

NOVAFIST

CHARACTER CLASS

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NOVAFIST

STAMINA POINTS

7 HP

7 + CONSTITUTION MODIFIER

Warfare has evolved since the days of old. One constant through the ages has been warriors training their bodies into lethal weapons. Wielding body modifications, the Nova Fist pushes the borders of what is possible. Their constant innovations make physical and technological advancements once thought inconceivable mundane.

KEY ABILITY SCORE

Your Strength helps you land your powerful melee strikes. Your Dexterity modifier can help you to dodge enemy fire. A high Constitution score is important as well, as you will need to survive any stray blasts in the heat of battle.

CLASS SKILLS

SKILL RANKS PER LEVEL:
4 + INTELLIGENCE MODIFIER

| | |
|-------------------|------------------------------|
| Acrobatics (Dex) | Physical Science (Int) |
| Athletics (Str) | Piloting (Dex) |
| Engineering (Int) | Profession (Cha, Int or Wis) |
| Intimidate (Cha) | Sense Motive (Wis) |
| Medicine (Int) | Survival (Wis) |

PROFICIENCIES

ARMOR

Light and Heavy

WEAPONS

basic and advanced melee weapons, small arms, longarms.



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CAMPAIGN SETTINGS

| Level | Base Attack Bonus | Fort Save Bonus | Ref Save Bonus | Will Save Bonus | Class Features |
|-------|-------------------|-----------------|----------------|-----------------|---------------------------------|
| 1 | +1 | +0 | +2 | +2 | Augmented Strikes, Durability |
| 2 | +2 | +0 | +3 | +3 | Speed Burst |
| 3 | +3 | +1 | +3 | +3 | Weapon Specialization |
| 4 | +4 | +1 | +4 | +4 | Advanced Augments, Nova Charges |
| 5 | +5 | +1 | +4 | +4 | Meteor Rush |
| 6 | +6 | +2 | +5 | +5 | Advanced Augment |
| 7 | +7 | +2 | +5 | +5 | Toughness |
| 8 | +6 | +2 | +6 | +6 | Advanced Augment |
| 9 | +9 | +3 | +6 | +6 | Recovery |
| 10 | +10 | +3 | +7 | +7 | Advanced Augment |
| 11 | +11 | +3 | +7 | +7 | Improved Meteor Rush |
| 12 | +12 | +4 | +8 | +8 | Advanced Augment |
| 13 | +13 | +4 | +8 | +8 | Rocket Burst |
| 14 | +14 | +4 | +9 | +9 | Advanced Augment |
| 15 | +15 | +5 | +9 | +9 | Enhanced Durability |
| 16 | +16 | +5 | +10 | +10 | Advanced Augment |
| 17 | +17 | +5 | +10 | +10 | That Didn't Hurt |
| 18 | +18 | +6 | +11 | +11 | Advanced Augment |
| 19 | +19 | +6 | +11 | +11 | Epoc Event Rush |
| 20 | +20 | +6 | +12 | +12 | Perfected Weapon |

ADVANCED AUGMENTS (EX)

1ST LEVEL

Robotic, chemical fueled gadgets have enhanced your natural features. These take the form of cybernetic gauntlets and boots, or tendril barbs. Regardless of form, you are always considered armed with these augmentations—they are considered part of your body. They do not impede use of your limbs as hands or feet. Your augmented strikes deal 1d8 points of bludgeoning damage plus your Strength Modifier in damage, instead of what they normally would do.

At level 5, your augmented strikes deal 1d10 plus your strength modifier in bludgeoning damage. At level 15, they do 3d12 plus your strength modifier in bludgeoning damage. At level 20 they do 4d8 plus your strength modifier in bludgeoning damage.

DURABILITY (EX)

1ST LEVEL

Your style of destruction requires being up close and personal. You gain 1 Durability point at 1st level, and every odd level beyond that. You regain your Durability points at the end of each day. When you are targeted by a spell or a ranged

attack, you may spend 1 Durability point as a Reaction. When you do so, reduce the damage you would suffer by half.

SPEED BURST (EX)

2ND LEVEL

As you learn how to wield your manifestation with greater skill more powers become available. Each pact has a list of sub-powers that you can choose at 2nd level and each even level thereafter. These wild eyed powers may require a saving throw by a creature; in such cases the Saving Throw DC is equal to 10 + ½ your Eldritch Artillerist Level + your Wisdom Modifier. Unless otherwise stated, activating a Pact Power is a Standard Action, and remain active a number of rounds equal to your character level.

WEAPON

3RD LEVEL

SPECIALIZATION (EX)

You gain Weapon Specialization (unarmed attacks) as a bonus feat. This bonus adds your Level in bonus damage to unarmed attacks.



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CAMPAIN SETTING

ADVANCED AUGMENTS **4TH LEVEL**

At 4th level, you may augment the gadgets that give you such formidable unarmed attacks. You may select one of the abilities granted by Advanced Augment. You gain an additional Advanced Augment ability at level 6, level 8 and level 10 and each two levels thereafter until level 18.

Some Augments require the target to make a Saving throw; unless otherwise stated the DC for the saving throw is 10 + your Strength Modifier + $\frac{1}{2}$ your Nova Fist Level. Unless otherwise stated, activating an Advanced Augment is a Standard Action.

NOVA CHARGES (SU) **4TH LEVEL**

At 4th level, you obtain a special battery for your Augmented Strikes. This battery uses a power called "Novas". You start with 3 Novas. You gain 1 additional Nova at 8th level, 12th level, 16th level, and 20th level. You may spend 1 Resolve point to recharge your Nova's during a 10-minute rest. You may expend your Novas to activate Advanced Augments or other class features.

METEOR RUSH (EX) **5TH LEVEL**

At 5th level you may spend 1 Nova charge when you declare a Full Attack. Instead of attacking the target twice, roll a single attack roll against the target's KAC. If you hit, roll 1d4. You hit the target that many times. Each hit deals 1d6 points of damage. You add your Strength modifier and Weapon Specialization bonus after totaling the D6s.

At 11th level the Meteor Rush is improved. Your appendages become faster and more lethal than before. You may spend 2 Nova charges when you declare a Full Attack. If you do, instead of rolling 1d4, you roll 2d6 to determine how many hits you land.

Each additional Nova Charge spent beyond the first increases the number of D4's rolled by 1.

Example: A 5th level Nova Fist with 16 Strength performs a Meteor Rush. The Nova Fist rolls 3. The Nova Fist deal 3d6+8 bludgeoning damage.

TOUGHNESS (EX) **7TH LEVEL**

At level 7 your augments have made you incredibly durable. You gain the Toughness feat as a bonus feat. If you already have the Toughness feat, you gain an additional point of Stamina every level. Additionally, if you already had the Toughness feat, you gain an additional +1 bonus on each check that Toughness grants a bonus to.

RECOVERY (SU) **9TH LEVEL**

At level 9 your ability to absorb punishment is impressive. By spending a Resolve Point to recover Stamina points, you may instead recover up to 3 spent Durability points.

ROCKET BOOST (SP) **13TH LEVEL**

At 13th level your speed boost becomes explosive. During the first round of combat, you gain a 90-foot fly speed. If you already have a fly speed, the speed increases by 60 feet. During a Charge you may spend a Nova Charge to increase your Charge speed by 30 feet.

ENHANCED DURABILITY (SU) **15TH LEVEL**

At 15th level, you become incredibly resilient to damage. Spending a Durability point no longer requires a Reaction action. When you fail a saving throw, you may spend 3 points of Durability to reroll the saving throw. You must take the new result, even if it is lower.



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THAT DIDN'T HURT (SU) 17TH LEVEL

At 17th level, you have become nigh immune to harm. You may spend five Durability points as a Reaction when you would suffer damage. You ignore that damage, and instead you lose 1 Resolve point.

PERFECT WEAPON (SU) 20TH LEVEL

At 20th level you've managed to craft your augments and yourself into the perfect weapon. Your unarmed attacks ignore Damage Reduction and Hardness. By spending a Resolve Point, your unarmed attacks Damage to Space Vessels and Ship-Sized Creatures as if they were a normal creature. This effect lasts one minute.

IMPROVED AUGMENTS

You may select one Improved Augment from the list below at 2nd level. At any point you can have only 1 Advanced Augment active at a time. Unless otherwise stated, Advanced Augments uses a Standard Action to activate.

As a reminder: Some Augments require the target to make a Saving throw; unless otherwise stated the DC for the saving throw is 10 + your Strength Modifier + ½ your Nova Fist Level. Unless otherwise stated; activating an Advanced Augment is a Standard Action.

STIMULANT AUGMENTATION (EX)

You may spend 1 Nova Charge to infuse your body with stimulants that boost your physiology. For one minute you gain a +2 morale bonus on attack rolls and damage rolls. In addition, you gain a +4 morale bonus on Strength checks, Dexterity checks and Constitution checks.

RECOIL INJECTION SYSTEM (EX)

When you take damage, you may spend a Reaction and a single Nova Charge to use the Stimulant Augmentation. You must have the Stimulant Augmentation to choose this Improved Augment.

ROCKET STRIKE (SU)

As part of your Move Action during a turn you can spend 1 Nova Charge to activate a set of jump jets attached to your Augmented Strikes. For every 5 feet you move you add 1 additional point of damage to your Augmented Strikes.

FUEL LEAK (EX)

You can leak your special Nova Fuel from your gadgets to make the area around you hazardous. Each round after activating this Advanced Augment you must spend 1 Nova Charge as a Free Action. Each creature within 5 feet of you must make a Reflex save or suffer 2d10 points of acid damage. De-activating this Advanced Augment is a Standard Action.

MAGNETIC CHARGE (SU)

After you strike an foe you can spend 1 Nova Charge to apply a Magnetic Charge to the opponent. To avoid the Magnetic Charge, the targeted creature must succeed a Fortitude Save. If they fail, they gain a Magnetic Charge. On your turn as a Swift Action you may consume a creature's Magnetic Charge to pull them towards you 30 feet. No creature may have more than one Magnetic Charge at a time. You can spend 1 Nova Charge to make consuming a creature's Magnetic Charge a Swift Action instead.

KINETIC BARRIER (EX)

On your turn you can spend a Standard Action to create a Kinetic Barrier with your Augments. You need to be standing on solid ground or near something solid that you can lift to create the Kinetic Barrier. Maintaining the barrier is Free Action, but you do need to hold it up with at least one of your hands. The barrier gives you 3 temporary hit points per Nova Fist Level. After one minute this barrier crumbles into a useless mass.

ELEMENTAL AUGMENT (SP)

By spending 1 Nova Charge as part of an Attack



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Attack action; you can infuse your Augmented Strikes with an element strike. Choose acid, electricity, or fire. Your Augmented Strikes deal the selected type of elemental damage for the next minute. You may use this augment again before the end of the minute to change which type of Elemental damage you deal. You can dismiss this augment as a Swift Action.

ENERGY AUGMENT (SP)

By spending 1 Nova Charge as part of an Attack Action; your Augmented Strikes target Energy Armor Class during that attack.

IMPROVED ELEMENTAL AUGMENT (SP)

While you are using the Elemental Augment ability, you may choose to deal acid or cold damage. Only one type of elemental damage can be active at any time. You must choose the Elemental Augment before choosing this Augmentation.

REPULSAR AUGMENTS (SU)

When you deal damage with an Augmented Strike you may spend 1 Nova Charge as a Swift Action. You launch the creature 10 feet in a direction directly away from you.

ENHANCED REPULSARS (SU)

When you would Activate your Repulsor Augments, you can spend more than 1 Nova Charge. Each Nova Charge increases the distance moved by another 5 feet. In zero gravity or low gravity environments you increase distance moved by another 5 feet per Nova Charge spent. You must have the Repulsar Augment to choose this Advanced Augment.

PULSAR ROCKETS (EX)

When you use the Enhanced Repulsars Advanced Augment the creature must attempt a Reflex Save. If they fail the saving throw; you plant a set of Pulsar Rockets on the creature. The Repulsars keep moving the creature 10 feet away from you

at the start of each of your turns. They are off target. At the end of their turn they may attempt a new Reflex Save to pull the rockets off themselves. To select this augment, you must have Enhanced Repulsars.

MAGICAL EXPERIMENTATIONS (SP)

When you take this Advanced Augment, your Augmented Strikes count as Magic for the purposes of DR. You can spend 1 Nova Charge to infuse an alignment of your choice into your Augmented Strikes for 1 minute.

MINDLESS INJECTIONS (SU)

While you are under the effects of the Stimulant Augment you are immune to Charms and Compulsion effects. You must have the Stimulant Augment to choose this Advanced Augment.

MUTATION AUGMENTATION (SU)

While you are under the effects of the Stimulant Augment, you gain a further +2 bonus on attack rolls and your reach increases by 5 feet. You gain darkvision up to 60 feet. If your species has darkvision already, your darkvision increases by 30 feet. You must have the Stimulant Augment to choose this Advance Augment.

DETECTION AUGMENTATION (SP)

With ten minutes of focus and fine tuning your gadgets and augments you gain the effects of the *detect tech* or the *detect magic* spell. The effects of this Augment last 1 minute. You may take this Augmentation an additional time. If you do, you gain both effects at the same time.

HANDY AUGMENTATION (EX)

When you select this augmentation, you gain the Skill Focus (Engineering) feat. Additionally, you can spend a Standard Action to turn your Augmented Strikes into an Augmented Tool. These tools are engineering tools, or a set of profession tools. You may switch them each time you use a standard action.



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KINETIC MISSILE (EX)

While you have a Kinetic Barrier, you can hurl it as a ranged attack. The attack's range increment is 30 feet. You lose all temporary hit points and make an attack roll against the target's KAC. If this attack hits, you deal 5d4 points of bludgeoning damage.

BODYGUARD AUGMENTATIONS (EX)

When an enemy targets an ally with a ranged weapon; and the ally is within your reach; you may spend a reaction. When you do, spend a point of Durability. Your ally is no longer the target of the attack; you are instead.

ELECTRO-MAGNETIC DISARM (SU)

As an action you may consume a Magnetic Charge on an enemy within 30 feet. The enemy must make a Strength check with a DC equal to $10 + \frac{1}{2}$ your Nova Fist Level. If the enemy fails the check, you disarm them. The weapon flies towards you and lands in a space adjacent to you. You must have

Magnetic Charge to select this Advanced Augment.

LEG EXTENDERS (EX)

You enhance your leg limbs; you gain a 10-foot speed bonus. You must have a ground speed to use this augment. You may select this Advanced Augment multiple times; each time you do you gain an additional 5-foot move speed bonus.

ENHANCED EAR (SU)

When you select this Advanced Augment, you can spend 1 minute to gain the Lifesense 30 Feet quality. You must maintain this lifesense as a Full-Round Action. You cannot use this ability if you cannot hear or in a vacuum.

SEISMIC AUGMENT (SU)

You can spend a Standard Action to apply great force to the ground. All creatures within 30 feet must attempt a Fortitude Save. If a creature fails this saving throw they fall prone.



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Campaign Settings

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