

Dancing Lights (T0)

Casting Time 1 standard action		Range 100' + 10' / LVL
Save None	SR No	Duration 1 minute

You create up to four lights that resemble small headlights or flashlights. The dancing lights must stay within a 10-foot-radius area in relation to each other but otherwise move as you desire: forward or back, up or down, straight or turning corners, or the like. The lights can move up to 100 feet per round. A light winks out if the distance between you and it exceeds the spell's range.

Evocation

Core 347

Daze (T0)

Casting Time 1 standard action		Range 25' + 5' / 2 LVL
Save Will, negates	SR Yes	Duration 1 round

This spell short-circuits the mind of a humanoid creature with a CR of 3 or lower so that it is dazed (unable to take actions, but taking no penalty to AC). Humanoids of CR 4 or higher are not affected. After a creature has been dazed by this spell, it is immune to it for 1 minute.

Enchantment

Core 347

Detect Affliction (T0)

Casting Time 1 standard action		Range 25' + 5' / 2 LVL
Save None	SR Yes	Duration Instantaneous

You determine whether a creature or object has been poisoned, is diseased, is Cursed, or is suffering a similar affliction. If the target is poisoned or diseased, you automatically detect that fact and can determine the exact type of poison or disease with a successful DC 20 Intelligence or Wisdom check. If you are trained in Life Science or Medicine (depending on the nature of the poison or disease), you can attempt a DC 20 check of that skill if you fail your Wisdom or Intelligence check. If the target is Cursed or suffering from a similar affliction, you must succeed at a DC 20 Intelligence or Wisdom check to determine that fact. You can then determine the exact nature of the Curse with a successful DC 25 Mysticism check.

Divination

Core 348

Detect Magic (M0, T0)

Casting Time 1 standard action		Range 60'
Save None	SR No	Duration Concentration, max 1 min / LVL

You detect all magic spells, effects, items, and objects (including those on or affecting creatures you can see), as well as hybrid items, in the area. You can't detect magical traps in this way, as they are created with additional magic that wards them from this common spell. Each round you concentrate on the same area, you can determine if one magic source you detect is from a spell, magic item, or other effect, and the caster level (or item level) of the effect. You can't determine if there are magic sources in areas you can't see, or if there was a magic source in an area at one time but that has since expired.

Divination

Core 348

Energy ray (T0)

Casting Time 1 standard action		Range 25' + 5' / 2 LVL
Save None	SR Yes	Duration Instantaneous

When you cast this spell, choose acid, cold, electricity, or fire; the spell gains that descriptor. You fire a ray at the target, and you must make a ranged attack against its EAC. On a hit, the ray deals 1d3 damage of the chosen energy type.

Conjuration

Core 353

Ghost Sound (T0)

Casting Time 1 standard action		Range 25' + 5' / 2 LVL
Save Will, disbelief	SR No	Duration 1 round / LVL

You create a volume of sound that rises, falls, recedes, approaches, or remains fixed. You choose what type of sound this spell creates when casting it and cannot thereafter change the sound's basic character. The volume of sound created can produce as much noise as 20 normal humans. Thus, you can create shouting, singing, talking, marching, running, or walking sounds, as well as sounds of battle or small explosions. You can make noises that sound like machines, the general chatter of distant conversation, or the roar of an alien predator, but you can't make specific sounds such as intelligible speech or the exact hum of a particular Starship's engines.

Illusion

Core 356

Mending (T0)

Casting Time 10 minutes		Range 10'
Save Will, negates	SR Yes	Duration Instantaneous

This spell repairs damaged objects and constructs, restoring 1d4 Hit Points. If the object has the broken condition, this condition is removed if the object is restored to at least half its original Hit Points. All of the pieces of an object must be present for this spell to function. A construct can benefit from this spell only once per day. Magic items can be repaired by this spell, but magic items that are destroyed don't have their magic abilities restored. This spell doesn't reverse effects that warp or otherwise transmute items, but it can still repair damage dealt to such items.

Transmutation

Core 364

Psychokinetic Hand (T0)

Casting Time 1 standard action		Range 25' + 5' / 2 LVL
Save None	SR No	Duration Concentration

You point your finger at the target object, gaining the ability to lift it and move it at will from a distance. As a move action, you can propel the object as far as 15 feet in any direction, though the spell ends if the distance between you and the object ever exceeds the spell's range. You can't perform complex operations, such as firing a gun or using a computer, but you can shut a mechanical door or lid and work simple buttons to open or close automated doors or trigger an alarm.

Transmutation

Core 370

Telepathic Message (T0)

Casting Time 1 standard action		Range 100' + 10' / LVL
Save None	SR No	Duration 10 min / LVL

You can send a short telepathic message and hear simple telepathic replies. Any living creature within 10 feet of you or an intended recipient also receives your telepathic message if it succeeds at a DC 25 Perception check. You must be able to see or hear each recipient. The creatures that receive the message can reply telepathically, but no more than a single message can be sent each round, and each message cannot exceed 10 words. A technomancer casting this spell can also use it to send a message to a computer or a construct with the technological subtype if the receiving target is designed to receive messages.

(language-dependent, mind-affecting)
Divination

Core 381

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Token Spell (T0)

Casting Time 1 standard action		Range 10'
Save None	SR Yes	Duration 1 hour

Once cast, token spell enables you to perform simple magical effects for 1 hour. The effects are minor and have severe limitations. You can slowly lift one item of light bulk. You can alter items in a 1-foot cube each round, coloring, cleaning, soiling, cooling, warming, or flavoring them. You can create small objects, but they look Artificial and are extremely fragile (they can't be used as tools or weapons). You can illuminate an object to shed dim light in a 30-foot radius.

Token spell lacks the power to duplicate any other spell effects. Any actual change to an object (beyond moving, cleaning, or soiling it) persists for only 1 hour.

Transmutation

Core 382

Transfer Charge (T0)

Casting Time 1 standard action		Range Touch
Save Fort Negate	SR Yes	Duration Instantaneous

You can transfer any number of charges from one battery to another battery or from one power cell to another power cell. You can only transfer charges using two objects of the exact same type (two batteries of the same size, two identical power cells, or the like); you transfer charges from the source object to the receiving object.

You must declare how many charges you are transferring before casting this spell. If you transfer more charges from the source than the receiving item can hold, the receiving item must succeed at a Fortitude saving throw or take 1d6 electricity damage.

Transmutation

Core 383

Comprehend Languages (T1)

Casting Time 1 standard action		Range Personal
Save None	SR No	Duration 10 minutes / LVL

You can understand the spoken or signed words of creatures or read otherwise incomprehensible written or tactile messages. The ability to read does not necessarily impart insight into the material, merely its literal meaning. The spell enables you to understand or read an unknown language, not speak or write it. You can't use this spell to read magic writing or encoded messages (though it does reveal if a message is magic or encoded), but you can use it to read raw computer code or foreign programming languages, allowing you to understand enough to attempt Computers checks on those materials without penalties.

Divination

Core 344

Detect Radiation (T1)

Casting Time 1 standard action		Range 120'
Save None	SR No	Duration 10 minutes / LVL
Area 120' spherical emanation centered on you		

You detect radiation in the surrounding area, and you can determine the specific intensity of the radiation of one area or object within the spell's area each round without taking an action (see Radiation for more details). The spell can penetrate barriers, but 3 feet of dirt or wood, 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or any force field blocks it.

Divination

Core 348

Detect Tech (T1)

Casting Time 1 standard action		Range 60'
Save None	SR No	Duration Instantaneous
Area Cone shaped burst		

You detect all technological items (even hybrid items) with charges or that replenish charges in the area, including batteries, power cells, and generators (as well as such items that are on creatures you can see, even if the creatures have hidden those items on themselves). You can't determine if there are technological items in areas you can't see, nor can you detect technological traps in this way.

The information this spell provides allows you to differentiate between charged items and items that replenish charges, but it does not provide any further information nor does it tell you.

Divination

Core 349

Disguise Self (M1, T1)

Casting Time 1 standard action		Range Personal
Save None	SR No	Duration 10 minutes / LVL

You make yourself—and any clothing, armor, weapons, and equipment on you—look different. You can seem up to 1 foot shorter or taller, thin, fat, or in between. You can't change your creature type (although you can appear as another subtype). Otherwise, the extent of the apparent change is up to you. You could merely add or obscure a minor feature, or you could look like an entirely different person or gender.

If you use this spell to create a disguise, you gain a +10 circumstance bonus to the Disguise check (since it counts as altering your form). A creature that interacts with you directly can attempt a Will saving throw to recognize your appearance as an illusion.

Illusion

Core 350

Erase (T1)

Casting Time 1 standard action		Range 25' + 5' / 2 LVL
Save None	SR No	Duration Instantaneous

Erase removes writings of either magical or mundane nature from any written storage, including paper, computers, or similar devices. You remove up to 1,500 words worth of text. With this spell, you can remove magic runes and glyphs created by spells of 3rd-level and lower.

Magical writing and computer programs must be touched to be erased, and you must succeed at a caster level check with a DC equal to 11 + caster level for the magical writing or the item level of the computer's drive. Computers generally keep backups on a round-by-round basis. It takes 1 round for the computer to access its backups after having code erased.

Transmutation

Core 353

Flight (T1)

Casting Time 1 standard action		Range 25' + 5' / 2 LVL
Save Will, negate	SR Yes	Duration See Text

You can target one Medium or smaller falling object or creature per level. The targets must all be within 20 feet of each other. A Large creature or object counts as two Medium creatures or objects, a Huge creature or object counts as four Medium creatures or objects, and so on. The affected targets instantly fall slower, at a rate of just 60 feet per round (equivalent to the end of a fall from a few feet). The targets take no damage upon landing while the spell is in effect. This spell doesn't affect charging or flying creatures.

For each target, this casting of the spell lasts until that target lands or 1 round per caster level (whichever happens first).

Transmutation

Core 355

Grease (T1)

Casting Time 1 standard action		Range 25' + 5' / 2 LVL
Save Ref, partial	SR No	Duration 1 minute / LVL
Area or Targets One 10' square or one object		

You detect all magic spells, effects, items, and objects (including those on or affecting creatures you can see), as well as hybrid items, in the area. You can't detect magical traps in this way, as they are created with additional magic that wards them from this common spell. Each round you concentrate on the same area, you can determine if one magic source you detect is from a spell, magic item, or other effect, and the caster level (or item level) of the effect. You can't determine if there are magic sources in areas you can't see, or if there was a magic source in an area at one time but that has since expired.

Conjuration

Core 357

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Hold Portal (T1)

Casting Time 1 standard action		Range 100' + 10' / LVL
Save None	SR No	Duration 1 minute / LVL
Targets One portal up to 20 sq. ft. / LVL		

This spell magically holds shut a door, gate, shutter, or window of any standard material (metal, plastic, stone, wood, and so on), or it reinforces an electronic lock. The magic affects the portal just as if it were securely closed and normally locked. A knock spell or a successful dispel magic spell can negate a hold portal spell.

Add 5 to the normal DC for forcing open a portal or hacking an electronic lock affected by this spell.

Abjuration

Core 359

Holographic Image (T1)

Casting Time 1 standard action		Range 400' + 40' / LVL
Save Will, disbelief	SR No	Duration Concentration

When you cast holographic image as a 1st-level spell, it produces a purely visual hologram. The image has no sound, smell, texture, or temperature. The image can't extend beyond four 10-foot cubes plus one 10-foot cube per caster level. The image lasts for as long as you concentrate. You can move the image within the limits of the size of the effect.

Illusion

Core 360

Identify (T1)

Casting Time 1 standard action		Range 5'
Save None	SR No	Duration 1 round / LVL

This spell allows you to attempt to identify the function of a magic item (with Mysticism) or technological device (with Engineering) each round. You gain a +10 insight bonus to skill checks to identify the properties and command words or passwords of items targeted when using this spell. This spell does not allow you to identify artifacts.

Divination

Core 361

Jolting Surge (T1)

Casting Time 1 standard action		Range Touch
Save None	SR Yes	Duration Instantaneous

You touch a target with a device you're holding that uses electricity, requiring a melee attack against the target's EAC. Alternatively, you can instead touch an electrical device a target is wearing (or a target that is an electrical device, such as a robot) with your hand, gaining a +2 bonus to your attack roll. Either way, if your attack hits, the electrical device surges out of control, dealing 4d6 electricity damage to your target.

Casting this spell doesn't provoke attacks of opportunity.

Evocation (electricity)

Core 363

Keen Senses (T1)

Casting Time 1 standard action		Range Touch
Save Will, negate	SR Yes	Duration 1 min / LVL
Target One creature		

The target gains a +2 insight bonus to Perception checks and gains low-light vision. Targets that have low-light vision double the distance they can see under the effects of this spell.

Transmutation

Core 363

Life Bubble (T1)

Casting Time 1 standard action		Range 100' + 10' / LVL
Save Will, negate	SR Yes	Duration 1 day / LVL
Target Up to one creature / LVL, no two can be more than 30' apart		

You surround the target creatures with a constant and movable 1-inch shell of tolerable living conditions customized for each creature. This shell enables the targets to breathe freely in a variety of atmospheric conditions. It also makes the targets immune to harmful gases and vapors, including inhaled diseases and poisons as well as spells with a harmful gaseous effect. In addition, the shell protects targets (and their equipment) from extreme temperatures (between -50° and 140° F) without having to attempt Fortitude saving throws, as well as extreme pressures.

Divination

Core 363

Magic Missile (T1)

Casting Time 1 standard, see text		Range 100' + 10' / LVL
Save None	SR Yes	Duration Instantaneous
Target Up to three creatures, no two of which can be more than 15 ft. apart		

You fire two missiles of magical energy that strike targets unerringly (the creatures must still be valid targets) and deal 1d4+1 force damage each. You can't target specific parts of a creature, and objects are not damaged by the spell.

You can target a single creature or several creatures, but each missile can strike only one creature. You must designate targets before you attempt to overcome spell resistance or roll damage.

You can cast this spell as a full action. If you do, you fire three missiles instead of two.

Evocation (force)

Core 364

Overheat (T1)

Casting Time 1 standard action		Range 15'
Save Ref, half	SR Yes	Duration Instantaneous
Area Cone-shaped burst		

You collect the heat generated by nearby bodies and devices and vent it outward in a thermal wave, dealing 2d8 fire damage to creatures and objects in the area.

Evocation (fire)

Core 367

Supercharge Weapon (T1)

Casting Time 1 standard action		Range Touch
Save None	SR No	Duration First attack or the end of the next round

You supercharge the target weapon. If the weapon's next attack hits (provided it is made before the end of the next round), the attack deals 4d6 additional damage if the weapon is a single target attack or 2d6 additional damage if the weapon attacks all creatures in an area. This bonus damage is of the same type as the weapon's normal damage.

Evocation

Core 379

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Unseen Servant (T1)

Casting Time 1 standard action		Range 25' + 5' / 2 LVL
Save None	SR No	Duration 1 hour / LVL

The spell conjures an invisible, mindless, shapeless force that performs simple tasks at your command (a move action). It can run and fetch things, open unstuck doors, and hold chairs, as well as clean and mend. It repeats the same activity over and over again if told to do so as long as you remain within range. It has an effective Strength score of 2 (so it can lift up to 20 pounds/2 bulk/drag up to 100 pounds or 10 bulk).

It can trigger traps and such, but it can't exert enough force to activate certain pressure plates and other devices. Its land speed is 15 feet. It can't be killed, but it dissipates if it takes 6 or more damage from area attacks; it gets no saving throws against attacks.

Conjuration (creation)

Core 383

Caustic Conversion (T2)

Casting Time 1 standard action		Range 100' + 10' / LVL
Save None	SR Yes	Duration 1 rd + 1 rd / 3 LVL

You fling magical nanites that convert water vapor around your target into deadly acid. Make a ranged attack roll against your target's EAC. If you hit, the target takes 4d4 acid damage and it takes 5 additional acid damage at the end of its turn each round for the spell's duration.

Evocation (acid)

Core 383

Command Undead (T2)

Casting Time 1 standard action		Range 25' + 5' / 2 LVL
Save Will, negate	SR Yes	Duration 1 day / LVL
Target One undead creature		

This spell allows you a degree of control over an undead creature. If the target is intelligent, it perceives your words and actions favorably (treat its attitude as friendly). It will not attack you while the spell lasts. You can give the target suggestions, but you must succeed at an opposed Charisma check to convince it to do anything it wouldn't ordinarily do. (Retries are not allowed.) An intelligent commanded undead never obeys suicidal or obviously harmful suggestions...

An unintelligent undead creature gets no saving throw against this spell. [Basic commands only.] Unintelligent undead won't resist suicidal or obviously harmful orders.

Any act by you or your apparent allies that threatens the commanded undead (regardless of its Intelligence) breaks the spell. You command the undead creature by voice and it understands you, no matter what language you speak.

Divination

Core 383

Darkvision (T2)

Casting Time 1 standard action		Range Touch
Saving Will, negate	SR Yes	Duration 1 hour / LVL

The target gains the ability to see 60 feet even in total darkness. Darkvision is black and white only but otherwise like normal sight.

Transmutation

Core 347

Daze Monster (T2)

Casting Time 1 standard action		Range 100' + 10' / LVL
Save Will, negate	SR Yes	Duration 1 round

This spell short-circuits the mind of [any one living] creature [of any type] up to CR 5 or lower so that it is dazed (unable to take actions, but taking no penalty to AC). [Creatures] of CR 6 or higher are not affected. After a creature has been dazed by this spell, it is immune to it for 1 minute.

(compulsion, mind-affecting)

Enchantment

Core 347

Flight (T2)

Casting Time 1 standard action		Range 25' + 5' / 2 LVL
Save Will, negate	SR Yes	Duration 1 minute / LVL (D)

You can target yourself or one willing or unconscious creature or unattended object (total weight up to 100 pounds or 10 bulk per level) at close range. The spell allows you to move the target up or down as you wish. Each round as a move action, you can mentally direct the target up or down as much as 20 feet. You can't move the target horizontally. A levitating creature that attacks with a melee or ranged weapon finds itself increasingly unstable; the first attack takes a -1 penalty to attack rolls, the second a -2 penalty, and so on, to a maximum of -5. A full round spent stabilizing allows the creature to begin again at -1.

Transmutation

Core 355

Fog Cloud (T2)

Casting Time 1 standard action		Range 100' + 10' / LVL
Save None	SR No	Duration 10 minutes / LVL
Area 20' radius spread		

A bank of fog billows out from the point you designate. The fog obscures all sight, including darkvision, beyond 5 feet. A creature within 5 feet has concealment (attacks have a 20% miss chance) against its attacker. Creatures farther away have total concealment (50% miss chance, and the attacker can't use sight to locate the target) against their attackers.

A Moderate wind (11+ mph) disperses the fog in 4 rounds; a strong wind (21+ mph) disperses the fog in 1 round. This spell doesn't function underwater or in a vacuum.

Conjuration

Core 356

Holographic Image (T2)

Casting Time 1 standard action		Range 400' + 40' / LVL
Save Will, disbelief	SR No	Duration Concentration

When you cast holographic image as a 2nd-level spell, it produces a hologram as per the 1st-level version of the spell, except the hologram can include minor sounds, but not understandable speech. The image lasts for as long as you concentrate plus 2 additional rounds.

Illusion

Core 360

Implant Data (T2)

Casting Time 1 standard action		Range Touch
Save None	SR No	Duration 1 hour / LVL

You subtly rearrange the internal circuitry of a computer system or module, programming it to convey a certain dataset when accessed (either normally or if it is hacked). You can implant up to one piece of data per caster level. A piece of data consists of a simple fact, such as a creature or object's location or physical description, a creature or object's tangible or intangible value, or another simple statement. When an affected computer system or module is accessed, this implanted data is the first data the accessing individual gains, regardless of what data the individual is actually looking for, though the accessing individual can access the system or module's actual information if it looks beyond the implanted data. The implanted data vanishes from the system or module once the accessing individual has reviewed it. If this spell's duration ends before an individual accesses the implanted data, the implanted data vanishes.

The implanted data can be made permanent with a special ritual, which takes 1 hour and requires materials worth 5,000 credits. Once it's made permanent, the implanted data temporarily vanishes after it is accessed, but it returns 1 hour later.

Divination

Core 361

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Inject Nanobots (T2)

Casting Time 1 standard action		Range Touch
Save Fort, partial, Will, partial	SR Yes	Duration Instantaneous and 1 round / LVL

You concentrate key particles in your blood into tiny biological nanobots that you can inject into a foe with a touch, disrupting and damaging its natural processes. Make a melee attack against the target's EAC; if you hit, the nanobots deal 4d8 damage and swarm through the target's biological or mechanical systems, causing the creature to be confused, as per confusion, for 1 round per your caster level. If the target succeeds at a Fortitude save, it takes only half damage and negates the confusion effect. A confused target can attempt a Will saving throw at the beginning of its turn each round to end the confusion effect.

Casting this spell doesn't provoke attacks of opportunity.

Necromancy *Core 361*

Invisibility (T2)

Casting Time 1 standard action		Range Touch
Save Will, negate	SR Yes	Duration 1 minute / LVL (D)

The creature or object touched becomes invisible. If the target is a creature, any gear it is carrying vanishes as well. If you cast the spell on someone else, neither you nor your allies can see the target unless you can normally see invisible things or you employ magic to do so.

The spell ends if the target attacks any creature. For purposes of this spell, an attack includes any spell or harmful effect targeting a foe or whose area or effect includes a foe.

Actions directed at unattended objects don't break the spell. Spells that specifically affect allies but not foes are not attacks for this purpose, even when they include foes in their area. Causing harm indirectly is not an attack. Thus, an invisible being can open doors, talk, eat, climb stairs, summon security forces and have them attack, start a trash compactor with foes inside, remotely trigger traps, and so forth.

Illusion *Core 362*

Knock (T2)

Casting Time 1 standard action		Range 100' + 10' / LVL
Save None	SR No	Duration Instantaneous
Target		
One door, container, or portal with an area of up to 10 sq. ft. / LVL		

Knock opens barred, computer-sealed, locked, or stuck doors, as well as those subject to hold portal or security seal. When you complete the casting of this spell, attempt a caster level check (1d20 + your caster level) against the DC of the lock or computer seal with a +10 bonus. If successful, knock opens up to two means of closure. This spell opens secret doors (but doesn't identify secret doors you haven't found) as well as locked or trick-opening containers, Starship doors, and similar secured entryways. It also loosens chains, shackles, or welds (provided they serve to hold something shut). If used to open a door closed with security seal, the spell doesn't remove the seal but simply suspends its functioning for 10 minutes. In all other cases, the door does not relock itself or become stuck again on its own. Knock does not raise barred gates or similar impediments (such as a force field barrier) or open any door or container larger than the spell's area, nor does it affect ropes, webs, and the like.

Transmutation *Core 363*

Logic Bomb (T2)

Casting Time 1 standard action		Range Touch
Save See text	SR Yes	Duration 1 day / LVL
Targets		
One computer system or module		

You infuse one computer system or module with protective energy, inuring it against attempts to access it.

As long as this spell is in effect, the first time a creature unsuccessfully attempts to access, destroy, or manipulate the affected computer system or module, it takes 6d6 damage (either cold, electricity, or fire damage; you choose when casting the spell, and the spell gains the appropriate descriptor). The creature can attempt a Fortitude saving throw for half damage, and spell resistance applies. This damage is in addition to any negative effects the creature suffers due to the system's other countermeasures.

Abjuration *Core 364*

Make Whole (T2)

Casting Time 10 minutes		Range 10'
Save Will, negates	SR Yes	Duration Instantaneous

This spell functions as mending, except it restores 5d6 Hit Points when cast on an object or construct creature.

Make whole can fix destroyed magic items, and it restores the magic properties of the item if your technomancer level is at least twice the item's level. Items with charges (such as batteries) and single-use items (such as potions and grenades) can't be repaired in this way. When you cast make whole on a construct, the spell bypasses any immunity to magic as if the spell did not allow spell resistance.

Transmutation *Core 364*

Microbot Assault (T2)

Casting Time 1 standard action		Range 25' + 5' / 2 LVL
Save None	SR No	Duration Concentration + 1 rd

You pull latent technological energy from the air to form a cloud of fist-sized hindering microbots that fill an area you designate. The microbots begin in a 10-foot-square area when you create them, and you can create the cloud so that it shares the space of other creatures. If no creatures are within the cloud's area, the microbots pursue and harass the nearest creature that is hostile to you as best they can each round. Although the microbots generally know which creatures are your enemies, you have no control over their targets or direction of travel. If there are multiple valid targets the microbots can harass, the cloud will split into a maximum of four 5-foot-square segments and pursue different targets.

The cloud (and any segments thereof) has a fly speed of 20 feet. Each round on your turn, the microbot cloud grants harrying fire against the foes in its spaces. In addition, the cloud grants covering fire to anyone attacked by foes in its spaces. The microbots constantly repair themselves and the cloud generates new microbots every few seconds, so any attack against them is essentially ineffective.

Conjuration *Core 364*

Mirror Image (T2)

Casting Time 1 standard action		Range Personal
Save Harmless	SR Harmless	Duration 1 minute / LVL

This spell creates a number of illusory doubles of you that inhabit your square. These doubles make it difficult for enemies to precisely locate and attack you.

When you cast mirror image, it creates 1d4 figment images. These images remain in your space and move with you, mimicking your movements, sounds, and actions exactly. Whenever you are attacked or are the target of a spell that requires an attack roll, there is a possibility that the attack targets one of your images instead. If the attack hits, roll randomly to see whether the selected target is real or a figment. If it is a figment, the figment is destroyed. If the attack misses by 5 or less, one of your figments is destroyed by the near miss, and an attack that misses you due to a miss chance also destroys an image. Area spells and effects that don't require an attack roll affect you normally and don't destroy any of your figments. Spells with a range of touch are harmlessly discharged if used to destroy a figment.

An attacker must be able to see the figments to be fooled. If you are invisible or the attacker is blind, the spell has no effect. Blindsight doesn't help distinguish the figments from the real you, but blindsight is sufficient to do so.

Illusion *Core 366*

Recharge (T2)

Casting Time 1 standard action		Range Touch
Save Fort, negates	SR Yes	Duration 1 round

The spell conjures an invisible, mindless, shapeless force that performs simple tasks at your command (a move action). It can run and fetch things, open unstuck doors, and hold chairs, as well as clean and mend. It repeats the same activity over and over again if told to do so as long as you remain within range. It has an effective Strength score of 2 (so it can lift up to 20 pounds/2 bulk/drag up to 100 pounds or 10 bulk).

It can trigger traps and such, but it can't exert enough force to activate certain pressure plates and other devices. Its land speed is 15 feet. It can't be killed, but it dissipates if it takes 6 or more damage from area attacks; it gets no saving throws against attacks.

Evocation *Core 372*

Security Seal (T2)

Casting Time 1 standard action		Range Touch
Save None	SR No	Duration 24 hours

A security seal spell magically locks a single door, container with a lid or latch, portal, or computer system. Casting this spell requires you to spend 1 Resolve Point. You can freely bypass your own security seal without affecting it. If the sealed object has a lock, the DC to open that lock increases by 5 while it remains attached to the object. If the object doesn't have a lock, this spell creates one that can only be opened with a successful DC 20 Engineering check to disable devices. If the sealed object has computer security, the DC to bypass that security increases by 5. A door or object secured with this spell can be opened only by breaking in or with a successful dispel magic or knock spell. Add 5 to the normal DC to break open a door or portal affected by this spell. A knock spell removes the security seal automatically, counting as one means of closure.

Abjuration *Core 376*

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See Invisibility (T2)

Casting Time 1 standard action		Range Personal
Save Harmless	SR Harmless	Duration 10 minutes / LVL

You can see any invisible or ethereal objects or beings within your range of vision, as if they were normally visible. Such creatures are visible to you as translucent shapes, allowing you easily to discern the difference between visible and invisible or ethereal creatures.

The spell doesn't reveal the method used to obtain invisibility, doesn't reveal illusions or enable you to see through opaque objects, and doesn't reveal creatures that are simply concealed, hiding, or otherwise hard to see.

Divination

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Spider Climb (T2)

Casting Time 1 standard action		Range Touch
Save Will, negates	SR Yes	Duration 10 minutes / LVL
Target One creature		

The target can climb and travel on vertical surfaces or even traverse ceilings as well as a spider does. An affected creature with four limbs must have three limbs free (not holding equipment or being used to perform skills and so on) to climb in this manner. A creature with six limbs needs only four available. In general, other creatures must have 75% of their limbs available to benefit from this spell. The target gains a climb speed of 20 feet (and the +8 racial bonus to Athletics checks to climb granted by that climb speed); furthermore, it doesn't need to attempt Athletics checks to climb to traverse a vertical or horizontal surface (even upside down). An affected creature climbing in this way is not flat-footed while climbing, and opponents get no special bonus to their attacks against it. The creature, however, can't use the run action while climbing.

Transmutation

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