

Executive



“Remember the golden rule: the one with the credits makes the rules.” - Momo Nyatori,
Maow Executive

Of all the powers in the universe, none is more far reaching and influential than the almighty credit. In both the highest echelons of power and lowliest slums, all intelligent creatures kneel at the altar of money. While the gods may give people something to live for, credits allow them to live in the first place. Thus, it is no surprise that much like the deities, the power that is the credit has its own churches, known to the larger universe as megacorporations. While the Megacorps are far from spiritual, their resources and influence are so great that the power they command is nothing short of godlike. Through their vast wealth

they can seize control of planets, enslave and uplift entire species, and even plunge whole systems into poverty or raise them to prosperity. While such companies may not be literal Gods, their power certainly rivals them, and where there are Gods, Mystics are quick to follow.

Unlike the traditional Mystic, the Executive does not gain their magic from a connection to a deity or cosmic force. Instead, it comes from a very specific source: their megacorp and the mystic energy to which they have access. Through a special magitek implant encoded with spells known as a cyberlink, an Executive can wield mystical powers through sheer force of personality. This potent blend of technology and magic has thus given these influential corporate oligarchs the ability to use magic without the rigorous study needed to become a Technomancer or the awareness needed to attune to a higher power and become a Mystic.

However, while anybody with a cyberlink can theoretically gain such power, the ability to alter reality with a quick incantation and flick of the wrist is not something Megacorps give out lightly. Thus, not every corporate executive is a spellcasting Executive of the kind this class represents. Indeed, the vast bulk of corporate executives are often envoys; the powers of the Executive class are reserved for only majority shareholders, and the most high ranking, influential, and loyal megacorp execs. Thus, the vast bulk of executives are just what their name entails; the absolute highest ranking megacorp executives, majority shareholders, or as-is the case for most low-level Executives their children or protégés. However, in rare cases other individuals in the upper echelons of megacorp hierarchy, such as corporate spies, field commanders, and elite agents, are also given access to cyberlink technology, often as a part of the grooming process for a larger leadership role in the company.

Class Features

Stamina Points/Level: 5 + Constitution modifier

Hit Points: 5

Proficiencies: The Executive is proficient with basic melee weapons, small arms, and light armor

Skill Points Per-Level: 6 + Int Modifier

Class Skills: Bluff (Cha), Computers (Int), Culture (Int), Diplomacy (Cha), Disguise (Cha), Engineering (Int), Intimidate (Cha), Medicine (Int), Mysticism (Wis), Perception (Wis), Profession (Int, Wis, Cha), Sense Motive (Wis), Sleight of Hand (Dex), Stealth (Dex)

Key Ability: Charisma powers your spellcasting and allows you to better lead the employees under you, so Charisma is your key ability score. A high Dexterity score can help you dodge incoming attacks, while a high Intelligence score is useful for many of your skills.

Table 1-1: The Executive

Lv.	BAB	Fort	Ref	Will	Class Features	Spells Per-Day
						1st 2nd 3rd 4th 5th 6th

1st	+0	+0	+0	+2	Blood Money, Creditcast (1st), Cyberlink Implant	2					
2nd	+1	+0	+0	+3	Executive's Edge +1	2					
3rd	+2	+1	+1	+3	Performance Optimization, Weapon Specialization	3					
4th	+3	+1	+1	+4	Creditcast (2nd)	3	2				
5th	+3	+1	+1	+4	Executive's Edge +2, Corner Office	4	2				
6th	+4	+2	+2	+5	Performance Optimization	4	3				
7th	+5	+2	+2	+5	Creditcast (3rd)	4	3	2			
8th	+6	+2	+2	+6	Executive's Edge +3	4	4	2			
9th	+6	+3	+3	+6	Performance Optimization	5	4	3			
10th	+7	+3	+3	+7	Creditcast (4th), Top Floor Office	5	4	3	2		
11th	+8	+3	+3	+7	Executive Edge +4	5	5	4	2		
12th	+9	+4	+4	+8	Performance Optimization	5	5	4	3		
13th	+9	+4	+4	+8	Creditcast (5th)	5	5	4	3	2	
14th	+10	+4	+4	+9	Executive's Edge +5	5	5	4	4	2	
15th	+11	+5	+5	+9	Performance Optimization	5	5	5	4	3	
16th	+12	+5	+5	+10	Creditcast (6th)	5	5	5	4	3	2
17th	+12	+5	+5	+10	Executive's Edge +6	5	5	5	4	4	2
18th	+13	+6	+6	+11	Performance Optimization	5	5	5	5	4	3
19th	+14	+6	+6	+11	Senior Executive	5	5	5	5	5	4
20th	+15	+6	+6	+12	Seat on the Board	5	5	5	5	5	5

Spells

As an Executive can use your cyberlink to cast installed spells drawn from the Executive spell list. To learn or cast a spell, you must have a Charisma score equal to at least 10 + the spell's level. The Difficulty Class for a saving throw against your spell is 10 + the spell's level + your Charisma modifier.

The number of spells you can cast per day is limited. Your number of spell slots per day is given in the "Spells Per-Day" section of Table 1-1: The Executive. In addition, you receive bonus spells per day if you have a Charisma modifier of +1 or higher, as shown on Table 1-2: Executive Bonus Spells. You can also cast prepared 0-level spells. These spells are cast like any other spell, but there is no limit to how many 0-level spells you can cast each day.

Your selection of spells is limited. You begin play knowing four 0-level spells and two 1st-level spells of your choice. At each new Executive level, you learn one or more new spells, as indicated on Table 1-3: Executive Spells Known. Unlike spells per day, the number of spells you know isn't affected by your Charisma modifier.

Every time you gain a level, you can swap out one spell you already know and learn a single new spell of the same level in its place. In effect, you lose the old spell in exchange for the new one. You must choose whether or not to swap the spell at the same time you gain new spells known for the level.

You can cast any Executive spell you know at any time, assuming you have not yet used up your allotment of spells per day for the spell's level. You can also cast a spell using a higher-level spell slot. For instance, if you want to cast a 1st-level spell but have used up all your 1st-level spells for the day, you can use a spell from a 2nd-level slot instead if you have one

You can also decipher magical inscriptions that would otherwise be unintelligible or, as a full action, identify any spells encoded in a spell gem. This does not normally invoke the magic contained within, although it may do so in the case of a cursed or trapped spell gem.

Table 1-2: Executive Bonus Spells

Cha Score	1st	2nd	3rd	4th	5th	6th
1-11						
12-13	1					
14-15	1	1				
16-17	1	1	1			
18-19	1	1	1	1		
20-21	2	1	1	1	1	
22-23	2	2	1	1	1	1
24-25	2	2	2	1	1	1
26-27	2	2	2	2	1	1

28-29	3	2	2	2	2	1
30-31	3	3	2	2	2	2

Table 1-3: Executive Spells Known

Lv	0th	1st	2nd	3rd	4th	5th	6th
1st	4	2					
2nd	5	3					
3rd	6	4					
4th	6	4	2				
5th	6	4	3				
6th	6	4	4				
7th	6	5	4	2			
8th	6	5	4	3			
9th	6	5	4	4			
10th	6	5	5	4	2		
11th	6	6	5	4	3		
12th	6	6	5	4	4		
13th	6	6	5	5	4	2	
14th	6	6	6	5	4	3	
15th	6	6	6	5	4	4	
16th	6	6	6	5	5	4	2
17th	6	6	6	6	5	4	3
18th	6	6	6	6	5	4	4
19th	6	6	6	6	5	5	4
20th	6	6	6	6	6	5	5

Blood Money [Su] 1st Level

You draw upon your own blood to offset the material and credit costs of your magic. When you cast a spell which has an expensive material component(s) or credit cost, you can spend 1 Resolve Point as a part of that spell's casting (no additional action required) to wound yourself and cover the credit cost of that spell. When you do this, you take 1d4 damage per-level of that spell directly to your Hit Points, suffer 1 point of Constitution damage for each d4 of damage you were dealt to your Hit Points, and cast the spell without spending any credits or providing any material components you would need to normally. This feature also covers the credit cost of your Creditcast feature when used with a spell cast through it. If this feature is used to cover the cost of the *Eldritch Purchase* spell, it only covers the extra 50% above the price of the purchased item. (Meaning you still must spend 100% that item's cost.)

Creditcast [Su] 1st Level

At 1st level you learn how to turn money into power, investing credits to be able to cast spells you do not have encoded in your cyberlink. You can expend an Executive spell slot to cast any 1st level spell from the Executive list, regardless of whether or not you know that spell, by spending an amount of credits equal to 150% the credit cost that spell would have as a Spell Gem. Your cyberlink draws these credits from your total funds; typically they are taken from funds stored in a bank account, though if you have no such savings they are instead drawn directly from your person. You must pay any additional credit costs the spell would have normally; the credits you spend to use this feature do not cover such costs.

At 4th level and every 3 levels thereafter (so 7th, 10th, etc...) you increase the maximum level of spells you can cast this way by 1, to a maximum of 6th at 16th level. When casting a spell through this feature, you must spend a slot of at least that spell's level. You can only use this feature to cast one spell of each level to which you have access per-day. (So for example, a 4th level Executive could use this feature to cast a maximum of one 1st level spell and one 2nd level spell in a day.) Also, you can downcast variable level spells with this feature, but doing so requires expending a slot of the level you wish to cast it at, and that spell counts as being the level you cast it at for this feature's daily use limit. (So for example, if a 4th level Executive used this feature to cast *Sanguine Investment* as a 2nd level spell, they could also use it to cast *Sanguine Investment* as a 1st level spell.)

Cyberlink Implant [Ex] 1st Level

The source of your magic is a special magitech implant, known as a Cyberlink. Your Cyberlink is treated as a hybrid augmentation that takes up the brain slot, and you start play with it free of charge. Your Cyberlink acts as a standard datajack, but does not require you to physically plug yourself into a computer or system to interact with it (whether via a connection cable or by plugging the device directly into the datajack.) However, it can only interact with computers and devices within a range of 15ft + 5ft/every 2 Executive levels you have. You can spend the credits needed to upgrade a normal datajack to upgrade your Cyberlink, letting it function as a high density or accelerated datajack, as-applicable. As a result of its wireless functionality, your Cyberlink is not physically visible and fully contained within your body, unlike a true datajack.

Your Cyberlink also has technomagic programs that allow you to operate computers through sheer force of will. You are always treated as being trained in Computers while your Cyberlink is implanted,

regardless of how many ranks you have in the skill. Additionally, if you have no ranks in the Computers skill, you can treat 1/2 your Executive level as your effective rank in Computers (minimum of 1 effective rank) when making checks with the skill, provided your Cyberlink is implanted. If your Cyberlink is ever removed from your brain, you lose the ability to prepare and cast Executive spells and use [Su] Executive class features until its recover and reinstalled, or you have a new one installed.

Executive's Edge [Ex] 2nd Level

As you gain experience through your adventures you learn to apply the problem solving skills you developed in business to other pursuits. Starting at 2nd level, choose two Executive class skills (Once chosen, you cannot change your selections); you gain a +1 Insight bonus to the chosen skills. At levels 5, 8, 11, 14 and 17, the Insight bonus this feature gives to the chosen skills increases by +1, to a maximum of +6 at 17th level.

Performance Optimizations

As you grow in power, you are vested with special magical abilities by your company or family to help you in your tasks. Unlike your spells, these magical powers require no downloading or preparation, allowing you to use them as you see fit in the field. At 3rd level you learn 1 Performance Optimization of your choice. At levels 6, 7, 12, 15, and 18, you learn an additional Performance Optimization of your choice. Some Performance Optimizations may require you to be a certain level before you select them. (You can still select lower level Performance Optimizations at higher levels) While many Performance Optimizations are useable at-will or simply provide passive bonuses, others may require you to spend Resolve Points or other resources. If a Performance Optimization offers a saving throw, its DC equals 10 + ½ your Executive level + your Charisma modifier. The Performance Optimizations you can select are listed below:

3rd Level

Assume Form [Su]. To aid you in your task of gathering information for your company, you are given the power to shapeshift into other individuals as you see fit. As a standard action you can spend 1 Resolve Point to take on the physical appearance and voice of any individual that is the same size as you or smaller that you have encountered, granting you a +10 circumstance bonus to any Disguise check you make to impersonate that individual. Your statistics otherwise remain unaltered. You can remain disguised as any individual you impersonate with this power for a day, and can drop your disguise as a free action. A creature that interacts with you directly can attempt a Sense Motive check opposed by a Disguise or Bluff check made by you to recognize your appearance as an illusion. If their Sense Motive check beats your Disguise or Bluff check, they recognize your disguise is an illusion, but cannot see through it to view what you actually look like.

Downsize [Su]. As a standard action, you invoke your authority to call down a vile curse that cuts an enemy down to size. When you do this, target a creature you can see within medium (100 ft. + 10 ft./level)

range and force it to make a Will save. On a failed save it takes a -2 penalty to EAC and KAC for a number of rounds equal to 3 + your Charisma modifier. On a successful save it takes a -1 penalty to EAC and KAC for 1 round instead. Once a creature fails its save against this Performance Optimization, it cannot be targeted by it again for 24 hours. A creature cannot be affected by more than one instance of this Performance Optimization at any given time.

Employ Summon [Ex]. You can coerce, negotiate with, or deceive summoned creatures to make them serve you longer. When you cast a *Summon* spell, you can make a Bluff, Diplomacy, or Intimidate check against a DC of 15 + 1-1/2 x the highest CR among the creatures you are attempting to summon with that spell. If you pass your check, you increase the duration the *Summon* spell that you cast to 1 hour per-Executive Level.

Executive's Channel [Su]. Your company has granted you the ability to channel restorative magic through your cyberlink to mend the wounds of your allies. You can heal one or more creatures with your Executive's Channel by spending 1 Resolve Point. Healing a single creature within 30ft with Executive's Channel takes a standard action, while healing all friendly creatures within 30ft takes a full action. Your Executive's Channel restores 2d8 hit points, and increases by 2d8 at 3rd level and every 3 levels thereafter. This ability cannot be used to heal constructs and undead.

Executive's Strike [Su]. You can temporarily take control of a friendly creature's mind just long enough to have it attack an enemy on your behalf. As a standard action, you can command a friendly creature to attack another creature of your choice. When you do this, you can choose a friendly creature within close range (25ft + 5ft/every 2 levels) and make a Diplomacy or Intimidate check against a DC of 15 + 1-1/2 x the level or CR of that creature (whichever is higher). If you pass the check, that creature can make an attack against a hostile target of your choice they are able to attack as a reaction. If you fail the check they can still make their attack as normal for this optimization, but if they do they take a -2 penalty on their attack roll and also take damage directly to their hit points equal to 1d4 + an additional 1d4 for every 2 Executive levels you have (the damage is taken regardless of whether or not they decide to make an attack). This ability is considered a [mind-affecting] Enchantment (Compulsion) effect.

Executive's Shot [Su]. You learn to infuse your words with subtle magic that disorients an enemy, allowing you to exploit the tactical opening this creates to shoot them where it hurts. When you make a ranged attack with a small arm, you can make a Bluff, Diplomacy, or Intimidate check as a part of that attack against a DC of 15 + 1-1/2 x CR of its target. On a successful check you double the base damage dice you roll for that attack (so a pistol that normally would deal 2d4 dice of damage instead deals 4d4 dice of damage) and add 1/2 your Executive level to the damage that attack deals. (This stacks with the additional damage added by the Weapon Specialization feat, if applicable). You cannot use this Performance Optimization in conjunction with a Trick Attack (See the Operative class in the Core Rulebook for details)

Negotiator's Edge [Su]. You can cloak your use of mind control with your cyberlink. When one of your mind-affecting charm or compulsion spells or spell-like abilities ends, the target loses all memory that it was magically controlled or influenced. That creature still remembers actions it took, but may be confused by them.

Undercut [Su]. You can lay a vile curse on your enemies that enervates their fighting skill as a standard action. When you do this, target a creature within you can see within medium (100 ft. + 10 ft./level) range and force it to make a Will save. On a failed save, it takes a -2 penalty to attack rolls, saving throws, and skill checks for a number of rounds equal to 3 + your Charisma modifier. On a successful save it takes a -1 penalty to attack rolls, saving throws, and skill checks for 1 round instead. Once a creature fails its save against this Performance Optimization, it cannot be targeted by it again for 24 hours. A creature cannot be affected by more than one instance of this Performance Optimization at any given time.

6th Level

Benign Transposition [Su]. You can use your authority to call forth magics from your cyberlink that let you twist space and time to better position yourself or your allies on the battlefield. You can spend 2 Resolve Points to have yourself and an ally or creature you control (such as a Summoned creature or animated undead) switch spaces. This is considered a Conjuration [Teleportation] effect that does not provoke attacks of opportunity.

Charged Shot [Su]. You learn to channel raw magical energy into your weapon shots. When you make a ranged attack roll, if the attack hits you can spend 1 Resolve Point to have that attack deal 2d6 additional damage for every 2 Executive levels you have. This extra damage counts as magical for the purpose of bypassing DR.

Enhance Performance [Su]. Your authority allows you to harness magic with your cyberlink that lets you optimize an ally's performance. As a standard action, you can target a creature you can see within close range other than yourself. For 1 round, that creature may reroll any ability check, attack roll, saving throw, or skill check it makes and take the better result. At 8th level and again at 16th level the duration of this Performance Optimization increases by 1 round. Once a creature benefits from this Performance Optimization, it cannot do so again for 1 day.

Expanded Authority [Ex]. You are given the power to use enchantment spells on a wider range of enemies. When you gain this Performance Optimization, choose one creature type normally immune to mind-affecting charm and compulsion effects (such as Undead, Constructs etc...); your mind-affecting charm and compulsion spells and spell-like abilities can target creatures of that type, ignoring their immunity to such effects. You can select this Performance Optimization more than once, letting you choose an additional creature type to apply its effects to.

Forced Compliance [Su]. You can draw magic from your cyberlink that allows you to enforce a ceasefire through mind control. As a standard action, you can target a creature within close range you can see. On a failed Will save, it cannot draw its weapon for a number of rounds equal to your Executive level. If it is already brandishing its weapon when you use this Performance Optimization, for those rounds it instead takes a -2 penalty to all attack rolls it makes, and suffers a -2 penalty to its KAC and EAC. On a successful save it instead takes a -1 penalty to attack rolls, EAC, and KAC for 1 round. Once a creature fails its save against this Performance Optimization, it cannot be affected by it again for 24

hours. A creature cannot be affected by more than one instance of this Performance Optimization at any given time.

Hex Hike [Su]. You have learned how to extend the duration of your curses as a move action. When you do this, any creature within 30ft that is under the effects of a Performance Optimization measured in rounds (such as Downsize or Undercut) has the duration of that Performance Optimization extended by 1 round.

Optimize Summons [Ex]. You can harness magic with your cyberlink that lets you summon stronger creatures than other spellcasters. Creatures you summon with *Summon* spells gain a +2 bonus to their Strength modifiers and a +1 bonus to their Dexterity modifiers. Additionally, they also gain bonus hit points equal to your Executive level.

Unquestionable Orders [Su]. You can harness magic with your cyberlink that makes your spells harder to resist. When you cast an Enchantment spell that offers a saving throw(s), you can spend 1 Resolve Point as a part of that spell's casting to have its target(s) roll their save(s) against it twice and take the worst result.

9th Level

Assume Persona [Su]. Your company gives you the power to more seamlessly impersonate individuals by drawing basic personal information about them from your company's databases directly into your mind through your cyberlink. When you use your Assume Form Performance Optimization to impersonate an individual, you can spend 1 Resolve Point. If you do, as long as you are assuming that individual's appearance you gain access to all information that individual would freely share with a casual acquaintance when you impersonate them. Such information includes general details on its background and personal life, but doesn't include secrets. The information is enough that you can pass yourself off as the person by drawing on its memories.

You must have Assume Form to select this Performance Optimization.

Baleful Transposition [Su]. You learn to shift the position of friendly and hostile creatures to better aid those you command. As a standard action you can target a creature you can see within close (25 ft + 5 ft/every 2 levels) range and force it to make a Will save. On a failed save, you spend 2 RP and have that creature and a friendly creature you can see within close range (which can be yourself, if you wish) of that creature and yourself switch spaces. This is considered a Conjunction [Teleportation] effect that does not provoke attacks of opportunity.

Dreadful Windfall [Su]. You can learn how to harness the fear of your enemies to profit your own efforts. You target a creature within close range you can see as a standard action and cause it to become shaken for a number of rounds equal to 3 + your Charisma modifier. As long as you remains within 30 feet of the target, you gain a +1 bonus to your Executive spell DCs and caster level for Executive spells as long as this effect persists. A successful Will save reduces the duration of this Performance

Optimization to 1 round. A creature cannot be affected by more than one instance of this Performance Optimization at any given time.

Efficient Summoning [Su]. Your company rewards you with the power to conjure creatures faster than other spellcasters. You can cast any *Summon* spell with a casting time of a full action as a standard action instead by spending 1 Resolve Point.

Executive's Mandate [Su]. You have mastered the art of using beneficial mind control to aid your allies. You can spend 2 Resolve Points to have a willing ally within close range make a standard action of your choice on your turn as a reaction. You can also use your move when you do this to have them move in a direction of your choice as a part of that reaction, if they wish to do so. This move can be made before or after they take the standard action.

Strip Qualifications [Su]. Your authority allows you to lay even greater weakening curses. You can target a creature within close range you can see as a standard action and force it to make a Fortitude save. On a failed save, it suffers 1 temporary negative level. must attempt another Fortitude save on the following round or take an additional temporary negative level. This continues until the target succeeds 1 Fortitude save, or a number of Fortitude saves equal to your Charisma modifier have been failed. On a successful save it is exhausted for 1 round. Once a creature has been affected by this Performance Optimization, it cannot be affected by it again for 24 hours. A creature cannot be affected by more than one instance of this Performance Optimization at any given time.

Optimize Undead [Su]. As your station in your megacorp increases so too does your skill at raising and controlling undead. Undead you raise, create or control with spells (such as *Command Undead* and *Animate Dead*.) gain a +2 enhancement bonus to their Strength or Dexterity modifier (chosen when you raise, create or gain control of them and not subject to change afterwards.), and a +1 bonus to the modifier of the score you didn't choose. Additionally, they also gain additional hit points equal to your Executive level while they remain under your control. Also, if you have the Executive's Strike Performance Optimization you may use it on undead you control, regardless of their immunity to [mind-affecting] abilities. When you do this, your Executive's Strike is treated as a Necromancy effect instead of a [mind-affecting] Enchantment (Compulsion) effect.

12th Level

A Pound of Flesh [Su]. You become particularly skilled at using your own essence to cover the costs of your Executive spells. When you use your Blood Money feature, you suffer no Constitution damage and it does not deal its damage directly to your hit points (Meaning if you have stamina when you cast it the spell's damage will be dealt to your stamina first, as normal for damage you take.)

Bunraku Artisan [Su]. You have turned Necromancy into a fine art, learning how to personalize your undead minions by installing cyberware into them. When you raise an undead creature with *Animate Dead*, you can have them raised with a single augmentation installed. This Augmentation must have a

level no higher than the CR of the undead, and must be provided by you as an additional spell component.

Disciplinary Action [Su]. You can exert your authority to punish a creature for attacking you or your allies. You can target a creature within close range and force it to make a Will save. On a failed save, for a number of rounds equal to your Charisma modifier, the target suffers damage every time it damages you or your allies with attacks. Immediately after the target deals damage to you or an ally with an attack, it takes half that damage (round down). This damage bypasses any resistances, immunities, or damage reduction the target possesses. Once a creature has been affected by this Performance Optimization, it cannot be affected by it again for 24 hours. A creature cannot be affected by more than one instance of this Performance Optimization at any given time.

Shackles of Debt [Su]. You can turn a creature's financial chains into literal ones. You can target a creature within close range you can see as a free action and learn what, if any, debt it may have. After you do this, if that creature has any amount of debt (other than no debt), you may use your standard action to turn that debt into magical bindings and overload its mind with dreadful thoughts about its financial future, which deal the target 3d8 damage (Fortitude half). If the target fails its save, it is paralyzed and unconscious. The bindings have 20 hit points; destroying the bonds frees the target, which is staggered for 1d4 rounds after being released. Whether or not the target's saving throw is successful, it cannot be the target of this Performance Optimization again for 24 hours. A creature cannot be affected by more than one instance of this Performance Optimization at any given time.

15th Level

Darkfire Rift [Su]. You can rip open an extraplanar rift that unleashes sinister darkfire to assail your enemies whenever you summon a creature. When you cast a *Summon* spell, you can cause an eruption of darkfire to appear in a 20ft radius spread around the creature you summon by spending 1 Resolve Point. This darkfire eruption deals 1d8 points of damage per two Executive levels (maximum 6d8) to each creature (or 1d6 per caster level, maximum 12d6 to an outsider) in its radius other than the summoned creature, and causes them to be sickened for 1d4 rounds if they are living. A successful Will save reduces damage to half and negates the sickened effect.

Maleficer [Su]. With each curse you lay, your enemies' ability to resist your curses weakens. You increase the DC of any Performance Optimization you know that offers a saving throw and targets a single creature by +1 for each of your Performance Optimizations affecting its target.

Undead Employer [Su]. You can control more Undead than normal. When determining how many undead you can control with *Animate Dead*, you can control a number of additional undead above your normal control limit whose total CRs are no greater than your Executive level. (This is in addition to the normal caster level's worth of CR you can control normally) Additionally, you can also raise undead with CRs no higher than your caster level with *Animate Dead*, instead of $\frac{1}{2}$ your caster level. However, you can only control a single undead creature that has a CR equal to your caster level with *Animate Dead* (but may still control other undead with CRs less than your caster level within your control limit, as normal), regardless of how many undead you can control with it normally.

Off the Grid [Su]. You become a true ghost, undetectable to both divination magic and technological security systems, to better perform espionage work for your company. You are under the effects of permanent *Nondetection* spell as long as you have at least 1 unspent Resolve Point.

18th Level

Incentivized Arcana [Su]. You learn to use the power of credits to make your spells truly devastating. You can cast an Executive spell without fulfilling any of its components by spending 150% the credit cost that spell would have as a spell gem. The spell requires no verbal, somatic or material components, and does not require any expenditures of Resolve if it would normally. Even spells with expensive spell foci or material components can be cast in this manner. This spell automatically beats any spell resistance its targets may have. You can do this once, and regain all spent uses when you get 8 hours of rest.

Reviving Channel [Su]. Your company has given you the power to revive your employees from the dead to continue their work. When you use your Executive's Channel on a creature that has died within 1 round, you can bring it back to life as-per a 6th level *Mystic Cure* spell. When you do this, that creature does not recover the temporary negative level it would normally as a result of its resurrection.

You must have Executive's Channel to select this Performance Optimization.

Terminate [Su]. You can terminate a creature's life, firing it from the realm of the living with a deadly curse. You can target a creature you can see within close range as a standard action and force it to make a Will save. On a failed save, the target becomes fatigued the first round of this Performance Optimization. On the second round of this Performance Optimization, the target becomes exhausted. On the third round, the target dies unless it succeeds at a Fort save. Targets that fail the first save but succeed at the second remain exhausted and take 4d6 points of untyped damage + 1 point of damage per-Executive level you have. If you die the effects of this Performance Optimization are ended, but any fatigue or exhaustion remains. Whether or not the saves are successful, the target cannot be affected by this Performance Optimization again for 24 hours. A creature cannot be affected by more than one instance of this Performance Optimization at any given time.

Weapon Specialization [Ex] 3rd Level

At 3rd level, You gain the Weapon Specialization feat as a bonus feat for each weapon type this class grants you proficiency with.

Corner Office [Ex] 5th Level

Your impeccable track record of success in the turns and office have earned you a promotion into the hope echelons of your company's leadership hierarchy, making you an influential and well known individual in the business world. Anybody who is from your megacorp or family's business empire, or who is versed in the business landscape of your setting, can quickly find information about you on the infosphere (Culture or Profession (Corporate Professional) DC 10 for somebody to recognize your name, DC 20 for somebody to recognize you outside of context from your appearance alone.). Those who work for your megacorp or family's business empire, or are otherwise affiliated with it, start as Friendly or Helpful towards you, and might give you services (although not goods) for a discount or even for free. You are often invited to top-level meetings within your megacorp or family's owned businesses, and to social gatherings of influential businesspeople.

Top Floor Office [Ex] **10th Level**

At 10th level you have proven yourself as an invaluable asset to your company, causing you to receive a promotion and become even more well known as a result. The Culture or Profession (Corporate Professional) DC to recognize you drops to 5 (or 10 out of context from your appearance alone). Additionally starting at 10th level, you get a 10% discount on purchasing goods when buying them from businesses owned by or otherwise affiliated with your megacorp. If you are at least 10th level your arrival in a settlement is a huge event for employees of your megacorp who live there, and you can always get an invite to any top-level meetings within your company and to social gatherings of influential businesspeople.

Senior Executive [Ex] **19th Level**

Starting at 19th level, using your magic powers and commanding others have become second nature to you due to your breadth of experience as a senior Executive. If you have 0 Resolve Points when you roll initiative for a combat encounter, you gain 1 Resolve Point which you lose at the end of that combat encounter. Resolve Points gained this way can only be spent to cast Executive spells or use Executive class features.

Seat on the Board [Ex] **20th Level**

At 20th level you receive the highest promotion possible within your megacorp: the privilege of sitting on the board alongside the CEO and other top executives, or if your GM allows becoming the CEO yourself. The discount you receive on goods from businesses owned or affiliated with your megacorp increases to 15%, and your megacorp will cover the full cost of most mundane services, such as transportation and lodging without using your trust fund. (Meaning they are free for you.) You also receive the ultimate perk: technologically-granted immortality. You no longer age. If your appearance is not already youthful, it reverts to being youthful. You no longer gain the penalties associated with ageing, and you gain immunity to effects that would age you.

Additionally, you also receive insurance against more violent forms of death. By paying 50% more than the normal credit cost of the spellcasting services required for a resurrection via the *Healing Investment* spell, you can take out insurance on your own life. If you do this, the first time you would die after taking out this insurance, you immediately have *Healing Investment* cast on you by your company as a 6th level spell through your cyberlink to resurrect you. However, when you are resurrected in this way, you suffer no negative level. Additionally, you are resurrected with full health and full stamina, and with all your expended resolve points restored as if you had gotten 8 hours of rest (You do not regain expended spell slots as-if you had rested for 8 hours, however.) You can only have one instance of death insurance at any given time, though after you use your active instance of death insurance you can purchase a new instance to replace it once you are in a civilized area where you can do so. Your GM is the final arbiter of whether or not you can purchase death insurance in an area.

Finally, you gain one of the most coveted perks of being on the board: the privilege to temporarily access your company's full stockpiles of magical energy and use them to cast reality-controlling magic. Once per-week, you can cast *Absolute Dominion* as a spell-like ability.

Executive Spell List

New spells not found in existing Starfinder sourcebooks are written in ***bold italics***. More information on these new spells can be found in the "new spells" section of bundead this document.

Cantrips

Daze
Dancing Lights
Detect Affliction
Detect Magic
Discern Projection
Fatigue
Grave Words
Instant Apparel
Mending
Platinum Card
Stabilize
Telekinetic Hand
Telepathic Message
Token Spell
Transfer Charge

1st Level

Armor of Wealth
Charm Person
Command
Comprehend Languages

Detect Augmentation
Detect Radiation
Detect Tech
Detect Thoughts
Discern Projection
Disguise Self
Efficiency Reduction
Eldritch Purchase
Erase
Fear
Flight
Gloom Mote
Healing Investment
Healing Surge
Hold Portal
Incompetence
Identify
Keen Senses
Life Bubble
Might of the Ellicoth
Mind Link
Reflecting Armor
Remove Condition, Lesser
Sanguine Investment
Share Languages
Summon Creature
Supercharge Weapon
Vampiric Drain
Vigor
Wisp Ally

2nd Level

Asset Freeze
Caustic Conversion
Command Undead
Darkvision
Daze Monster
Directed Denial of Strength Attack
Discern Projection
Efficiency Reduction
Eldritch Purchase
Fear
Flight
Healing Investment
Healing Surge
Implant Data

Inject Nanobots
Inflict Pain
Invisibility
Knock
Logic Bomb
Make Whole
Microbot Assault
Necromantic Revitalization
Paranoia
Recharge
Remove Condition
Restoration, Lesser
Sanguine Investment
Security Seal
See Invisibility
Spider Climb
Status
Summon Creature
Vampiric Drain
Vigor
Zone of Truth

3rd Level

Asset Freeze
Bestow Curse
Charm Monster
Clairaudience/Clairvoyance
Discern Projection
Discharge
Dispel Magic
Efficiency Reduction
Eldritch Purchase
Entropic Grasp
Fear
Flight
Haste
Healing Investment
Healing Surge
Hologram Memory
Instant Virus
Irradiate
Resistant Armor, Lesser
Nightmare
Necromantic Revitalization
Nondetection
Ray of Exhaustion

Remove Affliction
Sanguine Investment
Speak with Dead
Suggestion
Summon Creature
Vampiric Drain
Vigor
Viral Destruction
Tongues

4th:

Animate Dead
Arcane Eye
Asset Freeze
Corrosive Haze
Creation
Death Ward
Destruction Protocol
Digital Doorway
Dimension Door
Discern Lies
Discern Projection
Dismissal
Efficiency Reduction
Eldritch Purchase
Enervation
Fear
Flight
Healing Investment
Healing Surge
Invisibility, Greater
Mind Probe
Necromantic Revitalization
Planar Binding
Remove Radioactivity
Resistant Armor
Restoration
Rewire Flesh
Sanguine Investment
Shadow Jump
Soothing Protocol
Summon Creature
Telepathic Bond
Vampiric Drain
Vigor

5th:

Asset Freeze

Break Enchantment

Command, Greater

Contact Other Plane

Control Machines

Creation

Discern Projection

Dismissal

Dispel Magic, Greater

Dominate Person

Efficiency Reduction

Eldritch Purchase

Feeblemind

Flight

Healing Investment, Mass

Healing Investment

Healing Surge

Modify Memory

Necromantic Revitalization

Planar Binding

Private Sanctum

Prying Eyes

Rapid Repair

Raise Dead

Resistant Aegis

Sanguine Investment

Shadow Body

Summon Creature

Telepathy

Teleport

Waves of Fatigue

Vampiric Drain

Vampiric Feast

Vigor, Mass

Vigor

6th:

Asset Freeze

Control Undead

Discern Projection

Discharge, Greater

Eldritch Purchase

Ethereal Jaunt

Flight

Healing Investment, Mass

Healing Investment

Healing Surge

Inflict Pain, Mass

Interplanetary Teleport

Necromantic Revitalization

Planar Barrier

Planar Binding

Plane Shift

Psychic Surgery

Reanimate

Regenerate

Resistant Armor, Greater

Rewire Flesh, Mass

Sanguine Investment

Snuff Life

Summon Creature

Suggestion, Mass

Telepathic Jaunt

Terraform

True Seeing

Vampiric Drain

Vampiric Feast

Veil

Vigor, Mass

Vigor

New Spells

Discern Projection E0-5

Divination Cantrip

Casting Time: Special (see text)

Range: Personal

Target: Yourself

Effect: Read the stock market with magical sight to discern the way the future trends.

Duration: Instantaneous

Saving Throw: none; **Spell Resistance:** no

You magically connect to the net with your cyberlink and read the stock market to glean arcane insights about which way the future trends. As a cantrip, this spell acts as the spell *Augury*, except that you spend no resolve, must spend 1 hour reading the stock market through the net, and your chance of receiving a meaningful reply is 30%. The effects of this spell when cast at higher levels are as follows:

1st: As the spell's cantrip effect, except that time you need to spend reading the stock market is reduced to 10 minutes, the chance to receive a meaningful reply is 65%, and you have to spend a Resolve Point, as normal for the *Augury* spell.

2nd: As *Augury*, but the time spent in focus is instead spent reading the stock market through the net.

3rd: As 2nd level, except you gain an emotionally charged vision with a specific detail OR timing.
4th: As 2nd level, except you gain an emotionally charged vision with a specific detail AND timing.
5th: As 2nd level, except you gain a clear understanding of an event. You gain a clear mental image of the target's surroundings, as well as other creatures and objects within 30 ft. of it.

Instant Apparel A/C/E/M/T/V/W0

Illusion Cantrip

Casting Time: 1 swift action

Range: Touch

Target: 1 suit of armor or outfit

Effect: Change the physical appearance of your armor or outfit

Duration: 24 hours (D)

Saving Throw: none; **Spell Resistance:** no

You use your magic to place a glamour over a suit of armor or outfit you touch. When you do this, its physical appearance changes to that of any other armor, outfit, or article(s) of clothing you wish for the spell's duration. This can even include things like making even the bulkiest and most concealing of armors look like light weight cloths that show lots of skin, or making a simple t-shirt and jeans look like a bulky suit of high-tech armor. However, while this changes the appearance of the outfit or armor, it does not alter it mechanically in any way.

Also, while a quick glance may not reveal the glamour, it does not hold up to even minor degrees of scrutiny and is instantly recognizable as a glamour effect if a creature looks at it for more than a brief moment. Recognizing the glamor does not dispel it for the viewer and cause them to see what the glamored armor or clothes actually looks like, though if you have glamored armor to look like cloths the viewer will be able to figure out that your armored, despite not being able to see what the armor actually looks like.

Platinum Card E0

Conjuration Cantrip

Casting Time: 1 swift action

Range: touch

Target: 1 credstick, credit card, or other payment device

Effect: cover the cost of a non-essential purchase

Duration: Instantaneous

Saving Throw: none; **Spell Resistance:** no

With a swipe of your hand, you can fill a credstick, credit card, or other payment device with the exact amount of credits needed to cover the full cost of a single non-essential purchase you wish to make. Non-essential purchases are those that have no combat or adventuring applications, such as luxury products, expensive cloths, consumer electronics without combat or adventuring applications, non-essential services (such as fine dining, entertainment, spa treatments etc..), luxury lodging, and first class travel upgrades. Your GM is the final arbiter of what constitutes a "non-essential" purchase.

Armor of Wealth E1

1st level Transmutation

Casting Time: 1 standard action

Range: personal

Target: 1 suit of armor you touch

Effect: spend credits to enhance the defenses of the touched armor

Duration: 24 hours (D)

Saving Throw: none; **Spell Resistance:** no

You transmute credits into defensive enhancements for a suit of armor you touch. The armor gains a +1 bonus to its EAC and a +2 bonus to its KAC for this spell's duration. For this spell's duration the armor also reduces its maximum dexterity bonus by 3, and worsens its armor check penalty by 2. When you cast this spell, you must spend credits equal to 10% of the armor's credit cost.

Also, when you first cast this spell, you can choose to change the armor's appearance to that of any expensive clothing you wish for the spell's duration; typically this is a fine quality business suit, though it may also be designer label clothes or other equally expensive outfit. This can even be an outfit smaller and more streamlined than the actual armor, or even one that shows more skin than that armor does; for example making bulky heavy armor with a face-concealing helmet look like a fine tailored suit with no helmet or headgear of any kind. This effect is an illusory glamor, and is instantly recognizable as such on a close inspection, though inspecting the glamour and discerning it's true nature does not dispel it or allow one to view what the armor actually looks like.

Efficiency Reduction E1-5

1st Level Transmutation

Casting Time: 1 standard action

Range: close (25ft + 5ft/every 2 levels)

Target: one creature; see text

Effect: Reduce the target's combat efficiency by altering its personal reality.

Duration: 1 round/2 levels

Saving Throw: Will negates; **Spell Resistance:** yes

You attempt to alter the personal reality of the target, making it operate slowly to reduce their efficiency in combat. The target makes a Will saving throw. On a failed save, it suffers effects for the duration based on the spell level, as indicated below:

1st: The target suffers the staggered and flat-footed conditions

2nd: The target's movement speed reduces by 5 feet, their maximum Dex bonus is reduced to +3, and they take a -2 penalty to Str- and Dex-based checks.

3rd: As 1st level. except the target's movement speed is reduced by 10 feet, their maximum Dex bonus to AC is reduced to +2, and they take a -5 penalty to Str- and Dex-based checks.

4th: As 1st level, except the target's movement speed is reduced by 15 feet and their maximum Dex bonus to AC is reduced to +1, and they take a -7 penalty to Str- and Dex-based checks.

5th: As 1st level, except the target's movement speed is reduced by 20 feet, their maximum Dex bonus is reduced to +0, and they take a -10 penalty to Str- and Dex- based checks.

Special: You can spend 1 Resolve Point to increase the Will save DC to resist this spell by +5.

Eldritch Purchase E1-6

1st level Conjuration (Teleportation)

Casting Time: 1 standard action

Range: personal

Effect: purchase and teleport to yourself 1 weapon or item

Duration: instantaneous

Saving Throw: none; **Spell Resistance:** none

You can connect to the infosphere with your cyberlink to purchase an item or weapon and then teleport it directly to your person. When you do this, you spend 150% the full credit cost of the item or weapon and it is then teleported directly into your hands, or to an adjacent square. After a number of minutes equal to your caster level, the item or weapon is returned to the store from which it was purchased for safe-keeping, though you still own it and may pick it up from that store or have it mailed to a place of your choice by contacting the store and making the proper arrangements.

You cannot purchase and teleport an item with greater than 10 bulk this way, and any weapon you purchase cannot be larger than two-handed. The level of item you can purchase and teleport to you with this spell is equal to its level x 3, to a maximum of your caster level. The exception to this is spell gems; you cannot use this spell to purchase and teleport a spell gem of a spell whose level is higher than the highest level of spell you can cast. This spell does not function in areas without an infosphere connection. Due to this spell requiring the cooperation of an online merchant, your GM withholds the right to bar certain purchases you wish to make with it, as that merchant might not have the item you want to buy in stock, or may not have the proper magic code set up to allow this spell to work with their infrastructure.

Healing Investment E1-6

1st level Transmutation (Healing)

Casting Time: 1 standard action

Range: touch

Effect: spend credits to imbue a contingent healing effect in the target

Duration: 24 hours, or until the contingent healing effect is triggered (whichever comes first)

Saving Throw: none; **Spell Resistance:** yes (harmless)

You use magic to transmute credits into a mote of positive energy you can imbue into a touched friendly creature. When you do this, you spend credits equal to 100% of the cost of a Spell Gem of this spell's level and imbue a contingent healing effect you can trigger at any time during this spell's duration into the touched creature. You can trigger it on your own turn as a standard action if the target is within close range (25ft + 5ft/every 2 caster levels). You can also trigger it as a reaction to the creature it's imbued in taking damage, however to do so that creature must be within close range and you must spend 1 Resolve Point. When you trigger this contingent healing effect, it restores Hit Points based on this spell's level.

1st: 1d8 + your Charisma modifier

2nd: 3d8 + your Charisma modifier

3rd: 5d8 + your Charisma modifier

4th: 7d8 + your Charisma modifier

5th: 9d8 + your Charisma modifier

6th: 11d8 + your Charisma modifier

In addition, unlike most healing, when you cast *Healing Investment* as a spell of 4th-level or higher, you have two options to enhance its effects. The first option is to have it's contingent healing effect restore extra Hit Points when triggered; 5d8 extra Hit Points with a 4th-level *Healing Investment* spell, 7d8 extra Hit Points with a 5th-level *Healing Investment* spell, and 9d8 extra Hit Points with a 6th-level *Healing Investment* spell. The second option is to have them contingent healing effect bring a creature that died within 2 rounds back to life when triggered. In addition to healing such a creature, the contingent healing effect returns the creature to life, and the creature takes a temporary negative level for 24 hours. This spell can't resuscitate creatures slain by death effects, creatures turned into undead, or creatures whose bodies were destroyed, significantly mutilated, disintegrated, and so on.

Healing Surge C/E/W1-6

1st level Evocation (Healing)

Casting Time: 1 swift action

Range: close (25ft + 5ft/every 2 levels)

Effect: channel a surge of healing energy into a living creature

Duration: instantaneous.

Saving Throw: none; **Spell Resistance:** yes (harmless)

You reach out with your magic and send a quick surge of healing energy through a living creature other than yourself within range, restoring an amount of its hit points based on this spell's level. The amount of hit points restored for each spell level is listed below:

1st: 1d4 + your Charisma modifier

2nd: 3d4 + your Charisma modifier

3rd: 5d4 + your Charisma modifier

4th: 7d4 + your Charisma modifier

5th: 9d4 + your Charisma modifier

6th: 11d4 + your Charisma modifier

Additionally, when you cast *Healing Surge* as a spell of 4th-level or higher, it restores extra Hit Points when; 5d4 extra Hit Points with a 4th-level *Healing Surge* spell, 7d4 extra Hit Points with a 5th-level *Healing Surge* spell, and 9d4 extra Hit Points with a 6th-level *Healing Surge* spell.

Sanguine Investment E1-6

1st level Necromancy

Casting Time: 1 standard action

Range: close (25ft + 5ft/2 levels)

Effect: spend credits to harm an enemy and gain credits from their death

Duration: instantaneous

Saving Throw: will half; **Spell Resistance:** yes

You spend a portion of your personal funds to lay a necromantic curse that grievously wounds a creature and makes you a return on your investment when that creature dies. When you cast this spell, target a creature within range, spend credits equal to $1000 \times (1 - \frac{1}{2} \times \text{the target's CR})$, and force it to make a will save. On a failed save, it takes damage and suffers additional effects based on the level of this spell (as indicated below). On a successful save, it takes half as much damage and no bleed damage.

Regardless of whether the target passes or fails its save, your allies' attacks treat its EAC and KAC as being 1 lower for a number of rounds equal to your Charisma modifier. If this spell is cast in a slot of 4th level or higher, your allies' attacks instead treat the EAC and KAC of this spell's target as being 2 lower for a number of rounds equal to your Charisma modifier. If the target of this Spell dies within a number of rounds equal to or less than your level, you gain credits equal the amount you spent on this spell x 1-½ if it failed its save. If it passed its save you instead gain credits equal to the amount you spent on this spell. This spell has no effect on constructs or undead.

- 1st:** The target takes 2d8 damage.
- 2nd:** The target takes 4d8 damage and 1 Bleed damage
- 3rd:** The target takes 7d8 damage and 2 Bleed damage
- 4th:** The target takes 10d8 damage and 3 Bleed
- 5th:** The target takes 15d8 damage and 4 Bleed damage.
- 6th:** The target takes 17d8 damage and 5 Bleed damage.

Vampiric Drain A/E/V1-6

1st level Necromancy (Healing)

Casting Time: 1 standard action

Range: close (25ft + 5ft/every 2 levels)

Target: 1 friendly creature and 1 non-friendly creature

Effect: harm enemy to heal a creature

Duration: instantaneous

Saving Throw: none; **Spell Resistance:** yes

You reach out with dark magic and sap the life force of an enemy to heal yourself or another creature. Target a creature within range and make a ranged attack roll against its EAC; if the attack hits you deal damage to that creature based on the level of the slot used to cast this spell and a friendly creature within range (which can be yourself) heals that many hit points. This spell cannot be used to damage constructs or undead, nor can it be used to heal constructs (It can be used to heal undead, however). The damage for each spell level are listed below:

- 1st:** 1d8 + your Charisma modifier.
- 2nd:** 3d8 + your Charisma modifier
- 3rd:** 5d8 + your Charisma modifier
- 4th:** 7d8 + your Charisma modifier
- 5th:** 9d8 + your Charisma modifier
- 6th:** 11d8 + your Charisma modifier

In addition, unlike most healing, when you cast *Vampiric Cure* as a spell of 4th-level or higher, you can enhance its healing effect. When it restores Hit Points to a friendly target, it restores 5d8 extra Hit Points with a 4th-level *Vampiric Cure* spell, 7d8 extra Hit Points with a 5th-level *Vampiric Cure* spell, and 9d8 extra Hit Points with a 6th-level *Vampiric Cure* spell. This does not increase damage done to the hostile target; only the hit points restored to the friendly target are increased this way.

Vigor C/E/W1-6

1st level Evocation (Healing)

Casting Time: 1 standard action

Range: touch

Effect: imbue regenerative Magic into a creature

Duration: 10 rounds + 1 round/level (maximum of 15 rounds)

Saving Throw: none; **Spell Resistance:** yes (harmless)

You touch a living creature and grant it an amount of fast healing based on this spell's level for its duration. This spell can't target creatures at 0 or less hit points. The amount of fast healing granted by this spell for each level is listed below:

1st: The target gains Fast Healing 1

2nd: The target gains Fast Healing 2

3rd: The target gains Fast Healing 3

4th: The target gains Fast Healing 4

5th: The target gains Fast Healing 5

6th: The target gains Fast Healing 6

Asset Freeze E2-6

2nd Level Transmutation

Casting Time: 1 standard action

Range: close (25ft + 5ft/every 2 levels)

Target: one humanoid creature; see text

Effect: freeze an enemy asset in place by altering its personal reality.

Duration: concentration, up to 1 round/level

Saving Throw: Will negates; **Spell Resistance:** yes

You attempt to alter the personal reality of a creature to render it immobile, cutting off a valuable enemy asset. When cast as a 2nd level spell, this spell functions as *Hold Person*. It can be cast at higher levels to gain different effects, which are listed below by spell level:

3rd: As 2nd level, but the saving throw is increased by +2.

4th: As 2nd level, but it can target any living creature.

5th: As 2nd level, but it can but it can target any creature (including non-living creatures, such as constructs or undead), or target one or more humanoid creatures, no two of which can be more than 30ft apart.

6th: As 2nd level, but it can target one or more living creatures, no two of which can be more than 30ft apart.

Healing Investment, Mass E5-6

5th level Transmutation (Healing)

Casting Time: 1 standard action

Range: close (25ft + 5ft/every 2 levels)

Effect: spend credits to imbue a contingent healing effect in the targets

Duration: 24 hours, or until the contingent healing effects are triggered (whichever comes first)

Saving Throw: none; **Spell Resistance:** yes (harmless)

You use magic to transmute credits into motes of positive energy you can imbue into any number of friendly creatures within range. When you do this, you spend credits equal to 100% the cost of a Spell Gem of this spell's level and imbue a contingent healing effects into any number of creatures within range that you can trigger at any time during this spell's duration. These contingent healing effects are all triggered at the same time; you cannot trigger them individually.

You can trigger contingent healing effects imbued by this spell on your own turn as a standard action if all the imbued creatures are within medium range (100ft +10ft/level). You can also trigger them as a reaction to one or more of the imbued creatures taking damage, however to do so all imbued creatures must be within medium range and you must spend 1 Resolve Point. When you trigger contingent healing effects imbued with this spell, they restores Hit Points to the creatures they were imbued into based on this spell's level.

5th: 3d8 + your Charisma modifier

6th 5d8 + your Charisma modifier.

Additionally, when you trigger the contingent healing effects imbued by this spell, you can choose one of the creatures healed by them within 10ft of you; if that target regains all of its Hit Points as a result of this healing, you can apply the remaining healing to yourself, as long as you are a living creature. On the other hand, if this isn't enough to restore all of that target's Hit Points, you can transfer any number of your own Hit Points to that target, healing the target that amount. You can't transfer more Hit Points than you have or more Hit Points than the target is missing

Vampiric Feast A/C/E/V5-6

5th level Necromancy (Healing)

Casting Time: full action

Range: close (25ft +5ft/every 2 levels)

Effect: harm enemies to heal multiple creatures

Duration: instantaneous

Saving Throw: will half; **Spell Resistance:** yes

You call forth a circle of negative energy that saps the life force your of your enemies and transfers it to your allies. When you cast this spell, you Negative Energy damage to any number of hostile targets within range based on the spell's level and have one frendly target for each hostile target damaged regain an amount of Hit Points equal to the highest amount of damage a single hostile target took.

A successful will save by the hostile targets halves the damage, and negates the additional effects, but not the healing effect (meaning the frendly target would still regain hit points, but would only regain hit points equal to the damage the hostile target took, not the full damage this spell would deal if they failed their save.)..Damage inflicted by additional effects (such as Bleed damage) does not count towards the healing the frendly target receives. This spell cannot be used to damage constructs or undead, nor can it be used to heal constructs (It can be used to heal undead, however). The damage and additional effects for each spell level are listed below:

5th: 3d8 + your Charisma modifier, and 4 Bleed damage

6th: 5d8 + your Charisma modifier and 5 Bleed damage.

Additionally, when you cast this spell, you can choose one friendly target within 10ft of you; if that target regains all of its Hit Points as a result of this healing, you can apply the remaining healing to yourself, as long as you are a living creature. On the other hand, if this isn't enough to restore all of that target's Hit Points, you can transfer any number of your own Hit Points to that target, healing the target that amount. You can't transfer more Hit Points than you have or more Hit Points than the target is missing

Vigor, Mass C/E/W5-6

5th level Evocation (Healing)

Casting Time: 1 standard action

Range: close (25ft + 5ft/every 2 levels)

Effect: imbue regenerative Magic into multiple creatures

Duration: 10 rounds + 1 round/level (maximum of 15 rounds)

Saving Throw: none; **Spell Resistance:** yes (harmless)

You imbue multiple creatures with an infusion of healing energies. Any number of living creatures within range of your choice gain fast healing based on the spell's level for its duration. This spell can't target creatures at 0 or less hit points. The fast healing granted to them for each spell level is listed below:

5th: The targets gain Fast Healing 2

6th: The targets gain Fast Healing 3

Absolute Dominion E —

Universal

Casting Time: 1 standard action

Range: see text

Effect: see text

Duration: see text

Saving Throw: see text; **Spell Resistance:** yes

You use your cyberlink to tap into the vast magical energy resources stored in your company's systems, using them to temporarily wield absolute dominion over the principles and concepts that make up reality and manipulate them to affect change within it. When you do this, you can do any of the following things:

- Duplicate any Executive spell of 6th level or lower.
- Duplicate any other spell of 5th level or lower.
- Undo the harmful effects of certain spells, such as *Feeblemind*.
- Produce any effect whose power level is in line with the above effects.

At the GM's discretion, you may try to use *Absolute Dominion* to produce greater effects than these, but doing so may be dangerous or the spell may have only a partial effect.

A duplicated spell allows saving throws and spell resistance as normal, but the save DCs are the same as for a 7th-level spell. For the purpose of other effects that depend on spell level, *Absolute Dominion* counts as a 9th-level spell.

Executives & Archetypes

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

2nd level - Your Executive's Edge bonus is reduced by 1. (Meaning it would be +0 at 2nd level)

4th level - You don't gain an increase to the max level of spell you can cast with Creditcast at 4th level (meaning you will only ever be able to creditcast spells of up to 5th level).

6th level - You don't gain a Performance Optimization at 6th level

9th level - You don't gain a Performance Optimization at 9th level

12th level - You don't gain a Performance Optimization at 12th level

18th level - You don't gain a Performance Optimization at 18th level

Standard Executive Class

This class was originally intended and designed to be a prepared-spontaneous caster, akin to a PF 1st edition Arcanist. While this variant exists for those who dislike prepared-spontaneous casting or feel its too strong in starfinder, the original prepared-spontaneous version still exists and is considered the standard default for the class. To see the standard Executive class, follow [this link](#).