



The peace in our modern era of technology came at the price of thousands of civilizations now lost to time. Our once magical world became barren of the supernatural as the Purge annihilated magical races, destroyed ancient relics, and burned ancient teachings from history. Yet remnants of such treasures survived and remained hidden until now.

Corporations and desperate fools are unearthing dangerous artifacts in a quest for power while threatening the costly harmony we take for granted. To combat them, we must resort to a power lying dormant in the hearts of every man, woman, and child. A power awakened and molded from our passions and desires.

Rae.

Getting Started

Get started with the campaign by completing the following steps.

- 1. Create a Character:** Create a 3rd level character. See [Characters](#) for rules and resources. Provide a link of your character sheet to the GM.
- 2. Answer the Questionnaire:** Detail your character's background and disposition by filling out this [questionnaire](#) and giving the link to the GM. See this [example questionnaire](#).
- 3. Write Your Legend:** Each player should work with the GM to create a non-playable **legendary character** that impacts (or has impacted) the world. This character's deeds directly add to the campaign setting. You can optionally stat them as a 15th level (or higher) character, using the same rules as character creation except the character can have magical items and Advanced Magic Talents and Legendary Talents are legal.

Campaign Rules

Rae Sagas is a Pathfinder Roleplaying Game campaign with the following additional campaign rules and changes.

Overview

System Rules

Automatic Bonus Progression: Characters automatically gain magical bonuses as they level up instead of gaining them from magical items. See [Advancing Levels](#) for details.

House Rules: Several house rules alter core Pathfinder rules. See [House Rules](#) for details.

Skills: Rae Sagas uses skills from Starfinder Roleplaying Game instead of the core skills. Classes have altered class skills and skill point progression. The campaign also introduces the Martial Lore skill. See [Skills](#) for more information.

Spheres of Power & Spheres of Might: Rae Sagas uses the Spheres of Power magic system and the Spheres of Might martial system created by Drop Dead Studios. Every spellcaster must be a spheres caster. Advanced Magic options and Legendary talents are not available. The [official Spheres Wiki](#) provides options and rules.

Equipment Rules

Armor & Weapons: Rae Sagas uses standard armor and weapons from Pathfinder, except they have been “reskinned” to better fit a modern or postmodern setting. Light armor often takes the form of simple protective vests. Medium armor appears as military-grade personal armor. Heavy armor features a full suit often described as “power armor.”

Computers: You can purchase computers from [Starfinder](#) at the listed price in gp.

Firearms: You can purchase firearms as permitted [here](#). Firearms in Rae Sagas do not use the rules from *Ultimate Combat*.

Real Estate: Rooms, buildings, and teams as noted in [Ultimate Campaign](#) can be purchased using gp. The average rent comes to 25% of the cost to build the room or building.

Vehicles: Enercycles, exploration buggies, junk cycles, motorcycles, and urban cruisers from [Starfinder](#) can be purchased at the listed price converted to gp. Others are allowed with GM permission. You can obtain a loan to purchase a vehicle. This requires a 20% down payment plus paying 10% of the base price each following month for 10 months (thus, you pay 120% of the vehicle’s price over the course of a year). Vehicles have five times the listed hit points and a

hardness of 10. It's assumed your character has a driver's license to legally purchase and drive a vehicle.

Characters

You play the role of unlikely heroes in a fantastical modern era and fight to prevent villains or irresponsible corporations from unearthing dangerous relics. To do so, you must learn to harness your emotions using a power hidden within each human being. Even non-spellcasting heroes will find this hidden power enhancing their body and mind.

More exotic options (such as extraplanar races) may be allowed with GM permission.

Resources

Character Sheet: This blank character sheet automates many calculations. Go to File / Make a Copy to create a new sheet. Provide a link to this sheet to the GM.

Automatic Bonus Progression: The sheet automatically adds magical bonuses from Automatic Bonus Progression except for enhancement bonuses to ability scores – for those, add the bonuses under the Enhancement column under Ability Scores. Because the sheet adds your weapon enhancements, make sure to adjust attack and damage for attacks that wouldn't gain your weapon enhancement bonuses.

Casting: Be sure to set your caster level in the far right column next to the level of your spellcasting class.

Classes: You will need to manually add statistics for Spheres of Power or Spheres of Might classes. Use the fourth row.

Skills: The sheet includes all Starfinder skills. Place an “X” in column “AD” for each class skill using the [conversion guide](#) to convert your Pathfinder class’s skills to Starfinder skills.

Example: This [character](#) provides an example.

Spheres Wiki: This wiki provides a reference to Spheres of Power and Spheres of Might content. The “How to Build” links on the right provide a guide for building a spellcaster (“spherescaster”), a Spheres of Might martial (“practitioner”), or a character using a hybrid of the systems (“champion”).

Archives of Nethys: The official Pathfinder reference document.

Starfinder Skills: The official reference for Starfinder skills. The [legacy conversion guide](#) and the [Spheres of Might conversion guide](#) also helps convert classes and abilities to use Starfinder skills.

Character Creation

The following lists rules for character creation.

Level 3: All characters begin at level 3 at the start of the campaign.

20 Point Buy: Use Pathfinder 20-point buy for ability score generation.

Available Classes, Archetypes, and Feats: Classes, archetypes, and feats from Paizo and Spheres of Power/Might are generally available, but it's recommended to have archetypes approved. Non-unchained summoner, magic item creation feats, and Leadership are not available. Spheres of Power and Spheres of Might material must be published by Drop Dead Studios. Anything marked as 3PP on the Spheres wiki requires GM permission.

Races: Each character must be a member of the anthroan or zoan race (See Races). Other races require GM approval.

Rae Casting: All spellcasters must use the Rae Casting Tradition (see Rae Casting). You may add additional drawbacks to this tradition. Other casting traditions require GM approval. Advanced Magic and Legendary talents are not available.

Theme: At 1st level, you gain a [theme](#) from Starfinder, which grants you special abilities and an additional +1 bonus to an ability score. You can select one of the following themes: ace pilot, biotechnician, bounty hunter, corporate agent, gladiator, icon, mercenary, outlaw, priest, roboticist, scholar, themeless, xenoarchaeologist, wild warden. You can substitute an ability from your theme with an ability of equal level from the "themeless" theme. This may be necessary for themes that reference starships or other unavailable rules or options. When a theme ability would grant you a Resolve Point, you instead gain two spell points.

Wealth: Each character begins play with 150 gp. Characters above 1st level begin with an additional amount equal to half (50%) of the value listed in Table: [Wealth by Level](#). This value is halved due to Automatic Bonus Progression (see Advancing Levels).

Characters also begin play with the following.

Cellphone: Each character has a portable phone that functions as a [personal comm unit](#)

Identification: Each character has a driver's license and other necessary documents proving their identity as an Emeran citizen.

Small Apartment: Each character has a small flat consisting of four to eight 5-foot squares of space that can provide comfort and privacy for one or two people.

Characters do not begin play with any magical items unless they have GM permission.

Advancing Levels

Automatic Bonus Progression: Characters automatically gain magical bonuses as they level up. See the table in [Pathfinder Unchained](#). **Each character has an effective level equal 1 + their character level.**

Ability Prowess: The normal bonus progression rules prioritize mental prowess before physical prowess. You may choose to gain physical prowess at levels you would normally gain mental prowess.

Companion Attunement: If you have an eidolon or another companion that share your magic item slots, you may transfer one or more bonuses to this companion. A companion capable of wearing armor or using weapons may use your attuned armor and weapons.

Unarmed Weapons Attunement: Instead of applying weapon attunement to a weapon, you may apply it to either your unarmed strikes or to all natural attacks.

Fractional Base Bonuses: Base bonuses from classes are fractions to clean the math of multiclassing. This only applies to multiclassing. See [Pathfinder Unchained](#).

Hit Points: At 1st level, you gain maximum hit points. When leveling up, your maximum hit points increase by 1 + half your Hit Die + your Constitution modifier.

Retraining: Character options can be retrained with GM permission.

Languages

Characters can speak a variety of modern languages whereas many ancient texts use dead ancient languages. The following languages are available for characters to learn.

Modern Languages: Commonly spoken languages include Chinese, English, German, Italian, Japanese, Latin, Spanish.

Ancient Languages: The following languages died out with the passage of time and the fall of ancient civilizations. These languages must be learned by putting ranks in the Culture skill.

Arboreal: The “language of the trees” has been found on ancient trees and sites where ancient cultures revered nature spirits.

Aeoni: Legends say an ancient order of monks used this language and possessed the ability to alter and travel through time. This esoteric language involves creating sentences by inscribing symbols along a circle. No individual alive knows how Aeoni is spoken, but historical documents allege that any text written in this language persists across changes to the timestream.

Aetherian: The now extinct race of mythical humanoids used Aetherian as the principle language of their culture.

Auran: Shamans revering the elemental forces of nature utilized this language for communing with air spirits. Old runes written in this language can be found near open plains and areas known for turbulent weather.

Aquan: Shamans revering the elemental forces of nature utilized this language for communing with water spirits. Old runes written in this language can be found near major rivers, lakes, and waterfalls.

Celestial: Ancient religious orders utilized this language to converse with beings described as angels.

Draconic: Certain mythological texts involving tales of dragons use this script.

Fiendspeak: Old texts of now defunct religions described horrid monsters from other realms utilizing this language. Many scholars argue there actually exist two similar languages of rivaling races of fiends.

Ignan: Shamans revering the elemental forces of nature utilized this language for communing with fire spirits. Old runes written in this language can be found near ancient campsites and ruins of villages near volcanoes.

Sylvan: Animists utilized this language to converse with nature spirits and fairy-like creatures.

Terran: Shamans revering the elemental forces of nature utilized this language for communing with earth spirits. Old runes written in this language can be found near ancient quarries and totems created from trees and stone.

Zenith: The “enlightened tongue” appears on the majority of ancients texts that survived the Purge. It served as the most utilized language among scholars and Raemancers.

House Rules

Bonus Feats

All characters receive Combat Expertise, Deadly Aim, Piranha Strike, Power Attack, and Weapon Finesse as bonus feats, even if they do not meet the prerequisites.

Combat Maneuvers

Using a combat maneuver does not provoke attacks of opportunity.

Normal: Attempting a combat maneuver provokes an attack of opportunity.

Death & Dying

You die when your current points equals double your maximum hit points.

When dying, you can remain conscious but cannot take actions.

Normal: You die when your current hit points equals your Constitution score, and you are unconscious when dying.

Natural Healing

You add your Constitution bonus to the amount of hit points gained from natural healing.

Normal: You only heal an amount of hit points equal to your character level when receiving natural healing from a full night's rest or twice your character level when spending an entire day and night resting.

Two-Weapon Fighting

You may use a two-handed weapon when two-weapon fighting. It is treated as a one-handed weapon for the purpose of determining two-weapon fighting penalties. You add your full Strength modifier (instead of 1-1/2 your Strength modifier) on damage rolls with a two-handed weapon used during two-weapon fighting.

Normal: Two-handed weapons cannot be used during two-weapon fighting.

Rae Casting

Rae is spiritual power created from emotion, augmented by passion, shaped by will, and perfected through practice and study. An individual wielding this power can evoke supernatural abilities by harnessing passion through thought. Rae manifests as a variety of forms, but always

reflects the passions and desires of the caster. While almost any individual can use rae, only rae casters possess the means to utilize it in a consistent fashion. Becoming a rae caster requires an awakening caused by an emotional or traumatic event called the **rae trigger**. Such an awakening begins a lifelong journey of self-discovery, understanding one's emotions, and communing with the shadow that lurks within the rae caster's heart.

Due to the source of all rae casting, only sentient creatures native to the world possess the ability to cast rae spells. Creatures such as outsiders from other worlds or planes can never become rae casters. However, often such rare creatures possess wondrous powers in their own right.

Rae Casting Tradition

Rae casters possess the following boons and drawbacks. Constructs, non-native outsiders, and extraplanar creatures cannot become rae casters.

Emotional Casting: Rae casting requires focusing emotions into supernatural power. You are unable to safely cast spells when subject to a non-harmless effect that compels an emotion (such as fear effects, spells with the emotion descriptor, or charms such as Fear or Hostility). These effects add a 50% wild magic chance to any rae spell you cast. Casting a rae spell while subject to a non-harmless effect that suppresses emotions (such as the Calm charm) requires a concentration check with a DC equal to $20 + \text{half the spell's caster level}$.

Emotional Overcharge: You can harness extreme emotions to increase the potency of your abilities. When casting a rae spell while highly emotionally charged, you may gain the benefit of the [Overcharge](#) boon.

Force of Personality: You may use Charisma in place of Intelligence or Wisdom as your casting modifier. If you do so, Charisma is also used in place of the substituted ability score for calculating DCs, resource pools, uses per day, and other class features from the spellcasting class. Once you make the decision to use this boon, it cannot be undone.

Rae Aura: Rae casters radiate subtle waves of supernatural energy. Any creature can detect your presence using the *divine* spell of the Divination sphere with an aura strength based on your caster level. In addition to identifying spells and sphere effects, a diviner can determine your strongest emotion from the rae aura by succeeding at a Mysticism check with a DC equal to $15 + 1/2 \text{ your caster level}$. As a full-round action, you can suppress your aura or lower its effective caster level for 1 minute or until the next time you cast a spell.

A non-caster also radiates a rae aura, but such auras prove too minute and subtle to be sensed without significant training or aid. Creatures incapable of becoming rae casters never radiate a rae aura.

Artificial Rae Casting Tradition

Though the general public remains unaware of rae, certain technology companies secretly conduct research in attempt to better understand, detect, and utilize its supernatural power. As a fruit of this endeavor, Rosenberg Industries developed machines capable of producing supernatural effects by drawing and amplifying a user's untapped rae power. The company privately licenses these experimental devices to private mercenaries and special government forces.

Rosenberg Industries researches and develops weapons and equipment that mimic rae effects by harnessing energy from their users. Individuals unpracticed in raemancing can use Artificial Rae Technology (ART) to cast spells. It can also allow outsiders, extraplanar creatures, and constructs capable of emotions to use rae in a limited capacity.

A caster using Artificial Rae Casting Tradition has the following boons and drawbacks.

Easy Focus: When maintaining an artificial rae spell through concentration, you only need to spend a move action to maintain concentration instead of a standard action. This does not decrease the ability's casting time, only the action used to maintain concentration.

Engineering Vulnerability: A creature trained in Engineering can make a magic skill check to dispel your sphere effects. This functions as the Counterspell feat, except the ability has a range of touch, requires 1 minute of work, and the skill check uses the creature's ranks in Engineering instead of levels in a spellcasting class.

Focus Casting (device): Your spellcasting relies on utilizing technological devices as the Technology Casting Tradition.

Rae Aura: You radiate a rae aura as the Rae Casting Tradition whenever you wield your focus devices. When not using your devices, you do not detect as a rae caster.

Technology

Biotechnology

The European company ChimeraWare made unexpected breakthroughs in genetics in the past two decades that have been emulated in varying degrees by competing companies such as Akiotech. Though the company remains vague about the specific details that led to innovations in genetics, the public benefits from its output of biotech implants that have dominated the prosthetics industry.

Cosmetic

Price 375 gp (minor); 625 gp (moderate); 875 gp (advanced); 1,375 gp (extreme)

A mixture of gene splicing, pre-grown organs, and flesh sculpting can grant a patient an appearance they truly desire. For the wealthy and wild, cosmetic biotechnology represents the ultimate tool for self expression with some individuals continually changing their look with frequent visits to the biotech clinic. Current trends lean towards anthroans gaining zoan-like features while many zoans adorn their bodies with characteristics of others to become like a hybrid resemble a zoan-like representation of a mythological creature.

Cosmetic biotech procedures vary in severity.

Minor: This procedure allows you to change your appearance and voice within bounds of race, age, weight, and sex. You can decrease or increase your height by 6 inches, appear broader or thinner, alter your skin tone, change apparent muscular shape, and adjust shape and size of bodily features. You may also change the color of your hair, fur, scales, feathers, or other similar features, even to hues normally impossible. You gain no bonuses to Disguise checks from this change as other creatures can still recognize you.

Moderate: In addition to the options available from the minor procedure, you can gain minor appendages, such as a tail or new ears. The procedure can add zoan-like features to an anthroan, change an anthroan's ethnicity, or make a zoan look like a different zoan of the same heritage. You can also change your facial features and voice significantly enough to make it difficult to recognize you. Such changes also grant you a +10 bonus to Disguise checks.

Advanced: In addition to options available from the minor and moderate procedure, the advanced procedure can change sex, make a zoan appear as an anthroan, or make an anthroan appear as a zoan. During this procedure, you can retrain point-buy for physical ability scores as well as retrain racial ability score choices, such as changing an anthroan's ability score bonus. This cannot change static racial ability score adjustments. A zoan can also use this procedure to retrain her animal aspects.

Extreme: The procedure so extensively alters the patient that they appear as a completely different individual and possibly not even a member of the human race. Your appearance changes to that of any Small or Medium humanoid creature. You also gain any of the following abilities possessed by the creature: darkvision 60 feet, low-light vision, natural armor +1, scent, swim 60 feet. However, you do not gain any other abilities.

Equipment

Night Vision Goggles

Price 2,000 gp; **Slot** eyes

Grants darkvision 60 feet.

Rosenberg Arcana Visor Mk 1

Price 1,000 gp; **Slot** eyes

This tinted visor conveys magical auras by displaying pixelated patterns around perceived creatures and objects. After 1 round of analysis, the wearer can detect magical auras and spellcasters as the Divination Sphere's divine ability except the visor must have line of sight to detected creatures or objects. It does not benefit from the wearer's vision. Continuing to use the visor requires a full-round action that leaves the wearer flat-footed.

This requires a licensing agreement with Rosenberg Industries and signing an non-disclosure agreement.

Medical Technology

Antiplague

Price 25 gp

After taking this injection, you gain a +5 alchemical bonus on Fortitude saving throws against disease for the next hour. If already infected, you may also make two saving throws (without the +5 bonus) that day and use the better result.

Antivenom

Price 25 gp

This substance counteracts venom. If you inject an antivenom, you gain a +4 alchemical bonus on Fortitude saving throws against poison for 1 hour. If a dose of venom is used in the creation of the antivenom, it provides a +8 alchemical bonus instead.

Bug Repellent

Price 5 gp

This vile-smelling spray keeps vermin at bay if applied on the skin. Normal-sized (Fine) vermin avoid you. Swarms of vermin must make a DC 15 Fortitude saving throw in order to enter your square. Once applied, vermin repellent remains effective for 4 hours or until you spend 1 round washing it off. One can has enough for 20 applications.

Healing Syringe

Price 15 gp (Mk I); 90 gp (Mk II); 225 gp (Mk III)

This syringe can restore 1d8 (Mark I), 2d8 (Mark II), or 3d8 (Mark III) hit points to a living creature upon injection as a standard action. An individual trained in Medicine may add her skill ranks to the amount healed up to a maximum equal to +5 for a Mark I, +10 for a Mark II, and +15 for a Mark III. Injecting an unwilling target requires a melee touch attack.

Healing syringes are not sold individually and must be purchased in boxes of 10. They also expire after 24 hours without refrigeration.

Med-Kit

Price 100 gp

You can treat deadly wounds with a med-kit on a successful DC 25 [Medicine](#) check. A med-kit can be used an unlimited number of times as the expendable components (bandages, sprays, etc) are inexpensive and trivial to restock. Rules for treat deadly wounds are provided below for convenience.

Treat Deadly Wounds: You can use Medicine to restore Hit Points to a living, wounded creature. This takes 1 minute, and the DC is based on the medical equipment used. If you succeed at the check, you restore 1 Hit Point per level or CR of the creature you are treating. If you exceed the DC by 5 or more, you add your Intelligence modifier to the amount healed. A creature can receive this treatment only once every 24-hour period, unless it is delivered in a medical lab. Most medical labs allow you to treat a creature's deadly wounds at least twice per day.

Restoration Syringe

Price 25 gp

This syringe improves health to a living creature upon injection as a standard action, requiring a touch attack for an unwilling target. Restoration syringes expire after 24 hours without refrigeration. An injection has one of the following effects, determined upon creation.

Ability Damage: Restores 1d4 points of ability damage to a single ability score determined upon creation.

Battered/Dazzled: Removes the battered and dazzled conditions.

Fatigue: Removes the fatigued condition or lessens exhaustion to fatigued.

Fear: Removes the shaken condition or lessens frightened to shaken, or panicked to frightened.

Sickened: Removes the sickened condition or lessens nauseated to sickened.

Staggered: Removes the staggered condition.

Firearms

Firearms are martial weapons unless otherwise noted. Unlike firearms featured in *Ultimate Combat*, they do not misfire and do not resolve against touch AC.

Reloading: Firearms require a move action using a free hand to reload. Reloading fills the weapon to its capacity.

Dexterity Rating: Firearm damage rolls add your Dexterity modifier or the firearm's Dexterity rating (whichever is lower). Each firearm has a +0 Dexterity rating, which can be increased by paying 125 gp per +1 rating when the firearm is crafted. A firearm can be magically enhanced with the *precision* ability at the price of 1,250 gp — this ability treats the firearm's Dexterity rating as equal to your Dexterity modifier.

Registration: As part of the process of purchasing a firearm, your character obtains a permit and registers the firearm in their name to the Emeran government. Purchasing an illegal or unregistered firearm can have serious consequences with the law. Inform the GM of any illegal or unregistered firearm purchases and mark the weapon on the character sheet.

Legality: The city of Celina allows Concealed Carry for any citizen with a standard firearms permit and a legal registered firearm. Open Carry is prohibited with practical exceptions.

Firearm Weapon Qualities

Automatic: A weapon with the automatic quality can make a burst fire attack when it attacks. This functions as a scatter weapon's scattering attack, except the weapon attacks all creatures in a line with a length equal to the weapon's range increment. This attack requires and consumes 10 pieces of ammunition.

Conceal: A weapon with the conceal special property is considered especially small or easy to hide for purposes of Sleight of Hand's hide object task, granting you a +4 circumstance bonus to skill checks to hide object.

Double-barreled: A weapon with the double-barreled quality possesses two parallel barrels that can be fired dependently or at once. When making an attack action or full-attack action, the weapon's first attack can fire both barrels at once with a -4 penalty. If the attack hits, both shots hit, each applying damage as normal. Bonus damage from magic weapon abilities (such as *flaming*), precision-based damage (such as sneak attack), and critical hit damage apply only once for this attack.

Scatter: A weapon with the scatter weapon quality makes a scattering shot attack when loaded

with shotgun shells. A scattering shot attack affects all creatures in a cone with a length equal to the weapon's range increment. The weapon makes a single attack roll with a -2 penalty and damages creatures with an AC equal to or less than the attack roll. Damage is rolled once. Creatures in the area do not benefit from *mirror image* and effects that grant concealment, such as fog or smoke and the *blur* and *invisibility* spells. Bonus damage from magic weapon abilities (such as *flaming*), precision-based damage (such as sneak attack), and critical hit damage apply only for the first creature hit.

Slowfiring: A slowfiring weapon can only be used during an attack action (a standard action).

Unwieldy: An unwieldy weapon requires two hands to properly fire. Attacks performed while wielding the weapon with a single hand take a -2 penalty.

Firearm Descriptions

See the firearms table [here](#).

Technology Casting Tradition

Cutting edge technology can yield powerful effects that appear magical to the untrained eye. The Information Age has yielded incredible research into electronics, cybernetics, and biotech. Engineers and trained professionals that utilize such experimental technology might be called technomancers or tech casters.

You must possess some connection to a technological organization to become a tech caster. The company provides the parts and technology necessary for you to create, utilize, and maintain your special devices. Your ability to cast technology spells relies heavily on technical expertise; thus, other creatures cannot use these devices to cast spells unless they also possess the same sphere with the same casting tradition. Without your focus devices, you have to ad hoc each technology effect using whatever materials you have available, such as having to rig a cellphone to fire *destructive blasts* or improvise a napkin to cast a Divination spell.

A caster using the Technology Casting Tradition has the following boons and drawbacks.

Easy Focus: When maintaining a technology spell through concentration, you only need to spend a move action to maintain concentration instead of a standard action. This does not decrease the ability's casting time, only the action used to maintain concentration.

Engineering Vulnerability: A creature trained in Engineering can make a magic skill check to dispel your sphere effects. This functions as the Counterspell feat, except the ability has a range of touch, requires 1 minute of work, and the skill check uses the creature's ranks in Engineering instead of levels in a spellcasting class.

Dispel Resistance: Technology casting is resistant against magical effects. You gain a +2 bonus to MSD against attempts by other casting traditions to dispel your sphere abilities.

Focus Casting (device): You must use a technological device to invoke your supernatural powers. Casting technology spells without the associated device requires a concentration check (DC 20 + 1/2 the caster level) to produce the desired effect. Failure means time (and any spell points) are spent, but no effect happens. If a focus device is lost, stolen, or broken, you must create a new focus by securing the necessary item and spending 8 hours bonding or training with it. You can use another caster's focus item if it's associated with the same casting tradition.

Prepared Caster: Your devices require preparation before use. After resting to regain spell points, you must assign each of your spell points to a sphere you possess. You cannot spend more spell points in a given sphere in a day than you have assigned to that sphere.

Special Materials

Aurumantine

Aurumantine (sometimes called Gildium or golden steel) is a rare alloy made only by a recipe that has been long lost. It has a luster like gold but is harder than steel and never tarnishes. It has 40 hit points per inch of thickness and hardness 20. Objects made with aurumantine have hardness 20.

Ammunition (120 gp): Aurumantine ammunition bypasses hardness of objects with less than 20 hardness and counts as cold iron, silver, and adamantine for the purpose of bypassing damage reduction.

Weapon (+6,000 gp): A melee weapon made of aurumantine can bypass the hardness of objects with less than 20 hardness and counts as a cold iron, silver, and adamantine weapon for the purpose of bypassing damage reduction.

Light Armor (+10,000 gp): Light armor grants its wearer DR 1/—.

Medium Armor (+20,000 gp): Light armor grants its wearer DR 2/—.

Heavy Armor (+30,000 gp): Light armor grants its wearer DR 3/—.

Technological Item (varies): A technological item plated with aurumantine gains 20 hardness. In addition, it gains a +2 circumstance bonus on its saving throws against spells and supernatural effects and a +5 bonus on the DC to break it. It costs 2,000 gp of aurumantine to plate a Tiny technological item. This doubles for every size category above Tiny.

Chronadium

This chrome-like metal adorns Aeoni technology. Little is known about it other than that it never tarnishes and remains resilient through the passage of time.

Races

The human race dominates the globe with countless cities and civilizations spread across many continents. The faces of mankind have never been more diverse as a subrace of animal-like humans emerged from ancient history. These two subraces — anthroan and zoan — dwell together in modern society with the echoes of racial tensions still lingering from civil rights conflicts earlier in Emeran history.

Ancient texts and archaeological evidence suggest that other sentient races once dwelled on Earth and possibly hailed from other realms.

Anthroan

An anthroan comes to mind whenever the word “human” appears in a text or conversation. The majority of mankind’s history has taken the shape of the archetypal humanoid lacking fur or any animalistic characteristics. Anthroans vary in skin tone and facial features according to ethnic heritages.

+2 to any ability score: Anthroans are highly varied and gain a +2 racial bonus to a single ability score of their choice.

Medium: Anthroans are Medium humanoids with the human subtype.

Normal Speed: Anthroans have a base speed of 30 feet.

Bonus Feat: Anthroans can select one additional feat at 1st level.

Skilled: Anthroans gain an additional skill rank at 1st level and every time they gain a level.

Languages: Anthroans begin play speaking English and one additional language derived from their ethnic heritage. Anthroans with a high Intelligence can speak any modern language.

Zoan

The animal-like race of zoans thrive in their place in modern society as equals (theoretically) to the more traditional anthroans. Each zoan takes the shape of a human with features derived from a commonly known animal, such as canines, felines, birds, and lizards. Other more exotic

zoans exist. Regardless of the animalistic characteristics, all zoans possess human biology with mammalian features and plantigrade feet with animal-like toes.

For centuries, human society considered zoans as a separate species inferior (or in rare cases, superior) with many primitive cultures seeing them as beast people while exotic cultures saw them as god-like beings. After hundreds of years of civil rights conflicts, 20th century genetic research finally proved that zoans possess distinctly human genetics, leading to the modern belief that zoans are a subspecies of humanity.

The exact origin of zoans and how humanity split into two subspecies remains in debate. Some argue that zoans are mutated anthroans evolved from living in the most exotic and dangerous places on Earth. Occultists believe zoans came as the result of ancient artifacts or a curse from otherworldly creatures. Evidence exists for most theories.

Zoans always take the shape of a humanoid resembling a mammal, reptile, amphibian, or avian animal. Rare exotic zoans exist as a result of biotech engineering.

Medium: All zoans are Medium humanoids with the human and zoan subtypes.

Low-Light Vision: All zoans can see twice as far as anthroans in dim light.

Languages: Zoans begin play speaking English and one additional language derived from their ethnic heritage. Zoans with a high Intelligence can speak any modern language.

Zoan Heritage: A zoan's racial traits are determined by their zoan heritage as they vary wildly in form based on the animal they resemble. When creating a zoan character, choose one of the following zoan heritages. This decision cannot be changed.

Bantam

Bantam zoans possess short nimble bodies and often resemble rodents, small birds, and tiny marsupials.

+2 Dexterity, -2 Strength, +2 Intelligence or +2 Charisma: Bantam zoans tend to be physically weaker but more nimble compared to other zoans. Many are clever or charming.

Normal Speed: Bantam zoans have a base speed of 30 feet.

Sure-Footed: Bantam zoans can easily traverse and hide in obstacles. They gain a +2 racial bonus to Acrobatics and Stealth checks.

Animal Aspect: Bantam zoans begin play with 2 racial traits from the animal aspects list as appropriate for their animal heritage. Once chosen, these cannot be changed.

Hardy

Hardy zoans stand tall with bulky bodies each with the form of an elephant, rhino, whale, and other large creatures.

+2 Constitution, -2 Dexterity, +2 Intelligence or +2 Wisdom: Hardy zoans possess sturdy yet cumbersome bodies. Many are cognitive and communicative.

Slow and Steady: Hard zoans have a base speed of 20 feet, but their speed is never modified by armor or encumbrance.

Natural Armor: Hardy zoans have a +1 natural armor bonus to AC.

Hauler: Hardy zoans have double the carrying capacity as normal for a creature with their Strength score. This does not increase their Strength score.

Animal Aspect: Hardy zoans begin play with 2 racial traits from the animal aspects list as appropriate for their animal heritage. Once chosen, these cannot be changed.

Nimble

Nimble zoans tread gracefully with lithe bodies and are commonly cats, bird, foxes, raccoons, and similar animals.

+2 Dex, -2 Con, +2 Int or +2 Cha: Nimble zoans are quick and crafty.

Normal Speed: Nimble zoans have a base speed of 30 feet.

Agile: Nimble zoans gain a +2 racial bonus to Acrobatics and Survival checks.

Animal Aspect: Nimble zoans begin play with 2 racial traits from the animal aspects list as appropriate for their animal heritage. Once chosen, these cannot be changed.

Predator

Predator zoans often have rugged bodies with features similar to birds of prey, lions, sharks, tigers, wolves

+2 to One Physical Ability Score: Predator zoans possess physically adept bodies.

Normal Speed: Predator zoans have a base speed of 30 feet.

Athletic: Predator zoans gain a +2 racial bonus to Athletics and Survival checks.

Animal Aspect: Predator zoans begin play with 2 racial traits from the animal aspects list as appropriate for their animal heritage. Once chosen, these cannot be changed.

Animal Aspects

Zoans can select from the following animal aspects. An aspect cannot be selected more than once unless otherwise noted.

Animal Empathy: Zoans with this trait gain a +4 racial bonus to Survival checks to handle animals and Sense Motive checks when interacting with animals related their animalistic appearance.

Camouflage: Zoans with this trait possess skin or fur that naturally blends in with a specific ranger favored terrain (except for planes or urban terrain). They gain a +4 racial bonus on Stealth checks while in this terrain.

Climber: Zoans with this trait gain a +4 racial bonus to Athletics checks for climbing and can always take 10 on checks for climbing. This trait may be selected a second time to increase the racial bonus to +8 and gain a climb speed of 20 feet.

Cold Adaptation: Zoans with this trait are adapted to cold climates. They treat cold climates as one category less severe and gain cold resistance 5. In addition, they gain a +2 racial bonus on Fortitude saving throws against the effects of cold climates, on any check or saving throw to avoid slipping and falling, and to CMD against trip combat maneuvers. This bonus applies on Acrobatics and Climb checks made in slippery conditions.

Desert Adaptation: Zoans with this trait are adapted to hot climates and possess an uncanny resistance to heat. They gain fire resistance 5 and treat hot climates as one category less severe. In addition, they also gain a +2 racial bonus on Fortitude saving throws against the effects of a hot climate, as well as against the poison and distraction ability of swarms and vermin.

Darkvision: Zoans with this trait can see in the dark up to 60 feet. This trait can be selected again to increase the range to 120 feet.

Gliding Wings: Zoans with this trait possess small vestigial wings they can use to control their fall. They can attempt a DC 15 Acrobatics check to fall safely from any height and can move 5 feet laterally for every 20 feet fallen. Only zoans resembling bats, birds, or other flying animals can select this aspect.

Hardy: Zoans with this trait gain a +2 racial bonus on saving throws against poison as well as spells and spell-like abilities. Only hardy zoans can select this trait.

Healthy: Zoans with this trait gain a +4 racial bonus on Fortitude saves against disease and poison. This includes magical diseases and poisons.

Lucky: Zoans with this trait gain a +1 racial bonus on all saving throws. Only bantam zoans can select this trait.

Natural Attack: Zoans with this trait gain one of the following primary natural attacks: a bite that deals 1d6 points of damage, a pair of claws that deal 1d4 points of damage, a gore attack that deals 1d6 points of damage, or a powerful slapping tail that deals 1d6 points of damage. They can alternatively select a pair of hoove secondary natural attacks that deal 1d4 points of damage. The damage dice

Poison Resistance: Zoans with this trait gain a racial bonus on saving throws against poison effects equal to their Hit Dice.

Prehensile Tail: Zoans with this trait have a long, flexible tail that can be used to carry objects. They cannot wield weapons with their tails, but they can retrieve small, stowed objects carried on their persons as a swift action.

Scent: Zoans with this trait gain the scent universal monster ability.

Small: Zoans with this trait have stunted growth and have a Small size category. They gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty on combat maneuver checks and to their CMD, and a +4 size bonus on Stealth checks.

Swarming: Zoans with this trait are used to living and fighting communally with other members of their race. Up to two zoans with this trait can share the same square at the same time. If the zoans that are occupying the same square attack the same adjacent foe, they are considered to be flanking that foe as if they were in two opposite squares. Only bantam zoans and Small zoans can select this trait.

Swimmer: Zoans with this trait gain a +4 racial bonus to Swim checks and can always take 10 on Swim checks. This trait may be selected a second time to increase the racial bonus to +8 and gain a swim speed of 30 feet.

Skills

Rae Sagas uses Starfinder's skills to better fit a modern fantasy setting.

Skill Descriptions: See [Starfinder skill descriptions](#) subject to [conversions](#).

Class Skills: Use this [chart](#) for converting class skills. Some classes also gain Martial Lore as a class skill (see below).

Skill Ranks: Each class grants a minimum of 4 + Int skill ranks per level.

New Skill - Martial Lore (Wis; Trained Only): The campaign introduces a new skill called Martial Lore for identifying weapons and Spheres of Might abilities. This is a trained-only skill with Wisdom as its key ability score. Any character with practitioner levels, proficiency in all

martial weapons, or at least one level in a class that has a full base attack bonus gains Martial Lore as a class skill. Uses of this skill include the following.

Identify Creatures: You can use the Martial Lore skill to identify creatures with class levels as well as learn what combat feats, spheres, and talents they possess.

Recall Knowledge: You can use the Martial Lore skill to recall knowledge about armor, combat tactics, martial traditions, war vehicles, and weapons.

Feats

The following feats are available in this campaign.

Deadly Finesse (Combat)

You can strike foes with deadly precision using a finesse weapon.

Prerequisites: Weapon Finesse, base attack bonus +1

Benefit: You may add your Dexterity modifier in place of your Strength modifier on damage rolls when wielding a light weapon or a weapon benefiting from the Weapon Finesse feat. Wielding a weapon two-handed or using an off-hand weapon does not increase or decrease this modifier to damage. If you have a Strength penalty, this penalty applies to damage rolls while using this feat. Natural attacks and unarmed strikes do not benefit from this feat.

Extra Animal Aspects

Your zoan heritage manifests additional animalistic aspects.

Prerequisites: zoan race

Benefit: You may select two additional animal aspects.

Wings

Your vestigial wings fully grow into proper flying appendages.

Prerequisites: 8th level, gliding wings

Benefit: You gain a fly speed of 30 feet with average maneuverability. This is an extraordinary ability.

Spheres Content

Additional options for Spheres of Power and Spheres of Might content are available below.

Casting Drawbacks

Form Dependency: Your magic relies on assuming supernatural transformation. You gain Transformation as a bonus feat except you must select the blank form from the Alteration sphere. This form grants you a new cosmetic appearance that seems obviously magical in nature to the casual observer. The form retains enough of your natural form's physical characteristics that it does not bestow any bonuses to Disguise checks. You may only cast spells while assuming this form and cannot cast spells while in your natural form or while subject to another polymorph effect. Changing into the form granted by the Transformation feat creates a loud and highly visual spectacle of swirling magical effects in 30-foot radius centered on you.

You may use this drawback to qualify for the Wild Casting feat in place of Somatic Casting or Verbal Casting as a prerequisite. If you gain this feat, you may cast spells while assuming a form created by your shapeshift from the Alteration sphere.

Magic Items

Adelphi's Clockwork Axe

Slot none; **CL** 5th

Masterwork battle axe can be commanded to reshape itself into a large key to open a mysterious unknown door. This weapon can also be commanded to reshape itself into any one-handed melee weapon and functions as a *traveler's any tool*.

Campaign Setting

Rae Sagas takes place in a modern setting with fantastical elements. Each player character was once an ordinary citizen of Emera until discovering a hidden power called Rae. They must develop this power in order to prevent villains and irresponsible corporations from unearthing potentially dangerous relics once thought destroyed during an ancient war that purged almost all supernatural things from the world.

Rae

Rae exists as the one supernatural power that lies hidden inside of each human being (anthroan or zoan). Classical practitioners of Rae were called raemancers and secretly fought skirmishes across history in order to revive old magic or prevent it from falling into the wrong hands. Many of these conflicts arose after the discovery of a Vault, a hidden cache of artifacts and texts that survived the Purge.

Formal raemancing has declined since the Age of Discovery. With fewer Vaults being found and human civilizations advancing rapidly without the need of the supernatural, raemancing became a lost art. However, the Information Age provides opportunity for discovering new Vaults. Already, some major corporations have discovered powerful artifacts and continue to research ways to profit from them.

The newest generation of Raemancers must learn their craft in order to stop the abuse of these ancient magicks or seize the artifacts to further their own ambitions.

See [Rae Casting](#) for more information on Rae.

History

The current year is 2020 AP. The modern model of history pivots on The Purge, an era when historical texts, many species, and entire civilizations were wiped out during a major movement to balance the world. Ancient history occurs Before Purge (BP) while modern history occurs After Purge (AP).

Prehistory (+3000 BP): Humanity's origins remain a mystery up until **First Contact** by extraplanar beings.

Golden Age (3000 BP – 500 BP): What few texts remain of the Golden Age describe it as an incredible era of magic and technology introduced by sentient creatures from other worlds. Rae mancing was first discovered during this era.

Age of Discord (500 BP – 0 BP): Growing magical power led to devastating wars. A small collection of texts written in Aeoni describe the bloodiest war of them all against a faction of monks rumored to possess time magic. No other texts of this war remain, leading to historians to call it **The War That Never Was**. Scholars believe this mysterious war led to distrust of extraplanar beings and eventually resulted in the Purge.

The Purge (0 AP – 0 BP): In an effort to balance the world, artifacts, texts, civilizations, and even species of creatures and otherworldly beings were eliminated during a movement led by a supposed immortal called the **Forbidden One**. The Purge ended with the Forbidden One's defeat.

Classical Age (0 AP – 500 AP): The Roman Empire conquered many nations crippled by the Purge and established an enlightened era of religion and science with what little of the supernatural still lingered in the world. These achievements were lost after the empire collapsed.

Dark Ages (500 AP – 1200 AP): Humanity experienced an age of technological and social decline marked by medieval kingdoms. Legends say that caches of magical artifacts were discovered late in this era, leading to brief wars with much of the evidence (if any) destroyed.

Age of Discovery (1200 AP – 1800 AP): Kingdoms expanded into stable empires and grew influence with colonization and surges in rediscovered technology. Emera obtained its independence from England late in the era.

Industrial Age (1800 AP – 2000 AP): Industrial revolutions and manufacturing led to the greatest technological advancement since the Classical Age.

Information Age (2000 AP – Present): The invention of computers led to an era of unparalleled communication and organization of information. The ease of access and collection of information has led to marvelous discoveries and advancement of technology once thought only possible in science fiction.

Location

The campaign takes place in the nation of the United States of **Emera** in or near the city of **Celina**. Celina was once a small town devastated by a recent recession up until **Rosenberg Industries** relocated its headquarters. The technological megacorporation spurred economic growth while the majority of its wealthy citizens live on an island adjacent to the city. The growth has turned much of the city into a construction zone while older parts stagnate and attract crime.

Places of Interest

Celina Museum of Natural History: Celina has numerous museums, but none as prestigious as the Museum of Natural History. The museum hosts a number of exhibits showcasing remnants of exotic and long extinct creatures, including a full skeleton of an Aetherian.

Guild of Hired Services: “The Guild” is a staffing and temporary employment office that acts as a front for hiring mercenaries. Private persons and companies post jobs that the Guild assigns to registered mercenaries or unemployed individuals based on their “unique qualifications.” Job descriptions with the phrase “milk run” frequently involve deadly tasks or committing crimes.

The Island: An island of quality beaches and luxury homes connects to Celina City via a large bridge. Engineers and wealthy city workers commute. The island also possesses luxury shopping centers, which frequently hire low income employees.

Ol' Town: Celina's recent prosperity failed to reach the older parts of the city now called "Ol' Town" by the locals. Celina Police Department has few resources to deal with the frequent crime and gang violence. Ol' Town is largely inhabited by low income families, many of which are zoans or anthroan minorities.

Rosenberg Industries Corporate Office: The city building the technology giant's central headquarters and the office of the CEO Dr. Laurence Rosenberg. The ground floor functions as a small mall open to the public to sell popular electronics such as computers and mobile phones.

Rosenberg Industries Phoenix Division: This campus stays out of the public eye in the forested outskirts of Celina where Rosenberg Industries performs experiments to study the paranormal in utmost secrecy and develops technology drawing energy from their user. Occasionally, the division secretly hires rae casters in order to study how rae functions.

Commerce

The US Emeran Dollar (USD) has steadily declined since the recession of 2008. The majority of developed nations now use the **Global Pence (gp)** as its primary currency.

Corporations

Akiotech: This Asian biotech and genetics company lingered in obscurity for decades until unveiling Synth Pets, bioengineered cats and dogs that can be cloned with their memories intact after death. Despite the high demand, few consumers outside of South Korea and Japan can purchase Synth Pets due to the cost and regulations by foreign lawmakers that question the ethics of the product-service. Especially as Akiotech remains vague about the technology behind it despite evidence suggesting the company has researched the viability of applying it to humans.

ChimeraWare: The European biotech giant unexpectedly broke ground with its line of biological implants that took the cosmetics and prosthetics industries by storm. Many clinics in Germany, Britain, and France offer a number of surgeries and genesplicing procedures that have created fashion trends in the wealthy youth. Exactly how the tech giant grows fully formed organs remains a highly guarded trade secret.

Rosenberg Industries: CEO Lawrence Rosenberg captured the hearts of the Emeran public with his friendly face that earned him the title "Santa Claus of Technology" on a magazine cover. The technology giant earns its revenue through a startling variety of electronics such as computers, smartphones, GPS trackers, and various appliances. However, a minority of the public has criticized Rosenberg Industries for acquiring smaller technology companies.

Safaia Corporation: The Japanese “SapphireCorp” frequently partners with Akiotech to research nanotechnology and applications of neural networks. A new division in Emera has resulted in electronics that compete with Rosenberg Technologies.

Religion

Many modern religions have origins rooted in Prehistory, the Golden Age, and the Classical Age. Any god has not since directly contacted humanity in any infallibly measurable capacity, leading to an increase of agnosticism and atheism. Yet religion still lingers as a driving force in society.

Faith functions as a powerful rae trigger in Raemancy. Religious raemancers in the Golden Age, Classical Age, and early Age of Discovery believed their powers as a consequence of faith while others see rae as the result of God's blessing or curse upon humanity for an ancient sin.