

STAR LOG.DELUXE

ZOOMER BASE CLASS



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~ Alexander Augunas
Publisher & Crunchmaster of Everyman Gaming LLC

ACCESSING ARCHIVES QUERY: ZOOMERS

Hello, and thank you for purchasing *STAR LOG.DELUXE: ZOOMERS*! Zoomers are a unique class that focuses on speed and agility first and foremost—design-wise they exist between the soldier and the operative in role. They're agile combatants with a full base attack bonus and a relatively small list of class skills like soldiers, but they rely primarily on quick, low-damage weapons and have built-in agility and speed boosts like operatives. Chances are that when you look at the operative, you'll see several mechanics that directly call back to these roots, like stunts that resemble operative exploits or class features that remind you of soldier class features. But there's also a lot of unique gameplay in the zoomer too. They rely more on static bonuses to deal damage, so they tend to be more consistent than either soldiers or operatives. They also have unique special abilities that tie directly into piloting, and cool movement-based abilities that let them move in ways other classes can't.

In the Xa-Osoro system, zoomers are a relatively new-but-lucrative class, with most of them using state-of-the-art technology to reach their superhuman speeds. Those that possess unusual gifts or powers, however, often trace their apotheosis back to Blood Space, citing similar sources to the very forces that recently began to give rise to genetic knacks (see *STAR LOG.DELUXE: GENETIC KNACKS* for more information).



Zoomer

You move like lightning, racing about faster before most minds can even react. Your speed is unmatched, allowing you to dart about with unfettered mobility. Your speed might be the result of special equipment—like a pair of enerskates or a hover board—special cybernetic enhancements, or a mystical force that enables you to move at impossible speeds. For this reason, you live on the edge of your seat as you race from place to place while living life to its fullest.

As a zoomer, you're resilient and athletic—constant running, skating, or hover boarding requires exceptional physical fitness after all. You also have surprising martial skill at your disposal—although your knowledge of advanced weaponry is limited, you're skilled at combat if for no other reason than your attacks are simply too tough to follow with the naked eye. You excel at out maneuvering your foe, and you're even pretty decent at piloting vehicles so long as they move fast enough to sate your velociophilic tendencies. Although you likely have your own personal set of morals that you follow, at the end of the day your only true ethos is your insatiable need for speed.

KEY ABILITY SCORE

Your Dexterity helps you dodge enemy attacks and makes your attacks more effective, so Dexterity is your key ability score. High Intelligence helps boost your skills, especially engineering.

STAMINA POINTS

7 + Constitution Modifier.

HIT POINTS

7

CLASS SKILLS

Skill Ranks per Level: 6 + Intelligence Modifier

Acrobatics (Dex)	Physical Science (Int)
Athletics (Str)	Piloting (Dex)
Engineering (Int)	Profession (Cha, Int, or Wis)
Perception (Wis)	

PROFICIENCIES

ARMOR PROFICIENCY

Light armor

WEAPON PROFICIENCY

Basic melee weapons, grenades, small arms

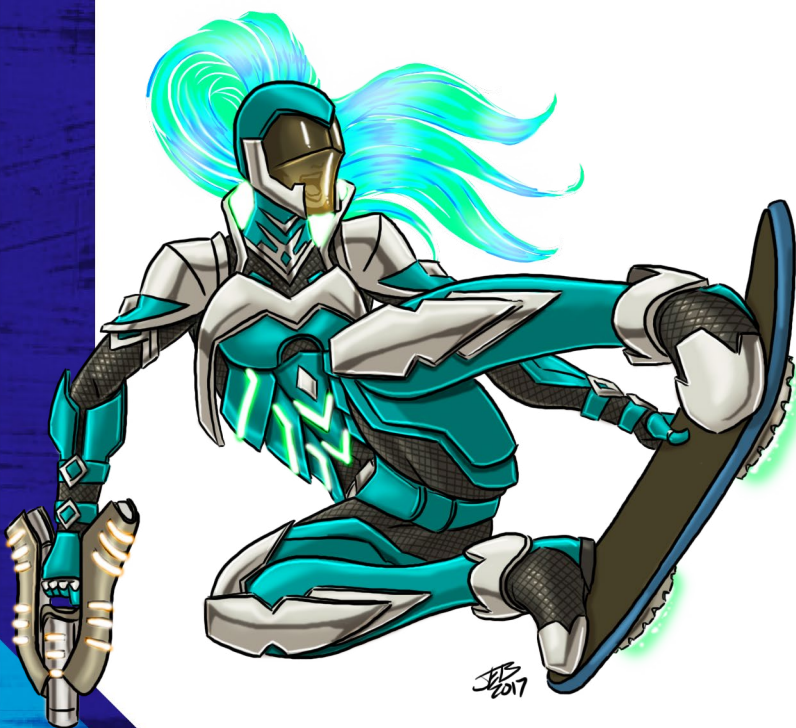


TABLE: ZOOMER

Level	BAB	Fort	Ref	Will	Class Features
1st	+1	+0	+2	+2	Deadly precision, jitters +1, zoom dash +10 ft., zoomer's edge
2nd	+2	+0	+3	+3	Evasion, zoomer stunt
3rd	+3	+1	+3	+3	Jitters +2, zoom dash +20 ft., weapon specialization
4th	+4	+1	+4	+4	Zoomer stunt
5th	+5	+1	+4	+4	Racing attack, zoomer's advance (half move)
6th	+6	+2	+5	+5	Zoomer stunt
7th	+7	+2	+5	+5	Jitters +3, uncanny agility
8th	+8	+2	+6	+6	Zoomer stunt
9th	+9	+3	+6	+6	Zoom dash +30 ft., zoomer's advance (move)
10th	+10	+3	+7	+7	Zoomer stunt
11th	+11	+3	+7	+7	Jitters +4, zoomer's onslaught
12th	+12	+4	+8	+8	Zoomer stunt
13th	+13	+4	+8	+8	Zoomer's advance (double move)
14th	+14	+4	+9	+9	Zoomer stunt
15th	+15	+5	+9	+9	Jitters +5, zoom dash +40 ft.
16th	+16	+5	+10	+10	Zoomer stunt
17th	+17	+5	+10	+10	Zoomer's advance (triple move)
18th	+18	+6	+11	+11	Zoomer stunt
19th	+19	+6	+11	+11	Jitters +6
20th	+20	+6	+12	+12	Incredible advance, zoomer stunt

DEADLY PRECISION (EX); 1ST LEVEL

You gain a bonus to damage rolls made with small arms weapons, thrown weapons (except grenades), and operative melee weapons equal to your Dexterity modifier (minimum +0). This bonus cannot exceed your zoomer level, regardless of your actual Dexterity modifier. For instance, if you are a 1st-level zoomer with a Dexterity modifier of +4, you gain a +1 bonus to damage rolls with these weapons at 1st-level, increasing to +2 at 2nd-level, +3 at 3rd-level, and so on. At 3rd level, if you have Weapon Specialization with small arms or operative melee weapons, you add your zoomer level to damage with those weapons types plus half your character level in all other classes.

Additional damage from this ability does not stack with the additional damage from attacks made as part of a class feature, such as an operative's trick attack.

JITTERS (EX); 1ST LEVEL

You are always ready for action, and your quick thinking allows you to react to dangerous situations before most. You gain a +1 insight bonus on initiative checks. This bonus increases by +1 at 3rd level and every 4 levels thereafter.

ZOOM DASH; 1ST LEVEL

You possess some means of moving much faster than usual—either a piece of special technology called a “zoomgear” or a supernatural gift bestowed upon you in a freak accident or by some unseen force. You choose the source of your zoom dash ability at 1st-level—once chosen, it cannot be changed.

If you choose zoomgear, this item takes the form of a hover board, a pair of jet skates, or some similar technological item

that merges with your footgear when not in use. Donning or stowing a zoomgear requires no action, but you cannot do so while you're asleep, dazed, helpless, paralyzed, stunned, unconscious, dying, or dead. Zoomgear doesn't limit or restrict what kind of equipment you can use or wear, and if destroyed you can replace it for free after 24 hours of uninterrupted work. If you don't have at least 1 rank in Engineering, you can only replace your zoomgear in this manner within a civilized area of at least 1,000 people.

If you choose supernatural gift, this ability is a supernatural ability and is subject to all effects that suppress or negate supernatural abilities.

While your zoomgear is donned or you're benefiting from your supernatural gift, your land speed increases by 10 feet. At 3rd level, your land speed instead increases by 20 feet, at 9th level your land speed instead increases by 30 feet, and at 15th level, your land speed instead increases by 40 feet.

ZOOMER'S EDGE (EX); 1ST LEVEL

You are inherently gifted at movement and momentum, both on-foot and when piloting a vehicle or starship. You gain a free skill rank in Acrobatics and Piloting at each zoomer level (this does not allow you to exceed the maximum number of skill ranks in a single skill). In addition, you gain Skill Focus with both skills as a bonus feat. The insight bonus that you gain from your Skill Focus feat increases by +1 at 11th level and every 4 levels thereafter, to a maximum of +6 at 19th level.

EVASION (EX); 2ND LEVEL

If you succeed at a Reflex save against an effect that normally has a partial effect on a successful save, you instead suffer no

effect. You gain this benefit only when unencumbered and wearing light armor or no armor, and you lose the benefit when you are helpless or otherwise unable to move.

ZOOMER STUNT; 2ND LEVEL

As you gain experience, you learn to perform sick stunts using vehicles or your incredible speed, optimizing your momentum to incredible effect. Some stunts function only when you are using your zoomgear or piloting a specific kind of vehicle.

You learn your first zoomer stunt at 2nd level, and you learn an additional zoomer stunt at 4th level and every 2 levels thereafter. If a zoomer stunt allows a saving throw to resist its effects, the DC is equal to 10 + half your zoomer level + your Dexterity modifier. If a zoomer stunt requires an opponent to attempt a skill check, the DC is equal to 10 + 1-1/2 × your class level + your Dexterity modifier.

Unless otherwise specified, you can't learn zoomer stunts more than once. The list of zoomer stunts appears below.

WEAPON SPECIALIZATION; 3RD-LEVEL

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

RACING ATTACK (EX); 5TH LEVEL

As a standard action, you can make a charge attack without the charge penalties, and you can substitute any combat maneuver of your choice for the melee attack at the end of the charge. When you gain the zoomer's onslaught class feature, you can make two attacks or combat maneuver attempts instead of one at the end of your charge, both with a -4 penalty. When you gain the incredible advance class feature, you can make three attacks instead of one at the end of your charge, all with a -6 penalty.

ZOOMER'S ADVANCE (EX); 5TH LEVEL

You can quickly advance across the battlefield, setting yourself up in the perfect location. You can spend 1 Resolve Point to move up to your speed as a swift action. At 9th level, you can spend 2 Resolve Points to move up to double your speed as a swift action. At 13th level, you can spend 2 Resolve Points to move up to triple your speed as a move action. At 17th level, you can spend 2 Resolve Points to move up to four times your speed as a move action.

You cannot use this ability while wearing heavy armor or powered armor, or while encumbered or overburdened.

UNCANNY AGILITY (EX); 7TH LEVEL

You are immune to the flat-footed condition, and your opponent doesn't gain any bonuses to attack rolls against you from flanking you or attacking you when you're prone. Furthermore, covering fire and harrying fire don't provide any advantages against you.

ZOOMER'S ONSLAUGHT (EX); 11TH LEVEL

When you make a full attack, you can make up to three attacks

instead of two attacks. You take a -6 penalty to these attacks instead of a -4 penalty.

INCREDIBLE ADVANCE (EX); 20TH LEVEL

You can move at incredible speeds. Whenever you use the charge, run, or withdraw action, your speed doubles (including bonuses to your speed from class features and feats). In addition, you can use the run action as a swift action without provoking any attacks of opportunity at any point during your movement. After using this ability to use the run action as a swift action, you can't do so again until you rest for 10 minutes to regain Stamina Points.

ZOOMER STUNTS

You learn your first zoomer stunt at 2nd level, and an additional stunt every 2 levels thereafter. Zoomer stunts require you to have a minimum zoomer level, and they are organized accordingly. Some require you to meet additional prerequisites, such as having other stunts.

2ND LEVEL

You must be 2nd level or higher to choose these zoomer stunts.

Charging Assault (Ex): Whenever you charge, you can make a ranged attack with a small arms weapon or a thrown weapon at the end of the charge instead of a melee attack. This ranged attack provokes an attack of opportunity as normal. In addition, you can end your charge early in any square that is at least 10 feet from your starting square instead of having to end your charge in the closest available square from which you could attack your opponent with a melee attack.

Drive-By Attacker (Ex): When you attack while driving in or riding a vehicle, you reduce the penalty on attack rolls imposed upon you by your vehicle by -2 (minimum 0). In addition, whenever you use the snap shot minor crew action, you don't take the usual -2 penalty to your gunnery check.

Expanded Edge (Ex): Choose one Strength- or Dexterity-based skill that you are trained in that and haven't selected with Skill Focus. You gain Skill Focus with that skill as a bonus feat, and the insight bonus from this feat improves with your level, as described by the zoomer's edge class feature. You can select this zoomer stunt multiple times. Each time, you must select a different Strength- or Dexterity-based skill that you are trained in and haven't selected with Skill Focus.

Guarded Passenger (Ex): Whenever you are piloting or riding in a vehicle that gives you partial cover, you gain an additional +2 bonus to your AC. Whenever you are piloting or riding in a vehicle that gives you total cover, increase the cover bonuses that you gain by +1.

Hasty Crawl (Ex): Whenever you crawl, you are not considered prone and you add the movement bonus from your zoom dash class feature to the total distance that you can crawl as a move action.

Juking Charge (Ex): When you charge an opponent, you can attempt an Acrobatics check with a DC equal to 15

+ 1-1/2 × the designated opponent's CR. If you succeed, your movement during the charge doesn't need to be directly towards the designated opponent, although the total distance that you move cannot exceed twice your movement, and you must end your movement in a position that enables you to make an attack with a thrown weapon or a melee weapon against the designated opponent. (If you are attacking with a thrown weapon at the end of your charge, you must end your movement so that the designated opponent is within your attack's first range increment.) If you fail, the charge fails, and you instead move towards the designated opponent however you please, as if you had taken a movement action as a full action.

Incredible Initiative (Ex): You are able to prepare to take multiple actions when certain triggers occur. Whenever you ready an action, you can decide on two actions (standard, move, or swift) and a trigger for each. You take the action you chose when its corresponding trigger occurs. You can use this ability to ready two move actions if you wish, but you can't ready more than one standard action or one swift action at a time. At 8th level, you can ready three actions as described above.

Nimble Zoom (Ex): Add your movement speed bonus from the zoom dash class feature to the total amount of difficult terrain that you can move through each round as if it were normal terrain each round using the Nimble Moves feat. For instance, if you have a movement speed bonus of +20 feet, you could move through a total of 40 feet of difficult terrain each round as if it were normal terrain. You must have the Nimble Moves feat to learn this stunt.

Reactionary (Ex): You can take reactions before the first time you act in a combat. Additionally, starting at 3rd level, you can spend 1 Resolve Point as a reaction to act during a surprise round that you wouldn't normally get to act in, rolling an initiative check as normal to determine when you act during the surprise round.

Seize Control (Ex): You can gain control over an uncontrolled vehicle as a swift action. Once during any starship combat, you can switch between roles (or assume a role if you don't already have one) at the start of any phase. You cannot use this ability more than once per round, and once you use this ability you cannot use it again until you rest for 10 minutes to regain Stamina Points.

Uncanny Pilot (Ex): When you attack while you're driving a vehicle, you halve the vehicle's penalty to your attack roll (to a minimum of no penalty if the vehicle normally imposes a -1 penalty). When you're in a chase, you gain a +2 bonus to skill checks you attempt when taking the evade or trick pilot actions. When you're the pilot during a starship combat, you can combine the evade stunt and any other stunt into a single stunt. When doing so, attempt two Piloting checks (one for each stunt) and add 5 to the DC for both stunts.

Zoomer Endurance (Ex): Whenever you attempt a Constitution check to continue running on a local scale or as part of a forced march, add your zoomer level to your Constitution modifier. In addition, you can travel long-distances

while running without getting tired, increasing the maximum distance that you can cover in 1 day while using overland movement by ×4 (or by ×5 if you have the Jet Dash feat).

Zoomer Feat: You gain a bonus feat in addition to those gained from normal advancement. You must meet the feat's prerequisites, and the feat must be selected from the following list: Fleet, Improved Sidestep, Jet Dash, Kip Up, Mobility, Nimble Moves, Shot on the Run, Sidestep, Sky Jockey, Spring Attack, Step Up, or Step Up and Strike. Once chosen, this feat cannot be changed. You can select this zoomer stunt multiple times. Each time, you must select a different feat to learn.

8TH LEVEL

You must be 8th level or higher to choose these zoomer stunts.

Blurred Movement (Ex): Whenever you move 10 or more feet during a movement action or charge, all attacks made against you until the start of your next turn have a 20% miss chance, as if from concealment. This doesn't stack with miss chances from actual concealment or effects that work like concealment. You gain this benefit only when unencumbered and wearing light armor or no armor, and you lose the benefit when you are helpless or otherwise unable to move.

Dash Through (Ex): Whenever you charge, you can attempt an Acrobatics check with a DC equal to 15 + 1-1/2 × your target's CR. If you succeed, you slide under or leap above your target, catching them off-guard. This grants you a +1 insight bonus to all attacks that you make against the target of your charge that you have specialization with.

Defy Physics (Ex): Whenever you use the charge, movement, run, or withdraw actions, your momentum is so great that you can run up vertical and horizontal surfaces (such as a sheer cliff or a ceiling), soar through the air, and even run across water. Effectively, this functions as if you possessed a climb speed and a fly speed with perfect maneuverability, and it allows you to wall across ceilings without needing to make Climb checks or failing and tread on any liquid as if it were firm ground (mud, oil, snow, quicksand, running water, and even lava can be traversed easily, but you are still subject to any damage inflicted by the liquid based on proximity, such as fire damage from treading on lava). You must end this movement on solid ground or you fall (or sink, as appropriate) at the end of your movement.

Guarded Advance (Ex): Whenever you take a move action to move your speed, you can spend 1 Resolve Point to prevent the first 5 feet of movement that you make from provoking any attacks of opportunity, as if that 5 feet of movement had been a guarded step.

Hasted Boost (Ex): As a move action, you can focus yourself to further enhance your speed, granting yourself the benefits of a *haste* spell for a number of rounds equal to your level. Once the effect ends (or if you dismiss it early as a free action). Once you have used this ability, you cannot use it again until after you take a 10-minute rest to regain Stamina Points.

Improved Zoom Dash (Ex): You gain double the

TABLE: ZOOMER WHIRLWIND SIZE

Whirlwind Radius	Minimum Movement Needed	Maximum # of Creatures Carried
5 feet	30 feet	1
10 feet	60 feet	2
15 feet	90 feet	2
20 feet	150 feet	3
25 feet	180 feet	3
30 feet	210 feet	4
25 feet	240 feet	4
40 feet	270 feet	5

benefits of your zoom dash ability, up to a maximum additional increase of +30 feet. This bonus doesn't increase the total amount of bonus movement that you gain from the zoom dash class feature for the purpose of determining the effects of other stunts (such as the nimble zoom stunt) unless the stunt specifically says otherwise.

Outstanding Initiative (Ex): Instead of reading up to three actions using the incredible initiative stunt, you can ready one full action. When doing so, you cannot ready any additional actions for that round. You must have the incredible initiative stunt to learn this stunt.

Pedal to the Metal (Ex): You add your zoom dash class feature's movement speed bonus to the speed of any vehicle you pilot (but not its full speed). When you are piloting a starship through Hyperspace, you roll the number of days that your journey takes twice and choose which result to use. When you are piloting a starship during a starship combat and no other character is filling the science officer role, you can use the divert science officer action as if it were a minor crew action, but only to divert power to your starship's engines. When diverting power to your engines in this manner, your starship's speed only increases by 1 instead of the usual 2.

Speedy Expert (Ex): Whenever you attempt a skill task with a skill that you are trained in that takes 1 minute or more to perform, you reduce the amount of time it takes to use that skill task by half. For example, you could attempt a Diplomacy check to gather information in half of 1d4 rounds. In addition, you can move without penalty when using Acrobatics or Stealth at your full speed.

14TH LEVEL

You must be 14th level or higher to choose these zoomer stunts.

Displaced Movement (Ex): You move so fast that it is near impossible to see you. Increase the miss chance that you gain from blurred movement to 50% instead of 20%. You must have the blurred movement zoomer stunt to learn this stunt.

Improved Evasion (Ex): When you fail a Reflex save against an effect that has a partial effect on a successful save, you take the partial effect instead of the full effect. You must have evasion to learn this stunt.

Improved Nimble Zoom (Ex): You add twice your

movement speed bonus from the zoom dash class feature to the total amount of difficult terrain that you can move through each round using the Nimble Moves feat each round instead of just the base movement speed bonus that you gain from that class feature. You must have the Nimble Moves feat, the nimble zoom stunt, and the improved zoom dash stunt to learn this stunt.

Instant Charger (Ex): When you charge, you are only required to move at least 5 feet (1 square) instead of the usual restriction of 10 feet (2 squares). You must have racing attack to learn this stunt.

Lightspeed Dash (Ex): When you charge or take a standard action to move up to your speed, your movement doesn't provoke attacks of opportunity. You still provoke attacks of opportunity normally when making ranged attacks or casting spells. You must have racing attack to learn this stunt.

Zoomer Whirlwind (Ex): As a full-round action, you can move up to twice your speed. If your movement creates a closed circular area whose radius does not exceed a total of 5 feet per 2 zoomer levels you possess (minimum 5 feet), you create a powerful whirlwind that can pick up creatures and objects; Table: Zoomer Whirlwind Size listed the minimum amount of movement needed in order to create a whirlwind with radiuses ranging from 5 feet to 40 feet. The whirlwind is twice as wide at the top as it is at its bottom (where the zoomer is maintain it) and has a height equal to four times the width of its base. Any creature whose space is partially within the whirlwind's area must succeed at a Fortitude save or take 1d6 points of bludgeoning damage per level. If a creature's entire space is within the whirlwind, it must also succeed at a Reflex save or be picked up by the whirlwind and carried along with it. A carried creature is flat-footed, grappled, and off-target, and it automatically takes the whirlwind's damage at the beginning of its turn. If the carried creature can fly, it can attempt a Reflex save as a move action, escaping on a successful save. If a carried creature does not escape, it can attempt a Fortitude save; if it succeeds, it can take any remaining actions it has on its turn (other than movement). On a failed save, the carried creature is unable to act until its next turn or until you release it.

The maximum number of creatures that you can carry in your whirlwind is determined by the whirlwind's radius, as shown on Table: Zoomer Whirlwind Size. Your whirlwind lasts until the end of your next turn, at which point all creatures within the whirlwind are dropped in a space of its choice adjacent to its position at the time of ejection. You can maintain your whirlwind as a full-round action, as if you were creating a new whirlwind, except creatures already picked up don't receive any saving throws to avoid remaining within the whirlwind. At the GM's discretion, if the whirlwind is in contact with dirt, gases, water, or other material that can be easily drawn into it, the whirlwind blocks all vision within it (including darkvision) and blocks all line of sight through it.

If you are in a body of water when you use this ability

and have a swim speed, you create a vortex instead of a whirlwind. A vortex only forms within a liquid, cannot leave a liquid medium, and always blocks all vision within it and line of sight past it. Carried creatures must have a swim speed in order to attempt a Reflex save to escape.

ALTERED OR REPLACED ZOOMER CLASS FEATURES

For any level at which an archetype provides an alternate class feature, a zoomer who takes the archetype alters or replaces the listed class features.

Multilevel 2nd, 4th, 6th, 12th, and 18th Levels: You don't gain a zoomer stunt.

9th Level: Your zoomer's advance class feature improve at 9th level. Instead, you gain the 9th-level improvement at 13th-level, the 13th-level improvement at 17th-level, and don't gain the 17th-level improvement.



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