



STARFINDER FIELD TEST #2

SECOND GENERATION

Welcome to the second installment of Starfinder Field Tests, a series of documents dedicated to providing insight behind our ongoing process on the design and development of a new edition for the Starfinder Roleplaying Game. This latest document looks at the thing that makes Starfinder a truly unique science fantasy setting: magic. Specifically, we'll be providing a snapshot of the current mystic class (levels 1-5) as well as a batch of new spells you can expect to see in the game.



MOVING FORWARD

Over the past two months, we've been absolutely floored by the positive reaction to the announcement of our new edition. The team knows that there's still a lot of time between now and the official release of the *Starfinder Playtest Rulebook*, and even more time before the final rules get released, but we're energized to make this the best version of Starfinder to date. To that end, we wanted to discuss some of our design principles for the new game and some expectations we have while working on Starfinder Second Edition.

At its core, Starfinder is a science fantasy setting. This means that it isn't just about futuristic laser guns and fancy starships, but also about how a setting like that coexists with magical elements like spellcasting and other planes of existence. When we're designing the many worlds of Starfinder, the thought of having fantastical elements alongside science fiction concepts is always at the forefront of our minds. We want to showcase things that can only be found in a sci-fi setting, but also do it in a way that synergizes with fantasy elements.

Let us be clear: Starfinder Second Edition is not an expansion for Pathfinder Second Edition. Both games are independent from one another, and Starfinder Second Edition is simply using the core rules engine that powers Pathfinder. For the upcoming *Starfinder Playtest Rulebook*, we plan to reference material in the Pathfinder rulebooks, mostly to save playtesters a bunch of reprinted information so we can fit more unique Starfinder content outside of the core rules engine into the playtest. Beyond that, when Starfinder Second Edition launches in 2025, the rulebooks will be fully stand-alone and won't require any Pathfinder books to work. One of the strengths of using the same engine and having full compatibility means that all the existing Pathfinder Second Edition content to date will plug-and-play into Starfinder without much hassle. This gives the team more space in every book to present brand new creatures, items, and spells rather than updating Pathfinder content to fit within the Starfinder system.

One of the ways that the two games strongly differentiate themselves is something we're calling the "meta state" of the game. In Starfinder, our goal is to promote a stronger focus on ranged combat, which the team thinks is integral to a system where every class is assumed to be toting around a ranged weapon of some variety. This immediately changes several assumed states for the game and makes for a variety of interesting class dynamics. A good example of this can be found in the mystic we're previewing here today, as they can cast a two-action spell (say a useful buff or debuff) and still have the assumed ability to fire a ranged weapon (or "cast gun" as we call it in our internal playtests) or Transfer Vitality as a clutch heal. Unlike Pathfinder, the guns in Starfinder can fire multiple shots before requiring a reload, meaning that a backup ranged weapon is almost always an option without a large amount of action investment. The prevalence of ranged combat also means that ancestries with flight won't necessarily break the game.

These are just some of the different approaches that the team is taking as we design a new edition of Starfinder. We sincerely view Starfinder Second Edition as its own game, just using an engine from another successful game, which allows us to focus our time and efforts on creating all the necessary elements to bring out the science fantasy mechanics that fans want to see.

Field Test #2

A new edition lets us take a wider look at all aspects of the game and really drill down into what makes specific elements of our setting work and stand out. As mentioned before, we're trying to differentiate some of our classes from just being futuristic takes on existing classes that play like the "space fighter" or the "space rogue." Perhaps no class better exemplifies this approach to revised class design than the current iteration of the mystic.

The updated mystic still has a defining power known as a connection that provides them with unique spells and abilities. However, the greatest change to the mystic comes in two major elements: their mystic bond and their vitality network. The mystic bond allows a mystic to select up to 10 allies to enter a long-lasting, impenetrable bond with them, with effects that can span the distance of a planetary body. Early on, the mystic can communicate with bonded allies and can even get an immediate sense of their status—very useful things for an adventuring party!

The vitality network is the other defining feature of the new mystic. Basically, think of it as an intangible pool of Hit Points that the mystic can pull from (as a very useful single action) to heal their bonded allies. Pair this with access to divine or primal magic based on their chosen connection, and the mystic is a powerful spellcaster with a bunch of supporting abilities—a healer with options!

Another big change is that the mystic focuses on either divine or primal magic traditions. This is intentional, and while many may be concerned about shifting away from some of the more occult themes of the class from first edition, when looking at most Starfinder spellcasting classes, they end up having some association with occult. We wanted to diversify Starfinder casters going forward, and focused the mystic on divine and primal, as we thought those two traditions most suited the mystic conceptually and the niche it filled in the game.

Our goal with the second edition mystic is to design a healing spontaneous spellcaster that stands apart from other classes in the niche, while also having a strong focus on bonding with allies and forming connections with people and the wider setting, both narratively and mechanically. Playing a mystic character is all about becoming the beating heart for a healthy Starfinder adventuring group, and we've seen it perform well in playtests. Today we're pleased to showcase the mystic as it exists internally, along with a smattering of new spells and two example connections that players can enjoy and take for a spin.

The spells we've presented here are just a small taste of some of the flavors we're aiming to explore in Starfinder. Spells like *delete*, *discharge*, *recharge weapon*, and *wisp ally* are old Starfinder staples that return to work in our updated edition. The team is also excited to bring new spells that really hit on the more modern tones of Starfinder, like the aptly named *doom scroll* or *motivating ringtone* that all interact with comm units (which are still assumed to be embedded in almost every set of tech armor in the game).

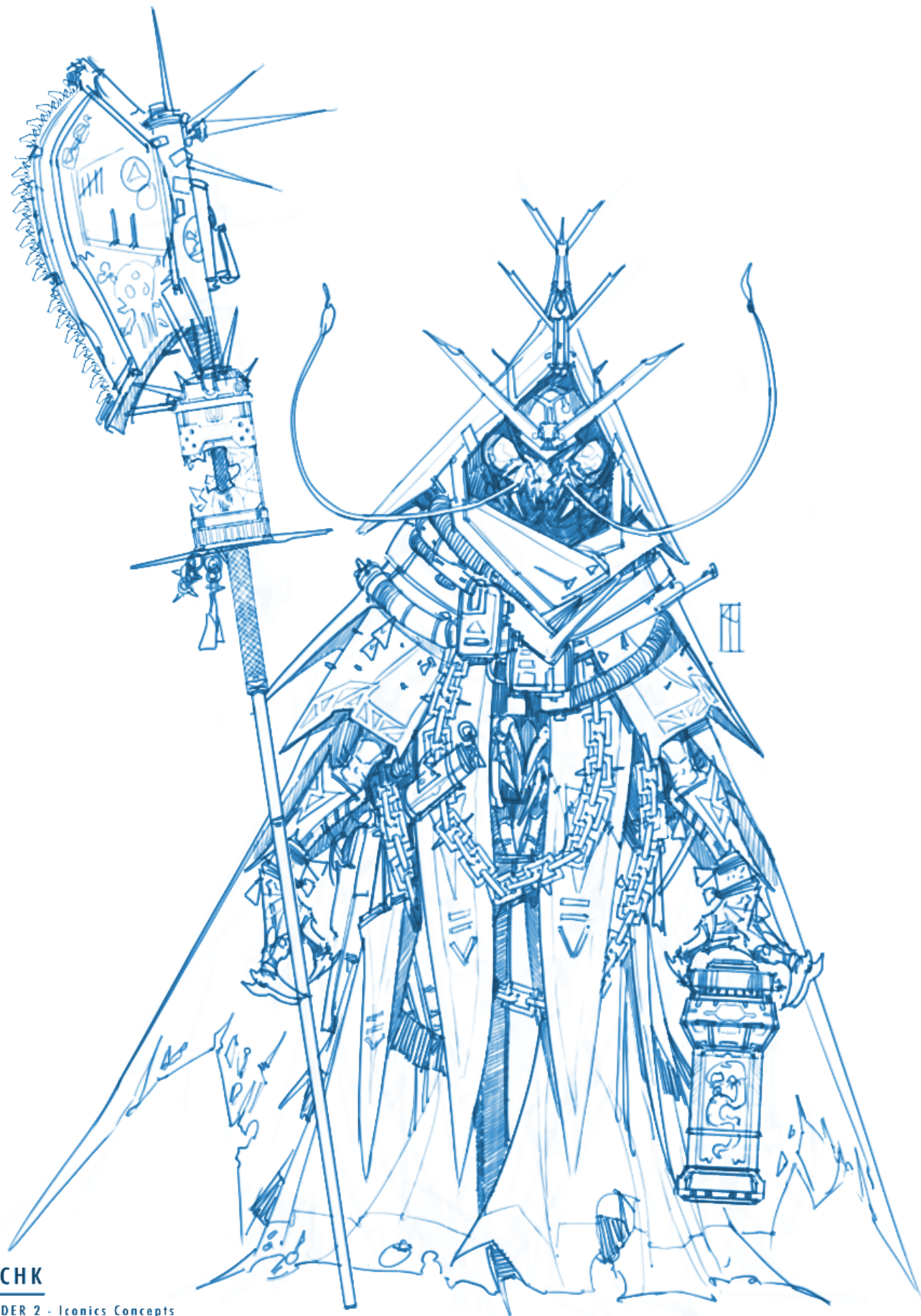
-The Starfinder Team

--Thurston Hillman, Managing Creative Director

--Jenny Jarzabski, Senior Developer

--Dustin Knight, Developer

--Jessica Catalan, Starfinder Society Developer



CHK CHK

STARFINDER 2 - Iconics Concepts
Kent Hamilton
PAIZO copyright 2023 Paizo Inc.

MYSTIC

You are more than just a healer. You are a conduit, channeling the innate, fundamental forces that connect and bind all things together. You tap into that power and bond with your closest allies. You use a diverse suite of spells to empower your bonded allies, restore their vitality, and punish those who threaten them. By maintaining and nourishing your bonds, you cultivate a cache of vital life energy you can call upon to power your magic.

KEY ATTRIBUTE

Wisdom

At 1st level, your class gives you an attribute boost to Wisdom.

HIT POINTS

8 plus your Constitution modifier

You increase your maximum number of HP by this number at 1st level and every level thereafter.

During combat encounters...

You cast spells to protect your bonded allies and defeat your enemies. You maintain a steady flow of life energy through your vitality network to heal your allies. Depending on the nature of your connection, you can empower them with music, blind enemies with vital energy, or even conjure storms of elemental magic.

During social encounters...

You offer unique solutions by approaching a problem from the perspective of your connection. When a disagreement or misunderstanding develops between members of your bond, you are often the one to help build bridges and heal their wounded relationship.

While exploring...

You know the strengths and weaknesses of those in your bond and can help guide them to overcome problems. You use spells to detect magic around you and are often called upon to help identify unknown magic.

In downtime...

You likely spend time connecting with your bonded allies, whether it's taking on the same side-hustle, learning a hobby together, or forming a guild in your favorite videogame.

You might...

- Know more about the other members of your party than anyone else.
- Have insights into the nature of your connection that others find unorthodox.
- Have strange dreams, visions, or other intuitive inklings about fundamental forces that cannot be perfectly understood by traditional scientific or arcane theory.

Others probably...

- Think of you as the mascot of your party.
- View your bond as a closed clique, or think you are trying to recruit them.
- Assume you view the universe through the lens of your connection.

MYSTIC ADVANCEMENT

Your Level	Class Features
1	Ancestry and background, attribute boosts, initial proficiencies, connection, mystic bond, vitality network, mystic spellcasting, spell repertoire
2	Mystic feat, skill feat
3	General feat, mental bond, signature spells, skill increase
4	Mystic feat, skill feat
5	Attribute boosts, ancestry feat, mystic resilience, skill increase

INITIAL PROFICIENCIES

At 1st level, you gain the listed proficiency ranks in the following statistics. You are untrained in anything not listed unless you gain a better proficiency rank in some other way.

PERCEPTION

Trained in Perception

SAVING THROWS

Trained in Fortitude

Trained in Reflex

Expert in Will

SKILLS

Trained in one skill determined by your connection

Trained in Nature if you are a primal

caster or Religion if you are a divine

caster

Trained in a number of additional skills

equal to 2 plus your Intelligence modifier

ATTACKS

Trained in simple weapons

Trained in unarmed attacks

DEFENSES

Trained in light armor

Trained in unarmored defense

SPELLS

Trained in spell attack modifier

Trained in spell DC

CLASS DC

Trained in mystic class DC

CLASS FEATURES

You gain these abilities as a mystic. Abilities gained at higher levels list the level at which you gain them next to the features' names.

Ancestry and Background

In addition to what you get from your class at 1st level, you have the benefits of your selected ancestry and background.

Attribute Boosts

In addition to what you get from your class at 1st level, you have four free boosts to different attribute modifiers. At 5th level and every 5 levels thereafter, you get four free boosts to different attribute modifiers. If an attribute modifier is already +4 or higher, it takes two boosts to increase it; you get a partial boost, and must boost that attribute again at a later level to increase it by 1.

Initial Proficiencies

At 1st level, you gain a number of proficiencies that represent your basic training. These proficiencies are noted at the start of this class.

Connection

All mystics have a mysterious connection with some force that grants magical powers. The exact nature of that connection can vary widely, and even mystics who share the same connection may interpret it differently. Your choice determines the type of spells you cast, the spell tradition you choose spells from, the additional spells you learn, your additional trained skill, and the harmony benefit that further expands how you can use your vitality network. You also gain special focus spells based on your connection. The connections in this *Field Test* are as follows, with further details on page 9.

Healing: You manipulate the tapestry of life force that connects all living things.

Rhythm: You hear the cosmic melody that moves all observable things in the universe.

Mystic Bond

You can use your connection to form a bond between yourself and others. Forming bonds is an experience that varies from mystic to mystic, using a 10-minute activity related to the mystic's connection. You can maintain a bond with up to 10 other willing creatures, and the bond lasts until you or the bonded creature are no longer willing to be part of the bond. You are always considered part of your own bond. The mystic knows the general distance and direction toward other bonded creatures, and any conditions affecting them.

Vitality Network

Your soul supports a network of vital energy that connects those in your bond. Your vitality network has a maximum capacity equal to $6 + 4$ Hit Points per level you have. You gain the Transfer Vitality action that you can use to take Hit Points out of your network and into yourself or allies as healing.

Life or death situations help strengthen your bond with your allies. At the start of each turn in combat, when you regain actions, your vitality network regains 4 Hit Points; if you are master in your connection's skill, it regains 6 Hit Points instead; if you are legendary, it regains 8 Hit Points. Your vitality network regains its full capacity of Hit Points when you use the Refocus action.



FIELD NOTE: DESIGNING THE MYSTIC

Howdy nufriends! I hear you want to learn more about mystics and where the Starfinder team is at with them, so let's dive in. Just like me, the Mystic's here to help-help! The Mystic is designed to be a support-based spontaneous spellcaster who can focus on divine or primal traditions. They can expand their spell repertoire by using their fancy connection class ability along with feats to get spells beyond those two lists. The real magic—outside of the actual magic—is the bond and vitality network abilities, that really helps define the mystic's place in the game. A mystic bonds with their allies, choosing their closest friends and granting them powerful benefits. Along with that bond, the mystic can tap into a vitality network, a pool of vital energy, that they can siphon off to heal their allies with only a single action—think of it like a vitality sippy cup. Such a drift class, I can't wait to see more!

TRANSFER VITALITY

CONCENTRATE HEALING MYSTIC

You can transfer any number of Hit Points from your vitality network into yourself or a bonded creature you can see.

Mystic Spellcasting

You are a spellcaster and can cast spells using the Cast a Spell activity (see Casting Spells). As a mystic, when you cast spells, your incantations might reflect how your spells incorporate your connection; your gestures might include patterns that follow the flow of your connection's network, and you might accompany your spellcasting with wisps of energy flowing between you and your bonded allies.

Each day, you can cast up to three 1st-rank spells. You must know spells to cast them, and you learn them via the spell repertoire class feature. The number of spells you can cast each day is called your spell slots.

As you increase in level as a mystic, your number of spells per day increases, as does the highest rank of spells you can cast, as shown on the Mystic Spells per Day table.

Some of your spells require you to attempt a spell attack to see how effective they are, or have your enemies roll against your spell DC (typically by attempting a saving throw). Since your key attribute is Wisdom, your spell attack modifiers and spell DCs use your Wisdom modifier. Details on calculating these statistics appear on page 403 of *Pathfinder Player Core*.

HEIGHTENING SPELLS

When you get spell slots of 2nd rank and higher, you can fill those slots with stronger versions of lower-rank spells. This increases the spell's rank to match the spell slot. You must have a spell in your spell repertoire at the rank you want to cast in order to heighten it to that rank. Many spells have specific improvements

when they are heightened to certain ranks. The signature spells class feature lets you heighten certain spells freely.

CANTRIPS

Some of your spells are cantrips. A cantrip is a special type of spell that doesn't use spell slots. You can cast a cantrip at will, any number of times per day. A cantrip is automatically heightened to half your level rounded up—this is usually equal to the highest rank of mystic spell slot you have. For example, as a 1st-level mystic, your cantrips are 1st-rank spells, and as a 5th-level mystic, your cantrips are 3rd-rank spells.

Spell Repertoire

The collection of spells you can cast is called your spell repertoire. At 1st level, you learn two 1st-rank spells of your choice and four cantrips of your choice, as well as an additional spell and cantrip from your connection. You choose these from the common spells from the tradition corresponding to your connection, or from other spells from that tradition to which you have access. You can cast any spell in your spell repertoire by using a spell slot of an appropriate spell rank.

You add to this spell repertoire as you increase in level. Each time you get a spell slot, you add a spell of the same rank to your spell repertoire. When you gain access to a new rank of spells, your first new spell is always the spell granted by your connection, but you can choose the other spells. At 2nd level, you select another 1st-rank spell; at 3rd level, you gain a new spell from your connection and two other 2nd-rank spells, and so on. When you add spells, you might select a higher-rank version of a spell you already know so that you can cast a heightened version of that spell.

Though you gain them at the same rate, your spell slots and the spells in your spell repertoire are separate. If a feat or other ability adds a spell to your spell repertoire, it wouldn't give you another spell slot, and vice versa.

SWAPPING SPELLS IN YOUR REPERTOIRE

As you gain new spells in your spell repertoire, you might want to replace some of the spells you previously learned. Each time you gain a level and learn new spells, you can swap out one of your old spells for a different spell of the same rank. This spell can be a cantrip, but you can't swap out connection spells. You can also swap out spells by retraining during downtime.

Mystic Feats

2nd

At 2nd level and every 2 levels thereafter, you gain a mystic class feat. These begin on page 7.



FIELD NOTE: MYSTICAL PLAY

So far, the Starfinder team has found that the mystic brings an interesting playstyle to the table. The vitality network lets them use Transfer Vitality in all those clutch situations where one action is available. A 10 Hit Point heal as one action at 1st level is cool, gree? But draining that healing sippy cup means you got less juice to hand out in later rounds, and at higher level play there's a real balance between dumping a major heal early on or saving it for when your tank friend (like a soldier) really needs it. Some nufriends might be worried that this lets the mystic heal up dying PCs too easily, but bringing someone back as a 4 Hit Point warrior doesn't leave 'em in the best position, so it might be better to put all of it into healing your friend back to full so they don't go down again right away!

Skill Feats

2nd

At 2nd level and every 2 levels thereafter, you gain a skill feat. Skill feats have the skill trait. You must be trained or better in the corresponding skill to select a skill feat.

General Feats

3rd

At 3rd level and every 4 levels thereafter, you gain a general feat.

Mental Bond

3rd

Creatures bonded by your mystic connection can communicate telepathically. As long as two bonded creatures are on the same planetary body and both are alive (or functional, in the case of undead), they remain aware of one another's present state, general direction, distance from one another, and conditions affecting them that they themselves are also aware of. For example, a bonded ally unaware of a disease or poison affecting them means their bonded allies do not know of the disease either. You gain the Absolute Bond action.

ABSOLUTE BOND

CONCENTRATE MENTAL

You concentrate your telepathy toward a bonded ally to invite them into a temporary understanding of your connection. If the next action you use is to Cast a Spell and one or more bonded allies would be affected, choose one: either that spell only affects one bonded target, or that spell does not affect one of the bonded targets. If the next action you use only affects the bonded ally

MYSTIC SPELLS PER DAY

Your Level	Cantrips	Spell Rank										
		1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th	
1	5	3	—	—	—	—	—	—	—	—	—	—
2	5	4	—	—	—	—	—	—	—	—	—	—
3	5	4	3	—	—	—	—	—	—	—	—	—
4	5	4	4	—	—	—	—	—	—	—	—	—
5	5	4	4	3	—	—	—	—	—	—	—	—

and transfers or reduces Hit Points from your vitality network, your vitality network regains 4 of those lost Hit Points; if you are master in your connection skill, it regains 6 Hit Points instead; if you are legendary, it regains 8 Hit Points.

Signature Spells

3rd

You've learned to cast some of your spells more flexibly. For each spell rank you have access to, choose one spell of that rank to be a signature spell. You don't need to learn heightened versions of signature spells separately; instead, you can heighten these spells freely. If you've learned a signature spell at a higher level than its minimum, you can also cast all its lower-rank versions without learning those separately. If you swap out a signature spell, you can choose a replacement signature spell of the same spell rank at which you learned the previous spell. You can also retrain specifically to change a signature spell to a different spell of that rank without swapping any spells; this takes as much time as retraining a spell normally does.

Skill Increases

3rd

At 3rd level and every 2 levels thereafter, you gain a skill increase. You can use an increase to either become trained in one skill you're untrained in, or to increase your proficiency in one skill in which you're already trained to expert.

At 7th level, you can use skill increases to become a master in a skill in which you're already an expert, and at 15th level, you can use them to become legendary in a skill in which you're already a master.

Ancestry Feats

5th

In addition to the initial ancestry feat you started with, you gain an ancestry feat at 5th level and every 4 levels thereafter. The list of ancestry feats available to you can be found in your ancestry's entry.

Mystic Resilience

5th

Your physique is incredibly hardy. Your proficiency rank for Fortitude saves increases to expert.

KEY TERMS

You'll see the following key terms in many mystic class features.

Spellshape: These actions tweak your spells. You must use a spellshape action directly before Casting the Spell you want to alter. If you use any action (including free actions and reactions) other than Cast a Spell directly after, you waste the benefits of the spellshape action. Effects added by a spellshape action are part of the spell's effect, not of the spellshape action.

MYSTIC FEATS

At every level that you gain a mystic feat, you can select one of the following feats. You must satisfy any prerequisites before selecting the feat.

The feats presented here are an example of the mystic's feat list and are not the complete list for the class.

MYSTIC FEATS

Use this table to look up mystic feats by name.

Feat	Level
Deity's Domain	1
Martial Disciple	1
Natural Bond	1
Network Spell	1
Reach Spell*	1
Widen Spell*	1
Cantrip Expansion*	2
Conceal Spell*	2
Divine Disciple	2
Spot Healing	2
Vital Boost	2
Wild Bond	2
Cloud Storage	4
Memory Bank	4
Mental Interference	4
Void Warranty	4

*Feats found in existing Pathfinder classes (not reprinted here)

1ST LEVEL

DEITY'S DOMAIN

FEAT 1

MYSTIC

Requirements You are a divine spellcaster and worship a deity

Choose one of your deity's domains. You gain the domain's initial domain spell as a connection spell.

MARTIAL DISCIPLE

FEAT 1

MYSTIC

Requirements You worship a deity

You gain proficiency with your deity's favored weapon. If your deity's favored weapon is uncommon, you also gain access to that weapon. If your deity's favored weapon is a simple weapon or unarmed attack, increase the damage die size of that weapon by one step when you are wielding it.

NATURAL BOND

FEAT 1

MYSTIC

Requirements You are a primal spellcaster

Choose one of the following xenodruid orders. You become trained in the listed skill associated with the order and add the listed spells to your spell list and spell repertoire as signature spells. If you were already trained in the listed skill, you instead become trained in another skill of your choice.

Animal Order Skill Animal Lore; **Spells 1st** *pest form*, **2nd** *animal form*, **5th** *moon frenzy*

Elemental Order Skill Elemental Planes Lore; **Spells 1st** *shifting surge**, **2nd** *summon elemental*, **5th** *elemental form*

Viral Order Skill Medicine; **Spells 1st** *goblin pox*, **2nd** *instant virus**, **5th** *stardust plague**

Plant Order Skill Plant Lore; **Spells 1st** *summon plant or fungus*, **2nd** *verdant code**, **5th** *plant form*

*New Spells still in development, not shown in this Field Test

NETWORK SPELL

FEAT 1

CONCENTRATE MYSTIC SPELLSHAPE

If the next action you use is to Cast a Spell with an area, range, or target, the spell manifests from one of your bonded allies you can see within 20 feet instead of yourself. Use the ally's space to determine the source of the spell, including range, line of sight, and line of effect. While this might fool someone who only sees your ally into thinking they Cast the Spell, unless you are hidden or the spell has the subtle trait, any creature able to see both you and your ally can easily determine you are the source of the spell. If the spell has the subtle trait, you and your ally may cast the spell in a way that makes the ally appear to have cast it on their own.

2ND LEVEL

DIVINE DISCIPLE

FEAT 2

MYSTIC

Requirements You are a divine spellcaster and worship a deity. You gain *heal* or *harm* as a divine spell, depending on your deity. If both are listed, you can choose between *heal* or *harm*. Once you choose, you can't change your choice. This spell becomes a signature spell and can be heightened freely. If you already know this spell when you select this feat, you can swap out the spell for a different spell of the same rank.

Your deity also adds spells to your spell list, found in the deity's devotee benefits. You can cast these just like you can any spell on the divine spell list once you can cast spells of their rank as a mystic. Some of these spells aren't normally on the divine list, but they're divine spells if you cast them that way.

You become sanctified, gaining the holy or unholy trait depending on your deity. If you can be holy or unholy according to your deity, you choose which trait you gain. If you gain the opposing trait in some way, you lose the previous trait until you complete an *atone* ritual. Likewise, if you perform enough acts that are anathema to your deity, you lose the magical abilities that come from your connection to that deity and lose your holy or unholy trait. The class features you lose are determined by your GM, but they likely include your spellcasting. These abilities can be regained only if you repent by conducting an *atone* ritual.

SPOT HEALING

FEAT 2

MYSTIC

Trigger A bonded ally within 15 feet takes damage.
Requirements You have the required number of Hit Points available in your vitality network.

You quickly expend vital energy from your vitality network on your bonded ally. Your ally regains Hit Points up to your level. Reduce your vitality network's remaining Hit Points by 2 plus the amount you transferred using Spot Healing.

VITAL BOOST

FEAT 2

MYSTIC

Trigger A bonded ally within 20 feet is about to roll a saving throw.
Requirements You have more than 4 Hit Points in your vitality network.

You supercharge your ally's mind and body with a surge of vital energy to save them from peril. Your ally gains a +1 status bonus

to the triggering saving throw. Reduce your vitality network's remaining Hit Points by 4.

WILD BOND

FEAT 2

MYSTIC

Requirements You are a primal spellcaster.

You know that all living things are part of the same tapestry of life, which you can weave into your magic and supercharge bonded allies to take on radical adaptations. You gain *wild bond* as a connection spell.

4TH LEVEL

CLOUD STORAGE

FEAT 4

EXTRADIMENSIONAL MYSTIC

You can use your vitality network as an extradimensional storage space, sliding items into and out of thin air as if it were a *null-space chamber*. You Interact with an item that weighs 1 Bulk or less to stow it into your extradimensional space. If your vitality network contains at least 1 Hit Point, an ally in your bond can remove an item from your extradimensional space as an Interact action, reducing the remaining Hit Points in your vitality network by the Bulk of the item (minimum 1). Your extradimensional space has a capacity of 12 Bulk. When you are Expert or higher in your connection skill, the capacity is 25 Bulk, 50 Bulk at Master, and 75 Bulk at Legendary.

MEMORY BANK

FEAT 4

MYSTIC

You carry a mental trove of memories that helps cement the special bond you have with your companions. You can increase your vitality network's capacity with these memories, or store them in a wielded item. Your memory bank holds 2 Hit Points per level that are refreshed when you Refocus. You can draw Hit Points from your memory bank into your vitality network by quickly skimming the enclosed media as an action with the concentrate trait. You can upload the memories into a weapon or shield with the tech trait by using 1 upgrade slot, which allows you to draw Hit Points from your memory bank as a free action whenever you Strike or Raise a Shield with the item.

MENTAL INTERFERENCE

FEAT 4

MENTAL MYSTIC

Requirements You are wielding a ranged weapon within one range increment of an opponent or wielding a melee weapon within reach of an opponent, and your vitality network has at least 4 Hit Points.

You overload a target's senses by flooding their mind with your connection's power channeled through your weapon. Reduce the Hit Points in your vitality network by 4. Attempt a check with your connection skill against the target's Will DC.

Critical Success The target becomes dazzled and off-guard until the start of your next turn. The creature can use an Interaction that has the concentrate trait to remove the dazzled condition.

Success As critical success, except the target becomes dazzled and off-guard until the end of your turn.

Critical Failure You are off-guard against melee attacks the target attempts against you until the end of your next turn.

VOID WARRANTY

FEAT 4

CONCENTRATE MYSTIC SPELLSHAPE

With careful diligence, you guarantee that vital energy lost from a target is caught by your vitality network. If the next action you use is to Cast a Spell that deals void damage to a single target and the target loses Hit Points from the spell, your vitality network gains Hit Points equal to twice the spell's rank.

CONNECTIONS

Your connection is a mystical force that grants you magic. It could come from a divine patron, be a manifestation of the wider cosmos, or even come from some unique event that happened in your life. While two mystics with the same connection may have similar abilities, how they view their connection can vary wildly. Note that not all divine mystics serve deities, and some deities can even grant a mystic a primal connection. Mystics who serve deities are not limited to specific connections, but the connections granted should mesh with the deity's core edicts.

Connection Spells: Connection spells are a type of focus spell. It costs 1 Focus Point to cast a focus spell, and you start with a focus pool of 1 Focus Point. You refill your focus pool during your daily preparations, and you can regain 1 Focus Point by spending 10 minutes using the Refocus activity to perform, spending time with your bonded allies, or otherwise pondering the nature of your connection. Focus spells are automatically heightened to half your level rounded up, much like cantrips. Focus spells don't require spell slots, and you can't cast them using spell slots. Taking feats can give you more focus spells and increase the size of your focus pool, though your focus pool can never hold more than 3 Focus Points. Focus are described on page 298 of *Pathfinder Player Core*.

Healing

You are in tune with a vast tapestry of universal life energy that binds all living things, allowing you to subtly manipulate the ebb and flow of this vital power.

Spellcasting Tradition divine

Connection Skill Medicine

Granted Spells cantrip: *analyze target*, 1st: *motivating ringtone*, 2nd: *false vitality*, 3rd: *vampiric feast*

Connection Spells initial: *vitalize*

Harmony Whenever you cast a healing spell on a bonded ally that restores them to their maximum Hit Points, your vitality network regains the excess Hit Points the spell could have restored, up to your character level. Temporary Hit Points do not trigger this harmony.

Rhythm

You're able to hear the melody that moves the cosmos and resonate that connection through the power of audible rhythm and universal vibrations known by many as the Song of the Spheres.

Spellcasting Tradition primal

Connection Skill Performance

Granted Spells cantrip: *summon instrument*, 1st: *sonic scream*, 2nd: *noise blast*, 3rd: *enthrall*

Connection Spells initial: *song of the spheres*

Harmony When a bonded creature's Hit Points are restored using Transfer Vitality, they gain a +1 status bonus to attack rolls and

damage rolls until the end of their next turn. If your Transfer Vitality affects multiple bonded allies, you can select only one target for this benefit.

MYSTIC CONNECTION SPELLS

SONG OF THE SPHERES

FOCUS 1

UNCOMMON CONCENTRATE EMOTION FOCUS MENTAL MYSTIC

Area 40-foot emanation

As part of casting this spell you Perform to bolster your bonded allies within 60 feet. The DC of this Perform check is usually a standard-difficulty DC of a level equal to the highest-level target of your song, but the GM can assign a different DC based on the circumstances. The effect depends on the result of your check.

Critical Success As success, except the effect lasts 3 rounds.

Success You and all bonded allies gain a +1 status bonus to attack rolls and damage rolls for 1 round.

Failure As success, except this only affects you and one selected bonded ally within range.

Critical Failure The spell has no effect.

VITALIZE TO

FOCUS 1

UNCOMMON CONCENTRATE HEALING MYSTIC VITALITY

Range varies; **Targets** 1 willing bonded creature

You reinforce the essence of the target with vital energy. If the target is a willing creature, you restore 1d6 Hit Points. The target is then temporarily immune for 10 minutes. The number of actions you spend when Casting this Spell determines its targets, range, area, and other parameters.

◆ The spell has a range of touch.

◆◆ The spell has a range of 30 feet. If you're healing a creature, increase the Hit Points restored by 6.

◆◆◆ You vitalize all bonded creatures in a 30-foot emanation.

This targets all bonded creatures in the burst.

Heightened (+1) The amount of healing increases by 1d6, and the extra healing for the 2-action version increases by 6.

WILD BOND

FOCUS 1

UNCOMMON CONCENTRATE MYSTIC POLYMORPH

Range 30 feet; **Targets** 1 willing bonded creature

Duration 1 minute

Tapping into the universal life code, you infuse the target with the primal essence of another living creature and grant them one of the following abilities.

- A burrow Speed of 15 feet
- A climb Speed of 20 feet
- A fly Speed of 20 feet
- A swim Speed of 25 feet
- A Speed of 40 feet
- A jaw unarmed attack that deals 1d8 piercing damage
- A claw unarmed attack that deals 1d6 slashing damage and has the agile and finesse traits
- Darkvision

Heightened (+1) You may target 1 additional willing bonded creature. This heightened is in addition to the following.

Heightened (5th) The damage dealt by the attacks increases to two dice.

NEW SPELLS

To go along with the Mystic class preview presented here, we're including a few new spells as a preview of how we are approaching magic.

The spells presented here are pertinent to the updated mystic class or act as supporting content for the prior *Field Test*. Like all content in these *Field Tests*, this represents work-in-progress representations of spells that we're currently exploring.

ANALYZE TARGET

CANTRIP 1

CANTRIP CONCENTRATE DETECTION MANIPULATE

Traditions arcane, divine, occult, primal

Range 30 feet; **Targets** 1 creature

Duration 1 minute

You focus on the target, gathering data displayed by magical holograms. When you Cast this Spell, you learn biometric information about the target, including its fingerprints, medical conditions, and other basic physiological information. You or anyone you advise about the analysis gains a +1 circumstance bonus to Impersonate the creature, to Medicine checks to Treat Wounds, and to Recall Knowledge checks about the creature's unarmed attacks and special abilities. If the creature is illusory or under the effects of illusion magic, you detect this only if the effect's rank is lower than the spell rank of your *analyze target* spell.

Heightened (3rd) The circumstance bonus increases to +2 and you can target up to 10 creatures.

Heightened (6th) The circumstance bonus increases to +3 and you can target any number of creatures.

DELETE

SPELL 1

CONCENTRATE MANIPULATE

Traditions arcane, occult

Range 30 feet; **Targets** 1 data set or tech item with the tracking trait

You delete data, whether handwritten, printed, or digital. You remove up to 1,500 words worth of text, one page of content, or one display screen worth of text and other visual information. Nonmagical writing in or on an unattended or held object is automatically deleted. Attempt a counteract check to delete magic writing (using your spellcasting ability modifier plus your spellcasting proficiency bonus) or digital content (using your spellcasting ability modifier plus your Computers proficiency bonus). If you fail to delete writing that is part of a hazard, you trigger the hazard.

If you target an attended tech item with the tracking trait, attempt a counteract check using your spellcasting ability modifier plus your Computers proficiency bonus. On a success, the item becomes glitching 1. A creature holding the item can spend a single action with the Interact trait to restart the software, reducing the glitching value by 1.

Heightened (7th) You can delete all data stored locally on a single device or book, or all data on a device or book related to a name, topic, or category.

DISCHARGE

SPELL 3

CONCENTRATE ELECTRICITY MANIPULATE

Traditions arcane, primal

Range 30 feet; **Targets** 1 creature or object with the tech trait

Defense basic Will

You depower an item with the tech trait or disrupt a creature with the tech trait, with effects based on choosing creature or object.

- **Creature** If your target is a creature with the tech trait, it attempts a Will Save. On a failure, the creature is glitching 1; On a critical failure, the creature is glitching 2.
- **Object** If you target an attended object, the creature that has the object attempts a Will save. On a failure, the object loses half of its maximum charges. On a critical failure, or if you target an unattended object, the object loses all its remaining charges.

DOOM SCROLL

SPELL 2

AUDITORY CONCENTRATE INCAPACITATION MANIPULATE VISUAL

Traditions arcane, divine, occult

Range 60 feet; **Area** 15-foot burst

Defense Will; **Duration** sustained up to 1 minute

You magically broadcast grim news onto nearby devices, screens, and other displays (including comm units on armor). Creatures in the area who can see one or more displays must attempt a Will save.

Critical Success The creature is unaffected.

Success The creature is fascinated by the display.

Failure The creature is fascinated by the display and frightened 2 (even if the fascination ends).

Critical Failure The creature is fascinated by the display, frightened 3, and doomed 1 (even if the fascination ends).

GRAVITY TETHER

SPELL 3

CONCENTRATE MANIPULATE

Traditions arcane, divine, occult, primal

Range 30 feet; **Targets** 1 creature

Defense AC

You manipulate the electromagnetic forces acting on a creature. Make a ranged spell attack. The target takes 4d8 electricity damage and is pulled 5 feet closer to you, or 10 feet closer on a critical hit. Moving the target into a barrier, creature, or obstacle causes the target to stop before entering that space.

Heightened (+1) You can target two creatures with *gravity tether*.

On a hit, you can move the creatures closer to each other or closer to you. The damage increases by 1d8.

MOTIVATING RINGTONE

SPELL 1

AUDITORY CONCENTRATE EMOTION HEALING MANIPULATE MENTAL SUBTLE

Traditions occult, primal

Requirements You have a comm unit, used as a locus, and the target's contact info

Range 120 feet; **Targets** 1 comm unit

Duration 1 minute

You cause the target comm unit to play a cosmically composed personal theme song specific to its owner. The creature who owns the target regains 1d10+4 Hit Points when you Cast the Spell and gains a +5-foot status bonus to all Speeds and a +1 status bonus to saves against fear effects for the duration, as long as the comm unit continues to play the ringtone.

Heightened (+1) The amount of healing increases by 1d10+4.

RECHARGE WEAPON

CANTRIP 1

CANTRIP CONCENTRATE MANIPULATE

Traditions arcane, occult

Range touch; **Targets** 1 weapon with capacity

You touch a weapon with no remaining ammunition and recharge it with magical energy. The target gains ammunition or charges equal to its usage until the end of your next turn, allowing anyone holding the target to make one Strike with the weapon. This spell only recharges weapons that use ammunition with a cost of 10 credits or less.

REORIENT

CANTRIP 1

CANTRIP MANIPULATE

Traditions divine, primal

Range touch; **Targets** 1 creature

Applying a combination of vital energy and acupressure, you fire up the target to help their body regain its footing. The target loses the off-guard condition if they have it. The target becomes immune to the off-guard condition until the start of their next turn, even if it would be circumstantially applied, such as being flanked or prone. The target is then immune to *reorient* for 10 minutes.

SONIC SCREAM

SPELL 1

CONCENTRATE MANIPULATE SONIC

Traditions arcane, occult, primal

Area 15-foot cone

Defense basic Fortitude

You unleash a head-bursting scream. You deal 1d8 sonic damage to creatures in the area. A creature that fails its saving throw also becomes sickened 1.

Heightened (+1) Increases the damage by 1d8.

SOUL SURGE

SPELL 2

CONCENTRATE MANIPULATE SANCTIFIED

Traditions divine, primal

Range 30 feet; **Target** 1 creature

Defense AC

Make a ranged spell attack against the target's AC. On a hit, you deal 6d6 spirit damage. On a critical hit, the target takes double the damage and becomes drained 1. You lose 6 Hit Points or, if you are in a bond with a vitality network that has at least 6 Hit Points, you can reduce the vitality network's Hit Points by 6 instead.

Heightened (+1) Increases the damage dealt by 2d6 and the Hit Points lost by 2.

WISP ALLY

SPELL 1

CONCENTRATE LIGHT MANIPULATE

Traditions divine, primal

Range 120 feet

Defense Will; **Duration** Sustained up to 1 minute

You summon a Tiny bouncing wisp of light that easily distracts even the most determined of combatants. A wisp doesn't take up space, grant flanking, or have any other attributes a creature would. The wisp generates bright light in a 10-foot radius. When you cast the spell and each time you Sustain, you can direct the wisp move to a creature you choose within range and attempt to distract the target. Each creature who fails a Will save against a distracting wisp becomes off-guard until the end of their next turn. If the creature fails a Will save against a second wisp in the same round, it becomes dazzled until the end of its next turn instead.

Heightened (+1) You create one additional wisp when you Cast the Spell. When you Sustain this spell, you can move all wisps you've created.

PAIZO INC.

Creative Directors • James Jacobs and Luis Loza
Director of Game Design • Jason Bulmahn
Director of Visual Design • Sonja Morris
Director of Game Development • Adam Daigle
Development Manager • Linda Zayas-Palmer
Managing Creative Director (Starfinder) • Thurston Hillman
Senior Developers • John Compton, Eleanor Ferron, Jenny Jarzabski, and Jason Keeley
Developers • Vanessa Hoskins, Dustin Knight, and Landon Winkler
Lead Designer (Games) • Joe Pasini
Organized Play Line Developers • Jessica Catalan, Josh Foster, and Shay Snow
Design Manager • Michael Sayre
Pathfinder Lead Designer • Logan Bonner
Senior Designer • James Case
Designer • Joshua Birdsong
Managing Editor • Patrick Hurley
Lead Editor • Avi Kool
Senior Editors • Ianara Natividad and Simone D. Sallé
Editors • Felix Dritz, Priscilla Lagares, Lynne M. Meyer, Zac Moran, and Solomon St. John
Concept Art Director • Kent Hamilton
Art Directors • Kyle Hunter and Adam Vick
Senior Graphic Designer • Emily Crowell
Graphic Designer • Adriana Gasperi
Production Designer • Danika Wirch
Director of Brand Strategy • Mark Moreland
Paizo CEO • Lisa Stevens
President • Jim Butler
Chief Creative Officer • Erik Mona
Vice President of People & Culture • Maggie Gallagher
Vice President of Sales & Operations • Mike Webb
Vice President of Technology • Rei Ko
Controller • William Jorenby
Bookkeeper • Emma Swan
Director of Sales • Cosmo Eisele
Sales & E-Commerce Assistant • Mika Hawkins
Director of Licensing • John Feil
Director of Marketing • Aaron Shanks
Marketing and Licensing Coordinator • Raychael Allor
Marketing and Media Specialist • Rue Dickey
Community and Social Media Specialist • Jonathan Morgantini
Organized Play Coordinator • Alex Speidel
Director of Project Management • Glenn Elliott
Project Manager • Lee Aula
Finance Operations Specialist • B. Scott Keim
Front End Engineering Lead • Andrew White
Senior Software Developer • Gary Teter
Software Architect • Brian Bauman
Software Developer • Robert Brandenburg
Software Test Engineer • Erik Keith
System Administrators II • Whitney Chatterjee and Josh Thornton
Web Content Manager • Maryssa Mari
Webstore Coordinator • Katina Davis
Customer Service Lead • Austin Phillips
Customer Service Representatives • Kait Chase, James Oakes, and Jackson Wood
Warehouse Manager • Jeff Strand
Logistics Coordinator • Kevin Underwood
Warehouse Distribution Lead • Heather Payne
Warehouse Team • Alexander Crain, Summer Foerch, James Mafi, Evan Panek, and Jesus Reynoso Ortiz

ORC Notice

This product is licensed under the ORC License to be held in the Library of Congress and available online at various locations including paizo.com/orcllicense, azoralaw.com/orcllicense, and others. All warranties are disclaimed as set forth therein.

Attribution: This product is original game content and is not based on a licensed game system.

If you use our Licensed Material in your own published work, please credit us in your product as follows:

Starfinder Field Test #2 © 2023 Paizo Inc. Authors: Jessica Catalan, Jenny Jarzabski, Dustin Knight, and Thurston Hillman

Reserved Material: Reserved Material elements in this product include all elements designated as Reserved Material under the ORC License. To avoid confusion, such items include: All trademarks, registered trademarks, proper nouns (characters, deities, locations, etc., as well as all adjectives, names, titles, and descriptive terms derived from proper nouns), artworks, characters, dialogue, locations, organizations, plots, storylines, and trade dress.

Expressly Designated Licensed Material: This product contains no Expressly Designated Licensed Material.



Paizo Inc.
15902 Woodinville-Redmond
Rd NE, Unit B.
Woodinville, WA 98072
paizo.com

© 2023 Paizo Inc. Paizo, the Paizo golem, Starfinder, and other trademarks owned by Paizo are property of Paizo Inc. All rights reserved.