



# TECHNO- MANCER

SPELL DECK 1

0<sup>TH</sup> - 3<sup>RD</sup> LEVEL

**STARFINDER**  
COMPATIBLE

# DANCING LIGHTS

LEVEL 0

**School** evocation

**Casting Time** 1 standard action

**Range** medium (100 ft. + 10 ft./level)

**Effect** up to four lights

**Duration** 1 minute (D)

**Saving Throw** none; **Spell Resistance** no

You create up to four lights that resemble small headlights or flashlights. The dancing lights must stay within a 10-foot-radius area in relation to each other but otherwise move as you desire: forward or back, up or down, straight or turning corners, or the like. The lights can move up to 100 feet per round. A light winks out if the distance between you and it exceeds the spell's range.

You can have only one *dancing lights* spell active at a time. If you cast this spell while another casting is still in effect, the previous casting is dispelled.

**School** enchantment (compulsion, mind-affecting)

**Casting Time** 1 standard action

**Range** close (25 ft. + 5 ft./2 levels)

**Targets** one humanoid creature of CR 3 or lower

**Duration** 1 round

**Saving Throw** Will negates; **Spell Resistance** yes

This spell short-circuits the mind of a humanoid creature with a CR of 3 or lower so that it is dazed (unable to take actions, but taking no penalty to AC). Humanoids of CR 4 or higher are not affected. After a creature has been dazed by this spell, it is immune to it for 1 minute.

# DETECT AFFLICTION

LEVEL 0

**School** divination

**Casting Time** 1 standard action

**Range** close (25 ft. + 5 ft./2 levels)

**Targets** one creature or object

**Duration** instantaneous

**Saving Throw** none; **Spell Resistance** yes (harmless)

You determine whether a creature or object has been poisoned, is diseased, is cursed, or is suffering a similar affliction. If the target is poisoned or diseased, you automatically detect that fact and can determine the exact type of poison or disease with a successful DC 20 Intelligence or Wisdom check. If you are trained in Life Science or Medicine (depending on the nature of the poison or disease), you can attempt a DC 20 check of that skill if you fail your Wisdom or Intelligence check. If the target is cursed or suffering from a similar affliction, you must succeed at a DC 20 Intelligence or Wisdom check to determine that fact. You can then determine the exact nature of the curse with a successful DC 25 Mysticism check.

**School** divination

**Casting Time** 1 standard action

**Range** 60 ft. Area cone-shaped emanation

**Duration** concentration, up to 1 minute/level

**Saving Throw** none; **Spell Resistance** no

You detect all magic spells, effects, items, and objects (including those on or affecting creatures you can see), as well as hybrid items, in the area. You can't detect magical traps in this way, as they are created with additional magic that wards them from this common spell. Each round you concentrate on the same area, you can determine if one magic source you detect is from a spell, magic item, or other effect, and the caster level (or item level) of the effect. You can't determine if there are magic sources in areas you can't see, or if there was a magic source in an area at one time but that has since expired.

# ENERGY RAY

LEVEL 0

**School** conjuration (creation)

**Casting Time** 1 standard action

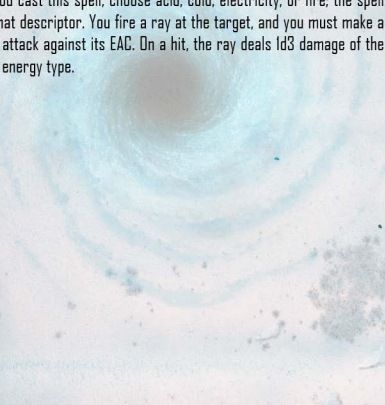
**Range** close (25 ft. + 5 ft./2 levels)

**Targets** one creature or object

**Duration** instantaneous

**Saving Throw** none; **Spell Resistance** yes

When you cast this spell, choose acid, cold, electricity, or fire; the spell gains that descriptor. You fire a ray at the target, and you must make a ranged attack against its EAC. On a hit, the ray deals 1d3 damage of the chosen energy type.



**School** illusion

**Casting Time** 1 standard action

**Range** close (25 ft. + 5 ft./2 levels)

**Effect** illusory sounds

**Duration** 1 round/level (D)

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

You create a volume of sound that rises, falls, recedes, approaches, or remains fixed. You choose what type of sound this spell creates when casting it and cannot thereafter change the sound's basic character. The volume of sound created can produce as much noise as 20 normal humans. Thus, you can create shouting, singing, talking, marching, running, or walking sounds, as well as sounds of battle or small explosions. You can make noises that sound like machines, the general chatter of distant conversation, or the roar of an alien predator, but you can't make specific sounds such as intelligible speech or the exact hum of a particular starship's engines.

**School** transmutation

**Casting Time** 10 minutes

**Range** 10 ft.

**Targets** one object of up to 1 bulk

**Duration** instantaneous

**Saving Throw** Will negates (harmless, object); **Spell Resistance** yes (harmless, object)

This spell repairs damaged objects and constructs, restoring 1d4 Hit Points. If the object has the broken condition, this condition is removed if the object is restored to at least half its original Hit Points. All of the pieces of an object must be present for this spell to function. A construct can benefit from this spell only once per day. Magic items can be repaired by this spell, but magic items that are destroyed don't have their magic abilities restored. This spell doesn't reverse effects that warp or otherwise transmute items, but it can still repair damage dealt to such items.



# PSYCHOKINETIC HAND

LEVEL 0

**School** transmutation

**Casting Time** 1 standard action

**Range** close (25 ft. + 5 ft./2 levels)

**Targets** one unattended object of no more than 10 lbs. or 1 bulk

**Duration** concentration

**Saving Throw** none; **Spell Resistance** no

You point your finger at the target object, gaining the ability to lift it and move it at will from a distance. As a move action, you can propel the object as far as 15 feet in any direction, though the spell ends if the distance between you and the object ever exceeds the spell's range. You can't perform complex operations, such as firing a gun or using a computer, but you can shut a mechanical door or lid and work simple buttons to open or close automated doors or trigger an alarm.

# TELEPATHIC MESSAGE

LEVEL 0

**School** divination (language-dependent, mind-affecting)

**Casting Time** 1 standard action

**Range** medium (100 ft. + 10 ft./level)

**Targets** up to one creature/level

**Duration** 10 minutes/level

**Saving Throw** none; **Spell Resistance** no

You can send a short telepathic message and hear simple telepathic replies. Any living creature within 10 feet of you or an intended recipient also receives your telepathic message if it succeeds at a DC 25 Perception check. You must be able to see or hear each recipient. The creatures that receive the message can reply telepathically, but no more than a single message can be sent each round, and each message cannot exceed 10 words. A technomancer casting this spell can also use it to send a message to a computer or a construct with the technological subtype if the receiving target is designed to receive messages.

**School** transmutation

**Casting Time** 1 standard action

**Range** 10 ft.

**Targets, Effect, or Area** see text

**Duration** 1 hour

**Saving Throw** none; **Spell Resistance** yes

Token spells are often some of the first minor changes that spellcasters produce when they begin experimenting with magic. Once cast, *token spell* enables you to perform simple magical effects for 1 hour. The effects are minor and have severe limitations. You can slowly lift one item of light bulk. You can alter items in a 1-foot cube each round, coloring, cleaning, soiling, cooling, warming, or flavoring them. You can create small objects, but they look artificial and are extremely fragile (they can't be used as tools or weapons). You can illuminate an object to shed dim light in a 30-foot radius. *Token spell* lacks the power to duplicate any other spell effects. Any actual change to an object (beyond moving, cleaning, or soiling it) persists for only 1 hour.

# TRANSFER CHARGE

LEVEL 0

**School** transmutation

**Casting Time** 1 standard action

**Range** touch

**Targets** two objects of the same type; see text

**Duration** instantaneous

**Saving Throw** Fortitude negates (object); **Spell Resistance** yes (object)

You can transfer any number of charges from one battery to another battery or from one power cell to another power cell. You can only transfer charges using two objects of the exact same type (two batteries of the same size, two identical power cells, or the like); you transfer charges from the source object to the receiving object. You must declare how many charges you are transferring before casting this spell. If you transfer more charges from the source than the receiving item can hold, the receiving item must succeed at a Fortitude saving throw or take 1d6 electricity damage. This spell provides no knowledge of how many charges a receiving item can safely hold, but you can choose to transfer fewer charges than the maximum allowed to reduce the risk.

**School** divination

**Casting Time** 1 standard action

**Range** personal

**Duration** 10 minutes/level

You can understand the spoken or signed words of creatures or read otherwise incomprehensible written or tactile messages. The ability to read does not necessarily impart insight into the material, merely its literal meaning. The spell enables you to understand or read an unknown language, not speak or write it. You can't use this spell to read magic writing or encoded messages (though it does reveal if a message is magic or encoded), but you can use it to read raw computer code or foreign programming languages, allowing you to understand enough to attempt Computers checks on those materials without penalties.

# DETECT RADIATION

LEVEL 1

**School** divination

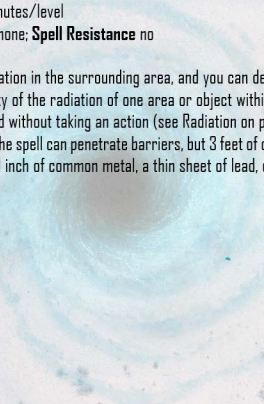
**Casting Time** 1 standard action

**Range** 120 ft. **Area** 120-ft. spherical emanation centered on you

**Duration** 10 minutes/level

**Saving Throw** none; **Spell Resistance** no

You detect radiation in the surrounding area, and you can determine the specific intensity of the radiation of one area or object within the spell's area each round without taking an action (see Radiation on page 403 for more details). The spell can penetrate barriers, but 3 feet of dirt or wood, 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or any force field blocks it.



**School** divination

**Casting Time** 1 standard action

**Range** 60 ft. **Area** cone-shaped burst

**Duration** instantaneous

**Saving Throw** none; **Spell Resistance** no

You detect all technological items (even hybrid items) with charges or that replenish charges in the area, including batteries, power cells, and generators (as well as such items that are on creatures you can see, even if the creatures have hidden those items on themselves). You can't determine if there are technological items in areas you can't see, nor can you detect technological traps in this way. The information this spell provides allows you to differentiate between charged items and items that replenish charges, but it does not provide any further information nor does it tell you, for example, how many charges an item currently has or how many maximum charges it can hold. This spell can penetrate barriers, but 3 feet of dirt or wood, 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or any force field blocks it.

# DISGUISE SELF

LEVEL 1

**School** illusion

**Casting Time** 1 standard action

**Range** personal

**Duration** 10 minutes/level (D)

You make yourself—and any clothing, armor, weapons, and equipment on you—look different. You can seem up to 1 foot shorter or taller, thin, fat, or in between. You can't change your creature type (although you can appear as another subtype). Otherwise, the extent of the apparent change is up to you. You could merely add or obscure a minor feature, or you could look like an entirely different person or gender. The spell does not provide the abilities or mannerisms of the chosen form nor does it alter the perceived tactile (touch) or audible (sound) properties of you or your equipment. If you use this spell to create a disguise, you gain a +10 circumstance bonus to the Disguise check (since it counts as altering your form). A creature that interacts with you directly can attempt a Will saving throw to recognize your appearance as an illusion.



**School** transmutation

**Casting Time** 1 standard action

**Range** close (25 ft. + 5 ft./2 levels)

**Targets** one written data set

**Duration** instantaneous

**Saving Throw** none; **Spell Resistance** no

*Erase* removes writings of either magical or mundane nature from any written storage, including paper, computers, or similar devices. You remove up to 1,500 words worth of text (for computer files, this could be a 1,500-word data file or 1,500 words of computer code). With this spell, you can remove magic runes and glyphs created by spells of 3rd-level and lower.

Nonmagical writing in a book or manual is automatically erased if you touch it and no one else is holding it. Magical writing and computer programs must be touched (either directly or by touching the physical drive that holds the file) to be erased, and you must also succeed at a caster level check ( $1d20 + \text{caster level}$ ) with a DC equal to  $11 + \text{the caster level for the magical writing or the item level of the computer's drive}$ . Computers generally keep backups on a round-by-round basis, and when you erase code from a computer, it takes 1 round for the computer to access its backups. If you erase a file that stores continuous data (like a camera feed), the computer won't be able to recover the missing round. A natural 1 is always a failure on this check. If you fail to erase writing that is part of a trap (magical or otherwise), you set off that trap.

**School** transmutation

**Casting Time** 1 standard action; see text

**Range** see text

**Targets** see text

**Duration** see text

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

You tinker with the particles of magic surrounding one or more targets to either allow them to slow a fall, gently rise or descend, or fly short or vast distances.

**1st:** When you cast *flight* as a 1st-level spell, you can target one Medium or smaller falling object or creature per level at close range (25 feet + 5 feet/2 levels). The targets must all be within 20 feet of each other. A Large creature or object counts as two Medium creatures or objects, a Huge creature or object counts as four Medium creatures or objects, and so on. The affected targets instantly fall slower, at a rate of just 60 feet per round (equivalent to the end of a fall from a few feet). The targets take no damage upon landing while the spell is in effect. This spell doesn't affect charging or flying creatures. For each target, this casting of the spell lasts until that target lands or 1 round per caster level (whichever happens first). The 1st-level version of this spell can be cast as a reaction, but when you do so, you can't take a standard action on your next round.

**2nd:** When you cast *flight* as a 2nd-level spell, you can target yourself or one willing or unconscious creature or unattended object (total weight up to 100 pounds or 10 bulk per level) at close range. The spell allows you to move the target up or down as you wish. Each round as a move action, you can mentally direct the target up or down as much as 20 feet. You can't move the target horizontally. A levitating creature that attacks with a melee or ranged weapon finds itself increasingly unstable; the first attack takes a -1 penalty to attack rolls, the second a -2 penalty, and so on, to a maximum of -5. A full round spent stabilizing allows the creature to begin again at -1. This casting of the spell lasts 1 minute per caster level and is dismissible.

[CONTINUED]

# FLIGHT, CONTINUED

**3rd:** When you cast *flight* as a 3rd-level spell, you can target one willing or unconscious touched creature and give it the power of flight. The target can fly at a speed of 60 feet with average maneuverability. Flying while under this spell's effects takes no more concentration than walking, so the target can attack or cast spells normally. The target can charge but not run, and it can't carry aloft more weight than its normal bulk limit. The target gains a bonus to Acrobatics checks to fly equal to half your caster level. If this spell expires or is dispelled while the target is aloft, the target floats downward 60 feet per round for 1d6 rounds. If it reaches the ground in that amount of time, it lands safely. If not, it falls the rest of the distance, taking 1d6 damage per 10 feet fallen. The spell lasts for 1 minute per caster level.

**4th:** When you cast *flight* as a 4th-level spell, you can target one willing or unconscious touched creature and affect it as per the 3rd-level version of the spell, except the target's fly speed is increased by 10 feet and the spell lasts for 10 minutes per caster level.

**5th:** When you cast *flight* as a 5th-level spell, you can target yourself and be affected as per the 4th-level version of the spell, except the spell lasts for 1 hour per caster level. When you use this flight speed for long-distance movement, you can hustle without taking nonlethal damage (a forced march still requires Constitution checks). You can cover 140 miles in an 8-hour period of flight (or 80 miles at a speed of 50 feet).

**6th:** When you cast *flight* as a 6th-level spell, you can target multiple willing or unconscious creatures at close range (25 feet + 5 feet/2 levels) and affect them as per the 3rd-level version of the spell. You can target one creature per caster level, all of which must be within 30 feet of each other. This casting of the spell lasts 10 minutes per caster level.

**School** conjuration (creation)

**Casting Time** 1 standard action

**Range** close (25 ft. + 5 ft./2 levels)

**Area or Targets** one 10-ft. square or one object

**Duration** 1 minute/level (D)

**Saving Throw** Reflex partial, see text; **Spell Resistance** no

You cover a solid surface with a layer of slippery grease. Any creature in the area when the spell is cast must succeed at a Reflex save or fall prone. A creature can walk within or through the area of grease at half normal speed with a successful DC 10 Acrobatics check. Failure means the creature can't move that round and must then succeed at a Reflex save or fall prone, while failure by 5 or more means it falls prone (see the Acrobatics skill on page 135 for details). A creature that doesn't move on its turn doesn't need to attempt this check and isn't considered flat-footed. The spell can also be used to create a greasy coating on an item. Unattended material objects are always affected by this spell. If you attempt to affect an object in a creature's possession, the creature can attempt a Reflex save to negate the effect. If the creature fails the initial saving throw, it immediately drops the item and must attempt a new save each round it attempts to pick up, hold, or use the item. A creature wearing greased armor or clothing gains a +5 circumstance bonus to Acrobatics checks to escape a grapple and a +2 circumstance bonus to its AC against grapple combat maneuvers.

**School** abjuration

**Casting Time** 1 standard action

**Range** medium (100 ft. + 10 ft./level)

**Targets** one portal up to 20 sq. ft./level

**Duration** 1 minute/level (D)

**Saving Throw** none; **Spell Resistance** no

This spell magically holds shut a door, gate, shutter, or window of any standard material (metal, plastic, stone, wood, and so on), or it reinforces an electronic lock. The magic affects the portal just as if it were securely closed and normally locked. A *knock* spell or a successful *dispel magic* spell can negate a *hold portal* spell. Add 5 to the normal DC for forcing open a portal or hacking an electronic lock affected by this spell.

**School** illusion

**Casting Time** 1 standard action

**Range** see text **Area** see text

**Duration** see text

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

You weave nearby photons into illusory holograms that can take almost any form you can imagine. These holograms are usually effective against cameras, robots, and living creatures.

**1st:** When you cast *holographic image* as a 1st-level spell, it produces a purely visual hologram at long range (400 feet + 40 feet/level). The image has no sound, smell, texture, or temperature. The image can't extend beyond four 10-foot cubes plus one 10-foot cube per caster level. The image lasts for as long as you concentrate. You can move the image within the limits of the size of the effect.

**2nd:** When you cast *holographic image* as a 2nd-level spell, it produces a hologram as per the 1st-level version of the spell, except the hologram can include minor sounds, but not understandable speech. The image lasts for as long as you concentrate plus 2 additional rounds.

**3rd:** When you cast *holographic image* as a 3rd-level spell, it produces a hologram as per the 1st-level version of the spell, except the hologram can include sound, smell, and thermal illusions (but not speech). The image disappears when it is struck by an opponent, unless you cause the hologram to react appropriately. The image lasts for as long as you concentrate plus 3 additional rounds.

**4th:** When you cast *holographic image* as a 4th-level spell, it produces a hologram as per the 3rd-level version of the spell, except the hologram follows a script determined by you. It follows that script for 1 minute per level without you having to concentrate on it. The hologram can include intelligible speech, if you wish.

# HOLOGRAPHIC IMAGE, CONTINUED

**5th:** When you cast *holographic image* as a 5th-level spell, it produces a hologram as per the 4th-level version of the spell, except the size of the hologram can't extend beyond a 20-foot cube plus one 10-foot cube per caster level. You can choose to make the hologram permanent at the time of casting. By concentrating, you can move the image within the limits of the range, but it is static while you are not concentrating. Alternatively, you can have the hologram activate when a specific condition (which you set at the time of casting) occurs. The event that triggers the hologram can be as general or as specific and detailed as desired, but it must be based on an audible, olfactory, tactile, or visual trigger. The trigger can't be based on some quality not normally obvious to the senses, such as alignment. The spell lasts until it is triggered, and then the hologram lasts for 1 round per caster level.

**6th:** When you cast *holographic image* as a 6th-level spell, it creates a quasi-real, illusory version of yourself at medium range (100 feet + 10 feet/level). This hologram looks, sounds, and smells like you, but it is intangible. The hologram mimics your actions (including speech) unless you use a move action to direct it to act differently. You can see through its eyes and hear through its ears as if you were standing where it is, and during your turn you can switch from using its senses to using your own, or back again, as a move action. While you are using its senses, your body is considered blinded and deafened. If you desire, any spell you cast with a range of touch or greater can originate from the hologram instead of from you. The hologram can't cast spells on itself except for illusion spells. Spells cast in this manner affect other targets normally, despite originating from the hologram. An object isn't deceived by illusions (treat as if it had succeeded at its Will saving throw). The hologram remains for 1 round per level, and you must maintain line of effect to the hologram at all times. If your line of effect is obstructed, the spell ends. If you use *dimension door*, *plane shift*, *teleport*, or a similar spell that breaks your line of effect, even momentarily, the spell ends. This casting of the spell is a shadow effect.

**School** divination

**Casting Time** 1 standard action

**Range** 5 ft.

**Target** one magic or technological object

**Duration** 1 round/level (D)

**Saving Throw** none; **Spell Resistance** no

This spell allows you to attempt to identify the function of a magic item (with Mysticism) or technological device (with Engineering) each round. You gain a +10 insight bonus to skill checks to identify the properties and command words or passwords of items targeted when using this spell. This spell does not allow you to identify artifacts.



# JOLTING SURGE

LEVEL 1

**School** evocation (electricity)

**Casting Time** 1 standard action

**Range** touch

**Targets** one creature or object

**Duration** instantaneous

**Saving Throw** none; **Spell Resistance** yes

You touch a target with a device you're holding that uses electricity, requiring a melee attack against the target's EAC. Alternatively, you can instead touch an electrical device a target is wearing (or a target that is an electrical device, such as a robot) with your hand, gaining a +2 bonus to your attack roll. Either way, if your attack hits, the electrical device surges out of control, dealing 4d6 electricity damage to your target. Casting this spell doesn't provoke attacks of opportunity.

**School** transmutation

**Casting Time** 1 standard action

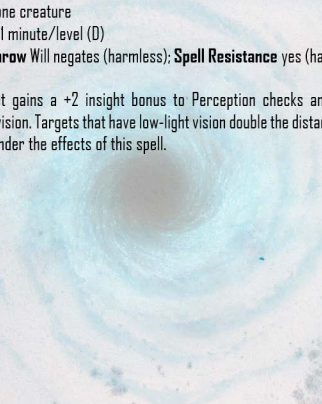
**Range** touch

**Targets** one creature

**Duration** 1 minute/level (D)

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

The target gains a +2 insight bonus to Perception checks and gains low-light vision. Targets that have low-light vision double the distance they can see under the effects of this spell.



**School** abjuration

**Casting Time** 1 standard action

**Range** medium (100 ft. + 10 ft./level)

**Targets** up to one creature/level, no two of which can be more than 30 ft. apart

**Duration** 1 day/level

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

You surround the target creatures with a constant and movable 1-inch shell of tolerable living conditions customized for each creature. This shell enables the targets to breathe freely in a variety of atmospheric conditions (including in corrosive, thick, thin, and toxic atmospheres), as well as underwater or in a vacuum. It also makes the targets immune to harmful gases and vapors, including inhaled diseases and poisons as well as spells with a harmful gaseous effect. In addition, the shell protects targets (and their equipment) from extreme temperatures (between  $-50^{\circ}$  and  $140^{\circ}$  F) without having to attempt Fortitude saving throws, as well as extreme pressures. *Life bubble* doesn't provide protection from energy damage, negative or positive energy (such as found on the Negative and Positive Energy Planes), or radiation; it also doesn't provide the ability to see in conditions of poor visibility (such as in smoke or fog) or the ability to move or act normally in conditions that impede movement (such as underwater).

# MAGIC MISSILE

LEVEL 1

**School** evocation (force)

**Casting Time** 1 standard action; see text

**Range** medium (100 ft. + 10 ft./level)

**Targets** up to three creatures, no two of which can be more than 15 ft. apart; see text

**Duration** instantaneous

**Saving Throw** none; **Spell Resistance** yes

You fire two missiles of magical energy that strike targets unerringly (the creatures must still be valid targets) and deal  $1d4+1$  force damage each. You can't target specific parts of a creature, and objects are not damaged by the spell. You can target a single creature or several creatures, but each missile can strike only one creature. You must designate targets before you attempt to overcome spell resistance or roll damage. You can cast this spell as a full action. If you do, you fire three missiles instead of two.

# OVERHEAT

LEVEL 1

**School** evocation (fire)

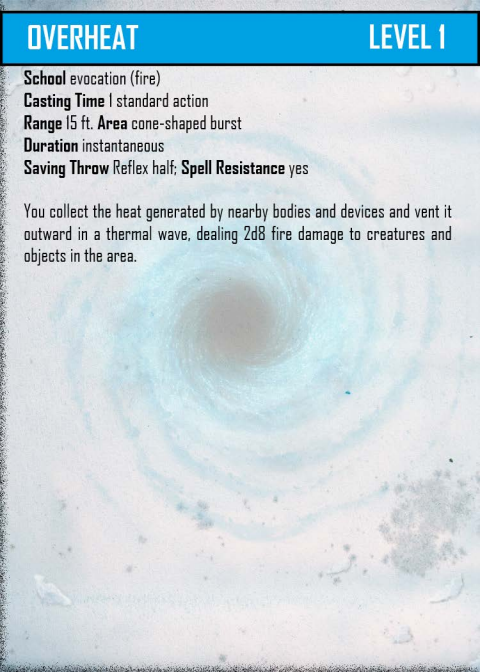
**Casting Time** 1 standard action

**Range** 15 ft. **Area** cone-shaped burst

**Duration** instantaneous

**Saving Throw** Reflex half; **Spell Resistance** yes

You collect the heat generated by nearby bodies and devices and vent it outward in a thermal wave, dealing 2d8 fire damage to creatures and objects in the area.



# SUPERCHARGE WEAPON

LEVEL 1

**School** evocation

**Casting Time** 1 standard action

**Range** touch

**Targets** one weapon

**Duration** see text

**Saving Throw** none; **Spell Resistance** no

You supercharge the target weapon. If the weapon's next attack hits (provided it is made before the end of the next round), the attack deals 4d6 additional damage if the weapon is a single target attack or 2d6 additional damage if the weapon attacks all creatures in an area. This bonus damage is of the same type as the weapon's normal damage.

# UNSEEN SERVANT

LEVEL 1

**School** conjuration (creation)

**Casting Time** 1 standard action

**Range** close (25 ft. + 5 ft./2 levels)

**Effect** one invisible, mindless, shapeless servant

**Duration** 1 hour/level

**Saving Throw** none; **Spell Resistance** no

The spell conjures an invisible, mindless, shapeless force that performs simple tasks at your command (a move action). It can run and fetch things, open unstuck doors, and hold chairs, as well as clean and mend. The servant can perform only one activity at a time, but it repeats the same activity over and over again if told to do so as long as you remain within range. It has an effective Strength score of 2 (so it can lift up to 20 pounds or 2 bulk or drag up to 100 pounds or 10 bulk). It can trigger traps and such, but it can't exert enough force to activate certain pressure plates and other devices. It can't perform any task that requires a skill check with a DC higher than 10 or that requires a check using a skill that can't be used untrained. This servant can't fly, climb, or swim (though it can walk on water). Its land speed is 15 feet. The servant can't attack in any way; it is never allowed to make attack rolls. It can't be killed, but it dissipates if it takes 6 or more damage from area attacks; it gets no saving throws against attacks.

**School** evocation (acid)

**Casting Time** 1 standard action

**Range** medium (100 ft. + 10 ft./level)

**Targets** one creature or object

**Duration** 1 round + 1 round/3 levels

**Saving Throw** none; **Spell Resistance** yes

You fling magical nanites that convert water vapor around your target into deadly acid. Make a ranged attack roll against your target's EAC. If you hit, the target takes 4d4 acid damage and it takes 5 additional acid damage at the end of its turn each round for the spell's duration.



# COMMAND UNDEAD

# LEVEL 2

**School** necromancy (sense-dependent)

**Casting Time** 1 standard action

**Range** close (25 ft. + 5 ft./2 levels)

**Targets** one undead creature

**Duration** 1 day/level

**Saving Throw** Will negates, see text; **Spell Resistance** yes

This spell allows you a degree of control over an undead creature. If the target is intelligent, it perceives your words and actions favorably (treat its attitude as friendly). It will not attack you while the spell lasts. You can give the target suggestions, but you must succeed at an opposed Charisma check to convince it to do anything it wouldn't ordinarily do. (Retries are not allowed.) An intelligent commanded undead never obeys suicidal or obviously harmful suggestions, but it might be convinced that something very dangerous is worth doing. An unintelligent undead creature gets no saving throw against this spell. When you control a mindless being, you can communicate only basic commands, such as "Come here," "Go there," "Fight," "Stand still," and so on. Unintelligent undead won't resist suicidal or obviously harmful orders. Any act by you or your apparent allies that threatens the commanded undead (regardless of its Intelligence) breaks the spell. You command the undead creature by voice and it understands you, no matter what language you speak.

**School** transmutation

**Casting Time** 1 standard action

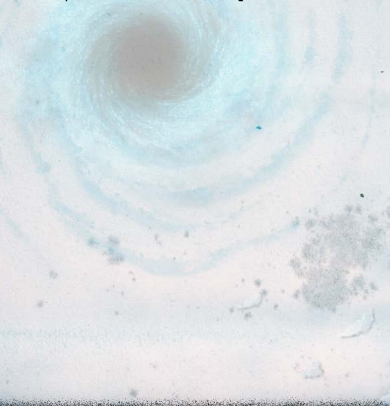
**Range** touch

**Targets** one creature or camera

**Duration** 1 hour/level

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

The target gains the ability to see 60 feet even in total darkness. Darkvision is black and white only but otherwise like normal sight.



# DAZE MONSTER

LEVEL 2

**School** enchantment (compulsion, mind-affecting)

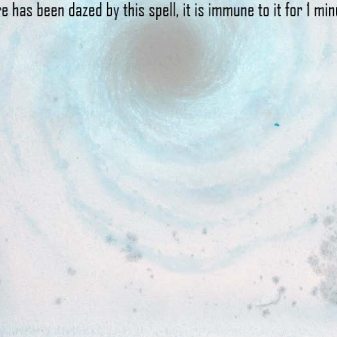
**Casting Time** 1 standard action

**Range** medium (100 ft. + 10 ft./level)

**Targets** one living creature of CR 5 or lower

**Duration** 1 round **Saving Throw** Will negates; **Spell Resistance** yes

This spell short-circuits the mind of any one living creature of any type with a CR of 5 or lower so that it is dazed (unable to take actions, but taking no penalty to AC). Creatures of CR 6 or higher are not affected. After a creature has been dazed by this spell, it is immune to it for 1 minute.



# FOG CLOUD

# LEVEL 2

**School** conjuration (creation)

**Casting Time** 1 standard action

**Range** medium (100 ft. + 10 ft./level) **Area** 20-ft.-radius spread

**Duration** 10 minutes/level

**Saving Throw** none; **Spell Resistance** no

A bank of fog billows out from the point you designate. The fog 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. A moderate wind (11+ mph) disperses the fog in 4 rounds; a strong wind (21+ mph) disperses the fog in 1 round. This spell doesn't function underwater or in a vacuum.

**School** illusion

**Casting Time** 1 standard action

**Range** touch

**Targets** one computer system or module

**Duration** 1 hour/level or until triggered; see text

**Saving Throw** none; **Spell Resistance** no

You subtly rearrange the internal circuitry of a computer system or module, programming it to convey a certain dataset when accessed (either normally or if it is hacked). You can implant up to one piece of data per caster level. A piece of data consists of a simple fact, such as a creature or object's location or physical description, a creature or object's tangible or intangible value, or another simple statement. When an affected computer system or module is accessed, this implanted data is the first data the accessing individual gains, regardless of what data the individual is actually looking for, though the accessing individual can access the system or module's actual information if it looks beyond the implanted data. The implanted data vanishes from the system or module once the accessing individual has reviewed it. If this spell's duration ends before an individual accesses the implanted data, the implanted data vanishes. The implanted data can be made permanent with a special ritual, which takes 1 hour and requires materials worth 5,000 credits. Once it's made permanent, the implanted data temporarily vanishes after it is accessed, but it returns 1 hour later.

# INJECT NANOBOTS

## LEVEL 2

**School** necromancy

**Casting Time** 1 standard action

**Range** touch

**Targets** one living creature or construct

**Duration** instantaneous and 1 round/level; see text

**Saving Throw** Fort partial and Will partial, see text; **Spell Resistance** yes

You concentrate key particles in your blood into tiny biological nanobots that you can inject into a foe with a touch, disrupting and damaging its natural processes. Make a melee attack against the target's EAC; if you hit, the nanobots deal 4d8 damage and swarm through the target's biological or mechanical systems, causing the creature to be confused, as per *confusion*, for 1 round per your caster level. If the target succeeds at a Fortitude save, it takes only half damage and negates the confusion effect. A confused target can attempt a Will saving throw at the beginning of its turn each round to end the confusion effect. Casting this spell doesn't provoke attacks of opportunity.

**School** illusion

**Casting Time** 1 standard action

**Range** touch

**Targets** one creature or object no more than 10 bulk/level

**Duration** 1 minute/level (D)

**Saving Throw** Will negates (harmless, object), see text; **Spell Resistance** yes (harmless, object)

The creature or object touched becomes invisible (see page 264). If the target is a creature, any gear it is carrying vanishes as well. If you cast the spell on someone else, neither you nor your allies can see the target unless you can normally see invisible things or you employ magic to do so. The spell ends if the target attacks any creature. For purposes of this spell, an attack includes any spell or harmful effect targeting a foe or whose area or effect includes a foe. Actions directed at unattended objects don't break the spell. Spells that specifically affect allies but not foes are not attacks for this purpose, even when they include foes in their area. Causing harm indirectly is not an attack. Thus, an invisible being can open doors, talk, eat, climb stairs, summon security forces and have them attack, start a trash compactor with foes inside, remotely trigger traps, and so forth.

**School** transmutation

**Casting Time** 1 standard action

**Range** medium (100 ft. + 10 ft./level)

**Targets** one door, container, or portal with an area of up to 10 sq. ft./level

**Duration** instantaneous; see text

**Saving Throw** none; **Spell Resistance** no

*Knock* opens barred, computer-sealed, locked, or stuck doors, as well as those subject to *hold portal* or *security seal*. When you complete the casting of this spell, attempt a caster level check (1d20 + your caster level) against the DC of the lock or computer seal with a +10 bonus. If successful, *knock* opens up to two means of closure. This spell opens secret doors (but doesn't identify secret doors you haven't found) as well as locked or trick-opening containers, starship doors, and similar secured entryways. It also loosens chains, shackles, or welds (provided they serve to hold something shut). If used to open a door closed with *security seal*, the spell doesn't remove the seal but simply suspends its functioning for 10 minutes. In all other cases, the door does not relock itself or become stuck again on its own. *Knock* does not raise barred gates or similar impediments (such as a force field barrier) or open any door or container larger than the spell's area, nor does it affect ropes, webs, and the like.



**School** abjuration

**Casting Time** 1 standard action

**Range** touch

**Targets** one computer system or module

**Duration** 1 day/level or until triggered

**Saving Throw** see text; **Spell Resistance** see text

You infuse one computer system or module with protective energy, inuring it against attempts to access it. As long as this spell is in effect, the first time a creature unsuccessfully attempts to access, destroy, or manipulate the affected computer system or module (using the Computers skill or otherwise), it takes 6d6 damage (either cold, electricity, or fire damage; you choose when casting the spell, and the spell gains the appropriate descriptor). The creature can attempt a Fortitude saving throw for half damage, and spell resistance applies. This damage is in addition to any negative effects the creature suffers due to the system's other countermeasures.

**School** transmutation

**Range** close (25 ft. + 5 ft./2 levels)

**Targets** one object of up to 1 bulk/level or one construct of any size

This spell functions as *mending*, except it restores 5d6 Hit Points when cast on an object or construct creature. *Make whole* can fix destroyed magic items, and it restores the magic properties of the item if your technomancer level is at least twice the item's level. Items with charges (such as batteries) and single-use items (such as potions and grenades) can't be repaired in this way. When you cast *make whole* on a construct, the spell bypasses any immunity to magic as if the spell did not allow spell resistance.

# MICROBOT ASSAULT

# LEVEL 2

**School** conjuration (creation)

**Casting Time** 1 standard action

**Range** close (25 ft. + 5 ft./2 levels)

**Effect** distracting cloud of microbots

**Duration** concentration + 1 round

**Saving Throw** none; **Spell Resistance** no

You pull latent technological energy from the air to form a cloud of fist-sized hindering microbots that fill an area you designate. The microbots begin in a 10-foot-square area when you create them, and you can create the cloud so that it shares the space of other creatures. If no creatures are within the cloud's area, the microbots pursue and harass the nearest creature that is hostile to you as best they can each round. Although the microbots generally know which creatures are your enemies, you have no control over their targets or direction of travel. If there are multiple valid targets the microbots can harass, the cloud will split into a maximum of four 5-foot-square segments and pursue different targets. The cloud (and any segments thereof) has a fly speed of 20 feet. Each round on your turn, the microbot cloud grants harrying fire (see page 247) against the foes in its spaces. In addition, the cloud grants covering fire (see page 246) to anyone attacked by foes in its spaces. The microbots constantly repair themselves and the cloud generates new microbots every few seconds, so any attack against them is essentially ineffective.

# MIRROR IMAGE

# LEVEL 2

**School** illusion

**Casting Time** 1 standard action

**Range** personal

**Duration** 1 minute/level

This spell creates a number of illusory doubles of you that inhabit your square. These doubles make it difficult for enemies to precisely locate and attack you. When you cast *mirror image*, it creates 1d4 figment images. These images remain in your space and move with you, mimicking your movements, sounds, and actions exactly. Whenever you are attacked or are the target of a spell that requires an attack roll, there is a possibility that the attack targets one of your images instead. If the attack hits, roll randomly to see whether the selected target is real or a figment. If it is a figment, the figment is destroyed. If the attack misses by 5 or less, one of your figments is destroyed by the near miss, and an attack that misses you due to a miss chance also destroys an image. Area spells and effects that don't require an attack roll affect you normally and don't destroy any of your figments. Spells with a range of touch are harmlessly discharged if used to destroy a figment. An attacker must be able to see the figments to be fooled. If you are invisible or the attacker is blind, the spell has no effect. Blindsight doesn't help distinguish the figments from the real you, but blindsight is sufficient to do so.

# RECHARGE

# LEVEL 2

**School** evocation

**Casting Time** 1 round

**Range** touch

**Targets** one object

**Duration** instantaneous

**Saving Throw** Fortitude negates (object); **Spell Resistance** yes (object)

You restore up to 10 charges to a battery or 5 charges to a technological item capable of being charged by a battery. Since this spell takes your personal energy, you must spend 1 Resolve Point to cast it. If you recharge a battery, there is a 20% chance the battery is destroyed by the attempt. If you restore more charges than the item can hold, the item must succeed at a Fortitude saving throw or take 1d6 electricity damage for each excess charge. This spell provides no knowledge of how many charges an item can safely hold, but you can choose to bestow fewer charges than the maximum allowed to reduce the risk; you must declare how many charges you are restoring before casting this spell.

# SECURITY SEAL

# LEVEL 2

**School** abjuration

**Casting Time** 1 standard action

**Range** touch

**Targets** one door, container, or portal up to 30 sq. ft./level in size

**Duration** 24 hours

**Saving Throw** none; **Spell Resistance** no

A *security seal*/spell magically locks a single door, container with a lid or latch, portal, or computer system. Casting this spell requires you to spend 1 Resolve Point. You can freely bypass your own security seal without affecting it. If the sealed object has a lock, the DC to open that lock increases by 5 while it remains attached to the object. If the object doesn't have a lock, this spell creates one that can only be opened with a successful DC 20 Engineering check to disable devices. If the sealed object has computer security, the DC to bypass that security increases by 5. A door or object secured with this spell can be opened only by breaking in or with a successful *dispel magic* or *knock* spell. Add 5 to the normal DC to break open a door or portal affected by this spell. A *knock* spell removes the *security seal* automatically, counting as one means of closure.

# SEE INVISIBILITY

LEVEL 2

**School** divination

**Casting Time** 1 standard action

**Range** personal

**Duration** 10 minutes/level (D)

You can see any invisible or ethereal objects or beings within your range of vision, as if they were normally visible. Such creatures are visible to you as translucent shapes, allowing you easily to discern the difference between visible and invisible or ethereal creatures. The spell doesn't reveal the method used to obtain invisibility, doesn't reveal illusions or enable you to see through opaque objects, and doesn't reveal creatures that are simply concealed, hiding, or otherwise hard to see.

# SPIDER CLIMB

## LEVEL 2

**School** transmutation

**Casting Time** 1 standard action

**Range** touch

**Targets** one creature

**Duration** 10 minutes/level

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

The target can climb and travel on vertical surfaces or even traverse ceilings as well as a spider does. An affected creature with four limbs must have three limbs free (not holding equipment or being used to perform skills and so on) to climb in this manner. A creature with six limbs needs only four available. In general, other creatures must have 75% of their limbs available to benefit from this spell. The target gains a climb speed of 20 feet (and the +8 racial bonus to Athletics checks to climb granted by that climb speed); furthermore, it doesn't need to attempt Athletics checks to climb to traverse a vertical or horizontal surface (even upside down). An affected creature climbing in this way is not flat-footed while climbing, and opponents get no special bonus to their attacks against it. The creature, however, can't use the run action while climbing.



# ARCANE SIGHT

LEVEL 3

**School** divination

**Casting Time** 1 standard action

**Range** personal

**Duration** 1 minute/level (D)

This spell allows you to see magic sources within 120 feet of you. The effect is similar to that of a *detect magic* spell, but *arcane sight* does not require concentration and discerns information more quickly. You know the location and caster level of all magic sources within your sight. If the magic sources are in line of sight, you can attempt a DC 28 Mysticism check (one check per source) to determine the school of magic involved in each source. If you concentrate on a specific creature within 120 feet of you as a standard action, you can determine whether it has any spellcasting or spell-like abilities and the caster level of the most powerful spell or spell-like ability the creature currently has available for use. As with *detect magic*, you can use this spell to identify the properties of magic items, but not of artifacts.

# ARCING SURGE

LEVEL 3

**School** evocation (electricity)

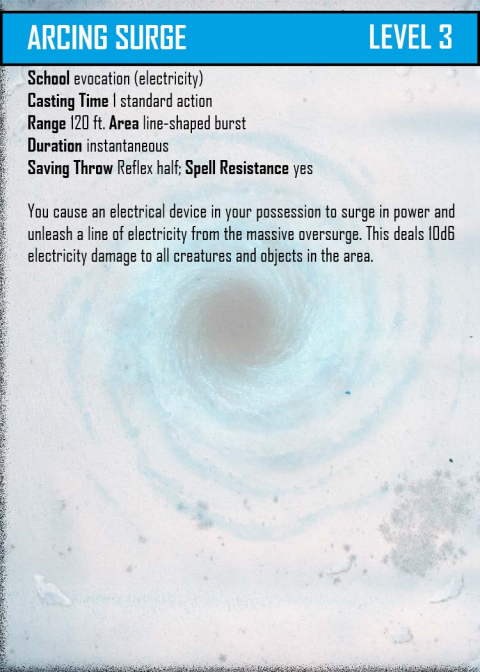
**Casting Time** 1 standard action

**Range** 120 ft. **Area** line-shaped burst

**Duration** instantaneous

**Saving Throw** Reflex half; **Spell Resistance** yes

You cause an electrical device in your possession to surge in power and unleash a line of electricity from the massive oversurge. This deals 10d6 electricity damage to all creatures and objects in the area.



**School** divination (scrying)

**Casting Time** 10 minutes

**Range** long (400 ft. + 40 ft./level)

**Effect** magical sensor

**Duration** 1 minute/level (D)

**Saving Throw** none; **Spell Resistance** no

You create an invisible magical sensor at a specific location that enables you to hear or see (your choice) almost as if you were there. You don't need line of sight or line of effect to create this sensor in a specific spot within range, but the locale must be either a place that's familiar to you or an obvious location, such as inside a cave whose entrance you can see. The sensor doesn't move, but you can rotate it in all directions to view the area as desired. This spell functions only on the plane of existence you are currently occupying.

**School** abjuration

**Casting Time** 1 standard action

**Range** medium (100 ft. + 10 ft./level)

**Targets** one creature or technological object

**Duration** instantaneous

**Saving Throw** Fortitude negates (object); **Spell Resistance** no

You can dissipate the charges from one technological object, temporarily depower one electrically powered technological object that does not use charges, or severely hinder a construct with the technological subtype. If the spell targets an object with charges, the object loses all of its remaining charges. If the object is powered by electrical means other than charges, its functions are suppressed for 1d4 rounds. If the spell targets a creature not of the technological subtype, it affects a random charged or electrically powered item in that creature's possession. If the target is a construct with the technological subtype, it is staggered and cannot use any energy-based attacks for 1d4 rounds. A construct with the technological subtype that is affected by this spell can attempt a Fortitude saving throw at the end of each round to shrug off the effect.

**School** abjuration

**Casting Time** 1 standard action

**Range** medium (100 ft. + 10 ft./level)

**Targets** one creature, object, spell, or spellcaster

**Duration** instantaneous

**Saving Throw** none; **Spell Resistance** no

You can use *dispel magic* to end one ongoing spell that has been cast on a creature or object, to temporarily suppress the magical abilities of a magic item, or to counter another spellcaster's spell. A dispelled spell ends as if its duration had expired. Some spells, as detailed in their descriptions, can't be defeated by *dispel magic*. *Dispel magic* can dispel (but not counter) spell-like abilities just as it does spells. The effect of a spell with an instantaneous duration can't be dispelled. You choose to use *dispel magic* in one of two ways: as a targeted dispel or as a counter.

**Targeted Dispel:** One creature, object, or spell is the target of the *dispel magic* spell. You can also use a targeted dispel to specifically end one spell affecting the target or one spell affecting an area (such as *zone of truth*). You must name the specific spell effect to be targeted in this way or otherwise uniquely identify it (such as "that burning wall" or "the spell that's giving him those duplicates"). Attempt a dispel check (1d20 + your caster level) with a DC equal to 11 + the spell's caster level. If you succeed, the spell ends. If you don't specify a spell and there is more than one possible spell on the target, your targeted dispel attempts to dispel a spell at random.

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## DISPEL MAGIC, CONTINUED

If you target a force, an object, or a creature that is the effect of an ongoing spell (such as *unseen servant*), you attempt a dispel check to end the spell that conjured the object or creature.

If the object that you target is a magic item, you attempt a dispel check against the item level (DC = 11 + the item level). If you succeed, all the item's magical properties are suppressed for 1d4 rounds, after which the item recovers its magical properties. A suppressed item becomes nonmagical for the duration of the effect. A magic item's nonmagical physical properties are unchanged: a suppressed *holy laser pistol* is still a laser pistol. Artifacts and deities are unaffected by mortal magic such as this.

You can choose to automatically succeed at your dispel check against any spell you have cast.

**Counter:** You can use the energy of *dispel magic* to disrupt the casting of other spells. First, select an opponent and take the ready action (see page 249) to cast *dispel magic* when that target casts a spell. This is considered a purely defensive action. When that readied action is triggered, you cast *dispel magic* and must attempt a dispel check (1d20 + your caster level) to counter the other spellcaster's spell. The DC is equal to 11 + the other spellcaster's caster level. If the check is successful and the target is in range, the spell fails and has no result.

**School** illusion

**Casting Time** 1 standard action

**Range** touch

**Targets** one creature

**Duration** 1 round/level (D)

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

The target of this spell appears to be about 2 feet away from its true location. The creature benefits from a 50% miss chance as if it had total concealment. Unlike actual total concealment, *displacement* doesn't prevent enemies from targeting the creature normally. *True seeing* reveals the target's true location and negates the miss chance. If a creature with blindsense can also see the displaced creature, the visual and blindsense information combined are enough for the creature with blindsense to attack the displaced creature without a miss chance, unlike normal for blindsense.

**School** transmutation

**Casting Time** 1 standard action

**Range** touch

**Targets** one nonmagical manufactured object (or the volume of the object within a 3-ft.-radius of the touched point) or one manufactured creature touched each round

**Duration** see text

**Saving Throw** Fortitude negates (object): **Spell Resistance** no

Any unattended, manufactured (built from component parts, including metal, wood, plastic, glass, and so on) item you touch crumbles into dust, rust, and decay. If the item is so large that it can't fit within a 3-foot radius, a 3-foot-radius volume of the material is destroyed. This is an instantaneous effect. You can employ *entropic grasp* in combat by making a melee attack against your opponent's EAC. If you hit, you instantaneously reduce a manufactured armor's KAC and EAC bonus by 3 (to a minimum of a +0 bonus). Damaged armor can be repaired using the Engineering skill; with a successful check, the armor's armor bonuses are restored to their original values. Against a manufactured creature (generally constructs, but not undead), this attack instead deals 6d12 damage. Weapons and equipment in use by an opponent are more difficult to affect with this spell. You attempt a sunder combat maneuver against the item. If successful, you deal 6d6 damage to the weapon or item. Used in combat, this spell lasts 1 round per level, and you can make one melee attack each round on future rounds as a standard action. The target can attempt a save to negate each melee attack, but success does not end the spell. Casting this spell doesn't provoke attacks of opportunity.



# EXPLOSIVE BLAST

LEVEL 3

**School** evocation (fire)

**Casting Time** 1 standard action

**Range** medium (100 ft. + 10 ft./level) **Area** 20-ft.-radius burst

**Duration** instantaneous

**Saving Throw** Reflex half; **Spell Resistance** yes

You magically transform a used battery into a powerful explosive device, propelling it in a straight line to a grid intersection within range, at which point it detonates, dealing 9d6 fire damage to all creatures and objects in the area. If you send the battery through a narrow opening, you must make a ranged attack (usually against an Armor Class of 10 for a narrow opening or an Armor Class of 15 for an extremely narrow opening) to avoid hitting the side and detonating it prematurely.

**School** transmutation

**Casting Time** 1 round

**Range** touch

**Targets** 1 bulk of inert electronic equipment; see text

**Duration** 1 round/level

**Saving Throw** none; **Spell Resistance** no

You turn a pile of technological junk into a robot that can accomplish helpful tasks. You must target inert, nonworking electronic equipment of at least 1 bulk. Valid targets include a large broken computer system, nonworking or unconnected computer or robot parts, a destroyed robot or another such trashed mechanical system, or any related electronic components or combination of the above as long as the junk is found in a large enough quantity.

While casting this spell, you use your magic and technological know-how to rearrange the junked parts and infuse them with energy and helpful programming. A handy junkbot is Small, its KAC and EAC are each equal to 10 + your caster level, and it has a number of Hit Points equal to one-quarter of your own (but no Stamina Points). It has a land speed of 30 feet and a fly speed of 15 feet with average maneuverability. It can accomplish all tasks described in the Computers, Engineering, Piloting, and Sleight of Hand skills, is considered trained in those skills, and has a total skill bonus in each equal to 3 + your caster level. The junkbot is treated as if it is using a hacker's kit when using the Computers skill and an engineering kit when using the Engineering skill. A handy junkbot can never attack. The junkbot uses your saving throw bonuses if it is the target of a spell or another targeted effect. For purposes of spells and effects that target the junkbot, it is treated as a construct with the technological and magical

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## HANDY JUNKBOT, CONTINUED

subtypes. You can give new basic commands to your handy junkbot telepathically on your turn as a move action, and the junkbot can take actions as if it were a normal creature. You are aware when the junkbot has succeeded at or failed a skill check, as well as when it has been attacked or destroyed, but you can perceive nothing else through this basic telepathic link. When the handy junkbot is destroyed or this spell ends, the electronic equipment you used to create it falls apart into refuse, its circuitry fried beyond anything recognizable. You can't use this refuse as a target to create another junkbot.



**School** transmutation

**Casting Time** 1 standard action

**Range** close (25 ft. + 5 ft./2 levels)

**Targets** up to one creature/level, no two of which can be more than 30 ft. apart

**Duration** 1 round/level

**Saving Throw** Forti negates (harmless); **Spell Resistance** yes (harmless)

The targeted creatures move and act more quickly than normal. This extra speed has several effects.

When making a full attack, a hasted creature can also take a separate move action in order to move. The movement can occur before, after, or between the attacks from the full attack. All movement must occur at the same time.

All of the hasted creature's modes of movement (including base, burrow, climb, fly, and swim speeds) increase by 30 feet, to a maximum of twice the target's normal speed using that form of movement. This increase counts as an enhancement bonus, and it affects the creature's jumping distance as normal for increased speed. Multiple *haste* effects don't stack. *Haste* counters and negates *slow*.

**School** transmutation

**Casting Time** 1 round

**Range** touch

**Targets** 1 bulk of inert electronic equipment; see text

**Duration** 1 round/level

**Saving Throw** none; **Spell Resistance** no

You turn a pile of technological junk into a robot that can perform basic healing tasks. You must target inert, nonworking electronic equipment of at least 1 bulk. Valid targets include a large broken computer system, nonworking or unconnected computer or robot parts, a destroyed robot or another such trashed mechanical system, or any related electronic components or combination of the above as long as the junk is found in a large enough quantity. While casting this spell, you use your magic and technological know-how to rearrange the junked parts and infuse them with energy and medical skills.

A healing junkbot is Small, its KAC and EAC are each equal to 10 + your caster level, and it has a number of Hit Points equal to one-quarter of your own (but no Stamina Points). It has a land speed of 30 feet and a fly speed of 15 feet with average maneuverability. It is considered trained in the Medicine skill and can perform first aid, treat deadly wounds, and treat drugs or poison as if it had a medkit (though it can't provide long-term care or treat disease). The junkbot has a total skill bonus for Medicine checks equal to 3 + your caster level.

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## HEALING JUNKBOT, CONTINUED

A healing junkbot can drag or fly one unconscious creature at a time to any spot you designate. It can drag or fly a Small, Medium, or Large creature at half speed. It can drag or fly smaller creatures at normal speed, but it can't move creatures bigger than Large. A healing junkbot can never attack. The junkbot uses your saving throw bonuses if it is the target of a spell or another targeted effect. For purposes of spells and effects that target it, the junkbot is treated as a construct with the technological and magical subtypes.

You can give new basic commands to your healing junkbot telepathically on your turn as a move action, and the junkbot can take actions as if it were a normal creature. You are aware when the bot has succeeded at or failed a skill check, as well as when it has been attacked or destroyed, but you can perceive nothing else through this basic telepathic link.

When the healing junkbot is destroyed or this spell ends, the electronic equipment you used to create it falls apart into refuse, its components and circuitry fried beyond anything recognizable. You can't use this refuse as a target to create another junkbot.

**School** illusion

**Casting Time** 1 standard action

**Range** see text **Area** see text

**Duration** see text

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

You weave nearby photons into illusory holograms that can take almost any form you can imagine. These holograms are usually effective against cameras, robots, and living creatures.

**1st:** When you cast *holographic image* as a 1st-level spell, it produces a purely visual hologram at long range (400 feet + 40 feet/level). The image has no sound, smell, texture, or temperature. The image can't extend beyond four 10-foot cubes plus one 10-foot cube per caster level. The image lasts for as long as you concentrate. You can move the image within the limits of the size of the effect.

**2nd:** When you cast *holographic image* as a 2nd-level spell, it produces a hologram as per the 1st-level version of the spell, except the hologram can include minor sounds, but not understandable speech. The image lasts for as long as you concentrate plus 2 additional rounds.

**3rd:** When you cast *holographic image* as a 3rd-level spell, it produces a hologram as per the 1st-level version of the spell, except the hologram can include sound, smell, and thermal illusions (but not speech). The image disappears when it is struck by an opponent, unless you cause the hologram to react appropriately. The image lasts for as long as you concentrate plus 3 additional rounds.

**4th:** When you cast *holographic image* as a 4th-level spell, it produces a hologram as per the 3rd-level version of the spell, except the hologram follows a script determined by you. It follows that script for 1 minute per level without you having to concentrate on it. The hologram can include intelligible speech, if you wish.

[CONTINUED]

# HOLOGRAPHIC IMAGE, CONTINUED

**5th:** When you cast *holographic image* as a 5th-level spell, it produces a hologram as per the 4th-level version of the spell, except the size of the hologram can't extend beyond a 20-foot cube plus one 10-foot cube per caster level. You can choose to make the hologram permanent at the time of casting. By concentrating, you can move the image within the limits of the range, but it is static while you are not concentrating. Alternatively, you can have the hologram activate when a specific condition (which you set at the time of casting) occurs. The event that triggers the hologram can be as general or as specific and detailed as desired, but it must be based on an audible, olfactory, tactile, or visual trigger. The trigger can't be based on some quality not normally obvious to the senses, such as alignment. The spell lasts until it is triggered, and then the hologram lasts for 1 round per caster level.

**6th:** When you cast *holographic image* as a 6th-level spell, it creates a quasi-real, illusory version of yourself at medium range (100 feet + 10 feet/level). This hologram looks, sounds, and smells like you, but it is intangible. The hologram mimics your actions (including speech) unless you use a move action to direct it to act differently. You can see through its eyes and hear through its ears as if you were standing where it is, and during your turn you can switch from using its senses to using your own, or back again, as a move action. While you are using its senses, your body is considered blinded and deafened. If you desire, any spell you cast with a range of touch or greater can originate from the hologram instead of from you. The hologram can't cast spells on itself except for illusion spells. Spells cast in this manner affect other targets normally, despite originating from the hologram. An object isn't deceived by illusions (treat as if it had succeeded at its Will saving throw). The hologram remains for 1 round per level, and you must maintain line of effect to the hologram at all times. If your line of effect is obstructed, the spell ends. If you use *dimension door*, *plane shift*, *teleport*, or a similar spell that breaks your line of effect, even momentarily, the spell ends. This casting of the spell is a shadow effect.



**School** necromancy

**Casting Time** 1 standard action

**Range** touch

**Targets** one construct with the technological subtype

**Duration** instantaneous; see text

**Saving Throw** Fort negates, see text; **Spell Resistance** yes

You overwhelm your target's programming, installing a dangerous self-replicating programming virus. This works like a physical or mental disease (your choice), except it ignores the target's immunity to diseases. The programming virus has a frequency of 1 hour and requires two consecutive saving throws to cure. *Detect affliction* can reveal the existence of this virus in a construct (the virus is considered a disease for purposes of that spell). Additionally, *remove affliction* can remove this virus.

**School** conjuration (creation, disease, poison, radiation)

**Casting Time** 1 standard action

**Range** medium (100 ft. + 10 ft./level)

**Area** 10-ft.-radius spread; see text

**Duration** instantaneous

**Saving Throw** Fortitude partial, see text; **Spell Resistance** no

This spell floods the area of effect with dangerous radiation. The strength of the radiation you create depends on your caster level, as detailed below. The central irradiated area is always a 10-foot-radius spread that expands normally per the rules for radiation areas of effect (see page 403). Creatures within the area are exposed to the radiation only once; the radiation does not linger in the area. The saving throw to resist the radiation effects is set by the spell rather than the standard save DC for radiation.

CASTER LEVEL	RADIATION LEVEL
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6th or lower	Low
7th–9th	Medium
10th–16th	High
17th or higher	Severe

**School** abjuration

**Casting Time** 1 standard action

**Range** touch **Targets** one creature or object

**Duration** 1 hour/level

**Saving Throw** Will negates (harmless, object); **Spell Resistance** yes (harmless, object)

The warded creature or object becomes difficult to detect by divination spells such as *clairaudience/clairvoyance* and spells with the word "detect" in their names. *Nondetection* also prevents location by magic items such as *crystal balls* and technological items such as cameras and surveillance systems. Casting this spell places significant stress on you, and requires you to spend 1 Resolve Point. If a magic divination is attempted against the warded creature or item, the caster of the divination must succeed at a caster level check (1d20 + caster level) against a DC equal to 11 + your caster level. If surveillance is attempted with remote cameras or sensors, the viewer must succeed at a Perception check against a DC equal to 11 + your caster level to see the target. If you cast *nondetection* on yourself or on an item currently in your possession, the DC for each these checks is equal to 15 + your caster level. If cast on a creature, *nondetection* wards the creature's gear as well as the creature itself. *Nondetection* protects the target only from discovery by items and remote sensors, not by creatures. A camera mounted to a wall and monitored from a security booth is subject to *nondetection*, but a camera in a creature (including constructs) is not.

**School** divination

**Casting Time** 1 standard action

**Range** personal

**Duration** 1 round/level (D); see text

You open your mind to read the underlying probability of the universe. At any point during the duration of this spell, you can discharge it to reroll any d20 roll (attack roll, saving throw, skill check, etc.; see page 243). This takes no action, but you must choose to do it before you learn the results of the first roll. You must take the result of the second roll, even if it is worse.

**School** abjuration

**Casting Time** 1 standard action

**Range** touch

**Targets** one creature wearing armor

**Duration** 10 minutes/level

**Saving Throw** Fortitude negates (harmless); **Spell Resistance** yes (harmless)

*Lesser resistant armor* grants the target (and its gear) protection from your choice of either kinetic damage or energy damage. If you choose kinetic damage, the target and her gear gain DR 5/— that protects against bludgeoning, piercing, and slashing damage. If you choose energy damage, pick any two of acid, cold, electricity, fire, and sonic damage. The target and her gear gain energy resistance 5 that protects against the chosen types of energy. This damage reduction or energy resistance doesn't stack with any damage reduction or energy resistance the target already has, and multiple castings of this spell don't stack.

**School** transmutation

**Casting Time** 1 standard action

**Range** close (25 ft. + 5 ft./2 levels)

**Targets** up to one creature/level, no two of which can be more than 30 ft. apart

**Duration** 1 round/level

**Saving Throw** Will negates; **Spell Resistance** yes

An affected creature moves and attacks at a drastically slowed rate. Creatures affected by this spell are staggered (see page 277) and can take only a single move action or standard action each turn, but not both, and it can't take full actions. A slowed creature moves at half its normal speed (round down to the next 5-foot increment). Multiple *slow* effects don't stack. *Slow* counters and negates *haste*.

**School** divination

**Casting Time** 1 standard action

**Range** touch

**Targets** one creature

**Duration** 10 minutes/level

**Saving Throw** Will negates (harmless); **Spell Resistance** no

This spell grants the creature touched the ability to speak and understand the spoken or signed language of any intelligent creature, whether it is a racial tongue or a regional dialect. The target can speak only one language at a time, although it may be able to understand several languages. *Tongues* does not enable the target to speak with creatures who don't speak. The target can make itself understood as far as its voice carries.

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