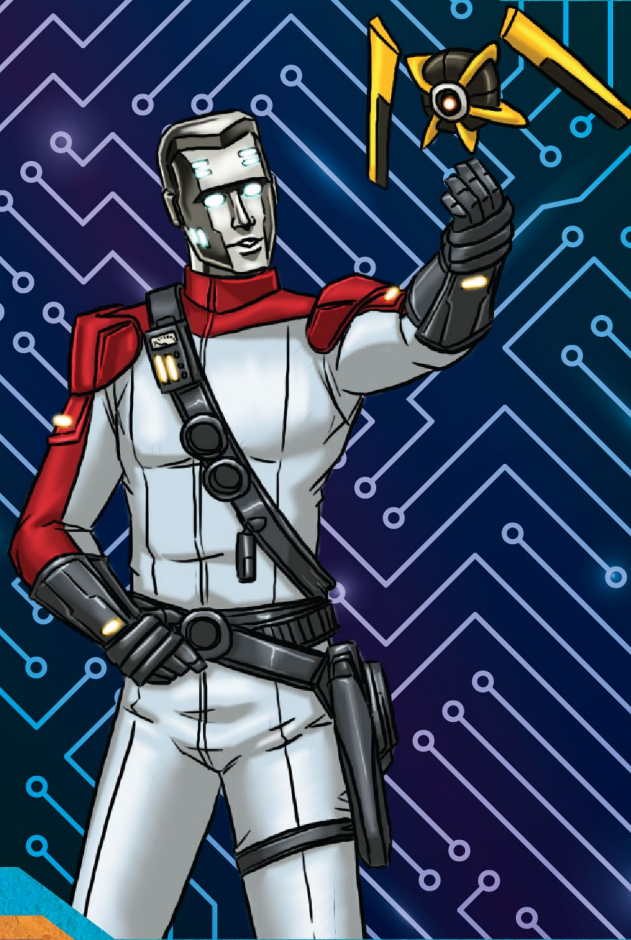


STAR LOG.EM-009

MECHANIC TRICKS



STARFINDER
COMPATIBLE



STAR LOG.EM-009

MECHANIC TRICKS

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Everyman Gaming began as the blog of Alexander Augunas in January 2014, where he wrote about Pathfinder Roleplaying Game tips, tricks, and techniques for both players and GMs. In May of 2014, Alex began talks with the Know Direction Network about bringing his blog to their site under the name *Guidance*. At the same time, Alex transformed Everyman Gaming into the company it is today so he could begin self-publishing his works. In 2016, he teamed up with Rogue Genius Games to release *Ultimate Occult* and has remained with them since.

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~ Alexander Augunas
Publisher & Crunchmaster of Everyman Gaming LLC

ACCESSING ARCHIVES QUERY: MECHANIC OPTIONS

Hello, and thank you for purchasing *STAR LOG.EM009: MECHANIC OPTIONS*! Mechanics are a jack-of-all-trades class that tend to focus on niches related to technology, rather than broadly applicable concepts like "combat" or "skillfulness" or "support." As a result, they're strongest in a group that has other avenues of gameplay covered, and make strong "fifth members" to many adventuring parties. If you expect a mechanic to be as strong at combat as a soldier or as skillful as an operative you're going to be disappointed in the long haul, but mechanics can be more reliable in combat than an operative, and they're certainly better at skills than a soldier. Keep this in mind when you're building your mechanic character!

Mechanics work best when they have plenty of mechanical toys around to play with. When you're adventuring far away from civilization, you're likely to have issues as a mechanic. Many of their talents and abilities only work in the presence of machines like computers or robots—while it isn't much of a stretch to assume you're going to be seeing those elements frequently, don't be surprised if you find those abilities don't come up often. Remember, mechanics specialize in niche aspects of *STARFINDER*.

If you're a GM, you're going to want to remember to make sure you keep things varied enough for your mechanic that they don't get to use all of their tricks all the time, but also that you don't completely shut down a mechanic on a regular basis because your adventure is exploration-only with no technological presence. Keep your adventure fun, but not easy!



MECHANIC TRICKS

The following mechanic tricks are available to mechanics who meet the prerequisites.

2ND LEVEL

You must be at least 2nd level or higher to choose these mechanic tricks.

Genius Mechanic (Ex): You can prepare for future contingencies without defining what those preparations are until they are relevant. As part of this preparation, while in a settlement for at least 24 hours, you can take 8 hours and spend any number of credits, up to a maximum equal to 50 credits times your mechanic level squared, to create your genius mechanic fund. (For instance, at 2nd level you could spend up to 200 credits, while at 20th level you could spend up to 20,000 credits.) While you have a genius mechanic fund pending, you are always treated as carrying 2 additional bulk (though you may choose to carry more bulk, see below), even before you define your genius plan. You can take 10 minutes to enact a brilliant plan once per day. When you do so, you withdraw any technological item or weapon that would have been available in the settlement that you visited, or that you could have crafted yourself given your abilities and the resources available in that settlement. Any item produced cannot weight more than 2 bulk, and the GM must approve of your choice based upon the settlement you selected. If the GM approves, subtract the price of the item from your genius mechanic fund. Once you have spent all of the credits in your genius mechanic fund or procured items equaling the bulk of your genius mechanic fund in this manner, you cannot use this mechanic trick again until you replenish your brilliant mechanic fund.

Precision Demolitionist (Ex): Whenever you attack with a weapon with the explode weapon special property, you may choose a number of 5-foot squares equal to 1 + your Intelligence bonus (minimum 0) that are within the explosion's radius. Creatures within those squares are not considered to be within the explosion's radius; they take no damage and suffer none of the weapon's usual effects. You can spend 1 Resolve Point when attacking with such a weapon to double your Intelligence bonus for determining the number of squares that you can target with this trick. If the weapon requires an attack roll (such as a grenade) and your attack misses, this ability does not function for that attack.

Ranged Maneuvers (Ex): Your knowledge of machinery and computers allows you to hamper your foes by attacking such devices from afar. Choose two of the following combat maneuvers: dirty trick, disarm, reposition, sunder, or trip. You can attempt the chosen combat maneuvers by making a melee attack roll or a ranged attack roll with a small arms weapon, provided the target of your combat maneuver is within your weapon's first range increment. You cannot use this ability to make ranged combat maneuver attempts if your foe or the surrounding environment has no mechanic devices or computers for you to exploit with this ability.

If you chose a drone for your artificial intelligence at 1st level, your drone may also attempt your chosen ranged combat maneuvers as described above. If you chose an exocortex for your artificial intelligence at 1st level, you may also attempt your chosen ranged combat maneuvers by making a ranged attack roll with a longarms weapon, but only if you attempt the combat maneuver against a foe that you have designated with the combat tracking exocortex ability.

8TH LEVEL

You must be at least 8th level or higher to choose these mechanic tricks.

Augment Explosives (Ex): Whenever you successfully arm explosives using the Engineering skill or attack with a weapon with the explode weapon special property, any creature that is in the explosion's radius and fails their Reflex saving throw against the explosion takes additional damage equal to +1 per 4 levels you possess (maximum +5).

Expanded Ranged Maneuvers (Ex): You can attempt ranged maneuvers with all of the combat maneuvers listed by the ranged maneuvers mechanic trick. You must have the ranged maneuvers mechanic trick in order to select this trick.

Explosive Trick (Ex): Whenever you use the dirty trick or sunder combat maneuver against an opponent, you can damage or tamper with your opponent's gear, causing an explosion as if you had attacked the opponent with a grenade with an item level equal to your mechanic level (choose one grid intersection adjacent to the creature's space to be the center of the explosion's radius). The grenade's type is chosen by the GM, based upon the item that was destroyed. If you used the dirty trick combat maneuver to trigger this explosion, the target falls prone if it fails its Reflex save against the explosion. If you used the sunder combat maneuver to trigger this explosion, the sundered item is automatically damaged by the explosion, applying its hardness and other defenses normally. Once you have used this ability, you cannot use it again until you take a 10 minute rest and spend 1 Resolve Point to regain your stamina.

Improved Genius Mechanic (Ex): If you have enacted a genius plan using your genius mechanic fund within the past 24 hours, you can spend 1 Resolve Point to enact another genius plan, as if you hadn't already used the genius mechanic ability that day. This doesn't change how long you must wait to regain your daily use of the genius mechanic mechanic trick. You must have the genius mechanic mechanic trick before selecting this trick.

14TH LEVEL

You must be at least 14th level or higher to choose these mechanic tricks.

Penetrating Demolitionist (Ex): Whenever you arm an explosive using the Engineering, you can attempt an Engineering check to assess the structural integrity of every vehicle and object in the explosion's radius. When doing so, you roll one Engineering check and compare the result

to each target's Engineering DC. For items and structures, the DC is 20. For vehicles, the DC is 15 + 1-1/2 times the vehicle's level. If your check succeeds against a creature or object, reduce the damage reduction, hardness, and energy resistances of that creature or object against the explosion's damage by an amount equal to your class level (to a minimum of 0). This stacks with the benefit of the Penetrating Attack feat and any special materials that the exploding item is crafted from, if applicable, but not other effects that reduce damage reduction, hardness, and energy resistances.

MECHANICS IN XA-OSORO

Technology is essential to life in the Xa-Osoro System, and as a result mechanics are found everywhere throughout it. Whether they're repairing the great spacefaring cities of the deoxyians, maintaining the mystic palanquins of the interstellar kami that roam the remains of the planet Azan, or simply sitting down for a drink in any of Lunox's infamous cantinas, mechanics are responsible for creating and maintaining the very technologies and systems essential to everyday living in Xa-Osoro. Some of the places and corporations that are prominently associated with mechanics are described below.

1010 SuperRing: This marvel of post-Nova Age technology, which orbits Xa and Osoro just beyond ruined Azan, is a testament built by mechanics across the system to how far that the Radiant Imperium has trudged in its quest to regain stellar dominance of the Xa-Osoro System. Designed to be a massive solar cell suitable for capturing Xa's light and storing it as energy, the 1010 SuperRing is home to countless technological marvels, including a fleet of mechanoid workers and one of the largest super computers in the system.

Bantosian: Before the Regicide that blanketed Bantosian in Blood Space, the moon was once a hub of trade and activity in Xa-Osoro, but the onset of a strange, otherworldly plague left Bantosian all but inhabitable to many of the system's peoples, humanity included. Today mechanics are often brought to Bantosian to help refine and install new filtration systems and domes to enable outsiders to visit and enjoy the Menagerie once more.

Evolution: The best known of the deoxyian city-ships is home to countless mechanics of virtually every race and ethnicity, for the deoxyians value science and learning above all else—two virtues that practically define most mechanics. As a result, Evolution is often seen as a hub from which the best and brightest mechanics are trained, often moving into countless lines of cutting-edge work for hyper-specialized deoxyian companies and employers.

Uramesh: Once the home world of the uramae, the race that would become the deoxyians, Uramesh is a hollowed out husk of a world, void of nearly any naturally occurring resources. Yet despite this, unlife persists stubbornly on the planet in the form of mummified uramae. The Council of Viziers that rules the uramae often contracts outside mechanics to help them construct habitable points upon their world in an attempt to help bring life back to their withered planet.

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