

IBRAN GRATITUDE (1-2)

Spell Ampoules

Spell ampoules are injectable magic, where the essence of a magic spell has been condensed into a liquid form and prepared for injection into a creature. Known colloquially as “spell amps,” these heady, ready-to-use magic injections can be used only once. A spell amp duplicates the effect of a beneficial spell (a spell with “harmless” in its Saving Throw or Spell Resistance entry), excluding divination spells or spells that create some link between the caster and the target. In addition, the spell must be 3rd level or lower, have a casting time of 1 minute or less, and target one or more creatures (but not spells that target just the spellcaster). If a spell targets both creatures and objects, it only affects creatures when used as a spell amp. If a spell requires expending a Resolve Point to cast, it also requires the user to spend a Resolve Point when used as a spell amp (if you choose not to spend a Resolve Point or don’t have any Resolve Points remaining, the spell amp has no effect).

A spell amp always has an item level equal to three times the level of the spell it duplicates (treat as a 2nd-level item for spell amps with 0-level spells), and a caster level equal to its item level. Creating a spell ampoule has the same requirements as creating a spell gem (see below).

You can only use a spell ampoule on yourself or a willing or unconscious creature. Injecting yourself or a willing creature with a spell ampoule is a standard action, while injecting an unconscious creature is a full action. Spell amps take effect as if the spell had been cast upon the creature injected. When you are injected with a spell amp, you get to make any decisions about the spell’s effect as if you were the caster of the spell—you are both the effective target and the caster of the effect.

Spell Ampoule of Keen Senses (x2)

Source Starfinder Core Rulebook pg. 363

Classes Mystic 1, Technomancer 1

School transmutation

Casting Time 1 standard action

Range touch

Targets one creature

Duration 1 minute/level (D)

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

Description

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.

IBRAN GRATITUDE (3-4)

In addition to the rewards from subtier 1-2...

Spell Ampoule of Spider Climb (x3)

Source Starfinder Core Rulebook pg. 378

Classes Mystic 2, Technomancer 2

School transmutation

Casting Time 1 standard action

Range touch

Targets one creature

Duration 10 minutes/level

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

Description

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.

Weapon Fusion Seal: Burst (Level 6)

Source Starfinder Core Rulebook pg. 193

Item Level 2

With the burst fusion, a weapon's energy damage can form a small explosion that spills onto a second target. The weapon gains the arc critical hit effect (see page 182). If the weapon already has a critical hit effect, when you score a critical hit, you can apply either the weapon's normal critical hit effect or the arc effect. The amount of damage dealt to the secondary target is equal to one-third the level of the weapon with the burst fusion (minimum 1). Only weapons that deal acid, cold, electricity, fire, or sonic damage can benefit from a burst fusion. If your weapon deals more than one type of energy damage, you select one of those types for the arc critical hit effect to apply to secondary targets when the fusion is added.