



STARFINDER[®]

SECOND EDITION

LUMINARY CLASS PLAYTEST

Welcome to the playtest for the luminary class! No matter how you build them, your luminary will be sure to shine a spotlight on your next Starfinder session!

The luminary is an occult support class that turns any encounter into a performance—shifting a supernatural spotlight between characters to ensure they're always cast in the best possible light. Manifesting magic-infused hardlight, the luminary wields powerful focus spells to help tip the scales in their favor.

The luminary will appear in an upcoming sourcebook for Starfinder. You'll be able to show off your luminary in the Starfinder Society organized play campaign using these rules. Keep an eye on starfinderplaytest.com for errata, news, updates, and more!

HOW TO PLAYTEST

The playtest will run until July 10th, 2026. We're looking for your feedback and comments regarding the luminary, but we're focusing our attention on feedback from play, whether online through play-by-post campaigns and VTTs or at home tables, events, and meetups at your friendly local game store. Make new characters, use them as PCs or adversaries, and run a few game sessions or encounters using them! Our friends at Demiplane will also be hosting a free preview of their online character building tools, allowing you to build playtest luminaries online! You can visit them at <http://www.starfindernexus.com/playtest>.

Anything can change based on the results of the playtest! This is the early iteration of the new class; some abilities might be a bit extreme or stretch some assumptions of the game, and the best way to find out if we've gone too far (or in the wrong direction) is for us to deliver them into your hands. We don't expect to release any changes during the playtest itself, only in the final book.

Once you've had a chance to try this class, you can submit your feedback in a few ways.

- Survey: Head to <https://www.surveymonkey.com/r/starfinderplaytest> to take a survey that will allow us to gather your responses. This survey will remain open until the end of the playtest.
- Forums: On paizo.com, you'll find playtest subforums for the luminary, with threads for discussion and announcements. When you post, look for existing threads on your topic before starting a new one. Remember that every poster is trying to make the game better for everyone, so please be polite and respectful. We'll attempt to monitor other channels online, but paizo.com is the dedicated space where you can be sure we can see your reports. We'd like to thank you for participating in the luminary class playtest. We look forward to seeing what you think and using your feedback to make this class the best it can be!

Sincerely,
The Starfinder Team

LUMINARY

You manipulate and sculpt hardlight to take any shape you can imagine. You can use this ability to bring stories to life or recreate past events. Your spotlight shines on allies and enemies both, bolstering or hindering them. All the while, you infuse magic into the stagecraft of your chosen platform to direct the stage of battle.

KEY ATTRIBUTE

Charisma

At 1st level, your class gives you an attribute boost to Charisma.

HIT POINTS

8 plus your Constitution modifier

You increase your maximum number of HP by this number at 1st level and every level thereafter.

DURING COMBAT ENCOUNTERS...

You make any battle into a show with your application of spotlights and roles, shifting focus from one participant to another, as you prepare to unleash a devastating climax with powerful stagecraft magic.

DURING SOCIAL ENCOUNTERS...

You use your hardlight stagecraft to flashily accentuate and illustrate your words.

WHILE EXPLORING...

You create hardlight constructs and use your performances to help overcome obstacles.

IN DOWNTIME...

You might earn money as an entertainer or look for inspiration related to your platform.

YOU MIGHT...

- Pursue great fame and fortune through your platform.
- Engage in conversation about your craft for hours at a time.
- Impress others with new and innovative uses of hardlight.

OTHERS PROBABLY...

- Expect you to provide entertainment wherever you go.
- Hesitate to talk to you about your art.
- Don't understand how your powers work.

INITIAL PROFICIENCIES

At 1st level, you gain the listed proficiency ranks in the following statistics. You are untrained in anything not listed unless you gain a better proficiency rank in some other way.

PERCEPTION

Trained in Perception

SAVING THROWS

Trained in Fortitude

Expert in Reflex

Expert in Will

SKILLS

Trained in Performance

Trained in one skill based on your platform

Trained in a number of additional skills equal to 5 plus your Intelligence modifier

ATTACKS

Trained in simple weapons

Trained in martial weapons

Trained in unarmed attacks

DEFENSES

Trained in light armor

Trained in medium armor

Trained in unarmored defense

SPELLS

Trained in spell attack modifier

Trained in spell DC

CLASS DC

Trained in luminary class DC

LUMINARY ADVANCEMENT

Your Level	Class Features
1	Ancestry and background, attribute boosts, initial proficiencies, spotlight, roles, platform, stagecraft spells, hardlight props, luminary feat
2	Luminary feat, skill feat
3	General feat, skill increase, star maker
4	Luminary feat, skill feat
5	Ancestry feat, attribute boosts, perception expertise, skill increase, weapon expertise
6	Luminary feat, skill feat
7	Fortitude expertise, general feat, master performer, skill increase, weapon specialization
8	Luminary feat, skill feat
9	Ancestry feat, galactic superstar, luminary expertise, skill feat
10	Attribute boosts, luminary feat, skill feat
11	General feat, perception mastery, resolve, skill increase
12	Luminary feat, skill feat
13	Ancestry feat, armor expertise, improv performer, skill increase, weapon mastery
14	Luminary feat, skill feat
15	Attribute boosts, general feat, greater weapon specialization, reflex mastery, skill increase
16	Luminary feat, skill feat
17	Ancestry feat, greater resolve, incredible senses, luminary mastery, skill increase
18	Luminary feat, skill feat
19	Armor mastery, general feat, triple threat
20	Attribute boosts, luminary feat, skill feat, skill increase

CLASS FEATURES

You gain these abilities as a luminary. Abilities gained at higher levels list the level at which you gain them next to the features' names.

ANCESTRY AND BACKGROUND

In addition to what you get from your class at 1st level, you have the benefits of your selected ancestry and background, as described in Chapter 2 of *Starfinder Player Core*.

ATTRIBUTE BOOSTS

In addition to what you get from your class at 1st level, you have four free boosts to different attribute modifiers.

At 5th level and every 5 levels thereafter, you get four free boosts to different attribute modifiers. If an attribute modifier is already +4 or higher, it takes two boosts to increase it; you get a partial boost and must boost that attribute again at a later level to increase it by 1.

HARDLIGHT & HOLOGRAMS

Many luminary abilities create holograms and hardlight objects. Both create three-dimensional facsimiles of objects and creatures using magical light, but unlike hardlight, holograms are intangible. An ability that creates a hologram won't block a creature's ability to move through it. A hardlight object, on the other hand, will often impede movement, as described in the effect used to create it, like any other object would. Holograms can't be destroyed since they're intangible. Abilities that create hardlight creatures and objects that can be destroyed will describe the means by which creatures can destroy them.

Unless stated otherwise, any creature that can observe them can effortlessly discern the nature of your hardlight and holograms. Creatures that are too far away can attempt to Seek to discern the nature of your luminary abilities and stagecraft spells. Most other forms of engagement, such as attacking a hardlight construct or being told by someone else that it isn't real, also allows a creature to discern the nature of your hardlight and holograms.

INITIAL PROFICIENCIES

At 1st level, you gain a number of proficiencies that represent your basic training. These proficiencies are noted at the start of this class.

SPOTLIGHT

A luminary uses occult magic to manifest and direct an ongoing magical hologram known in the industry as a spotlight. Each luminary controls a single spotlight that covers and highlights a creature with a variety of appearances, from a literal spotlight or glowing aura to a shower of rainbow-colored cherry blossoms. When a luminary Sets the Spotlight or Casts Role, they can produce minor visual alterations to the environment, clothes, and equipment worn and held by the creature in the spotlight. Changes to a creature or its equipment apply only if the creature is willing.

A spotlight casts bright light in the space of the target. The spotlight doesn't counteract and isn't counteracted by magical darkness effects. Unless you're using an ability, such as stagecraft spells that produce a second spotlight, only one creature can be in your spotlight at a time; if you Set a Spotlight on a second creature, any existing spotlight ends. Creatures can never have more than one spotlight from the same luminary unless you use a feat like Two-Point Lighting (page 10).

You gain Set a Spotlight.

SET A SPOTLIGHT

CONCENTRATE LIGHT LUMINARY OCCULT

Activate and move your spotlight to follow a creature within 120 feet. If a creature in the spotlight targets another creature

with an activity that uses 1 or more actions, or if another creature targets the spotlighted creature with an activity that uses 1 or more actions, you can Set a Spotlight to that other creature as a free action. The spotlight ends if the spotlight stays on the same creature from the start of its turn until the end of its next turn.

While spotlighted, a creature gains the effects of the role assigned to it.

Special In addition to the above usage, you can also Set a Spotlight as a free action when you roll initiative.

ROLES

A role is a special effect applied to a creature in your spotlight. You can assign different roles to specific creatures to help highlight specific themes they fill in your production. You begin play knowing the basic roles listed on page 6. During your daily preparations, you can also assign specific roles to yourself and up to 10 specific allies. You can learn additional roles with feats. Stagecraft spells apply special roles that are assigned when the stagecraft spell is cast. You can also assign a role spontaneously using the Cast Role action, which overrides any existing roles a creature has already been assigned.

CAST ROLE

CONCENTRATE LUMINARY

Assign a role you know to yourself or a specific creature you can observe. The creature gains the effect of the assigned role as long as it's in your spotlight.

PLATFORM

At 1st level, you choose your platform (page 6). Some luminaries are stars of their platform, while others prefer working behind the scenes to enhance a colleague's performance. Your platform determines what stagecraft spells you can cast, provides an additional training in a skill, and grants you a bonus class feat.

STAGECRAFT SPELLS

You learn your platform's initial stagecraft spell. Stagecraft spells are a type of focus spell that use magic to produce hardlight and holographic effects. It costs 1 Focus Point to cast a stagecraft spell, and you start with a focus pool of 1 Focus Point. You refill your focus pool during daily preparations, and you regain 1 Focus Point whenever you spend 10 minutes with your script. Your stagecraft spells are occult spells. You also become trained in spell attacks and spell DCs. Your spellcasting attribute is Charisma. Focus spells are automatically heightened to half your level rounded up. Certain feats give you more focus spells. The maximum Focus Points your focus pool can hold is equal to the number of focus spells you have, but it can never be more than 3 points.

Many stagecraft spells let you Set a second Spotlight on a creature, granting them a unique role in addition to the benefits of any role you've already assigned to them. You can change the basic role assigned to them with Cast Role, but you can't change the role granted by the stagecraft spell. If you cast a stagecraft spell that creates a spotlight while

you already have a spotlight from a stagecraft spell, the first stagecraft spell ends immediately.

HARDLIGHT PROPS

You can create magical hardlight props to help supplement your acts.

HARDLIGHT PROP

CONCENTRATE LUMINARY OCCULT

You create a simple hardlight object somewhere within 30 feet. Hardlight props always have a bulk of L, can be no larger than a 5-foot cube, and are clearly crude and lacking detail if viewed from within 15 feet. Hardlight props aren't worth any credits and lack any function of whatever item they resemble. The prop lasts for 1 minute or until any creature other than you attempts to hold or Interact with it, whichever happens first. Each platform grants a different ability to your hardlight prop.

LUMINARY FEATS

At 1st level and every even-numbered level, you gain a luminary class feat. These feats begin on page 6.

SKILL FEATS

2ND

At 2nd level and every 2 levels thereafter, you gain a skill feat. You must be trained or better in the corresponding skill to select a skill feat.

SKILL INCREASES

3RD

At 3rd level and every 2 levels thereafter, you gain a skill increase. You can use an increase to either become trained in one skill you're untrained in or to increase your proficiency in one skill in which you're already trained to expert.

At 7th level, you can use skill increases to become a master in a skill in which you're already an expert, and at 15th level, you can use them to become legendary in a skill in which you're already a master.

GENERAL FEATS

3RD

At 3rd level and every 4 levels thereafter, you gain a general feat.

STAR MAKER

3RD

You have an eye for spotting and highlighting talent in your performances. You gain expert proficiency in Performance. You can Set a Spotlight as an exploration activity, which remains on a willing creature for as long as you continue the exploration activity. If you Set a Spotlight on yourself when you roll initiative, you can use Performance for your initiative roll. You gain the Spotlight Focus action.

SPOTLIGHT FOCUS

LUMINARY OCCULT

Trigger A creature begins its turn without the spotlight.

You Set a Spotlight on the triggering creature, highlighting the new star of the scene.

Special You can Set a Spotlight of an ongoing stagecraft spell with Spotlight Focus, moving it from one creature to another.

ANCESTRY FEATS **5TH**
In addition to the initial ancestry feat you started with, you gain an ancestry feat at 5th level and every 4 levels thereafter.

PERCEPTION EXPERTISE **5TH**
You have a keen eye for details and always manage to remain alert to threats around you. Your proficiency rank for Perception increases to expert.

WEAPON EXPERTISE **5TH**
You've learned a few tricks with your weapons. Your proficiency ranks for simple weapons, martial weapons, and unarmed attacks increase to expert. Whenever you have your spotlight or attack a creature in your spotlight, you gain access to the critical specialization effects of all weapons for which you have expert proficiency.

FORTITUDE EXPERTISE **7TH**
Your physique is incredibly hardy. Your proficiency rank for Fortitude saves increases to expert.

MASTER PERFORMER **7TH**
You've become a master performer who can fill many roles. You can prepare roles for any number of creatures present during your daily preparations. In addition, your proficiency rank in Performance increases to master.

WEAPON SPECIALIZATION **7TH**
You've learned how to inflict greater injuries with the weapons you know best. You deal 2 additional damage with weapons and unarmed attacks in which you're an expert. This damage increases to 3 damage if you're a master and 4 damage if you're legendary.

LUMINARY EXPERTISE **9TH**
Your creative power reaches new heights. Your proficiency rank for your luminary class DC, spell attack modifier, and spell DC increases to expert.

GALACTIC SUPERSTAR **9TH**
Everyone knows who you are, even if they don't know why you're famous. You have become a galactic superstar and know how to use that star power to your advantage. As long as you're in your own spotlight, your first Strike on each of your turns gains a status bonus to its damage roll equal to your Charisma modifier.

PERCEPTION MASTERY **11TH**
Through your adventures, you've developed keen awareness and attention to detail. Your proficiency rank in Perception increases to master.

RESOLVE **11TH**
You've strengthened your mind with an inner reservoir of determination. Your proficiency rank for Will saves increases to master. When you roll a success on a Will save, you get a critical success instead.

ARMOR EXPERTISE **13TH**
You've learned how to move in medium armor. Your proficiency ranks for light and medium armor, as well as for unarmored defense, increase to expert.

IMPROV PERFORMER **13TH**
You're a master improviser who can confidently adjust a scene on the fly to capture the relatable beauty of the living world. At the end of each of your turns, you gain one additional reaction that you can use before the beginning of your next turn for only a luminary reaction.

WEAPON MASTERY **13TH**
You know your weapons like you know yourself. Your proficiency ranks for simple weapons, martial weapons, and unarmed attacks increase to master.

GREATER WEAPON SPECIALIZATION **15TH**
Your damage from weapon specialization increases to 4 with weapons and unarmed attacks in which you're an expert, 6 if you're a master, and 8 if you're legendary.

REFLEX MASTERY **15TH**
You've learned to move quickly to avoid explosions, dragon's breath, and worse. Your proficiency rank for Reflex saves increases to master. When you roll a success on a Reflex save, you get a critical success instead.

GREATER RESOLVE **17TH**
Your ambition and stubbornness grant you mental resiliency. Your proficiency rank for Will saves increases to legendary. When you roll a critical failure on a Will save, you get a failure instead. When you fail a Will save against a damaging effect, you take half damage.

INCREDIBLE SENSES **17TH**
You notice things almost impossible for ordinary people to detect. Your proficiency rank for Perception increases to legendary.

LUMINARY MASTERY **17TH**
You've mastered your platform. Your proficiency rank for your luminary class DC, spell attack modifier, and spell DC increases to master.

ARMOR MASTERY **19TH**
Your skill with light armor improves, increasing your ability to dodge blows. Your proficiency ranks for light armor and medium armor, as well as for unarmored defense, increase to master.

TRIPLE THREAT **19TH**
As a performer, director, and producer, you've become a triple threat who demonstrates unparalleled control of your artistic vision. You gain an additional spotlight you can set using Set a Spotlight, in addition to your normal spotlight and the spotlight you gain from stagecraft spells.

PLATFORM

Each luminary shines brightest performing on a different platform, a method of transmitting broadcasts and information tied to a specific standard or genre of entertainment. Each luminary shines brightest on their own platform, the name for their favored method of broadcasting performances and information to their audience and the medium in which they work.

CONTEST

Whether it's a trivia contest, videogame marathon, or a gladiatorial event, you know the most beloved contestants aren't always the ones who score the most points, but those who get the audience rooting for them by being grounded, personable, and a little witty. That said, you also know that success in a contest means having an impressive body of knowledge and knowing how to apply it in the right situation.

Platform Skill Society

Hardlight Prop Your hardlight props are usually prizes or part of some game and can be held by other creatures without being destroyed.

Bonus Feat You gain the Dark Sarcasm class feat.

Stagecraft Spells initial: *star contestant*; advanced: *wheel of superstars*; greater: *summon a friend*

FASHION

You understand that the development and availability of clothing and textiles have driven and shaped the economic development, technological advancement, and social customs of cultures across the galaxy. You know that making it as a fashionista means being bold, brilliant, and beautiful.

Platform Skill Crafting

Hardlight Prop Your hardlight props can be worn by yourself or other willing creatures and can function as a disguise kit.

Bonus Feat You gain the Radiant Sparkle class feat.

Stagecraft Spells initial: *trendsetter*; advanced: *vogue catwalk*; greater: *strut and pose*

MUSIC

Music and magic have been inextricably linked since ancient times, and you continue the tradition of entwining those two resonant elements to inspire and astound audiences across the galaxy.

Platform Skill Diplomacy

Hardlight Prop Your hardlight props can create sound and function as an instrument.

Bonus Feat You gain the Dazzling Performance class feat, ignoring its level prerequisite.

Stagecraft Spells initial: *diva*; advanced: *starsong recital*; greater: *grand crescendo*

SPORTS

Physical sports are one of the most popular forms of entertainment in the galaxy, and you know what makes a player into a superstar. After all, the fans don't always cheer for the player who scores the most points or has the best time,

but for that special superstar who can hype up the crowd and make them feel like they're part of the action!

Platform Skill Athletics

Hardlight Props Your hardlight props can be used as improvised weapons that deal 1d4 bludgeoning damage with the thrown 20 feet trait.

Bonus Feat You gain the Stunt Performer class feat.

Stagecraft Spells initial: *star player*; advanced: *big game*; greater: *grand slam*

THEATER

Whether live theater, a broadcast production, or viral shorts on the infosphere, you know how to draw an audience into your narrative, whether it's a grounded historical piece or a fantastic voyage beyond their imagination.

Platform Skill Deception

Hardlight Prop Your hardlight props look real unless a creature uses the Seek action to attempt a Perception check against your spell DC. They still disappear if Interacted with or held by another creature.

Bonus Feat You gain the Tragic Protagonist class feat.

Stagecraft Spells initial: *lead actor*; advanced: *soliloquy*; greater: *final confrontation*

ROLES

Visual effects that help highlight a character's role in a performance are called roles. The following roles are some of the most commonly recognized in popular media, but many luminaries change the visual details of their roles to more closely match their vision.

- **Action:** Creatures with this role gain a +5-status bonus to their Speeds.
- **Comedy:** Creatures with this role take a -1 status penalty to Reflex saves.
- **Drama:** Creatures with this role take a -1 status penalty to Will saves.
- **Epic:** Creatures with this role who critically hit with the first Strike they make each round cause their target to become dazzled for 1 round.
- **Horror:** Creatures with this role who critically hit with the first Strike they make each round causes their target to become frightened 1.
- **Irony:** Creatures with this role take a -2 status penalty to their highest saving throw modifier and gain a +2 status bonus to their lowest saving throw modifier.
- **Romance:** Creatures take a -1 status penalty to attack and damage rolls against creatures with this role.
- **Tragedy:** Creatures with this role take a -1 status penalty to Fortitude saves.

LUMINARY FEATS

At every level that you gain a luminary feat, you can select one of the following feats. You must satisfy any prerequisites before selecting the feat.

1ST LEVEL

COMIC RELIEF

FEAT 1

LUMINARY

Using goofy sound effects and randomly appearing hardlight obstacles, you make even the most threatening beast into a joke. When you Set a Spotlight on yourself, you can Cast Role to apply the comedy role to yourself as a free action. As long as you're in a spotlight with the comedy role, you don't take the role's status penalty, can use Performance instead of Acrobatics to Tumble Through, and aren't off-guard while prone.

DARK SARCASM

FEAT 1

LUMINARY

Quickly fading numbers and vague images help highlight the calculating nature of an ironic character on an otherwise dangerous battlefield. When you Set a Spotlight on yourself, you can Cast Role to apply the irony role to yourself as a free action. As long as you're in a spotlight with the irony role, you can use Performance to Recall Knowledge on any creature whom you've already assigned the irony role (even if they aren't currently in the spotlight).



DRAMA MAVEN

FEAT 1

LUMINARY

Using selectively visible lighting and even voice clips to elicit pathos, you draw attention to a character's most daunting and desperate moment. When you Set a Spotlight on yourself, you can Cast Role to apply the drama role to yourself as a free action. As long as you're in a spotlight with the drama role, you don't take the role's status penalty, and you can use Performance in place of Athletics to Escape or Force Open, or to Shove a creature that used a hostile action against you within the last round.

EPIC SUPERHERO

FEAT 1

LUMINARY

One of the easiest ways to propel your stardom is to associate yourself with power, whether you're playing a legendary hero from history or promoting your own modern myth. When you Set a Spotlight on yourself, you can Cast Role to apply the epic role to yourself as a free action. As long as you're in a spotlight with the epic role, you can manifest hardlight effects as special attacks, gaining the SFX ranged unarmed attack that deals 1d4 bludgeoning damage with a range increment of 30 feet and the agile trait.

MENACING PRESENCE

FEAT 1

LUMINARY

By using combinations of strong contrasts between light and dark, in conjunction with subtle but powerful sound effects, you present yourself in such a way that instantly garners both respect and fear from those who witness it. When you Set a Spotlight on yourself, you can Cast Role to apply the horror role to yourself as a free action. As long as you're in a spotlight with the horror role, you can use Performance in place of Intimidation to Demoralize.

RADIANT SPARKLE

FEAT 1

LUMINARY

You adjust the appearance of the target's clothes, makeup, and hair in addition to using effects like soft lighting, sparkles, or even less-than-subtle visual effects like rose petals or bubbles to help highlight their appeal. When you Set a Spotlight on yourself, you can Cast Role to apply the romance role to yourself as a free action. As long as you're in a spotlight with the romance role, you can use Performance in place of Diplomacy to Request.

STUNT PERFORMER

FEAT 1

LUMINARY

Whether on film or across the battlefield, the extra push provided by your hardlight magic is all you need to perform harrowing, death-defying stunts. When you Set a Spotlight on yourself, you can Cast Role to apply the action role to yourself as a free action. As long as you're in a spotlight with the action role, you can use Performance in place of Athletics to High Jump and Long Jump and in place of Acrobatics to Grab an Edge.

LUMINARY FEATS BY NAME

Use this table to look up luminary feats by name.

Feat	Level
Adoring Fans	8
Advanced Stagecraft	8
Blooper	4
Break a Leg	16
Character Acting Support	4
Chewing the Scenery	16
Chroma Key Stagehand	10
Clear the Frame	18
Comic Relief	1
Contrasting Chiaroscuro	6
Costume Wardrobe	10
Cross-Platform Synergy	16
Cut the Signal	14
Cutaway Shot	2
Dark Sarcasm	1
Dazzling Performance	2
Drama Maven	1
Effortless Superstar	20
Epic Superhero	1
Focused Rehearsal	14
Fourth Wall	6
Greater Stagecraft	12
Guest Cameo	4
Hardlight Familiar	2
Hardlight Squib	4

Feat	Level
Hot Set	12
Jump Scare	14
Match Cut	2
Menacing Presence	1
Method Acting Substitution	4
Multifaceted Talent	6
Multi-Platform Luminary	6
On the Air	6
Prismatic Reflect	12
Quiet on the Set	10
Radiant Sparkle	1
Scene Transition	2
Sculpt Hardlight	6
Spell Reflection	18
Sponsored Ad Break	8
Stage Fright	10
Stunt Performer	1
Take Five	14
The World is a Stage	20
Tragic Protagonist	1
Trope Deconstruction	8
Two-Point Lighting	10
Wipe Transition	12
Witty One-Liner	18

TRAGIC PROTAGONIST FEAT 1

LUMINARY

You use environmental effects like rain and lightning to set the tone, highlighting a character's weakness that leads to their inevitable fall. When you Set a Spotlight on yourself, you can Cast Role to apply the tragedy role to yourself as a free action. As long as you're in a spotlight with the tragic role, you don't take the role's status penalty, and you can use Performance instead of Deception to Feint, even if you're untrained in Deception.

2ND LEVEL

CUTAWAY SHOT ◆ FEAT 2

LUMINARY

Trigger A creature you can see rolls a critical success.

You suddenly shift the spotlight to focus on the most exciting part of a scene. Cast Role and Set a Spotlight on the triggering creature.

DAZZLING PERFORMANCE ◆ FEAT 2

LIGHT LUMINARY

Frequency once per turn

Some talents shine so brightly that additional roles become a distraction. You become immune to your own roles until the start of your next turn. You Perform and create sparkles of light that shed bright light in a 5-foot radius. Compare the result of your Performance check to the Fortitude DC of one creature within the radius of your bright light.

Critical Success The creature is dazzled for 2 rounds.

Success The creature is dazzled for 1 round.

Failure The creature is unaffected.

Special Increase the radius of the light you shed with Dazzling Performance to 10 feet if you're expert in Performance, 20 feet if you're master, and 30 feet if you're legendary.

HARDLIGHT FAMILIAR FEAT 2

LUMINARY

Your magic has coalesced into a hardlight familiar, a little companion that often serves as both assistant and mascot. You gain a familiar, which has the construct familiar ability; this doesn't count against your usual limit of familiar abilities (typically 2). A hardlight familiar can Step or Stride into your spotlight and disappear. When you Set a Spotlight on yourself, you can re-form your hardlight familiar in your square or a square adjacent to you.

MATCH CUT

FEAT 2

LUMINARY

Frequency once per round

You play out a fast-paced action sequence that highlights both participants. Set a Spotlight on both yourself and another creature at the same time, and then Strike that creature. If your Strike hits, the target loses the spotlight set by Match Cut; if you miss, you lose the spotlight set by Match Cut.

SCENE TRANSITION

FEAT 2

LUMINARY TRAVERSAL

Frequency once per round

You shift the performance to the next scene, focusing everyone's attention on a new star. Stride, then Cast Role and Set a Spotlight.

4TH LEVEL

BLOOPER

FEAT 4

LUMINARY OCCULT

Trigger An enemy in the spotlight critically fails a Strike or Reflex save.

You conjure an inconveniently placed hardlight prop to further flummox an opponent. The triggering creature falls prone.

CHARACTER ACTING SUPPORT

FEAT 4

LUMINARY OCCULT

Frequency once every 10 minutes

Trigger An ally in the spotlight is about to begin its turn.

Whether you're the wise-cracking sidekick or the danseur gesturing toward the prima ballerina, you perform a supportive act to help the star of the show shine brighter. The triggering creature gains the quickened condition for 1 round and can use the extra action only to Stride or Strike.

GUEST CAMEO

FEAT 4

LUMINARY OCCULT

You know how to spice up a performance with an extra performer, whether they're a cuddly critter or a monster from beyond space and time. You learn the *cameo appearance* stagecraft spell.

HARDLIGHT SQUIB

FEAT 4

LUMINARY

Trigger A creature in the spotlight is critically hit by an attack.

A tiny burst of hardlight shards causes the target to bleed profusely, often joined by a gush of extra fake blood to make the attack look even more devastating. The target takes persistent bleed damage equal to 2 + your Charisma modifier. This increases to 4 + your Charisma modifier if you're expert in Performance, 6 + your Charisma modifier if you're master in Performance, and 8 + your Charisma modifier if you're legendary in Performance.

METHOD ACTING SUBSTITUTION

FEAT 4

FORTUNE LUMINARY

Frequency once every 10 minutes

Trigger You fail a Deception check to Impersonate or a Will saving throw against an emotion effect.

You've mastered a structured set of emotion-driven acting techniques to the extent that you can even slip into a new character to avoid emotional turmoil. Reroll the triggering Deception check or Will saving throw, and use the second result, even if it's worse.

6TH LEVEL

CONTRASTING CHIAROSCURO

FEAT 6

LUMINARY

You can use an extremely bright spotlight to create a high-contrast effect that highlights your subject's form while also making them extremely noticeable. You gain the following new role.

- **Chiaroscuro:** If the creature with this role was invisible, it becomes concealed instead. If the creature was already concealed for any other reason, it's no longer concealed.

FOURTH WALL

FEAT 6

FORTUNE LUMINARY

Frequency once every 10 minutes

Trigger A creature in the spotlight fails a Will save.

You adjust the spotlight to make it easier for the star to perceive the world as a show, allowing them to quickly disassociate and protect themselves from mental hardship. Reroll the triggering save and use the second result, even if it's worse.

MULTIFACETED TALENT

FEAT 6

LUMINARY OCCULT

You're a chameleon able to take on a number of different roles within your platform. Choose up to two 1st-level luminary class feats. You gain those feats.

MULTI-PLATFORM LUMINARY

FEAT 6

LUMINARY OCCULT

Prerequisites expert in a platform skill other than that of your chosen platform

You have considerable experience with multiple media platforms. You gain the initial stagecraft spell of a platform that grants training in the prerequisite platform skill.

ON THE AIR

FEAT 6

LUMINARY OCCULT

You can lift yourself with your headlight spotlight, either using a prop to look like you're on a hoverboard-like vehicle, spontaneously growing wings, or soaring like a powerful spellcaster. As long as you're in your spotlight, you gain a fly Speed equal to your land Speed, and your land Speed gains the hover trait. If you lose the spotlight, you begin to fall at the start of your next turn unless your first action is to Set a Spotlight on yourself.

SCULPT HARDLIGHT

FEAT 6

LUMINARY

You can construct a stage out of your hardlight. You gain the *sculpt hardlight* stagecraft spell.

8TH LEVEL

ADORING FANS

FEAT 8

LUMINARY

It doesn't matter if they're livestreaming avatars, concert recordings, or outright facsimiles, you know you have the star power to manifest a crowd of adoring fans anywhere. You gain the *adoring fans* stagecraft spell.

ADVANCED STAGECRAFT

FEAT 8

LUMINARY

You've learned some of the best kept secrets of your industry. You gain the advanced stagecraft spell for your chosen platform.

TROPE DECONSTRUCTION

FEAT 8

LUMINARY

You make a character more compelling by reversing the audience's expectations. You Cast Role, selecting from between comedy, drama, irony, romance, or tragedy, and Set a Spotlight. If the role usually gives the creature a status penalty, it instead grants a status bonus, and vice-versa. This effect lasts until you Cast Role on that creature again.

SPONSORED AD BREAK

FEAT 8

AUDITORY LUMINARY

Frequency twice per day

Requirements You are Livestreaming and have a free hand.

You initiate an ad break, receiving a gift from a dedicated sponsor and consuming it on the air. A drone delivers a consumable item with an item level no higher than half your level and an activation of 1 action, and then leaves. Activate (if necessary) and consume the item. You can only receive ammunition, grenades, or *spell gems* by using Sponsored Ad Break as a 3-action activity.

10TH LEVEL

CHROMA KEY STAGEHAND

FEAT 10

LUMINARY

You know a special role that adjusts the spotlight to hide the subject rather than highlight them, allowing them to move across a set without being noticed. You gain the following new role.

- **Stagehand:** Creatures with this role are invisible. If the creature uses a move action or takes damage, shimmers and ripples in the role make the creature hidden instead of undetected until the start of its next turn, at which point it becomes invisible again if it's still in the spotlight. If the creature uses a hostile action, the creature becomes immune to this role for 24 hours after that hostile action is completed.

COSTUME WARDROBE

FEAT 10

LUMINARY

You keep a proverbial wardrobe of costumes ready to summon using your spotlight for just the perfect occasion, including protection against certain enemies. You gain the following role.

- **Costume:** Creatures with this role gain resistance equal to 2 + your Charisma modifier to any one physical or energy damage type you specify when you used Cast Role to assign the costume role. This increases to 4 + your Charisma modifier if you're expert in Performance, 6 + your Charisma modifier if you're master in Performance, and 8 + your Charisma modifier if you're legendary in Performance.

QUIET ON THE SET

FEAT 10

LUMINARY

You understand that silence often sets a more powerful tone, capturing the audience's attention and directing them to focus on the performer's body language. You gain the following new role.

- **Silent:** Creatures with this role make no sound, preventing other creatures from noticing them using hearing alone. The creature gains resistance to sonic damage equal to 6 + your Charisma modifier and gains a +2 status bonus to saving throws against effects with the auditory or sonic traits. If the creature uses an auditory action, including speaking as a free action, it becomes immune to this role for 1 round.

STAGE FRIGHT

FEAT 10

LUMINARY

You know how to use sound, light, and even heat to apply extra pressure to your performers. You gain the following new role.

- **Pressure** Creatures with this role are off-guard to the first attack made against them each round; this is an emotion and fear effect. If the creature in the spotlight with this role rolls a critical success, they become immune to the effects of this role for 24 hours.

TWO-POINT LIGHTING

FEAT 10

LUMINARY

You highlight a performance by shining multiple lights from different angles. You Cast Role and Set a Spotlight on the same target twice, applying two different roles you know to the target. You can also apply Two-Point Lighting to a target that already has a spotlight from a stagecraft spell. This effect lasts 1 minute or until the target loses the spotlight, whichever happens first.

12TH LEVEL

GREATER STAGECRAFT

FEAT 12

LUMINARY

You're a true luminary who's mastered your stagecraft to bring your ideas to life. You gain the greater stagecraft spell for your chosen platform.

HOT SET

FEAT 12

CONCENTRATE FIRE LUMINARY MANIPULATE OCCULT

Frequency once per 10 minutes

You overload your spotlight with enough energy to sear not only your star actor, but the set around them. Each creature in a 20-foot burst around a creature within 60 feet that's under one of your spotlight takes 9d6 fire damage with a

basic Reflex save against your spell DC. The flames melt and ignite the surface of the area, making it hazardous terrain for 1 minute. A creature that moves through this hazardous terrain takes 3 fire damage for every square of the area it moves into. The targeted creature loses the spotlight. At levels 16 and 20, the initial damage increases by 1d6, and the hazardous terrain damage increases by 1.

PRISMATIC REFLECT FEAT 12

LIGHT LUMINARY

Frequency once per 10 minutes

Trigger You're the target of an energy ranged weapon attack.

Requirements You're aware of the attack, not off-guard to it, and in your spotlight.

Your spotlight hardens into a prism moments before the attack hits. You gain a +4 circumstance bonus to AC against the triggering attack. If the attack misses, make a ranged Strike that deals 6d6 damage of the same type as the triggering attack with a range of 120 feet. This damage increases by 1d6 at level 14 and every 2 levels thereafter.

WIPE TRANSITION FEAT 12

CONCENTRATE LUMINARY MANIPULATE OCCULT TELEPORTATION

Frequency once per 10 minutes

Requirements You're in your spotlight, and a valid target for your spotlight you can see is within 120 feet.

You turn your spotlight into a wormhole. You Step inside and Set a Spotlight on a different creature at the same time. You reappear adjacent to the creature you targeted with Set a Spotlight.

14TH LEVEL

CUT THE SIGNAL FEAT 14

CONCENTRATE LUMINARY MANIPULATE OCCULT

Requirements The target is in your spotlight.

You Perform a final goodbye before attempting to overload a spell with magic from your spotlight. Attempt to counteract a single spell or magical effect on a target with your spotlight. Your counteract rank for this attempt is equal to half your level rounded up, and you use the result of your Performance check for the counteract check. Whether or not you succeed, your spotlight ends, and the target becomes temporarily immune to Cut the Signal for 10 minutes.

FOCUSED REHEARSAL FEAT 14

LUMINARY

Nothing replenishes your magic like practicing your art. Whenever you Refocus, you regain all your Focus Points instead of 1.

JUMP SCARE FEAT 14

LUMINARY

Requirements A creature is in your spotlight.

You immediately manifest a hologram horror that appears in front of your foe with no warning. You attempt to Demoralize

the target in your spotlight, using Performance instead of Intimidation and ignoring the usual range of 30 feet; this attempt to Demoralize has the auditory or visual trait, or both, depending on the nature of your performance. This check doesn't take a penalty if the target doesn't share a language with you.

Special If you or the target have the horror or pressure roles, you can Demoralize the target even if it's temporarily immune to your attempts to Demoralize it.

TAKE FIVE FEAT 14

LUMINARY

You know when someone needs to take a short break. You gain the *take five* stagecraft spell.

16TH LEVEL

BREAK A LEG FEAT 16

LUMINARY

You know how to apply the kind of pressure to a performer that'll make them more likely to screw up when you tell them exactly what to do. You gain the following new role.

- **Unlucky:** When you Cast Role with this role, verbally goad the creature into using an attack of your choice, such as jaws or laser pistol. Casting Role in this way gives it the auditory and linguistic traits. The first time each round a creature with the unlucky role attempts the chosen attack, it rolls the chosen attack twice and takes the lower result; this is a misfortune effect. If the creature in the spotlight with this role hits with the attack, it becomes immune to the effects of this role for 24 hours.

CHEWING THE SCENERY FEAT 16

CONCENTRATE LUMINARY

Frequency once per day

You mimic one of your enemies in such a comically exaggerated fashion that it undermines both their position and the pressure they've exerted on you and your allies. Choose a single nonpermanent condition, spell, or magical effect that's affecting you. If you chose a condition, its effect on you ends. If you chose a spell or other magical effect, attempt to counteract the spell (your counteract rank is equal to half your level, rounded up, and you attempt a Performance check as your counteract check).

This doesn't remove any Hit Point damage you already took from the spell or condition, and it removes the effect from only you, not from other creatures or the environment around you. It can't remove an ongoing affliction or prevent such an affliction from inflicting conditions on you later. It can't remove conditions occurring automatically due to your situation or positioning (such as being off-guard due to being prone or flanked).

Special If you have the comedy role, apply this effect to one ally within 15 feet with the same condition, spell, or magical effect.

CROSS-PLATFORM SYNERGY FEAT 16

LUMINARY

Prerequisites master in a platform skill for a platform that you've learned the initial epiphany for and that isn't your chosen platform

You've learned how to apply more of another platform's strengths to enhance your own performances. You learn the advanced stagecraft spell of the platform that grants training in the prerequisite platform skill.

18TH LEVEL

CLEAR THE FRAME FEAT 18

LUMINARY

Frequency once per 10 minutes

Trigger A creature you're aware of critically succeeds on a Strike against you.

Requirements You're in your spotlight.

You overload your spotlight, parrying the attack before the light goes off. You Dismiss the spotlight you're under, and the result of the triggering Strike becomes a success instead of a critical success. If the triggering creature was also under a spotlight, you can Dismiss their spotlight and your own to make the attack a failure.

SPELL REFLECTION FEAT 18

LUMINARY

Prerequisites Prismatic Reflect

You can use Prismatic Reflect against magic. When you do, the trigger becomes "You're the target of a hostile spell." In addition to the bonus to AC, Prismatic Reflect grants you a +2 status bonus to your saving throw against the triggering spell. If the triggering spell misses, or you roll a success or critical success on your saving throw against the triggering spell, make a spell attack roll against the triggering caster. On a hit, the target takes 10d6 damage of one of the same types as the triggering spell (double damage on a critical hit). If the triggering spell doesn't deal a type of damage, this deals force damage instead.

WITTY ONE-LINER FEAT 18

LUMINARY

Frequency once per day

Requirements You have no Focus Points.

Your opponents might think you're out of tricks, but with the perfect clever remark, you regain your composure and prepare your audience for one final act. You Set a Spotlight on yourself and regain 1 Focus Point.

20TH LEVEL

EFFORTLESS SUPERSTAR FEAT 20

LUMINARY OCCULT

You've worked hard to make your skill appear effortless, flawlessly executing your best moves without a second thought. You're permanently quickened. You can use your extra action only to Cast Role, Perform, Set a Spotlight, or Stride.

THE WORLD IS A STAGE FEAT 20

LUMINARY OCCULT

The world is a stage, and reality itself is at the beck and call of your vision. Once per day, you can cast any occult spell of 8th-rank or lower as an innate spell. The spell must be common or one to which you otherwise have access to, and it costs as many actions as it would typically take to cast.

STAGECRAFT SPELLS

CONTEST

STAR CONTESTANT FOCUS 1

UNCOMMON CONCENTRATE FOCUS LUMINARY

Range 120 feet; **Targets** 1 creature without a spotlight

Duration 1 minute

You Set a Spotlight on the target that doesn't move from that target. The target gains the star contestant role for the duration of the spell, in addition to their normally assigned role.

The star contestant can turn their bad luck into a thrilling turnabout. When the star contestant fails a check, it gains a +1 status bonus the next time it attempts the same check.

Heightened (6th) Increase the status bonus to a +2.



WHEEL OF SUPERSTARS

FOCUS 4

UNCOMMON CONCENTRATE FOCUS LUMINARY

Range 60 feet from a spotlight; **Area** 15-foot burst

Duration 1 minute

You create an enormous holographic spinning wheel flat on the ground in the area with various strips of text written on it. A creature can Interact to spin the wheel once per turn. The creature rolls 1d6, creating an effect depending on the result. The star contestant rolls 1d6 twice and chooses one of the two results.

- 1: Penalty** The creature takes a -1 status penalty to all checks for the duration of the spell or until it spins the wheel again, whichever happens first. If a creature with this penalty spins the wheel and gets penalty again, increase the penalty by 1.
- 2: Free Slot** (fortune) The creature can reroll one check it attempts before the end of its next turn but must use the second result.
- 3: Fireworks** (fire) The wheel deals 4d8 fire damage (basic Reflex save) to all creatures in a 10-foot burst within 60 feet of the wheel. The creature that spun the wheel chooses the position of the burst.
- 4: Sponsor's Boon** The creature becomes quickened for the duration of the spell or until it spins the wheel again, whichever happens first. It can use the extra action each round for only move actions or to Interact to spin the wheel.
- 5: Extra Life** (healing) The creature gains 4d8 Hit Points. If this healing would exceed the creature's missing Hit Points, the remaining healing is granted as temporary Hit Points that last for 1 round.
- 6: Jackpot** The creature gains a +1 status bonus to all checks for the duration of the spell. If a creature with this effect spins the wheel and gets the jackpot again, that creature chooses any outcome on the wheel instead.

Heightened (+1) Increase the damage and healing by 1d8.

SUMMON A FRIEND

FOCUS 6

UNCOMMON CONCENTRATE FOCUS FORTUNE LUMINARY

Trigger You fail, but don't critically fail, a check.

Requirements You're in your spotlight and within 30 feet of an ally.

You quickly call on a hardlight facsimile of your ally to help you. Reroll the triggering check with a +2 status bonus.

Special If you're the star contestant, this spell's trigger is "You fail or critically fail a check."

FASHION

TRENDSETTER

FOCUS 1

UNCOMMON CONCENTRATE FOCUS LUMINARY

Range 120 feet; **Targets** 1 creature without a spotlight

Duration 1 minute

You Set a Spotlight on the target that doesn't move from that target. The target gains the trendsetter role for the duration of the spell, in addition to their normally assigned role.

The trendsetter can Perform to strike a pose and force a creature within 30 feet to attempt a Reflex save against your spell DC. On a failure, that creature becomes clumsy 1 for 2 rounds (clumsy 2 on a critical failure), as the target becomes forcefully clad in holographic avant-garde fashion.

Heightened (3rd) The trendsetter can target an additional creature that's under a spotlight.

VOGUE CATWALK

FOCUS 4

UNCOMMON CONCENTRATE FOCUS LUMINARY

Range 60 feet; **Area** 15-foot wide, 30-foot long line

Duration 1 minute

When a spotlighted creature that's in the area Casts a Spell, Performs, or Strikes, it can Stride up to half its Speed (this is a traversal effect) as a free action after the action resolves. If the creature is the trendsetter, it can Stride up to its Speed instead. A creature can Stride in this way once per turn. A creature that moves outside of the area becomes dazzled for 1 round.

STRUT AND POSE

FOCUS 6

UNCOMMON CONCENTRATE FOCUS LUMINARY

Range spotlight; **Targets** 1 creature in a spotlight

Defense Reflex and Will; **Duration** 1 minute

The spotlight intensifies, and any creature under it feels the urge to elegantly traverse the battlefield, unable to shake the feelings that failing to do so will trigger the magic flowing around them. The target must attempt a Will save, becoming immune to *strut and pose* for 24 hours on a success. On a failure, the creature feels compelled to move.

The first time each turn the creature uses a move action under a spotlight, it must attempt a Reflex save with the following results. If the creature under the spotlight ends its turn without moving, it becomes slowed 1 for 1 round.

Critical Success The target is unaffected.

Success The creature takes a -10-foot status penalty to its Speeds for the duration of the move action.

Failure The creature takes a -10-foot status penalty to its Speeds for the rest of its turn.

Critical Failure The move action is disrupted, and the creature becomes slowed 1 for 1 round.

MUSIC

DIVA

FOCUS 1

UNCOMMON CONCENTRATE FOCUS LUMINARY

Range 120 feet; **Targets** 1 creature without a spotlight

Duration 1 minute

You Set a Spotlight on the target that doesn't move from that target. The target gains the diva role for the duration of the spell, in addition to their normally assigned role.

The diva can Perform once per turn to restore 1d4 Hit Points to a creature within 120 feet. This has the healing trait and a trait associated with the performance, usually auditory for singing and move for dancing.

Heightened (+1) The amount of healing increases by 1d4.

STARSONG RECITAL FOCUS 4

UNCOMMON AUDITORY CONCENTRATE FOCUS LUMINARY MENTAL

Area 15-foot emanation

Defense Will; **Duration** 1 minute

A hardlight musician manifests above the battlefield, their music tugging at the heartstrings of everyone around them. If you're the diva, the emanation's radius is doubled. Attempt a single Performance check against the Will DC of each enemy in the area. No matter the outcome, the creature becomes immune to Starsong Recital for 24 hours.

Critical Success The creature is fascinated by the musician for 1 minute. A fascinated creature is off-guard to creatures that aren't under a spotlight and must either Step or Stride toward the musician as their first action during each of their turns. The condition ends if you use a hostile action against the target but not if a creature uses a hostile action against its allies.

Success As critical success, but at the end of each round, the fascinated creature can attempt a Will save against your spell DC, ending the effect on a success.

Failure As success, but the effect lasts for 1 round.

Heightened (6th) Increase emanation radius to 30 feet.

Heightened (9th) Increase emanation radius to 120 feet.

GRAND CRESCENDO FOCUS 6

UNCOMMON CONCENTRATE FOCUS LUMINARY MANIPULATE SONIC

Area 30-foot emanation

Defense basic Will

The performance reaches its zenith, and the song comes to its triumphant finale. Each enemy in the area takes 6d8 sonic damage with a basic Will saving throw, and each ally in the area gains temporary Hit Points equal to half that amount that last for 1 round.

Heightened (+1) Increase the damage by 1d8.

SPORTS

STAR PLAYER FOCUS 1

UNCOMMON CONCENTRATE FOCUS LUMINARY

Range 120 feet; **Targets** 1 creature without a spotlight

Duration 1 minute

You Set a Spotlight on the target that doesn't move from that target. The target gains the star player role for the duration of the spell, in addition to their normally assigned role.

The star player gains 3 temporary Hit Points for the duration of the spell. The first time each round the star player successfully hits a creature with a Strike, the creature must succeed at a Fortitude save against your spell DC or be knocked prone.

BIG GAME FOCUS 4

UNCOMMON CONCENTRATE FOCUS LUMINARY

Range 120 feet; **Area** two 10-foot bursts

Duration sustained up to 1 minute

You create a facsimile of a sports team that harry and hinder their opponents. These areas are difficult terrain. When you Cast or Sustain this Spell, move the areas up to 20 feet in any direction, and creatures in the affected areas at the end

of the movement take 4d6 bludgeoning damage with a basic Fortitude save. The star player is immune to these effects.

Heightened (+1) Increase the damage by 1d6.

GRAND SLAM FOCUS 6

UNCOMMON CONCENTRATE FOCUS LUMINARY

Range 60 feet; **Targets** 1 creature in a spotlight

A player takes center stage, prepared to bring the game to an end. The target Strikes as a reaction with a +2 status bonus to its attack roll. If the target is the star player, it can make the Strike as a free action instead. If the target misses, the target can reroll its attack without the status bonus (this is a fortune effect). If the target hits (even if it rerolled), it can Demoralize the target of the Strike or Stride as a free action (this Stride has the traversal trait).

Heightened (9th) The status bonus increases to +3.

THEATER

LEAD ACTOR FOCUS 1

UNCOMMON CONCENTRATE FOCUS LUMINARY

Range 120 feet; **Targets** 1 creature without a spotlight

Duration 1 minute

You Set a Spotlight on the target that doesn't move from that target. The target gains the lead actor role for the duration of the spell, in addition to their normally assigned role.

The lead actor gains a +1 status bonus to checks for actions with the linguistic trait. The lead actor can Perform with the linguistic trait to pull a target into a scene with them for 2 rounds. All creatures in the same scene are off-guard to each other.

Heightened (4th) The lead actor can pull an additional creature into its scene each time it Performs.

SOLILOQUY FOCUS 4

UNCOMMON CONCENTRATE FOCUS LINGUISTIC LUMINARY

Range 60 feet; **Targets** 1 creature with a spotlight

Defense varies; **Duration** 1 minute

The target begins to soliloquize to the audience about the current situation. Cast Role on the target, unless they're the lead actor. Once per turn, the creature can Perform their internal monologue to gain one of the following effects, depending on their role.

- **Action** (traversal) You gain a +10-foot status bonus to your Speeds for 1 round, then Stride.
- **Comedy** (emotion, mental) A creature within 30 feet must attempt a Fortitude saving throw. On a failure, it begins laughing maniacally and becomes stunned 1 (stunned 2 on a critical failure).
- **Drama** (emotion, mental) You plant the seeds of tension between you and another creature within 30 feet. The next time either of you would deal damage or restore Hit Points to the other, the damage or healing roll gains a status bonus equal to half your character level.
- **Horror** (emotion, fear, mental) A creature within 30 feet must attempt a Will save. On a failure, it becomes

frightened 1 (frightened 2 on a critical failure). Unless it rolls a critical success, it can't reduce its frightened value below 1 for 1 round.

- **Irony** Make a Strike, and if the Strike's damage would trigger any of its target's resistances, treat that resistance as weakness instead. The target becomes immune to this effect for 24 hours.
- **Mythology** Make a Strike. If you hit, the target must attempt a Will save. On a failure, it becomes dazzled for 1 round (2 rounds on a critical failure).
- **Romance** (healing, mental) You soliloquize about another creature within 60 feet. The target creature regains a number of Hit Points equal to twice your level.
- **Tragedy** (emotion, mental) A creature within 30 feet must attempt a Will save. On a failure, it starts to cry and becomes stupefied 1 for 2 rounds (stupefied 2 on a critical failure).
- **Lead Actor** Choose any options each time you Perform, even if it doesn't match your role.

FINAL CONFRONTATION **◆◆** **FOCUS 6**

UNCOMMON CONCENTRATE FOCUS LUMINARY

Range 60 feet; **Targets** 2 creatures that are hostile to one another

Duration 1 minute

The targets face off in the climactic confrontation between the story's hero and villain. The affected creatures have a +2 status bonus to AC and saves against effects that don't originate from each other and a -2 status penalty to checks and to the DCs of their effects against a creature that isn't the target of this spell.

If one of the affected creatures is the lead actor, creatures that are in the same scene as it, as described in *lead actor*, count as being part of this *final confrontation*, and creatures in the *final confrontation* count as being in the lead actor's scene.

OTHER STAGECRAFT SPELLS

ADORING FANS **◆◆** **FOCUS 4**

UNCOMMON AURA FOCUS LINGUISTIC LUMINARY MANIPULATE

Range spotlight; **Area** 10-foot emanation

Duration 10 minutes

A mob of hardlight avatars you've constructed to help promote someone appear and begin scrambling to celebrate, following the spotlighted creature. When the spotlight moves to a different creature, the crowd will immediately begin following and move to whoever has the spotlight. The crowd is considered difficult terrain to anyone other than you and the creature the crowd is following. Creatures without a spotlight can Hide and Sneak inside the crowd. The crowd isn't dense enough to provide additional cover or concealment, and the spell is Dismissed if the creature in the spotlight takes any area damage.

CAMEO APPEARANCE **◆**

UNCOMMON CONCENTRATE FOCUS LUMINARY MANIPULATE

Range 120 feet

Duration sustained

You summon a special guest, then Cast Role and Set a Spotlight on your special guest. This functions as *illusory creature* (Player Core 338), except the creature is a hardlight construct instead of an illusion, so creatures can't disbelieve your special guest. Your special guest deals force damage instead of mental damage, but resistances and weaknesses still apply based on the type of damage the hardlight construct appears to deal. When you Cast this Spell, you can have the special guest Impersonate a specific creature, using your Performance modifier instead of Deception.

Heightened (+1) As *illusory creature*.

FOCUS 2

SCULPT HARDLIGHT **◆◆◆**

UNCOMMON CONCENTRATE FOCUS LUMINARY MANIPULATE

Range 120 feet (see below)

Duration 10 minutes

You create and shape a solid hardlight structure. You create one Large structure within range in unoccupied squares adjacent to another hardlight structure or a creature in your spotlight; each structure is 10 feet long, 10 feet wide, and 10 feet tall. There must be enough room for a structure in order to construct it. Each structure has AC 10 and is immune to

FOCUS 3



critical hits and precision damage. It has Hardness 6, 30 Hit Points, and a BT of 15. The structure disappears as soon as its Hit Points becomes 0.

A hardlight structure can be designed to grant lesser or standard cover. Any checks involving the structure, such as a check to Climb to scale a portion of it that isn't designed to be climbed or an Athletics check to Force Open a hardlight door, uses your spell DC, or DC 15 if the structure is broken.

Heightened (+1) You can create up to one additional structure.

Increase all structures' Hardness by 2, Hit Points by 10, and BT by 5.

TAKE FIVE

FOCUS 7

UNCOMMON CONCENTRATE FOCUS INCAPACITATION LUMINARY MANIPULATE TELEPORTATION

Range 120 feet; **Targets** 1 creature in your spotlight

Defense Will

With a snap of your fingers, your spotlight turns off. The target must attempt a Will save (a willing target can choose to fail), disappearing on a failure. The target automatically reappears in the same location 1 round later. If its original space is occupied when it returns, the creature appears in the nearest unoccupied space. The creature doesn't experience any of the intervening time. Likewise, any effects on the creature with a duration don't decrease their duration, resuming when the creature reappears with the same spotlight it had when it left. You can't use or move the spotlight that was on the creature until the creature returns, and Casting this Spell doesn't cause the spotlight to move.

MINIBOTS

Minibots are tiny consumer constructs designed to perform specialized tasks. Their relative ease of use makes their adoption widespread across the galaxy, as they're arguably easier to use than a simple comm unit. Their cross-platform compatibility and affordability means they're still popular with technology enthusiasts, who frequently upgrade and mod them to suit personal needs. Minibots use a combination of voice registration and RFID tags, often integrated into accessories worn by their owner. They don't activate if the owner has another minibot to prevent them from crashing into one another while attempting to obey the same command at the same time. Most minibots expend 1 battery charge every 10 minutes while activated. While all minibots include a commercial battery, it can be replaced with a new battery, even if it's a higher grade than the minibot.

Activate Minibot (auditory, manipulate) **Requirements**

You have no other active minibots; **Effect** You touch a minibot with an RFID tag and say its registered name as it whirls to life. Once activated, a minibot has the minion trait. It obeys you to the best of its ability when you use an action to Command it. You must be within 60 feet to verbally command a minibot.

MINIBOT STATISTICS

MINIBOT

CREATURE -1

TINY CONSTRUCT ROBOT TECH

Perception +0; darkvision

Languages common

Skills Acrobatics +6, Perception +3

Str -4, **Dex** +3, **Con** +0, **Int** -5, **Wis** +0, **Cha** +0

AC 14; **Fort** +0, **Ref** +4, **Will** +0

HP 4; **Immunities** area damage, bleed, death effects, disease, doomed, drained, fatigued, healing, mental, nonlethal attacks, paralysis, poison, sickened, spirit, unconscious, vitality, void; **Weaknesses** electricity 1

Speed fly 30 feet

CAMERABOT

ITEM 0

MINIBOT TECH

Price 100 credits

Bulk 1

A favorite of celebrities, musicians, and streamers alike, this round floating minibot rotates around its user while recording or streaming audio or video. The user of this minibot can perform the Livestream exploration activity at the same time as another exploration activity. A camerabot only takes 1 charge per hour it remains active.

PETBOT

ITEM 0

MINIBOT TECH

Price 50 credits

Bulk 1

Petbots resemble specific Tiny animals, despite clearly being a robot. It's possible to hide an object of light Bulk in a petbot, but it takes 1 minute to access the compartment. You gain a +1 item bonus to Stealth checks to Conceal an Object in a petbot.



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