

FRACTURED FUTURE

CAMPAIGN SETTING

MECHROMANCER

CORE CLASS

ROBERT GRESHAM



PUBLISHING

STARFINDER

COMPATIBLE

MECHROMANCER

CHARACTER CLASS

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MECHROMANCER

STAMINA POINTS

5 HP

5 + CONSTITUTION MODIFIER

When a specialist combines technology and magic, the art is referred to as technomancy, but when engineered and imbued into exoskeletal vehicles, it transforms into mechromancy. You manipulate magic with the technology of your mechanical suit, augmenting it's offensive and defensive capabilities, and utilizing this magic to upgrade, recode, or control technology your suit interacts with. You aren't focused on unlocking the mysterious design of the cosmos, preferring instead to further combine the synergy of body and machine.

KEY ABILITY SCORE

Your Intelligence determines your spellcasting ability, the saving throw DCs of your spells, and the number of bonus spells you can cast per day, so Intelligence is your key ability score. Also, a high Dexterity score can help you pilot your mech, firing your weapons more accurately and dodging incoming attacks.

CLASS SKILLS

SKILL RANKS PER LEVEL:
4 + INTELLIGENCE MODIFIER

Computers (Int)	Piloting (Dex)
Engineering (Int)	Profession (Cha, Int or Wis)
Life Science (Int)	Sleight of Hand (Dex)
Mysticism (Wis)	
Physical Science (Wis)	

PROFICIENCIES

ARMOR

Light

WEAPONS

basic melee weapons
small arms



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Level	Base Attack Bonus	Fort Save Bonus	Ref Save Bonus	Will Save Bonus	Class Features	Spells Per Day (by spell level)					
						1st	2nd	3rd	4th	5th	6th
1	+0	+0	+0	+2	Mobile Mech Suit, Spell Cache	2	—	—	—	—	—
2	+1	+0	+0	+3	Mech Upgrade	2	—	—	—	—	—
3	+2	+1	+1	+3	Tech Lore, Weapon Specialization	3	—	—	—	—	—
4	+3	+1	+1	+4	—	3	2	—	—	—	—
5	+3	+1	+1	+4	Mech Upgrade (Large)	4	2	—	—	—	—
6	+4	+2	+2	+5	Tech Lore +2	4	3	—	—	—	—
7	+5	+2	+2	+5	—	4	3	2	—	—	—
8	+6	+2	+2	+6	Mech Upgrade	4	4	2	—	—	—
9	+6	+3	+3	+6	Tech Lore +3	5	4	3	—	—	—
10	+7	+3	+3	+7	—	5	4	3	2	—	—
11	+8	+3	+3	+7	Mech Upgrade (Huge)	5	4	4	2	—	—
12	+9	+4	+4	+8	Techlore +4	5	5	4	3	—	—
13	+9	+4	+4	+8	—	5	5	4	3	2	—
14	+10	+4	+4	+9	Mech Upgrade	5	5	4	4	2	—
15	+11	+5	+5	+9	Techlore +5	5	5	5	4	3	—
16	+12	+5	+5	+10	—	5	5	5	4	3	2
17	+12	+5	+5	+10	Mech Upgrade (Gargantuan)	5	5	5	4	4	2
18	+13	+6	+6	+11	Techlore +6	5	5	5	5	4	3
19	+14	+6	+6	+11	Resolve attunement	5	5	5	5	5	4
20	+15	+6	+6	+12	Fuse spells, Mech Upgrade	5	5	5	5	5	5

SPELLS

You cast spells drawn from the technomancer spell list. To learn or cast a spell, you must have an Intelligence 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 Intelligence 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 Table: Mechromancer. In addition, you receive bonus spells per day if you have an Intelligence modifier of +1 or higher, as shown on Table: Mechromancer 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 four 0-level spells and two 1st-level spells of your choice. At each new mechromancer level, you learn one or more new spells, as indicated on Table: Mechromancer Spells Known. Unlike spells per day, the number of spells you

know isn't affected by your Intelligence 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 mechromancer 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.



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TABLE: MECHROMANCER BONUS SPELLS

Int Score Bonus Spells Per Day (by spell level)

	0	1st	2nd	3rd	4th	5th	6th
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	1
24-25	—	2	2	2	1	1	1
26-27	—	2	2	2	2	1	1
28-29	—	3	2	2	2	2	1
30-31	—	3	3	2	2	2	2

TABLE: MECHROMANCER SPELLS KNOWN

Class Spells Known (by spell level)

	0	1st	2nd	3rd	4th	5th	6th
1st	4	2	—	—	—	—	—
2nd	5	3	—	—	—	—	—
3rd	6	4	—	—	—	—	—
4th	6	4	2	—	—	—	—
5th	6	4	3	—	—	—	—
6th	6	4	4	—	—	—	—
7th	6	5	4	2	—	—	—
8th	6	5	4	3	—	—	—
9th	6	5	4	4	—	—	—
10th	6	5	4	4	2	—	—
11th	6	6	5	4	3	—	—
12th	6	6	5	4	4	—	—
13th	6	6	5	5	4	2	—
14th	6	6	6	5	4	3	—
15th	6	6	6	5	4	4	—
16th	6	6	6	5	5	4	2
17th	6	6	6	6	5	4	3
18th	6	6	6	6	5	4	4
19th	6	6	6	6	5	5	4
20th	6	6	6	6	6	5	5

MOBILE MECH SUIT (EX)

1ST LEVEL

Mechromancers begin play with a special vehicle, which resembles an oversized suit of heavy steel armor with a jet pack strapped to the back. Only the mechromancer may operate this vehicle and it is considered broken in the possession of non-mechromancers. The statistics of this vehicle

are detailed below. This vehicle gains mech upgrades as the mechromancer increases in level (see below).

Mobile Mech Suit

Medium land vehicle (7 ft. wide, 4 ft. long, 8 ft. high)

Speed 30 ft., full 50 ft., 6 mph

EAC 15; **KAC** 15; **Cover** improved cover

HP 50 (25); **Hardness** 5

Attack (Collision) 4d4 (DC 12)

Modifiers -2 Piloting (-4 at full speed), -1 attack (-2 at full speed)

Systems boost system, weapon program

Passengers 1

Boost System (Ex): A mobile mech suit comes equipped with a micro fusion reactor, which can be used to power the mobile mech suit's flight systems. As a swift action, the pilot can engage the boost system, granting the mobile mech suit a fly speed of 60 feet (120 feet full). The boost can remain active for up to 20 rounds before failing. If the mobile mech suit becomes broken, the boost system automatically loses 1d8 rounds of boost, possibly causing the vehicle to fall. The boost system requires 10 hours to recharge, during which time the boost system cannot be used.

Weapon Program (Ex): A mobile mech suit comes equipped with advanced programs that make it proficient with all forms of weapons, and its humanoid hands allow it to equip a weapon of Medium or Large size for use in combat.

Furthermore, your mobile mech suit increases in size every other time you gain access to an upgrade (5th, 11th, 17th, levels). These size additions to your mobile mech suit are noted below (increase higher damage rates for preexisting attacks).

Large Mobile Suit (5th Level)

Large land vehicle (10 ft. wide, 10 ft. long, 10 ft. high)

EAC 20; **KAC** 20; **Cover** improved cover

HP 70 (35); **Hardness** 8



Attack (Collision) 6d8 (DC 14)

Huge Mobile Suit (11th Level)

Huge land and air vehicle (15 ft. wide, 15 ft. long, 15 ft. high)

Speed 60 ft., full 250 ft., 28 mph; **fly** 100 ft., full fly 2,000 ft., 222 mph

EAC 20; **KAC** 20; **Cover** total cover

HP 120 (60); **Hardness** 10; **Resist** Fire 30

Attack (Collision) 10d10 (DC 16)

Systems orbital flight, planetary comm unit

Orbital Flight (Ex): the mobile mech suit is now capable of exiting a planet's atmosphere and operating in space. Though not as sturdy as a true starship, and incapable of propelling itself outside of the gravity of orbit, the mobile mech suit can travel above the atmosphere of a planet and even potentially make it to a nearby moon or space station, provided such an object could be reached with less than a day's travel at the mobile mech suit's overland speed.

Gargantuan Mobile Suit (17th Level)

Gargantuan land vehicle (20 ft. wide, 20 ft. long, 30ft. high)

Speed 100 ft., full 500 ft., 56 mph; **fly** 100 ft., full fly 2,000 ft., 222 mph

EAC 30; **KAC** 30; **Cover** total cover

HP 250 (125); **Hardness** 15

Attack (Collision) 22d10 (DC 19)

SPELL CACHE (SU)

1ST LEVEL

As the culmination of your early study of magic and vehicle technology, you have created a spell cache within your mobile mech suit that allows you to store and access spells. While you don't need to be operating your mobile mech suit to cast your spells, once per day, you can activate your mech's spell cache to cast any one spell you know and are capable of casting, even if you've expended all your spell slots for that spell's level.

If your mobile mech suit is damaged, you can reengineer your spell cache into a new object and it is restored to full Hit Points the next time you prepare spells. If the mobile mech suit, or a reengineered object is lost or destroyed, you can replace it after 1 week with a special ritual that takes 8 hours to complete.

MECH UPGRADE

2ND LEVEL

You have learned technological advancements and have begun accessing the forces in the cosmos that shape magic, harnessing that power within your mobile mech suit. You gain a mech upgrade at 2nd level and every 3 levels thereafter. Choose from the following list when you gain an upgrade, as long as you meet the requirements for the upgrade.

ARMORED FIST (EX)

The mechromancer can use the boost system to make a high-speed punch attack against an adjacent target. Your mobile mech suit gains the following melee attack:

Attack (Front) armored fist (1d10 + 4 + Str/bludgeoning)

At 13th level the armored fist upgrades to the following:

Pulse Fist (Ex): Your mobile mech suit's armored fist upgrades to a powerful magnetically-launched fist, which can deliver incredible force at short range. This pulse fist functions as a melee attack which deals 10d10 + 15 points of bludgeoning damage. The pulse fist also ignores hardness of less than 15 when attacking vehicles or other objects.

Attack (Front) pulse fist (10d10+15+ Str/bludgeoning)

MAGIC HACK

You can use your mobile mech suit to unlock a select number of technomancer magic hacks enabling you to manipulate magic. Select a magic hack from the list below as long as you meet the

level requirements to choose that magic hack. When casting a spell, you can apply no more than one magic hack that affects the attributes of a spell (such as distant spell or extended spell). If a magic hack allows a saving throw to resist its effects, the DC is equal to 10 + half your mechromancer level + your Intelligence modifier.

The list of technomancer magic hacks you may access appears below.

2ND LEVEL HACKS

Empowered Weapon (Su)

As a move action, you can expend an unused spell slot to reconfigure and enhance a weapon you're wielding. Until the start of your next turn, your attacks with the enhanced weapon gain a bonus to attack rolls equal to the level of the spell slot you expended. In addition, your attacks with that weapon deal 1d6 additional damage per level of the expended spell slot. This damage is of the same type the weapon normally deals.

Energize Spell (Ex)

Once per day as a move action, you can use your mobile mech suit's boost system to power your spellcasting, enabling you to cast one spell you know without using a spell slot. This expends 3 rounds of boost per spell level from the boost system. You must cast the spell before the start of your next turn, or the charges are wasted with no effect. You must be in contact with your mobile mech suit (either by piloting or touching the exterior) to use this ability.

Harmful Spells (Ex)

When you cast an instantaneous spell that deals damage, you can increase the spell's damage by half your mechromancer level. This increased damage applies to all creatures damaged by an area spell, but for spells that target multiple creatures with multiple rays or other attacks

(such as **magic missile**) the increased damage applies only to a single ray or missile. This increased damage doesn't apply to ongoing damage from the spell (such as bleed or burn). This magic hack doesn't increase ability damage or other spell effects, only damage to Stamina Points or Hit Points.

Quick Scan (Su)

As a standard action, you can get a general sense of what information is stored on drives or other digital storage media. You must pass your hand in the air near the data source, but don't have to touch it or connect to it. The information you get is very general, such as "financial records," "military records," or "spells." Getting detailed information requires interfacing with the data more directly. If you attempt a quick scan on a creature that stores its memories in a digital medium—to get a sense of the memories stored in a robot, for example—the target can attempt a Will save to negate the scan and prevent you from trying against it again for 24 hours.

Selective Targeting (Ex)

When you cast an instantaneous spell with an area effect, you can shape the spell so it doesn't affect one of your allies. Choose one 5-foot square within the spell's area to be unaffected by the spell. At 5th level, you can spend 1 Resolve Point to exclude any number of squares with this ability.

Spell Countermeasures (Ex) You gain a +2 bonus to saving throws against spells and other magical effects.

5TH LEVEL HACKS

Charging Jolt (Su)

As a move action, you can expend an unused spell slot to refill charges in a weapon's power cell. This requires you to touch the weapon or its power cell. The power cell regains 10 charges per spell level, up to its

capacity. You can also use this ability to jump-start or short out an electronic device, allowing you to attempt an Engineering check to disable a device with a bonus equal to double the level of the spell you expended.

Distant Spell (Ex)

When you cast a spell with a range of close, medium, or long, you can spend 1 Resolve Point to double its range. Spells whose ranges are not defined by distance, as well as spells whose ranges are not close, medium, or long, do not benefit from this magic hack. If the spell affects an area, doubling its range doesn't alter the size of its area.

Extended Spell (Ex)

When you cast a spell, you can spend 1 Resolve Point to double its duration. This has no effect on spells with a duration of concentration, instantaneous, 1 round or less, or permanent, nor can it increase a spell's duration to more than 24 hours.

Magic Negation (Sp)

As a standard action, you can spend 1 RP to temporarily suppress magic, as if using dispel magic. Choose either an ongoing spell or a magic item within 30 feet of you. The magical effects of the spell or magic item are suppressed for 1d4 rounds, and then they return. If the spell's level is higher than you can cast or the item's caster level is greater than yours, you can't suppress it. If you target a spell affecting a creature, the creature can attempt a Will save to stop you from suppressing the spell.

8TH LEVEL HACKS

Flash Teleport (Sp) As a move action, you can spend 1 Resolve Point to teleport up to 30 feet. You must have line of sight to your destination. This movement

doesn't provoke attacks of opportunity.

Tech Countermeasures (Su)

As a move action, you can spend 1 Resolve Point to make it more difficult for enemies to target you with technological weapons for 1 round. Until the start of your next turn, as a reaction just before an enemy attacks you with a technological weapon, you can force that enemy to roll the attack twice and take the lower result; if the weapon allows a Reflex save instead of requiring an attack roll, you instead gain the benefit of evasion (as the operative's class feature) against the attack. This magic hack has no effect on spells that target you or on weapons or attacks that are not technological in nature.

Widened Spell (Ex)

When you cast a spell with a burst, emanation, or spread, you can spend 2 Resolve Points to double its radius. For instance, a spell with a 30-foot burst would have a 60-foot burst instead. Spells that don't have an area of one of these three types are not affected by this magic hack.

WITH LEVEL HACKS

Eternal Spell (Ex)

Choose one 1st-level spell you know from the technomancer spell list. You can cast it at will, as though it were a 0-level spell. It still counts as one of your 1st-level spells known, not one of your 0-level spells known. You can choose a 1st-level spell from a source other than the core rules with the GM's permission.

Seeking Shot (Su)

As a standard action, you can spend 1 Resolve Point to fire a single shot from a ranged weapon at a target known to you within range. The shot travels to the target, even around corners. Only an unavoidable obstacle or the limit of the weapon's range prevents the shot from reaching



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the target. This ability negates cover and concealment modifiers, but otherwise the attack is rolled normally.

14TH LEVEL HACKS

Phase Shot (Su)

As a standard action, you can spend 1 Resolve Point to fire a single shot from a ranged weapon at a target known to you within range. The shot travels straight to the target, passing through any nonmagical barrier in its way, ignoring hardness and Hit Points (any magical barrier, such as a wall of force, stops the shot). This ability negates cover and concealment modifiers, but otherwise the attack is rolled normally.

Rain of Fire (Su)

Once per day as a full action, you can spend 2 Resolve Points to shoot a ranged weapon at multiple targets within range; the maximum number of targets is equal to half your mechromancer level or the number of shots in your weapon, whichever is lower. Each attack uses your highest attack bonus, and each enemy can be targeted only by a single shot.

5TH LEVEL MECH UPGRADES

You must be 5th level before selecting the following mech upgrades.

FULL AUTO (Ex)

The mobile mech suit's integrated chain gun can be fired at a higher speed, consuming more ammunition but dealing more damage. Whenever you attack using the mobile mech suit's chain gun, you can choose to consume 2 of its ammo to increase the damage output to 5d6. The specialized ammunition for the mobile mech suit's chain gun costs 10 credits. Add the following attack to your mobile mech suit.

Attack (Front) chain gun (3d6 piercing, ammo 10)

At 11th level the damage from your chain gun increases to 6d6 and full auto damage becomes 10d6.

SHIELD GENERATOR (Ex)

The mobile mech suit can project a powerful energy shield for up to 1 round/ per mechromancer level each day. While the shield is



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up, energy attacks against the mobile mech suit deal only half damage before applying hardness. Activating the shield is a standard action, and the shield remains active until the beginning of the activating character's next round.

8TH LEVEL MECH UPGRADES

CHARGED TENTACLE (EX)

You outfit your mobile mech suit with a large number of metal tendrils, which can be electrically charged as a swift action. Once charged, the tentacles can be used to attack creatures and objects within 10 feet, targeting EAC and dealing 3d10 points of electricity damage on a successful hit. The tentacles remain charged until a separate swift action is used to discharge them.

SPIDER CLIMB (EX)

Your suit gains a climb speed equal to half its land speed, allowing you to move up vertical surfaces which lack any kind of hand-or foothold.

11TH LEVEL MECH UPGRADES

EYE RAY (EX)

Your mobile mech suit gains a powerful laser mounted on the device's humanoid head, usually where the eye or eyes are stylized. This ray does 2d10 electricity and fire damage and consumes 1 charge per shot. As a full action, the ray can be overcharged, consuming 1d6 additional charges, but dealing 6d10 points of electricity and fire damage per shot. The overcharged eye ray cannot be fired at full speed. Add the following attack to your mobile mech suit.

Attack (Front) eye ray (2d10 electricity and fire, charge 50)

At 17th level the damage from your mobile suit's eye ray increases to 5d10 and an overcharged ray increases to 15d10.

TAIL LASER (EX)

You equip your mobile mech suit with a powerful laser on a prehensile steel cable resembling a scorpion's tail, which fires bolts of heat energy. The tail laser has a range increment of 100 feet and deals 4d6 points of fire damage on a successful hit. Add the following attack to your mobile mech suit.

Attack (360 degrees) tail laser (4d6 fire)

At 17th level the damage for your mobile mech suit's tail laser increases to 8d6 fire.

TECHLORE (EX)

3RD LEVEL

You rewire your mind to give you greater insight into the nature of magic and technology. You gain a +1 insight bonus to Computers and Mysticism checks. This bonus increases by 1 at 6th level and every 3 levels thereafter.

WEAPON SPECIALIZATION (EX)

3RD LEVEL

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

RESOLVE ATTUNEMENT (EX)

19TH LEVEL

You recover Resolve Points when you use powerful magic. Each time you cast a 6th-level spell, you regain 1 Resolve Point, up to your normal maximum. This applies only to spells you cast using your normal 6th-level spell slots, not to those you cast using magic items or other methods such as fuse spells.

FUSE SPELLS (EX)

20TH LEVEL

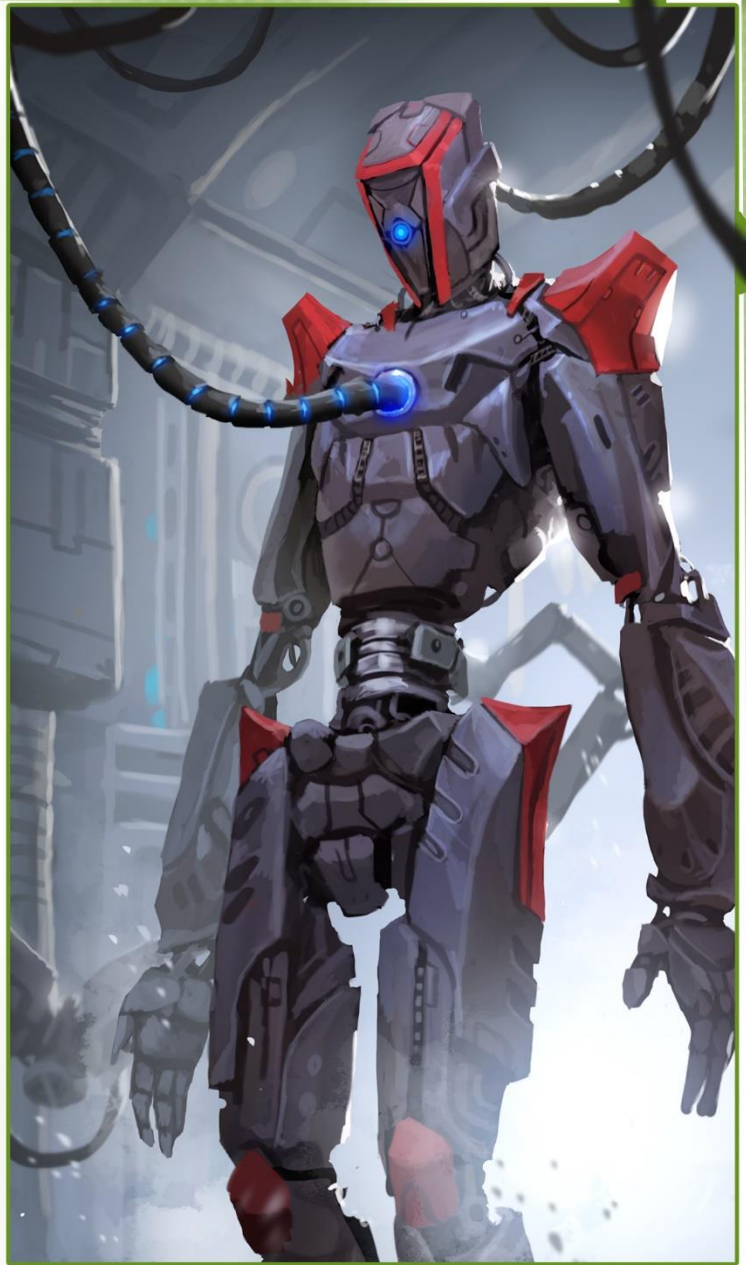
You can combine lower-level spell slots to cast higher-level spells. As part of casting a spell, you can spend 1 Resolve Point to exchange a number of unused spell slots for a single spell slot of a higher level; this expends the lower-level spell

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slots. Add up the levels of the expended slots to determine which higher level of spell you can cast (maximum 6th). For instance, you could exchange three 1st-level slots to cast a 3rd-level spell, or you could exchange two 3rd-level slots to cast a 6th-level spell. If you combine spell slots to cast a 6th-level spell, it doesn't count as such for resolve attunement.

Furthermore, you can spend 2 Resolve Points to combine two 6th-level spell slots to cast **wish**.



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