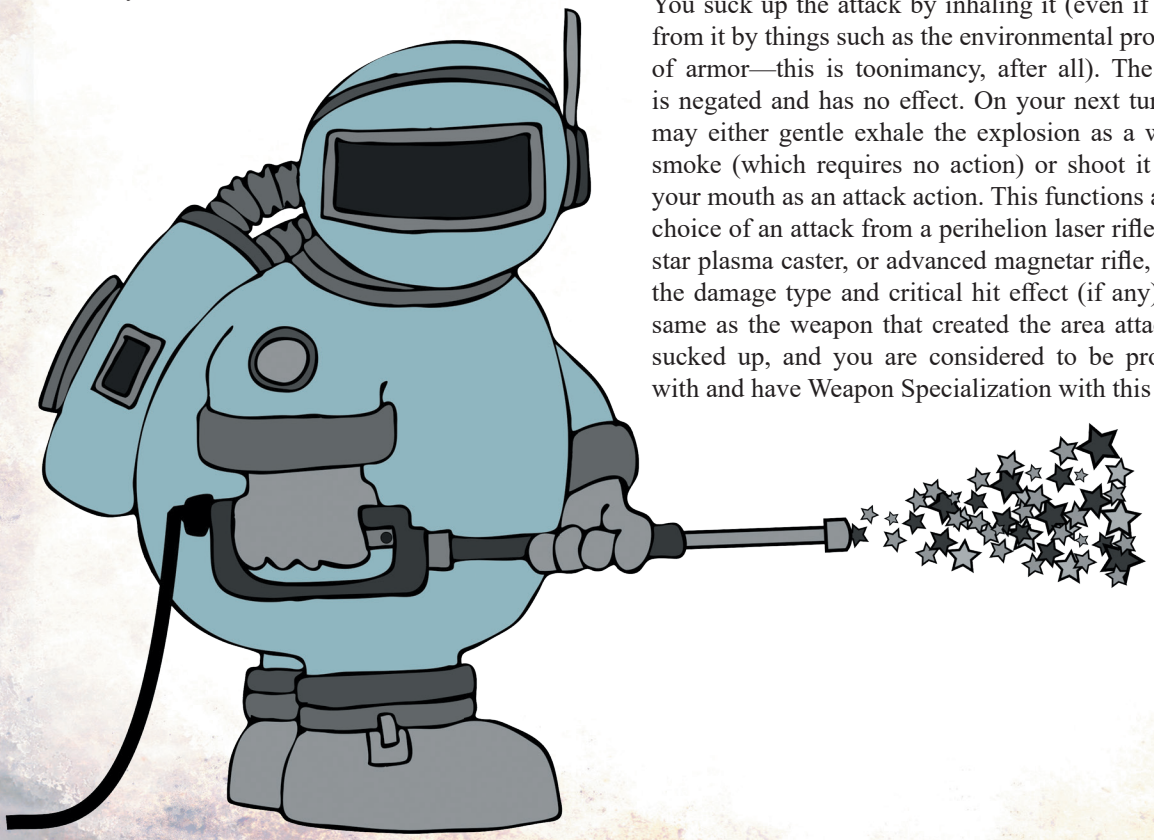
1st level: 1d4 B, unwieldy
2nd Level: 1d6 B, critical knockdown, stun, unwieldy
3rd Level: 2d4, critical knockdown, block, stun, unwieldy
4th Level: 2d8, critical knockdown, block, stun, unwieldy
5th Level: 3d8, critical knockdown, block, stun, unwieldy
6th Level: 5d8, critical knockdown, block, stun, unwieldy

When you successfully hit a target with the *ban hammer* you may choose to end the hammer to force the target to make a Will saving throw. This prevents you from making any further attacks with the hammer. On a failed save the target is 'banned' for the rest of the spell's duration, and is forced to take a move action away from you each round if it can do so without provoking attacks of opportunity or entering squares which are clearly hazardous. The target must move at least its land speed or 30 feet each turn (whichever is less) if it can do so while meeting the spell's restrictions on moving safely. If the target can't move without provoking or moving into hazardous squares in a given round, it can act normally.

BOOMSPITTLE

Technomancer 5
School Abjuration
Casting Time 1 reaction
Range Personal (see text)
Duration Instantaneous

This spell can only be cast as a reaction when you are in the area of a weapon attack (that affects multiple squares) which fails to hit your AC, or against which you make a successful saving throw. You suck up the attack by inhaling it (even if cut off from it by things such as the environmental protection of armor—this is toonimancy, after all). The attack is negated and has no effect. On your next turn, you may either gentle exhale the explosion as a wisp of smoke (which requires no action) or shoot it out of your mouth as an attack action. This functions as your choice of an attack from a perihelion laser rifle, white star plasma caster, or advanced magnetar rifle, except the damage type and critical hit effect (if any) is the same as the weapon that created the area attack you sucked up, and you are considered to be proficient with and have Weapon Specialization with this attack.



CONTROL ARGUMENT

Technomancer 1
School Enchantment (mind-affecting)
Casting Time 1 action
Range Medium (100 ft.+10 ft./level)
Target One creature or computer
Duration 10 minutes/level
Saving Throw Will negates (object-computer only); **Spell Resistance** Yes

The target of this spell can be made to disagree with any statement made by the caster. The caster controls what statements the target disagrees with, but not what argument they make instead. It is easiest to make a single, obvious statement that has an opposite position, in the hopes the target will take that opposite view. For example, if the caster declares it is daytime, there's a good chance his target will declare it's night.

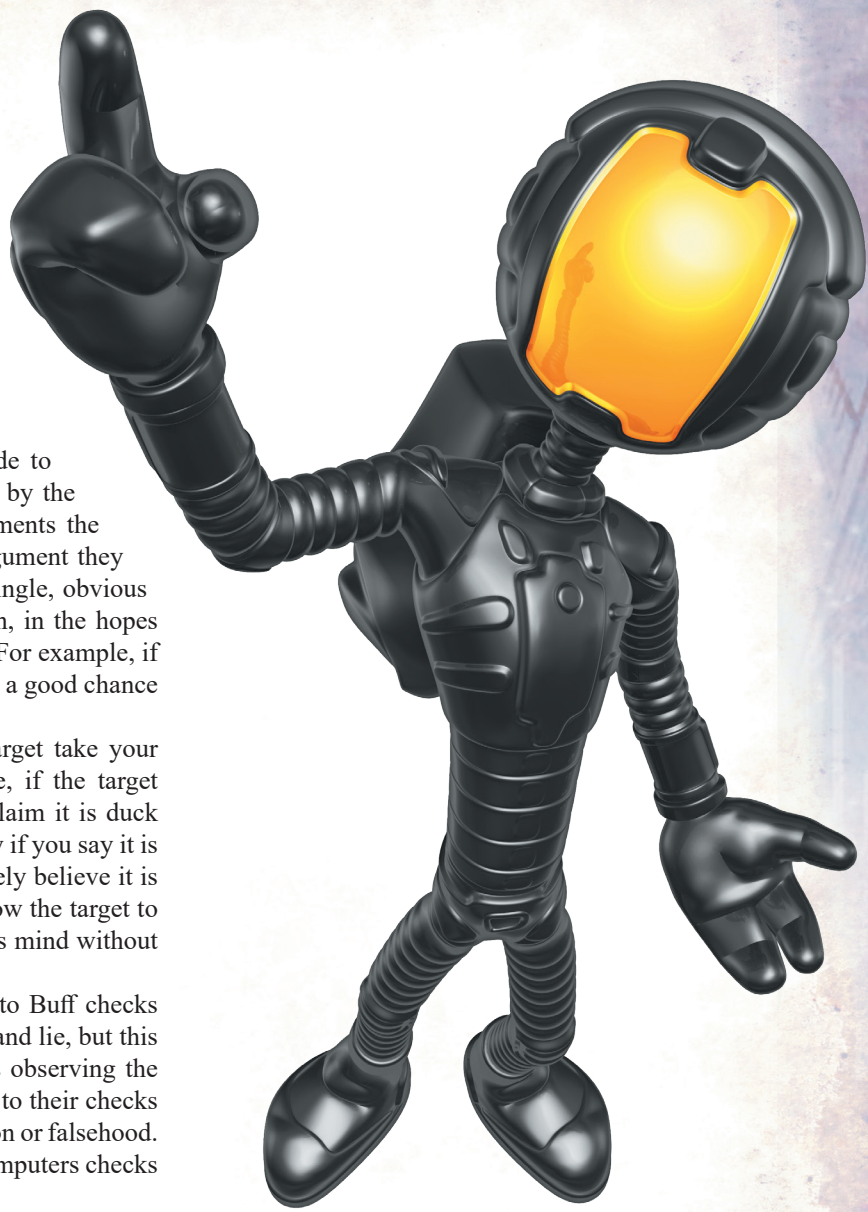
This can also be used to make a target take your position if you take his. For example, if the target believes it is rabbit season, and you claim it is duck season, casting this spell makes it likely if you say it is rabbit season, the target will immediately believe it is actually duck season. You can thus allow the target to "win" an argument, having changed his mind without his awareness.

This grants you a +5 insight bonus to Buff checks against the target to create a diversion and lie, but this bonus does not apply to any creatures observing the exchange, who in fact gain a +5 bonus to their checks to realize you are attempting a distraction or falsehood. It also applies a +5 insight bonus to Computers checks to gain root access and hack a system.

In either case, a target does not realize his new opinion is in error (even after the spell's duration ends) unless some other assumption he makes based on the faulty information causes him to take an action he normally wouldn't, at which point he is allowed a new save.

COYOTE CURSE

Technomancer 3
School Transmutation (curse)
Casting Time 1 action
Range Medium (100 ft.+10 ft./level)
Target One creature
Duration 10 minutes/level
Saving Throw Will negates; **Spell Resistance**: Yes



This spell makes it impossible for the target to use any technological or hybrid weapons, vehicle, or equipment (including armor upgrades, though not other functions of armor) without taking an extra move action to fix some annoying difficulty. Mishaps of a bizarre nature continuously frustrate any effort by the target to use cars (the transmission slips), energy weapons (all batteries fail to properly connect to power the device), computers (system failure), elevators (the car gets stuck), and so on, requiring an extra move action to fix each time the device or weapon is used. Even when such devices can be made to function, the target is flat-footed and off-target when doing so.

FINGER IN THE MUZZLE

Technomancer 1
School Abjuration
Casting Time 1 reaction
Range 5 feet
Target One foe
Duration Instantaneous
Saving Throw Fortitude partial (see text); **Spell Resistance** Yes

This spell can only be cast as a reaction when an adjacent foe makes a ranged weapon attack. You shove your finger in the muzzle of the ranged weapon being used, and force the foe to make a Fortitude save. If the saving throw fails, the ranged attack fires back on the foe who takes full damage as if it has been shot with the ranged weapon. If the saving throw succeeds, the ranged attack is still negated but the weapon's base damage is rolled (not counting any character-based bonuses, such as Weapon Specialization) and you take half the damage, with the foe taking the rest of the damage.

FLAT FOOT

Technomancer 2
School Transmutation
Casting Time 1 reaction
Range Medium (100 ft.+10 ft./level)
Target One creature
Duration 10 minutes/level
Saving Throw Fortitude negates (see text); **Spell Resistance** Yes

This spell can only be cast as a reaction when a foe takes bludgeoning damage. The damage causes the foe's foot to be smashed comically flat, causing them to be flat-footed. If the bludgeoning damage is from a critical hit, the target does not receive a saving throw against this spell.

PASSPAINT

Technomancer 4
School Transmutation
Casting Time 1 action
Range Touch
Effect One magic tunnel
Duration 10 minutes/level
Saving Throw none; **Spell Resistance** no

You create a painted image of a tunnel or passageway onto a wall, ceiling, floor, or similar roughly-flat surface. The painted image (and thus the area it is placed on) must be large enough to allow a Medium-size creature through it, and must be a surface on which ink, paint, or chalk could stick. The magic of this spell then turns the painted image of a tunnel into an actual tunnel, capable of allowing passage through the surface. The wall to be passed through may be up to a foot thick per level of the caster (the spell fails if it is thicker). The portal created is a one-way passage, only travel from painting to unpainted side is possible. The caster may choose to lock the spell, in which case only himself and creatures that know a password chosen at the time of casting may move through the portal. All other creatures strike the wall. This spell cannot pass through force fields, star metals, or any surface that would block ethereal travel.

SHAVE-AND-A-HAIR-CUT

Technomancer 1
School Enchantment (charm, compulsion, mind-affecting)
Casting Time 1 action
Range Short (25 ft.+5 ft./2 levels)
Area 30-foot-radius-spread
Duration Instantaneous
Saving Throw Will negates; **Spell Resistance**: Yes

You create a mystic pattern of knocks, known as "shave-and-a-hair-cut" because of its ancient connection to barbers. Every creature in the area must make a successful Will save or on their next action loudly proclaim "two bits!" (the ancient reply to the knocking pattern) and take a move action to stand or take a guarded step toward you, revealing their location and leaving cover if it is possible to do so as a guarded step.

THEME MUSIC

Technomancer 4
School Divination
Casting Time 1 action
Range Personal
Duration 10 minutes/level

This spell causes you to hear personal theme music, inaudible to anyone else. The downside of this effect is that you suffer a -2 penalty to all sound-based Perception checks. The upside is that you know when you are in danger, because the music changes.

As a result of this music, you always get to go during a surprise round. You are also immune to the flat-footed condition. The theme music can also give you a general feel for the tone of a situation. With a Sense Motive check (DC 15), you can tell if his current situation is (in the opinion of the GM) tense and dangerous, lighthearted, humorous (the caster would always know if he was the butt of a practical joke), or dramatic and serious.

Starfarer's Companion

Starfinder Compatible

Alexander Augunas
Matt Morris

R&G

OPEN GAME LICENSE VERSION 1.0A

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

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

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

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

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

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

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

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

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

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

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

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

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

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

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

15 COPYRIGHT NOTICE

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

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

Pathfinder Roleplaying Game Reference Document. © 2011, Paizo Publishing, LLC; Author: Paizo Publishing, LLC.

Pathfinder Roleplaying Game Core Rulebook. © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Advanced Class Guide © 2014, Paizo Inc.; Authors: Dennis Baker, Ross Byers, Jesse Benner, Savannah Broadway, Jason Bulmahn, Jim Groves, Tim Hitchcock, Tracy Hurley, Jonathan H. Keith, Will McCardell, Dale C. McCoy, Jr., Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Sean K Reynolds, Tork Shaw, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Advanced Player's Guide. © 2010, Paizo Publishing, LLC; Author: Jason Bulmahn

Pathfinder Roleplaying Game Advanced Race Guide. © 2012, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Jason Bulmahn, Adam Daigle, Jim Groves, Tim Hitchcock, Hal MacLean, Jason Nelson, Stephen Radney-MacFarland, Owen K.C. Stephens, Todd Stewart, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Magic. © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Combat. © 2011, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Jason Bulmahn, Brian J. Cortijo, Jim Groves, Tim Hitchcock, Richard A. Hunt, Colin McComb, Jason Nelson, Tom Phillips, Patrick Renie, Sean K Reynolds, and Russ Taylor.

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

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

Starfarer's Codex: Toonimancy. © 2018, Rogue Genius Games; Author: Owen K.C. Stephens.