

SEAN'S GAMING CORNER

-STARFINDER ORIGINAL-

Pulser Class

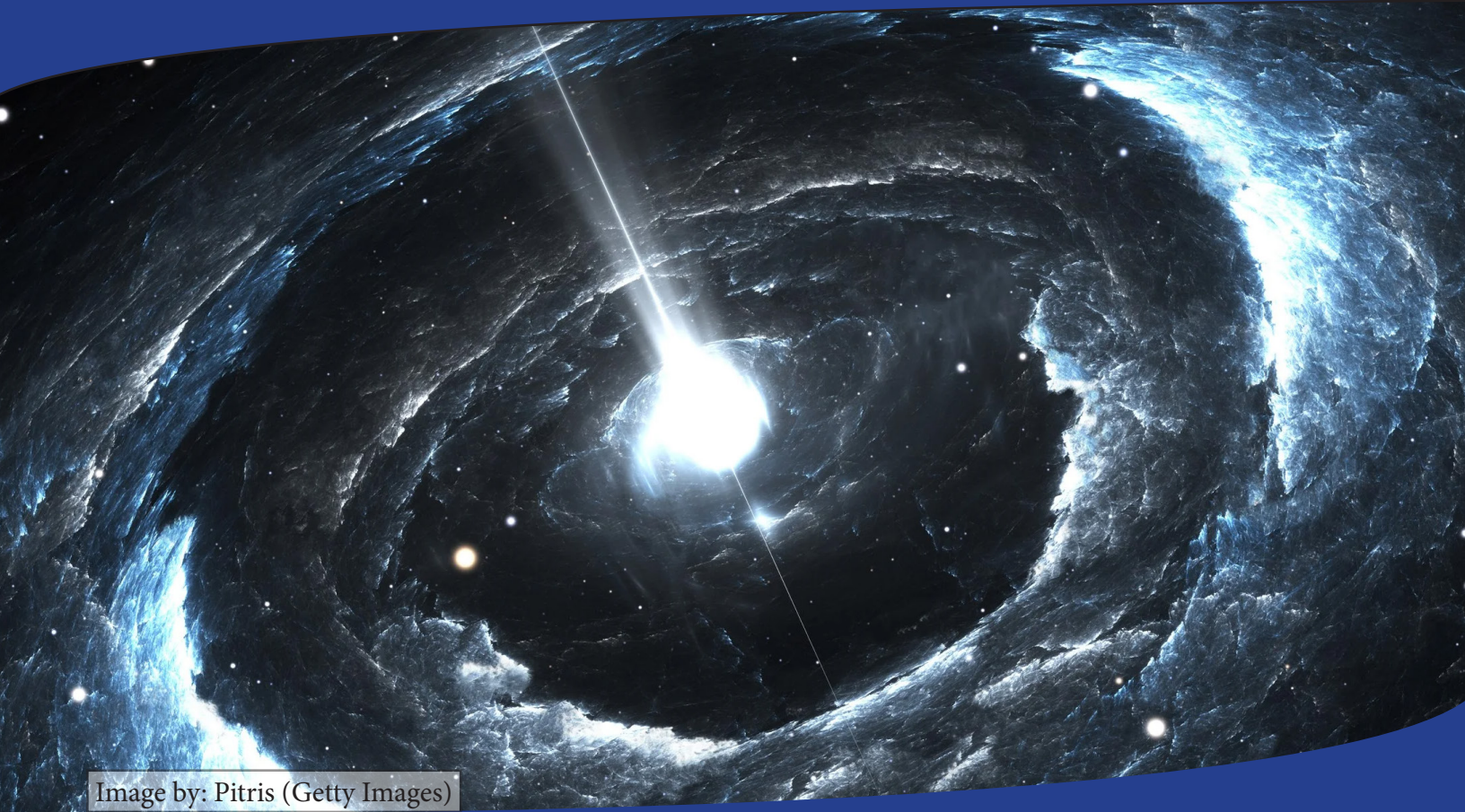


Image by: Pitris (Getty Images)

Legal Notice:

Sean's Gaming Corner is -NOT AFFILIATED- with any tabletop gaming company (unless specifically noted elsewhere). All works fall into the domain of Fair Use (unless noted otherwise). All creations that are noted as "Conversions" are in turn also -NOT AFFILIATED- with their respective Copyright holders, and are also protected under Fair Use laws. Conversions of these copyrighted materials should be free to use, costing no money to download, and are fan based creations.

All works are of the original creation of Sean Ropp and do not make use of the works of other content creators beyond images. Images acquired and used in documents are those found via applicable internet searches. Where possible, credit to respective artists is given. If an image is used that lacks a content creator's name, please send an email with the information on this to -seanwebcorner@gmail.com- so that corrections can be made to documents.

All Original content created by Sean Ropp is noted as such, and is the intellectual property of Sean Ropp, Sean's Gaming Corner 2020.

Pulser

STAMINA POINTS
6 + Constitution Modifier

6 HP

The galaxy is a large and strange place, and you are but one of a few people who have traversed the Drift and felt the pulse of the universe. The energy of the pulse connects everything, and those who can sense it can channel it and affect its connect to others. You are one of these few who have felt the pulse and you have learned how to tap into it, and those who have learned how to are known as Pulsers. As a Pulser you learn how all things connect to each other in the grand scheme of things. Reading and interpreting the pulse allows a person to broaden their senses of the world, to react before others would, and to fight as a living weapon.

KEY ABILITY SCORE

Your Wisdom helps with your connection to the pulse. A high Dexterity is equally beneficial, and a decent Intelligence assists with your skills.

PROFICIENCIES

ARMOR PROFICIENCY

Light Armor

WEAPON PROFICIENCY

Basic Melee Weapons, Small Arms

CLASS LEVEL	BASE ATTACK BONUS	FORT SAVE BONUS	REF SAVE BONUS	FORT SAVE BONUS	CLASS FEATURES	UNARMED DAMAGE
1	0	+2	+2	+2	Martial Artist, Pulse Focus, Pulse Discipline, Harmonic Reading	1d6
2	+1	+3	+3	+3		1d6
3	+2	+3	+3	+3	Fighting Arts Feat	1d6
4	+3	+4	+4	+4	Pulse Discipline	1d6
5	+3	+4	+4	+4	Fall Breaker	1d8
6	+4	+5	+5	+5	Fighting Arts Feat	1d8
7	+5	+5	+5	+5	Pulse Discipline	1d8
8	+6	+6	+6	+6	Deflection	1d8
9	+6	+6	+6	+6	Fighting Arts Feat	1d10
10	+7	+7	+7	+7	Pulse Discipline	1d10
11	+8	+7	+7	+7	Pulse Synchronization	1d10
12	+9	+8	+8	+8	Fighting Arts Feat	1d10
13	+9	+8	+8	+8	Pulse Discipline	2d6
14	+10	+9	+9	+9	Greater Pulse Focus	2d6
15	+11	+9	+9	+9	Fighting Arts Feat	2d6
16	+12	+10	+10	+10	Martial Arts Mastery	2d6
17	+12	+10	+10	+10	Pulse Discipline	2d8
18	+13	+11	+11	+11	Fighting Arts Feat	2d8
19	+14	+11	+11	+11		2d8
20	+15	+12	+12	+12	Pulse Ascension	2d8

CLASS SKILLS

SKILL RANKS PER LEVEL

4 + Intelligence Modifier

Acrobatics (DEX)	Perception (WIS)
Computers (INT)	Piloting (DEX)
Culture (INT)	Profession (CHA, INT, or WIS)
Diplomacy (CHA)	Sense Motive (WIS)
Mysticism (WIS)	Stealth (DEX)

MARTIAL ARTIST

1ST LEVEL

A Pulser does not ever truly need a weapon as they are one, but they can choose to use them if desired. A Pulser treats unarmed attacks as proficient weapons, and as they gain levels the unarmed attack damage increases as well. At level 6 your melee attacks count as being magical.

HARMONIC READING [EX]

1ST LEVEL

A Pulser may be able to wear some forms of armor if they choose to, but a Pulser is at their best without the need for body armor. When not wearing body armor, a Pulser has the ability to sense and read the flow of the pulse around themselves with clarity. This allows them, at 1st level, to be able to apply their WIS modifier to their AC (KAC & EAC). At level 3 and every other level there after you gain a +1 to your KAC and EAC.

PULSE FOCUS [SU]

1ST LEVEL

A Pulser has a special connection to the universe where they can feel what can only be described as a cosmic heart-beat. You are ever aware of this pulse and can freely sense it. You gain a number of Pulse Points equal to your level + WIS modifier. These points are expended to be able to focus the pulse to do a number of things. You recover 1 of your expended pulse points once combat ends, or if you take a 10-minute rest & expend a Resolve point you gain back all expended Pulse Points. You initially can only do a few things with the pulse, but as time goes on you will gain additional abilities that you can use the Pulse Points for. All powers noted below require the expenditure of 1 PP. Additional powers will also have a noted cost.

- **Pulse Interrupt:** You can interrupt the pulse with in a being. The target must make a FORT save vs. your attack roll. If they fail their save, the target can have one of the following conditions applied to them, (each condition lasts until the end of your next turn): Encumbered, Exhausted, or Off-Target.

- **Pulse Step:** You can use the Pulse to shift your position in space from one place to another with in your line of sight. As a move action you can move up to your speed + your level x2 to any spot you can see. Opponents around you lose sight immediately and must make a Perception roll in order to see where you have gone. The action is akin to teleporting, but line of site is needed, and you cannot go through obstacles.
- **Pulse Insight:** When fighting defensively, or using total defense you can add an additional +1 or +2 bonus (respectively) to your AC.

PULSE DISCIPLINE

1ST LEVEL

Your discipline determines how you primarily utilize your connection with the pulse. At 1st level, and again at levels 4, 7, 10, 13, and 17th levels you can choose an area to focus your discipline. You will have two options available at each level, but you may only choose one to have. Once your choice is made you are stuck with it.

FIGHTING ARTS FEAT

3RD LEVEL

At level 3 and every 3 levels there after you may choose a bonus feat to have. This works like the Combat Feat class feature on page 111.

FALL BREAKER

5TH LEVEL

When you are knocked prone you can stand as an incidental action instead of as a move action if you succeed in a DC 15 Acrobatics roll. Additionally, if you jump off, or fall from a height you are able to reduce the damage you take from the fall. This amount is equal to your level + an Acrobatics roll.

DEFLECTION [EX]

8TH LEVEL

You gain the ability to deflect any projectile directed at you (with the exception of attacks that affect an area). When hit by the ranged attack you can expend your reaction to reduce the damage of the attack. The amount that damage is reduced by is equal to 1d10 + your REFLEX Saving throw.

This applies to all attacks from one target. If multiple targets attack the character in the same turn, you will need multiple reactions in order to deflect multiple attacks. If the damage of the attack is reduced to 0 then the attack is completely negated, and if the attack consists of solid ammo (like an arrow) it can be caught if you have an empty hand.

**PULSE
SYNCHRONIZATION [EX]**

11TH LEVEL

You can synchronize your pulse with that of another person. In doing this when performing the Aid Another action, you grant a +5 bonus to aid that person instead of +2. When used on an opponent with an INT score higher than 2, you gain a +5 bonus to Sense Motive, and Perception Checks you may need to make against them.

**GREATER PULSE
FOCUS [SU]**

14TH LEVEL

The breadth of your powers from the Pulse have expanded. You now gain the following three powers. However, the use of each power costs you 6 PP.

- **Limitless Step:** You are able to use the Flight spell, but it works only for you. The spell is cast as a 3rd level spell, and your level as a Pulser determines the strength of the spell's benefits.
- **Cascading Pulse:** You can set up a detrimental cascading effect in a target's link to the pulse. You make an unarmed attack roll against a chosen target. If your attack hits, the target takes your unarmed damage. At the start of each of your turns for 1d4 rounds (+1 per every 2 levels) roll the damage again until the effect ends. The target may make a FORT save for half the damage taken if they succeed (DC is equal to the initial damage rolled +10). This attack is a full-action to use against a single target.
- **Total Awareness:** You become completely aware of everything and anything around you, within 300ft of you. You know if anything is living or dead, where they are in relation to you, and if they are invisible or concealed. You cannot be caught flat footed, and can perceive through walls and other structures. The benefits of this requires concentration, and lasts a number of minutes equal to your level.

**MARTIAL ARTS
MASTERY**

16TH LEVEL

You have attained a level of mastery over the unarmed fighting arts that few people ever reach. You may choose to gain either a +3 dice increase to your base unarmed damage. Or you may apply a +2 to your KAC or EAC (or a +1 to both). Or you may increase your PP by an additional amount equal to your WIS modifier.

PULSE ASCENSION [SU]

20TH LEVEL

Your connection to the pulse is unending and allows you to enter an ascended state of being for a brief period of time. Once per day you can enter this state, where pulse energy crackles across your body. You gain Spell Resistance equal to your Level + WIS modifier. Additionally, you may take an additional reaction, and your unarmed attacks deal an extra 2 dice of damage. More over your unarmed attacks gain a reach equal to your WIS modifier +1. Finally, when you expend PP you reduced the cost by 1 PP (no less than one however), and you recover 1 PP at the start of each of your turns. This state lasts for a number of turns equal to your WIS modifier +1.

PULSE DISCIPLINES

Below are the various pulse disciplines available to your character at certain levels. At each level you are allowed to choose just 1 of the features noted below.

1st Level

Battle Rhythm [EX]

- As a standard action you can focus your mind and find the rhythm of a battle. You become aware of its highs and lows, and this allows you to anticipate an enemy's actions. Against a single chosen opponent, you may apply either a +1 to your AC, or gain a +1 to your attack rolls. You may change which opponent this applies to freely as combat continues at the start of your turn, as well as deciding which bonus to apply. Once combat ends, so too does Battle Rhythm.

Calm Pulse [EX]

- You are able to remain calm in the face of intense fear, gaining immunity to Fear effects. Additionally you may spend 1pp to immediately end the effect of any poison you are effected by. Once you end an effect you gain a +2 to further saving throws against any further poisoning attempts against you. You can expend another 1pp to instantly end a new effect. This benefit lasts until for 5 minutes.

4th Level

High Frequency Strike [SU]

- You can use the pulse to infuse your unarmed attacks with sonic damage. By spending 2 PP, your unarmed attacks deal 1d6 sonic damage + 1d6 every 4 levels. Your unarmed attacks are considered magical as well while this is active (if they are not already). When damaging objects, you deal an extra 2 dice of damage. This power requires the character's concentration to use and can be maintained the duration of combat.

Restore Balance [SU]

- Instead of harming, you can instead seek to help and heal yourself or others. By spending 2 PP, you may instead put your hands on a yourself or another target and roll your unarmed damage to instead restore either HP or Stamina (your choice). Using this is an action.

7th Level

Harmonic Step [SU]

- Barriers are not an obstacle for you. You can spend 3 PP to be able to move through walls, doors, and other obstacles as if they weren't there. This cannot work with magical barriers, however. Additionally, without expending PP you leave no trails when you move around (like footprints, or disturbed landscape).

Pulse Persuasion [SU]

- You can use your ability to manipulate the pulse in others to persuade them into doing things they normally wouldn't. You gain a +2 to your Bluff, Diplomacy, or Intimidation skill rolls. For 3 PP you can force the target to make a WILL save vs. DC equal to 10 + your level as a Pulser + your WIS modifier. If the target fails the roll, you can issue any command you want to them so long as it's not a command that they would not normally find unreasonable. Targets are typically unaware that they have been influenced when subjected to this. You can also affect additional targets for 1 extra PP per target affected.

10th Level

Structure Pulse [SU]

- You can sense how the pulse interacts with machines, objects, and constructs. You gain a +2 bonus to relevant skill rolls for repairing or building things. If you expend 4 PP when in combat as a move action, you can sense the weak points of machines, objects (this includes structures), and constructs. This grants you +4d6 damage to the target (if you hit) and it receives no Damage Reduction or Hardness protection against the attacks damage.

Purge [SU]

- Your connection to the Pulse allows you to purge ailments for yourself and others. You gain a +2 Bonus to your FORT saves against Diseases, Toxins, and Poisons. You may also expend 4 PP and use a full-action to purge yourself or an ally you can touch of 1 chosen ailment that they are afflicted with that is a disease, toxin, or poison (magical or otherwise).

13th Level

Pulse Step [EX]

- You may add your level to your speed. Additionally, you may add this total to the distance you would travel when jumping so long as you can take a 5ft step first.

Impulse [EX]

- You gain the benefits the class feature Uncanny Agility (pg 94 PHB).

Pulse Strike [EX]

- When making a full-attack with an unarmed attack, you instead make 3 attacks instead of 2 at a -4 penalty to your attack rolls. PP that you have expended to enhance the damage or your attacks remains in effect while using this if you expend the PP cost of the effect again, otherwise the boost in damage comes to an end while using this.

Pulse Conversion [EX]

- This capability grants you a few different capabilities. First you may change the sonic damage of your quake strike to be fire, or electricity instead (this must be done at the start of your turn before you attack). Second of all when you choose between Sonic, Fire, or Electricity you gain Damage Reduction against that chosen source of damage equal to your WIS modifier +1.

Why the Pulser?

The pulser is essentially my answer to the lack of a monk or martial arts class in Starfinder. This is not a class that is based off anything was and my attempt to create an original class for Starfinder that fit that unarmed combatant need.

The pulse, while not ki, is meant to be representative of it. However in terms of examples, aside from that of a monk, you can look to the Tekken video game series as a potential point of interest on character examples.

But other good examples would include the Jedi/Force Wielders from Star Wars, except without the more telekinetic aspects of their powers...though this may change with the class as I receive feedback on it.



Note: The two images used on this page were found online, and are ones used in the Star Wars tabletop RPG's, and were located via searching for Star Wars Martial Arts/Artist.

