

FRACTURED FUTURES

CAMPAIGN SETTING



SPECTRUMANCER

CORE CLASS
SCOTT JANKE



STARFINDER
COMPATIBLE

SPECTRUMANCER

CHARACTER CLASS

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SPECTRAMANCER

STAMINA POINTS

6 + CONSTITUTION MODIFIER

6

HP

The spectramancer manipulates energy with a special emphasis on the electromagnetic spectrum. She starts with a photon ray and the ability to focus her concentration in one of three areas of the EM spectrum: ultraviolet, visible light, and infrared. As she advances she learns to bend light's other properties to her will, make it invisible, poison it through radiation, or turn its energy into solid matter. She also manipulates light through spellcasting and knows all illusion spells appropriate to her level. Advanced spectramancers may learn other spells that mimic light's properties.

KEY ABILITY SCORE

Your Wisdom lets you focus the light around you into the energy and matter that you wish. A high Dexterity score aids in your photon blast and increases your Armor Classes.

CLASS SKILLS

SKILL RANKS PER LEVEL: 5 + INTELLIGENCE MODIFIER

Acrobatics (Dex)	Mysticism (Wis)
Bluff (Cha)	Physical Science (Int)
Diplomacy (Cha)	Profession (Cha, Int or Wis)
Disguise (Cha)	Sense Motive (Wis)
Intimidate (Cha)	Stealth (Dex)
Perception (Wis)	

PROFICIENCIES

ARMOR

Light

WEAPONS

basic melee weapons and 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	Photon ray, electromagnetic attunement, spell light ability	2	—	—	—	—	—
2	+1	+0	+0	+3	Prism focus, talented	2	—	—	—	—	—
3	+2	+1	+1	+3	Spell focus, weapon specialization	3	—	—	—	—	—
4	+3	+1	+1	+4	Prism focus	3	2	—	—	—	—
5	+3	+1	+1	+4	—	3	2	—	—	—	—
6	+4	+2	+2	+5	Matter is energy, Prism focus	4	3	—	—	—	—
7	+5	+2	+2	+5	Radiation aura: medium	4	3	2	—	—	—
8	+6	+2	+2	+6	Prism focus	4	4	2	—	—	—
9	+6	+3	+3	+6	—	5	4	3	—	—	—
10	+7	+3	+3	+7	Greater EM attunement, Prism focus	5	4	3	2	—	—
11	+8	+3	+3	+7	—	5	4	4	2	—	—
12	+9	+4	+4	+8	Prism focus	5	5	4	3	—	—
13	+9	+4	+4	+8	—	5	5	4	3	2	—
14	+10	+4	+4	+9	Prism focus	5	5	4	4	2	—
15	+11	+5	+5	+9	Radiation aura: high	5	5	5	4	3	—
16	+12	+5	+5	+10	Prism focus	5	5	5	4	3	2
17	+12	+5	+5	+10	—	5	5	5	4	4	2
18	+13	+6	+6	+11	Prism focus	5	5	5	5	4	3
19	+14	+6	+6	+11	—	5	5	5	5	5	4
20	+15	+6	+6	+12	Prism focus, radiation aura: severe, glowing cacoon	5	5	5	5	5	5

PHOTON RAY (SU)

1ST LEVEL

You may focus the light around you into a narrow beam to target your foes. This is a ranged attack that deals 1d6 energy damage. At third level and every 2 levels above third this increases by 1d6. This damage also increases when you are attuned to an area of the light spectrum (see below). You can use this ability a number of times equal to your $\frac{1}{2}$ your spectrumaner level plus your Wisdom modifier. When you spend a resolve point to regain your stamina, this number also gets replenished.

action). You may increase it up to 3 attunement points at which time you are fully attuned.

At 1 point of attunement, your photon ray does normal damage. At 2 points of attunement you add $\frac{1}{2}$ your spectrumaner level to damage. When fully attuned you also add your Wisdom modifier to damage. Additionally, when you have 2 attunement points in the ultraviolet area of the spectrum, the first damage dice of your photon ray increases to 1d8. When fully ultraviolet-attuned you may blind your target for two rounds (a successful Fortitude Save negates) in addition to damage. When you have 2 attunement points in the infrared area of the spectrum, you may shoot two photon rays at the same target. When fully infrared-attuned you may daze your target for two rounds (a successful Will Save negates) in addition to damage. The DCs for these Saves are 15+ your Wisdom modifier. Whether or not the Save is successful, one point of attunement fades away.

Additionally, many prism focus options (see below) activate only while in attunement.

ELECTRO MAGNETIC ATTUNEMENT (SU)

1ST LEVEL

When in battle, you enter a state of pure focus. At the start of your first turn in combat, if you are conscious, you must choose to focus on one of the three areas of the light spectrum: visual light, ultra-violet, or infra-red.

While ultra-violet and infra-red tend to have more dangerous options, the visual light area of the spectrum is more versatile. Each subsequent turn of combat, you must choose to increase your focus in the current area (a move action), maintain it (free action) or to let it fade by 1 point (no



SPELLS

You cast spells from the illusion school drawn from both the mystic and technomancer spell lists. You know every illusion spell of a level you are able to cast though you must have a Wisdom score equal to at least +10 the spell's level. Some prism focus options (see below) can expand this list to other light-related spells, such as dancing lights, see invisibility or darkness. The Difficulty Class for a saving throw against your spell is 10 + the spell's level + your Wisdom 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 on page 3. In addition, you receive bonus spells per day if you have a Wisdom modifier of +1 or higher. You can also cast 0-level spells, but there is no limit to how many 0-level spells you can cast each day.

SPELL LIGHT ABILITY (SP)

1ST LEVEL

You can manipulate light and the electromagnetic spectrum into barriers and energy to create the effects of the following spells. Your level of spectrumancer is used as your caster level for all variable effects. *Dancing lights* can be used at will, while the others are limited to a number of times per day equal to your Wisdom modifier.

At 1st level you can use *daze*, *keen senses*, *reflecting armor*, and *wisp ally*. At 5th level you may use *darkvision* and *fog cloud* and at 8th level you may use *irradiate* and *synaptic pulse*. At 11th add *remove radioactivity* and *resistant armor*, add *greater synaptic pulse* at level 14, and *enshrining refuge* at level 17.

TALENTED (EX)

2ND LEVEL

The spectrumancer adds ½ her class level to Perception and Stealth checks.

PRISM FOCUS (SU)

2ND LEVEL

Starting at second level and every even level beyond then, the spectrumancer learns an ability

related to her studies in light. Most of these modify her photon blast, or only work when in a specific attunement, while others affect her skills or spells. Any focus requiring a Saving throw has a DC equal to 15+ your wisdom modifier unless otherwise noted. Any prism focus marked with an asterisk affects your photon ray and only one of these can be applied at a time. Unless the focus says otherwise, you may choose a prism focus only once.

**Afterimage glow:* Your photon ray burns into the retinas of those who can see it. The path of the ray stays visible for one round. Anyone entering one of these squares must succeed at a Will save or become blinded for one round. The path lasts until the start of your next turn.

**Afterimage burn:* Your afterimage glow burns more than retinas. As a full round action you may fire your photon ray as an area effect line. Anyone entering these squares must succeed at a Reflex save or take the damage of your photon ray.

Altered threat: You may bend light to slightly alter your appearance to be slightly larger, more feral, smarter, or some other subtle shift. This altered version of you grants a +2 bonus to Bluff, Diplomacy, Disguise, or Intimidate checks. This focus can be used twice a day, but is recovered when you rest to regain stamina.

Breath of light: Light as a source of healing has long been known, but you have discovered the energy of healing. While you are attuned to the EM spectrum, you gain a breath weapon of pure light. This affects a 15 ft. line at 1 point of attunement, a 15 ft. cone at 2 points, and 30 ft. line or 20 ft. cone (your choice) when fully attuned. The breath of light restores Hit Points to all those in the area, including you, equal to 1d8+your Wisdom modifier. At 3rd level this increases to 3d8 and 5d8 at 5th level. Using this ability causes all attunement points to fade.

Burning Bright: You have mastered amplification of light through stimulation

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to the degree that it burns. Choose an evocation or abjuration spell with the fire descriptor of a level you can cast. You may add this spell to your list of spells known by removing one of the illusion spells of the same level from your list. This focus can be chosen multiple times, each time you do choose a different spell to add and to remove.

Cosmic improvisation: Your illusions can bolster your allies or hinder your opponents. You may gain the use of an improvisation from the envoy list. This is limited to the sense-dependent improvisations. If this revelation has any requirements you must meet them, substituting envoy levels with your spectrumancer levels when appropriate. You must be at least 5th level to choose this focus.

Cosmic revelation: You may gain the use of a stellar revelation from the solarian list. This is limited to the photon revelations and you must determine which area of the EM spectrum it applies to for attunement purposes. If this revelation has any requirements you must meet them, substituting solarian levels with your spectrumancer levels when appropriate. You must be at least 10th level to choose this focus.

**EM pulse:* The electromagnetic energy of your photon ray bursts upon contact overloading electronic systems. Every critical hit with your photon ray causes glitches in the target's electronics. Under one point of attunement this affects a single system (determined randomly), at 2 attunement points it affects two systems, and three systems are affected when you are fully attuned. The glitch lasts for a number of rounds equal to your Wisdom modifier, though a successful Reflex Save by the target reduces this to one round. This permanently modifies your photon rays, and is not an effect you must choose to use.

False damage reduction: Some opponents can be fooled into thinking you are immune to their attacks. As a

standard action you cast an illusion around yourself hiding all damage and causing a sense of futility. Any individual who successfully attacks you must make a Will Save. Failure means they take a -2 penalty to further attacks against you.

Force field: A shimmering field of light can protect you from harm. As a reaction, you may use an illusion spell slot to create a force field around yourself. The number of temp hit points and fast healing of the shield are equal to the level of the spell slot used. It lasts for a number of rounds equal to your caster level or until you cast a different spell.

Gamma shield: Some of light's tiniest waves, can protect you from harm. When ultraviolet-attuned, the spectrumancer creates a bubble of gamma radiation around her. She gains a bonus to her KAC equal to her spectrumancer level. In addition anyone making melee attacks against her must succeed at a Fortitude Save or gain the sickened condition. Whether the save is successful or not, this attack causes one attunement point to fade.

**Greater photon finish:* When you score a critical hit with your photon ray, you may apply one effect from your list of photon finishes without any attunement points fading away.

Illusion unravel: As a specialist in light manipulation you gain a sense of when it is being altered. You gain a +2 enhancement bonus to saves against illusions. In addition you may unravel an illusion with your photon ray as if you had cast *dispel magic*. Using unravel this way requires you already be aware of the illusion.

**Improved EM pulse:* You send electromagnetic pulses through your photon ray to disrupt an electronic system. You gain a +2 bonus to the DC of your EM pulse and may target a specific electronic system. Your photon ray deals no damage, but doesn't require a critical hit to function.

Layered illusion: You have learned not only to mask reality with illusions, but also to mask



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illusions with more illusions. As full round action, when you cast an illusion spell of second level or higher to create an image, you may also add a first level spell to the illusion. This increases the DC of the Saving Throw by +2 and if successful the opponent recognizes the first level illusion, but must succeed at a second saving throw for the original spell.

Lilly-pad lights: Focusing the light around you to provide a hand-hold, stepping area, slide, swinging rope or the like at the precise place you need it. You gain a +2 bonus to Acrobatics and Athletics checks involving movement. In addition you may attempt an Acrobatics check DC 15 to ignore the last 5 ft. of difficult terrain for purposes of movement. Lilly-pad lights is used as part of a movement action.

Microwave jaunt: You may use this focus to ride radio, microwaves or other communication wavelengths. This functions like *digital doorway*. You may use it once per day, plus one additional time at 14th level and another at 19th level. You must be at least 9th level to choose the focus.

Particle duality: Your study of light lets you control some of its properties. Choose three spells with the force descriptor. You may add these spells to your spell list and may choose them as a spell known when next you choose spells for that level. If you do, you remove an illusion spell of the same level from your spells known.

**Photon finish:* When you choose visual light-attunement, your photon blast gets an additional effect. Choose one of the following combat maneuvers: bull rush, dirty trick, disarm, or trip. When you are fully attuned, you may add this effect in addition to the damage dealt. You may only add one photon finish to a given attack, and if you do so one attunement point fades away. You may choose photon finish more than once, each time you do, you must choose another finish.

Photon-gunner: When making a gunnery action in starship battle, the spectrumancer may use her EM attunement to add her class level and Wisdom bonuses to damage as appropriate.

**Photon step:* When you fire your photon ray at a target you may turn yourself into light and follow it along. You deal damage with your ray as normal, and then appear next to the target. This is a full round action that allows you to move a maximum distance equal to double your movement speed. This movement does not provoke attacks of opportunity and may allow you to pass through barriers that light might pass through (such as a wrought iron fence, or a window). Force fields and force effects stop this movement. If you miss your target with the ray you appear prone in a random location. Use the splash weapons table to determine your location relative to your target.

Radio frequency: You can hear things well beyond the normal range of human hearing. When you have 1 point in infrared-attunement you can hear even in the vacuum of space up to one mile away. At 2 attunement points you can hear the radio frequencies used by those around you. At full attunement you also get blindsense out to 30 feet.

**Reflective blast:* As a free action you can create the illusion of a tiny mirrored device. You may use this device to shoot your photon ray around corners, possibly removing cover from the target. In effect you are reflecting the blast at right angle. If you have a +6 Base Attack Bonus you gain an additional mirror illusion and a third at +11.

Revealing light: Choose three Divinations spells. You may add these spells to your spell list and may choose them as a spell known when next you choose spells for that level. If you do, you remove an illusion spell of the same level from your list of spells known.

Rusting touch: Rusted metal shines less brightly than well-kept materials. With a

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touch you can alter the reflection from a piece of equipment, causing it to appear rusted, pitted, or otherwise worn. The user of the affected item must make a Will save to any checks to operate the item normally. Failure means they suffer a -2 penalty to any the check. This effect lasts for a number of rounds equal to your Wisdom modifier.

Spectrum hack: You may gain the use of a magic hack from the technomancer list. If this hack has any requirements you must meet them, substituting technomancer levels with your spectrumancer level when appropriate. You must be at least 5th level to choose this focus.

Speed of light: The spectrumancer adds *haste* to her list of spells known. She must be at least 8th level to choose this focus. This focus may be taken a second time adding *slow* to her list of spells known instead.

Spell Shield: You create a duplicate skin of yourself that peels away when you are the target of a spell. When attuned to the visual light-attuned you gain spell resistance equal to your spectrumancer level + your Wisdom modifier. This ability functions once per day and the illusionary skin peels away whether or not it successfully resists the spell. You must be at least 8th level to choose this focus. You may choose this focus an additional time for every 4 spectrumancer levels you possess above 8th. Each successive choice adds one to the daily use of spell shield.

X-ray vision: Your eyes can penetrate solid objects. When you have 1 ultraviolet-attunement point you can see through natural matter up to 1 foot thick. At 2 attunement points you can see through 1 foot thick of any matter. At full attunement you can see through materials 2 feet thick.

MATTER IS ENERGY (SU)

6TH LEVEL

At sixth level you are able to convert energy into matter. You may create a

melee weapon of pure light. It targets either KAC or EAC as you decide when creating. Its item level equals your character level +1. The weapon remains for one minute or until you drop it. You may use this ability a number of times per day equal to your spectrumancer level.

RADIATION AURA (SU)

7TH LEVEL

When attuned to the visual light-attuned the unseen energies around you become poisonous. You gain an aura of low radiation of 5 ft. at 1 attunement point. At 2 attunement points it expands to 10 ft., and to 20 ft. when fully attuned. Creatures in your aura must succeed at a Fortitude Save per the radiation rules or become poisoned. A poisoned creature recovers one state as soon as it moves out of your aura. You are immune to your own radiation aura, and may suppress it at will. At 7th level, the radiation level is medium, at 14th level the radiation increases to high and at 20th level radiation levels reach severe.

ADVANCED EM ATTUNEMENT (SU)

10TH LEVEL

Your ability to attune with the EM spectrum increases. The maximum attunement points increases to 4 allowing you maintain full attunement even when a prism focus or other ability causes an attunement point to fade. In addition, the first and second damage dice of your photon ray increases to 1d8 when ultraviolet-attuned and blinding an opponent when fully attuned increases to five rounds. When infrared-attuned, you may shoot the second photon ray at a different target and dazing your target lasts for five rounds.

GLOWING COORDON (SU)

20TH LEVEL

Your control of illusions and light culminates in the ability to cover yourself in a sheath of pure light. The form of this is up to you as it is largely



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illusory. You may create it large enough to carry your allies, transport treasures, or blister it with lasers. The cocoon is quasi-real and functions as a small or tiny starship.

Forming a cocoon is a full round action. This ability functions for a number of minutes per day equal to your class level plus your wisdom modifier. These minutes do not have to be used consecutively, but they must be used in one minute increments. The cocoon takes on the form of a Tier 10 starship with 270 build points. You gain an additional 3 build points per your Wisdom modifier. You are the power source for the cocoon, but you must still spend build points on a power core for purposes of the Power Budget. What other systems and modifications added are up to you, except for interstellar travel. No cocoon has a drift drive.

Spending 10 minutes, and half your maximum resolve points creates a longer-lasting version of the cocoon, upgrading the increments from minutes to days. This resolve cannot be recovered until the cocoon is dismissed.

NEW SPELLS

MICRO-LEAP MANEUVER Technomancer 2
School illusion

Casting Time 1 standard action

Range personal

Duration one round

Saving Throw Will negates; **Spell Resistance** no

This spell causes the caster to remain visible in her current location even as she moves to a new location to make an attack. In effect a figment of her remains still while she invisibly moves. She may move any distance up to her speed before making an attack from the new location. If the target or her attack fails it saving throw it is flat-footed against this attack. After the attack, or at the end of her turn if she doesn't attack, the figment moves just as she did, fading away as she becomes visible when they rejoin.

seed creates a 5 foot tall, 10-foot long passage through steel.

RADIANT SAIL Spectrumancer 1-3

School illusion

Casting Time 1 standard action

Range creatures touched

Duration see text

Saving Throw Will negates (harmless); **Spell**

Resistance no

Energy radiates through the vast reaches of space and this spell allows that energy to be harnessed. Casting this spell creates an illusionary sail that catches light and other electromagnetic energy. Up to one creature per caster level can be affected by radiant sail. The creature affected may move through space at a rate of 50 ft. per round with poor maneuverability. As the sail is an illusion any interaction it has with a solid object other than the target will destroy it.

1st When cast as a first level spell the sail can only harness a nearby light source, such as planet in daylight or a ship's beams. The further it travels from this source the weaker it becomes and the duration is rounds per caster level.

2nd When cast as a second level spell the sail harnesses infrared and radio waves as well as visible light such as might be found within a star's system. The duration becomes one minute per caster level.

3rd When cast as a third level spell gamma rays, X-rays and more can be harnessed. It functions in deep space and the duration becomes ten minutes per caster level. Your GM has final say as to which electromagnetic energies are available in a given situation.

NEW FEATS

ILLUSIONARY DEATH

Prerequisites: Invisibility as a spell known, one other illusion spell known.

Benefit: When you are caught off guard by an attack that would harm you, you may react and make the harm seem significant. You may cast an illusion spell you know as

a reaction. The illusion must be of yourself taking damage as appropriate and dropping. If you have at least two 2nd level spell slots available, you may cast invisibility on yourself as a part of the same action. Doing so uses both spell slots and your next standard action. While invisible in this way you may only take move actions, any standard action ends the ability just as if you had attacked.

SHIP-SELF SPELL

Prerequisites: EM Attunement Class Feature, Piloting or Engineering 5 ranks

Benefit: You can cast an illusion spell with a target of personal on the ship you are attuned to. You gain a special Starship Crew Action allowing you to attune with a starship. Each round spent on this action gives you and the ship 1 attunement point to the visible light area of the spectrum. Once fully attuned you may cast an illusion spell with a range of personal and it will affect the ship instead. You must continue to attune with the ship to maintain the spell and gain the fatigued condition when it ends. You may only use this ability once per day.

SPEED OF LIGHT (COMBAT)

Prerequisites: photon ray or solar manifestation (weapon) class features

Benefit: By calling your weapon or photon ray to hand you may make attacks of opportunity even while flat-footed.



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